



Rule Sheet

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Me and my friends don't have many of the expansion sets yet, official or unofficial. This means that some rules in this expansion may not apply 100% to the way **you** play the game. I search the internet to find out as much as possible about the different expansions.

All I can say is that you are free to make any House Rule you like. And, as always, throw in a grain of common sense.

The images in this expansion may contain some nudity, but no pornography.

LOTS AND LOTS OF THANKS YOU ALEX TSAVALOS FOR THE BOARD!!! COULDN'T HAVE DONE IT WITHOUT YOU!!!

CONTENT

Rules sheet

Board

9 Characters

3 Large cards

9 Purchase cards (print 5 of each)

5 Citizenship cards

5 Rabies cards

112 Street cards, of which the following are multiple: Enter the Edge (4), The Sheriff Speaks (2), Lost in Alley (2), Locked Door (4), Town Guard (3), Robber (2), Giant Rat (2), Alley (2), Empty Street (4).

101 Edge of Town cards, of which the following are multiple: Bag of Gold (6), Trap (2), Giant Bat (2), Dragon (2), Boar (2), Pagan Warrior (2).

BACKGROUND

Over the years, the quiet little village has grown and developed into a prosperous Town. It has begun to challenge the old might and rule of the City, and now has its own government, laws and fighting forces. A Mayor rules, appointed by the Trading Guild, and he is aided by a Sheriff and the Captain of the Guard.

The Town is vibrant and eventful and but it can also be a dangerous place, filled with dark alleys and villains of all sorts. Especially if you should get lost and find yourself wandering in the Edge of Town, you are in for some trouble. But there are also great rewards to be found in the Edge...

1. SETTING UP THE BOARD

1.1 The Gate

The Village space is hereby renamed the Town Gate, and called so from now on. When you land on the Village space on the Main board, move your Player piece to the Town Gate on the Town board.

1.1.2 The Gate dies roll

You must make the *Gate die roll* when you land here (unless you come from the Edge, but you can decline to enter if you wish and move as normal in the Outer Region on your next turn. But if you are allowed to enter and say that you *are* going in, you can't change your mind.

If you roll a 6 on the die roll, or if you are a Player that starts the game on any Edge space, you may choose to enter the Edge instead of the Streets. If so, move as normal in the Edge on your next turn.

1.1.3 Levels

The Town Board is split into two levels; the Streets and the Edge of Town, and they are separated by the Town Wall. You can only pass through the Wall in certain situations, as stated on spaces or cards.

1.2 Which Region?

The whole board is normally considered to be the same Region (Outer) with a few exceptions:

*A Player cannot *voluntarily* Teleport from other boards to the Town board, or the other way around.

* When the Town is in Quarantine (see rules below) you can still enter and move around in the Edge as normal, but you are not allowed to enter the Streets from the Edge.

* The whole Town Board is affected by Events that occur on regular Adventure- and other cards, unless otherwise noted on the card, and not during Quarantine (see rule)

2. MOVEMENT

2.1 Entering Town

To enter Town you must end your Movement on the Village in the Outer Region, move to the Gates and follow the instructions.

If you are allowed to enter, move as normal on your next turn.

2.2 Moving in the Streets

You move around the Streets as normal, and you can only pass the same space once.

2.3 No extra Movement

Since the authorities want to keep good order on the Streets, no extra Movement is allowed. Therefore you can't use Horses, Horse and Carts, Winged Boots, Spells or Special Abilities or any other means to get extra Movement. You can still keep any Object that can add Movement, you just can't use them.

If you forget this you are thrown in Jail for one turn.

2.4 Edge of Town Movement

2.4.1 In the Edge you move as normal, and you may add extra Movement if you can.

2.4.2 IMPORTANT: The Town Gate is NOT in the Edge

When you are in the Edge, and land on the Gates space, you are considered to be on a Streets space. If another Player in Town draws a Street card that affects all the Streets, you are affected too.

However, when you land on the Gates from the Edge, you are not allowed to enter the Streets. Scumbags from the Edge are not welcome! Either leave the Edge (put your playing piece on the Village space and move in the Outer Region for your next turn). Or just stand there and do nothing: on your next turn, keep moving in the Edge.

2.5 Entering the Streets from the Edge

2.5.1 The usual way

When in the Edge of Town, you can only enter the Streets via certain connections on spaces and cards.

You cannot re-enter the Streets on the same turn that you left, but must wait until next time you land on an Edge space or draw a card where it is possible to go into Town.

2.6 Teleporting

You can not *voluntarily* Teleport from an Edge to a Street space, or the other way around. That can only happen when you are specifically instructed to do so.

You can Teleport from an Edge space to the Gates.

2.7 Leaving the Town Board

The normal way to leave is to land on the Gates at the end of your Movement. You declare that you want to leave and put your Player piece on the Village space on the Main Board. On your next turn, you move as normal in the Outer Region. When you have declared to leave, you can not change your mind and choose to move back in on your next turn.

Some spaces and cards also make you leave the board.

2.7.2 Thrown out

When you are instructed to be Thrown out, you are immediately taken to the Village space and your turn ends. Move as normal in the Outer Region on your next turn.

3. BUILDINGS

3.1 The following places are called Buildings.

When you land on these spaces, follow the instructions.

The Healer

The Blacksmith

The Mystic

Jail

Foaming Barrel Inn*

Starlight Park

Citadel

3.2 Safe in Buildings

Quarrel between Players is not allowed in the Buildings. No Player can be attacked or confronted in any way by other Players, including spellcasting and Special Abilities. Should you forget this you are sent to Jail for one turn.

**EXCEPTION: a jolly good fight is always appreciated at the Foaming Barrel Inn. =D*

3.3 Mayor's Citadel

When visiting the Mayor you have these choices:

3.3.1 Rob the Treasury

See Rule 6.

3.3.2 Tour the Citadel

Take a walk around the Citadel and see what you encounter. See the Citadel Large card.

3.3.3 Become Citizen

See the Citizenship Large card.

You can not accept any offers from the City, i.e. the Spy or the Conspiracy. If you should forget this and accept an offer, you are immediately taken to Jail for three turns, and are Thrown out, and you can never enter the Streets again for the duration of this game.

3.3.34 Leaving the Citadel

When you leave the Citadel, for any reason, you cannot go back until you have returned to Parade Street. Move one step each turn until you are there, then decide if you wish to go back or move as normal on the Streets.

4. CARDS

On many spaces, both in the Streets and on the Edge, Players are instructed to draw cards. They are mostly encountered as normal. Here are some clarifications.

4.1 Events

Events on the Street cards and Edge cards apply to the Town Board only, unless the card specifically says otherwise.

Sometimes only the Streets are affected, sometimes only the Edge, sometimes both. The card will say.

The Town is affected as normal when a Player in the normal Outer, Far Outer or Middle Regions draws an Event Adventure card. For exceptions to this rule, see the Quarantine rule below.

4.2 Strangers

4.2.1 Cannot discard Strangers

These nice people are the inhabitants and citizens of Town, and they are protected by Law. If you *deliberately* discard a *face up* Stranger in any way, you have committed a crime and are immediately sent to Jail for one turn. If you discard a Stranger-Law card, the sentence is two turns. The exception is the Crime Boss; he can be discarded without punishment.

4.2.2 The Town Guard & other Law cards

The Town Guard is perhaps not the brightest bunch of guys around, but they do their job without ever hesitating. **The Guards can not be Evaded by Special Abilities, Objects, Spells or Followers**, unless you have used any of these **BEFORE** you encounter them. i.e. if you have cast the Invincibility Spell before you roll the die for Movement, or if you just used it to escape some other danger, you are still Invincible and the Guard can't see you.

If not, you must always do what the card says; unless you have a specific Town card, i.e. Citizenship, that says otherwise, or if you are a Player from Town (one of the new Town Character cards) with such a Special Ability.

This rule also applies to any other Event-Law or Stranger-Law card, i.e. the Guard Captain and the Guard Patrol.

4.3 Enemies

4.3.1 Enemy-Humans

Enemy-Humans cannot be kept for extra Strength. This is because most fights between Humans don't end in death, and every Combat in Town simply isn't fought to the death. Every defeated Enemy is still discarded as normal, unless otherwise noted.

4.3.2 Enemy-Criminals

These Enemies can either be exchanged for Strength as normal, or for 1 Gold each at the Jail.

4.4 Purchase Cards

Every Purchase Object in the deck has a value that is stated on the Card. That is the *normal Town* value, if nothing else is stated.

Old purchase cards are also included in the list on the Price Large card.

If you have other Objects in your expansion that are not mentioned here, give them a Normal Price that you see fit.

Once again, these are normal Town prices, Objects can cost differently elsewhere and if specifically stated.

4.5 Place this card on...

Any card that says "Place this card on..." is not to be confronted by the Player who drew it, but is placed on the indicated space and confronted when someone lands there.

4.6 No fighting

On some Place cards, no fighting between players is allowed. Should you forget this you are sent to Jail for one turn.

5. RABIES

5.1 Getting infected

A Player can get infected with Rabies as a result of certain Combats, which is stated on the cards. If infected, the Player takes a Rabies card and puts it among his belongings.

When you become infected you must also roll 1D6 for every Follower, just this once. On a 1 they leave you; put them on the space you are in.

If you already have Rabies and are instructed to get infected again, ignore it.

5.2.1 The Rabies Seizure roll

At the Start of his turn, the Rabies victim must always roll 1 D6: if the result is 1-2 he has a Rabies Seizure and loses his turn. If he rolls 3-6, he is OK for the moment and may continue as normal, except you must deduct 1 from your every die roll, including Movement. If you end up at a Badlands or Alley space, you must deduct 2.

5.2.2 People around you

Everyone is afraid of this sickness. An infected Player cannot Confront Strangers anywhere in any way (spiritual creatures excluded. Make House Rules if necessary).

Human and Animal Enemies do not attack you, and you cannot attack them either. If you draw new such Enemies, leave them on the space.

5.2.3 Spreading the disease

Any Player who loses a Combat or Psychic Combat against a Rabies victim must make a die Roll to see if they have been infected too. If the result is 1-2, they have.

5.2.4 Cure

To be cured, you must visit a Doctor, Healer or Chapel (Graveyard if Evil) and miss two turns. You may not pray or do anything else at the same time you recover from Rabies, only wait for two turns to pass. If the space you visit charges Gold for the Healing services, you must pay two Gold to be cured.

Players cannot be attacked while being cured.

5.3 Optional: if it turns out to be just too much Rabies around for the fun of it, change it in any way you like, or don't use it at all.

6. THE TREASURY

6.1 Setup

Before the game starts, put a bunch of Gold and desirable Objects on the Citadel space, and perhaps a Spell or two as well. Decide among yourselves what to put there, or do it randomly.

6.2 Enriching the Treasury

Whenever you must pay to enter Town, or pay a fine or tax as a result of an encounter (the card will say) it is put on the Citadel. Try not to forget this, it is a way to make it really tempting to Rob it.

Important: when you receive awards, i.e. when defeating a Criminal, the Gold is **NOT** taken from the Treasury but from the normal Gold pile.

6.3 Rob the lot!

Any adventurer with self respect would want to Rob the treasury. Here is how to do it!

The Player enters the Mayor's Citadel and declares that he is going to Rob the Treasury. No one else moves until he has either succeeded or failed. **No other Player can stop the Robbery**, with i.e. an Immobility Spell.

A) First you must outsmart the Mayor so that he lets you even near the Treasury. His Craft is 8 and you must defeat him in a Psychic Combat roll **without the help of any Followers or Spells**. If the Mayor Player is in the Game, you must still do this because the Mayor has his assistant to guard the Treasury.

If you fail, no Life is lost but you move to Town Square on your next turn, but if you succeed...

B) Then you must be in possession of a Key, and try to open the Treasury Door. It all depends on your Craft. (now you can use Followers to help)

If your Craft is:

1-4: it can't be done.

5-7: the door opens if you roll a 4-6 on 1 D6 roll.

8-10: the door opens if you roll 3-6.

If your Craft is more than 10, the Key automatically works.

If you fail, move to Town Square on your next turn, but if you succeed...

C) Now you must fight who- or whatever is guarding the Treasury. Roll 1 D6 to see who is on duty today.

1: A company of Guardsmen with the combined Strength of 10. You must win 2 Combats in a row.

2: The Mayor's Champion, Strength 8. (if the Champion card is on the Town Square, discard it)

3: A mighty wizard, Craft 8. No Magic Objects work against him.

4: Another band of Robbers, exactly as strong as yours, is looting the Treasury! Fight three rounds of Combat against them. Your only advantage is that the others have no spells. You must win two of the three Combats.

5: A trap! You must roll under your combined Strength and Craft with a 3 D6 roll. If you fail, you must lose one Life and abort the robbery. Move to Town Square on your next turn.

6: A Dragon with the Strength of 9 and two Lives. It begins the Combat with a Breath of Fire, Strength 5.

If you fail, you must abort the mission and go to Town Square for your next Movement.

6.4 Special Rule

Any Thief, Bandit and Outlaw Player may add 1 to his every die roll in the Treasury, and during his escape.

6.5 Getting away with it...

Once the Treasury has been robbed, gather all Objects you can carry, and all the Gold, and Move into the Town Square on your next turn. Then you may roll the die for Movement as normal, even though you are at the Town Square. You've gotta run, right?!?!?!?

After your next turn, if the Guard Patrol card is not at play, find it in the Street deck (then re-shuffle), and put it on Knight Street. Another Player rolls for the Guard's Movement, after the fugitive's turn.

The Guard has caught the fugitive if they land on the same space, or if he lands on another Law-card.

If another Player lands on the same space as the Fugitive and draws a Law-card, the Fugitive is **NOT** caught.

If the robber is arrested:

- All of the things he stole are returned to The Treasury along with every Gold the robber already had.
- He is sent to Jail for three rounds. After the sentence is served, he is immediately taken to the Town Gates and is Thrown Out.

- He is not allowed to enter the Town Streets again for the duration of the game. He can move in the Edge, but must ignore any instruction to go into the Streets.

Once you have successfully left the Town Board via the Gates or any other way, you are free to continue your Quest. You can re-enter the Streets as normal.

When the Treasury has been robbed, the Mayor's Citadel is closed until the robber is either caught or has escaped.

The Robbing of the Treasury may be used as an Alternate Ending

If so, when you have successfully escaped into an Outer Region space you have won the game.

7) MISCELLANEOUS RULES

1) Pagans.

The old village was built on an ancient civilization that is now all but extinct. Only their decay ruins and monuments are left of the once grand realm. A small rugged splinter of their race still roams the wilderness, but they have turned to twisted and evil ways long ago. They are now called the Pagans. Sometimes the Players will encounter this old people, either through cards or places on the Board. And of course there are Pagan Characters! Treat the Pagans as normal except if otherwise noted.

2) Quarantine

Quarantine is ordered when needed. Players and Strangers in the Streets are always safe when cards of sickness, such as the Plague, are drawn in any other Region. No Player in the Streets loses Lives due to such sickness cards (Make House Rules if necessary). For the duration of such Events, no Player can enter or leave the Streets. Until the Player that drew the sickness card moves again, the Gates are closed.

Note: the Streets are not protected from weather changes or natural disasters such as the Blizzard or the Earthquake. Players and Strangers in the Edge are not protected by the Quarantine, and may not enter the Streets until the Event has passed to the discard pile.

3) Random Object rule

Wandering around the board, you are sometimes allowed to take a random Object from the Purchase deck. This Object can never be a Horse, Horse and Cart, Mule or Raft. Simply, you can only take Objects that can normally be carried in a hand or two. If a larger Object is drawn, draw another one. Make up House rules if you have other Objects that seem questionable.

The rule also applies when you are instructed to lose a random Object.

Most often this rule is printed on the cards, but even if it's not the rule is still there!

4) Swamp

This can be the most dangerous place on the board. Almost every time a card is drawn that concerns the Swamp, it is placed there. This means that the Swamp can be...eeehrr, well, swamped! Many cards can be there at the same time. You confront them in the normal order. Enemies fight together which can give them a pretty nasty sum of Strength (there are not as many Swamp Spirits).

6) OTHER BOARDS

If other boards are at play, some Town cards and spaces allow you to use them. When so, it is specifically noted.

8) EXTENDED CHARACTER ABILITIES

Elves, Orcs, Goblins and Trolls have night vision and therefore never deduct from die rolls in Alleys or at Night.

The **Trader** may Haggle when he buys Objects and reduce the cost by 1 Gold. However, he must always pay at least one Gold.

The **Thief** may Evade Criminals. He can also take one Criminal as a Follower (not the Crime Boss), who adds 1 to his Strength in Combat until he is defeated, in which case the Criminal is killed. He can only have 1 such Follower at any time.

He can also add 1 to every dice roll when he tries to rob the Treasury.

Any other Thief, Bandit or Outlaw Character that may exist has the same abilities. As I said, make House Rules.

Dwarves can add 1 in the Caves and Catacombs

Rangers don't have to deduct 1 in Badlands. This applies to any Ranger, i.e. the Space Ranger.