



The God of Shadows

The God of Shadows will always fight you with your own weapons.

When the god arrives, roll dies and add them to the strongest adventurers stats to ascertain the dieties strength.

Lives **10**
Strength **+ 1d**
Craft **+ 1d**

Event Card

Suddenly a portal to the dark recesses of the world appears. If it is not destroyed it will hail the arrival of the dark lords and the world will tumble in a nightmare without end.



Portal Appears at
Monster appears at all portals in
Monsters move

The Crag
Middle Region
1 space

Event Card

Suddenly a portal to the dark recesses of the world appears. If it is not destroyed it will hail the arrival of the dark lords and the world will tumble in a nightmare without end.



Portal Appears at
Monster appears at all portals in
Monsters move

Plains
Outer Region
1 space

Event Card

Suddenly a portal to the dark recesses of the world appears. If it is not destroyed it will hail the arrival of the dark lords and the world will tumble in a nightmare without end.



Portal Appears at
Monster appears at all portals in
Monsters move

Fields
Inner Region
2 spaces

Event Card

Suddenly a portal to the dark recesses of the world appears. If it is not destroyed it will hail the arrival of the dark lords and the world will tumble in a nightmare without end.



Portal Appears at
Monster appears at all portals in
Monsters move

Hidden Valley
Middle Region
1 space

Doom Track

And on to the Gods the servants will turn. By the end of the ninth hour the master shall return to his deciples and reign terror upon the unbelievers.

For every portal on the board you must rise the Doom Track by one. When all are filled the dark lord will come.



Event Card

Suddenly a portal to the dark recesses of the world appears. If it is not destroyed it will hail the arrival of the dark lords and the world will tumble in a nightmare without end.



Portal Appears at
Monster appears at all portals in
Monsters move

Graveyard
Inner Region
1 space

Event Card

Suddenly a portal to the dark recesses of the world appears. If it is not destroyed it will hail the arrival of the dark lords and the world will tumble in a nightmare without end.



Portal Appears at
Monster appears at all portals in
Monsters move

Hills
Middle Region
1 space

Event Card

Suddenly a portal to the dark recesses of the world appears. If it is not destroyed it will hail the arrival of the dark lords and the world will tumble in a nightmare without end.



Portal Appears at
Monster appears at all portals in
Monsters move

Woods
Middle Region
1 space

Event Card

Suddenly a portal to the dark recesses of the world appears. If it is not destroyed it will hail the arrival of the dark lords and the world will tumble in a nightmare without end.



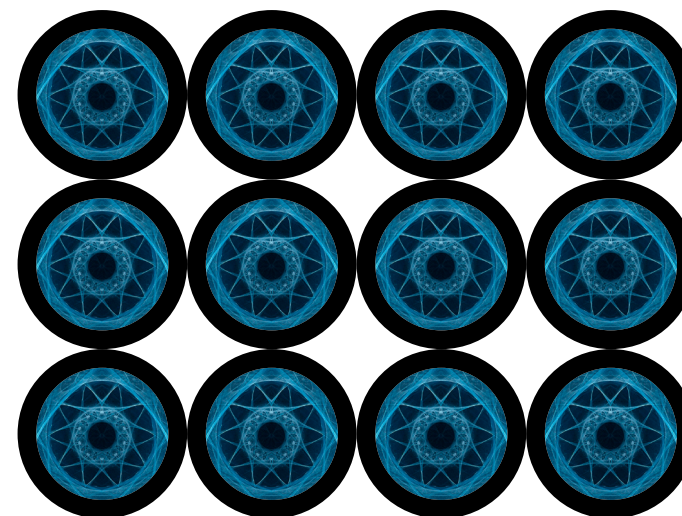
Portal Appears at
Monster appears at all portals in
Monsters move

Runes
Outer Region
1 space

Talisman Horror - The Rules

- The game starts with a random portal on The Crown of Command.
- At the start of every turn one Event Card is drawn and followed.
- There can only be one portal on a space.
- Monsters with a + or - to their strength or craft will have the same strength as their opponent + or - the number.
- Monsters move CC or CCW according to the symbol. If they can they will cross between regions, but only once per turn.
- Advance the Doom Track one for every portal on the board.
- If the Doom Track is filled the deity will arrive and the adventurers will have to fight it.
- If an adventurer reaches the Crown, all monsters will move towards him.
- The game ends when all portals are closed or the deity is vanquished.

Markers for Doom Track



Event Card

Suddenly a portal to the dark recesses of the world appears. If it is not destroyed it will hail the arrival of the dark lords and the world will tumble in a nightmare without end.



Portal Appears at
Monster appears at all portals in
Monsters move

Mines
Outer Region
2 spaces

Event Card

Suddenly a portal to the dark recesses of the world appears. If it is not destroyed it will hail the arrival of the dark lords and the world will tumble in a nightmare without end.



Portal Appears at
Monster appears at all portals in
Monsters move

Warewolf Den
Inner Region
1 space



Event Card

There is a cold breeze but no portal appears.



Portal Appears at
Monster appears at all portals in
Monsters move

1 space

Storm Runner



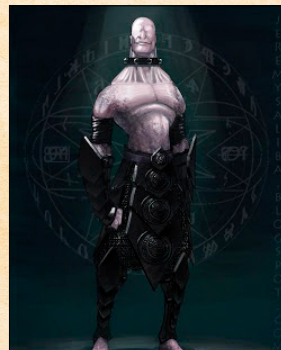
Strength - 1
Moves CW

Black Smoke



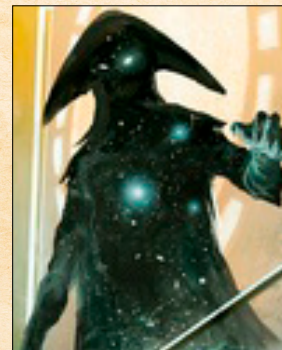
Strength + 3
Moves CW

Black Guardian



Strength 5
Moves CW

Black Hole



Strength + 2
Moves CW

**Greater Shadow
Beast**



Strength + 3
Moves CW

Shadow Being



Strength - 2
Moves CW

Soaring Shadow



Strength + 1
Moves CW

Black Satyr



Strength 4
Moves CW

Mind Flayer



Craft **6**
Moves **CCW**

Lesser Slayer



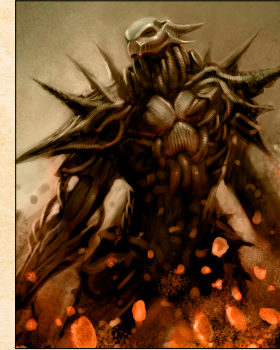
Strength **4**
Moves **CCW**

Slayer



Strength **5**
Moves **CCW**

Spiked Fighter



Strength **5**
Moves **CCW**

Creeping Satyr



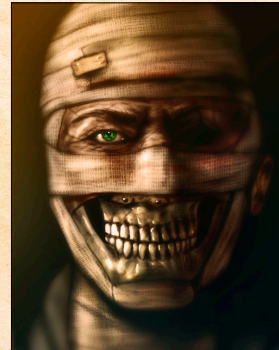
Strength **4**
Moves **CCW**

Mirror Beast



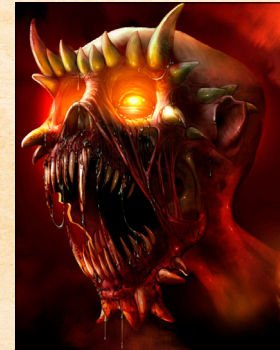
Strength **- 2**
Moves **CCW**

Patched Mummy



Strength **7**
Moves **CCW**

Scarred Demon



Strength **8**
Moves **CCW**

Flame Hound



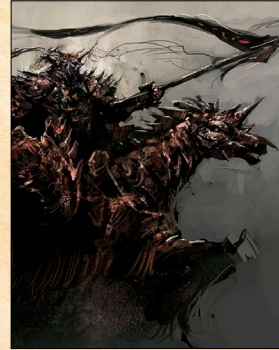
Strength 5
Moves CW

Fire Demon



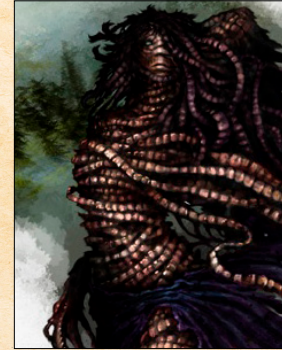
Strength 8
Moves CW

Slain Knight



Strength 5
Moves CW

Worm King



Strength 6
Moves CW

Shadow Walker



Strength - 2
Moves CW

Nether Guardian



Strength 4
Moves CW

Ash Lord



Strength 10
Moves CW

Ash Warrior



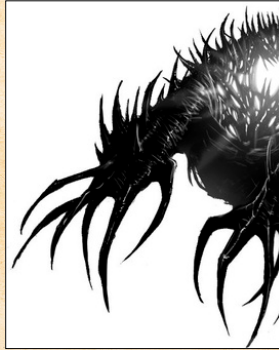
Strength 3
Moves CW

Nightare



Strength 7
Moves CCW

Clawed Nightare



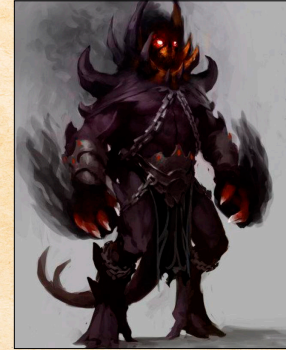
Strength + 1
Moves CCW

Nether Lord



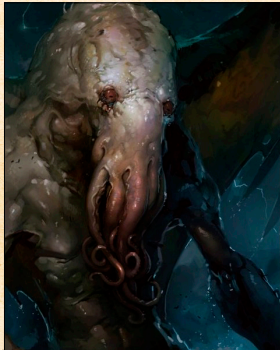
Strength 12
Moves CCW

Shadow Conjurer



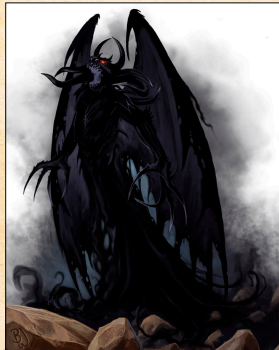
Craft + 1
Moves CCW

Illithid



Craft 10
Moves CCW

Nightgaunt



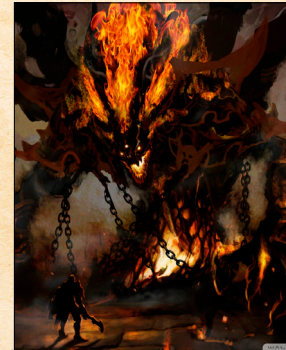
Strength + 1
Moves CCW

Torn Angel



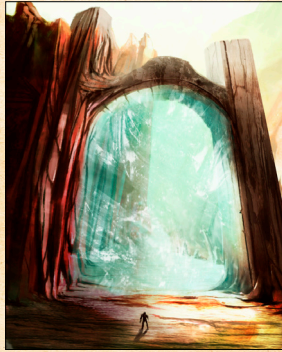
Strength 14
Moves CCW

Great Flame Lord



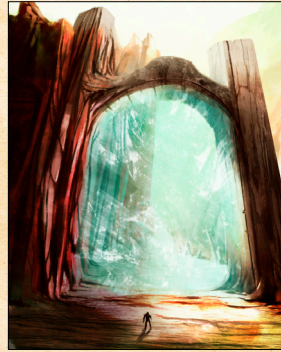
Strength 14
Moves CCW

Portal



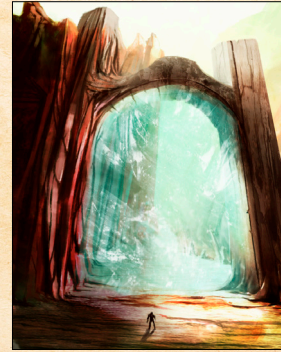
Strenght 8
Lives 2

Portal



Strenght 6
Lives 1

Portal



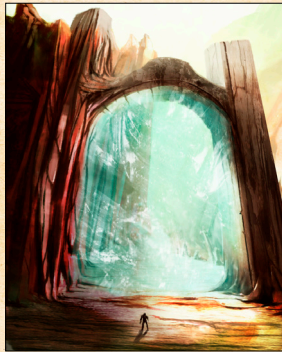
Strenght 7
Lives 1

Portal



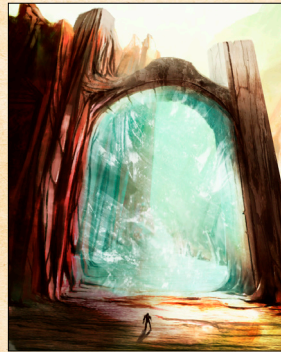
Strenght 6
Lives 1

Portal



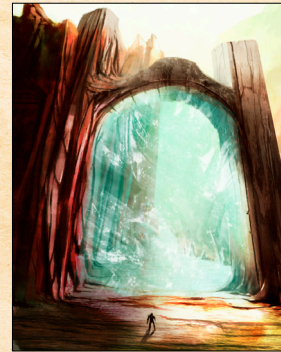
Strenght 6
Lives 1

Portal



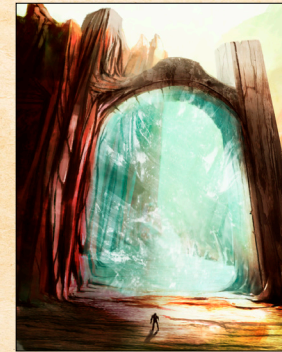
Strenght 6
Lives 3

Portal



Strenght 6
Lives 1

Portal



Strenght 6
Lives 1

Event Card

There is a cold breeze but no portal appears.



Portal Appears at
Monster appears at all portals in
Monsters move

1 space

Event Card

There is a cold breeze but no portal appears.



Portal Appears at
Monster appears at all portals in
Monsters move

1 space

Event Card

There is a cold breeze but no portal appears.



Portal Appears at
Monster appears at all portals in
Monsters move

1 space

Event Card

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Portal Appears at
Monster appears at all portals in
Monsters move

1 space

Event Card

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Portal Appears at
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Monsters move

1 space

Event Card

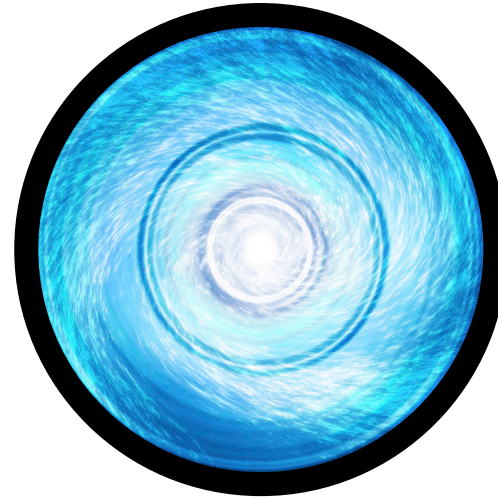
There is a cold breeze but no portal appears.



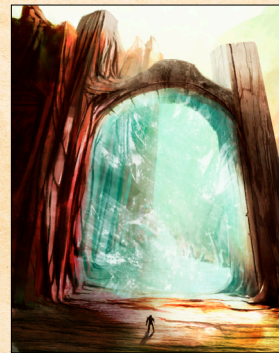
Portal Appears at
Monster appears at all portals in
Monsters move

1 space

**Marker for
Round Starter**

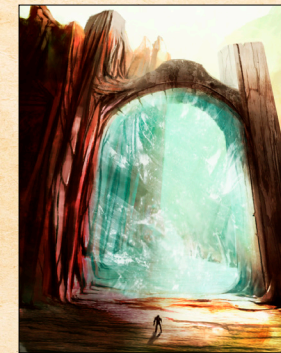


Portal



Streight 7
Lives 1

Portal



Streight 4
Lives 2





