

# EPIC TALISMAN RULES

These cards are for the Epic Talisman Rules. Epic Talisman makes the Inner Region & Ending Cards more difficult to conquer. If you find you like to play a longer Talisman game or that your players are often with 20 Strength or 20 Craft by the end of the game, Epic Talisman may be just right for play.

## INNER REGION

The Inner Region appears the same but the instructions have been altered to increase difficulty. Also notice the instructions on the Plain of Peril and Valley of Fire. Simply print out the new Inner Region and lay it on top of the game board's Inner Region.

## ALTERNATE ENDING CARDS

The Alternate Ending cards have increased in difficulty as well. Some cards have not really changed much, if at all (Crown of Command, Horrible Black Void & Pandora's Box). The instructions are printed on the back of the Alternate Ending Cards. There is a number on each card between 1 and 6. This means that when a player reaches the center, they must roll 1 die to determine what Alternate Ending Card is in play. The die roll was implemented because after playing the game for a few years, players could tell what the Alternate Ending card was because of the unique wear & tear of the cards back.

## PURCHASE CARDS

Some Purchase Cards have been added and duplicated to accommodate some new Characters. The original game of Talisman had few Purchase Cards to simulate an economy of a world having only so much of an item. You may choose to use these extra cards or adjust the amount of cards you want in your Purchase deck. Potions have been added to the Purchase deck as well. If you choose to use the Blacksmith & Herbalist Characters (or Herbalist Stranger), it is strongly suggested you use the Potions, Swords, Shields, Helmets & Armor from these Purchase Cards. The Horse/Mule Purchase cards may be used at your discretion.

## ADVENTURE CARDS

Some Adventure Cards have been added. More Broken Objects have been added (to accommodate the new Blacksmith Character) as well as Potions and Gold. There are a few new creatures converted from the City Expansion as well as a couple of Strangers that help with Epic play.

## CHARACTER CARDS

Some new Characters have been added to this expansion. Six are shuffled in the deck with the rest of the Characters and one is a Specialty Character Card (put with the High Mage, Herald, etc). The extra Purchase Cards and Broken Objects have been added to the game to accommodate the Blacksmith Character. The Potions have been added to the Purchase Deck to accommodate the Herbalist Character and the Herbalist Stranger. The Gnome & Vampire Characters were from an earlier expansion I did, but they have been fixed for errors.

The Epic part of this expansion is really just the new Inner Region and new Alternate Ending Cards. You may simply take the rest of the cards and play with the original Inner Region/Ending Cards if you wish.

# DUNGEON EXIT CARDS

Here are three cards that you may place in the center of the Dungeon Board to override the normal die roll that takes place when one reaches the middle.



## VAMPIRE LORD

A sinister Vampire Lord waits in the heart of the Dungeon. If he is defeated, he will remain in this space. The Vampire Lord may never be Evaded.

### CRAFT 9

If you defeat the Vampire Lord, Gain 1 Craft. You may also take a Talisman if you do not already have one.

After the Combat, you will move to any Ruins space for your next Turn.



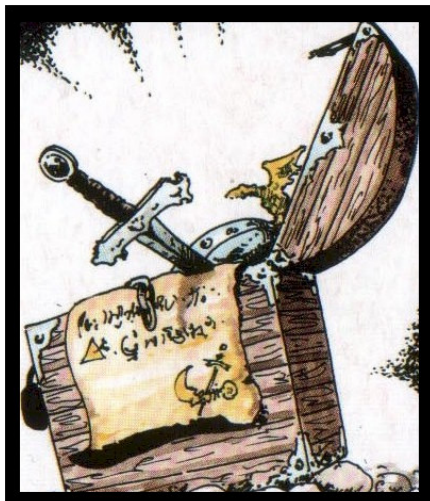
## ANCIENT WYRM

An Ancient Wyrm lives in the heart of the Dungeon. If he is defeated, he will remain in this space. The Ancient Wyrm may never be Evaded.

### STRENGTH 9

If you defeat the Ancient Wyrm, Gain 1 Strength. You may also take a Talisman if you do not already have one.

After the Combat, you will move to the Hidden Valley space for your next Turn.



## TREASURE CHEST

You find a Treasure Chest in the center of the Dungeon. You must roll 1 die to determine what you find:

- 1 – Nothing.
- 2 – One Gold.
- 3 – Two Gold.
- 4 – The Chest is alive. You must fight it. It has a Strength of 8.
- 5 – You find a Scroll. Gain one Spell.
- 6 – You find a Talisman. Gain one Talisman.

After rolling the die, you will move to the Crag space for your next Turn.

## Rules

1. You may agree on a particular card at the start of the game or you may pick one at random. The card replaces the Dungeon Board center. It remains there for the rest of the game. For a random pick, roll 1 die:
  - 1 – 2: Vampire Lord
  - 3 – 4: Ancient Wyrn
  - 5 – 6: Treasure Chest
2. If you automatically defeat the Vampire Lord or the Ancient Wyrn (meaning you didn't need to roll a die to determine a victor) you do *not* Gain any Strength or Craft as instructed.
3. The Ancient Wyrn is a *Dragon*. All rules, except for Evading and Enslaving, that concern Dragons is enforced with the Ancient Wyrn.
4. If there is a Dungeon Doorway on the space you exited to (Hidden Valley, Ruins, etc), you may not enter the Dungeon if you have just exited. You must move elsewhere on your next Turn.
5. After reaching the center of the Dungeon, you will exit on your next Turn to the space indicated on the card. You do not roll a die for Movement. You simply move to the space and Encounter what is there (combat, draw cards, etc).
6. If you roll a 6 at the Treasure Chest, and you already have a Talisman, you instead Gain 3 Gold.
7. The Vampire Character does not need to fight the Vampire Lord. She will only receive a Talisman if she offers a Follower to the Vampire Lord. She will only need to do this if she does not have a Talisman already and she chooses not to Combat the Vampire Lord.
8. The Vampire Lord or the Ancient Wyrn may *never* be taken as Followers.
9. The Knight does not gain the extra craft for defeating the Vampire Lord. The Priest does not automatically defeat the Vampire Lord.
10. These cards may not be treated as face-up cards. These cards are played as if they are part of the Dungeon Board.

## Optional Rule

1. If you are playing the Dragons Expansion, you *should* use the Ancient Wyrn card to go with the theme of the game.

# Djeryv Expansion – Talisman The Magical Quest Game

## FAQ

**Q – Can the Werewolf have a Mule, Horse, Horse & Cart or Warhorse?**

**A – No.** They immediately run to the discard pile.

**Q – For the Werewolf’s Curse, what Strength points can I use for the die roll?**

**A – You can only use your Character’s Strength and cannot include Objects or Followers.**

**Q – If I enslave the Basilisk and attack another player. Will the player become Petrified?**

**A – Yes.** This also works with the Medusa, Bulette, Spores, Mudman (*which you get the weapons used in Combat*), Giant Cobra, Wight, Giant Weed, Gelatinous Cube & Rust Monster.

**Q – If I am the Werewolf, can I become a Specialty Character like the High Mage?**

**A – No.**

**Q – If I use the Staff of Mastery on the Hydra, do I get to use all six heads for Combat?**

**A – No.** You may only count the Hydra as an extra 6 Strength to your Combat.

**Q – If I fly across the Endless Ocean as the Half-Dragon, do my Horses & Mules stay behind like my Followers do?**

**A – Yes.**

**Q – If I am the Reaper and I have the Holy Grail or Water Bottle, do I still lose a Life in the Desert?**

**A – Yes.** You may never survive the Desert.

**Q – Can the Herbalist make Potions in the Desert?**

**A – No.**

**Q – Can the Witch Character be turned into a Toad?**

**A – No.** Ignore any instructions to do so.