

# Quests

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## 1 Overview

Quest cards can easily be incorporated into your games of Talisman to change the victory conditions of the game. Instead of defeating the Dragon King (or the High Priest, if using the Atlantis expansion), victory is now determined by how many quest points a character earns. Basically, there are two different victory conditions:

1. Play for a specified time limit (e.g., 3 hours). At the end of the time limit, the character with the most points wins the game.
2. Play to a specific point goal (e.g., 15 points). The first character to achieve the number of points wins the game.

## 2 Rules

1. Each character begins the game with two Quest cards. A character can have a maximum of 3 Quests at a time.
2. A character can discard a Quest card at the beginning of his/her turn. If he/she has completed at least one Quest on the card, there is no penalty for discarding the Quest. However, if he/she hasn't completed any of the Quests, the character loses 1 Strength and 1 Craft.
3. New Quests can be obtained at the Mystic (in the Village), the Warlock's Maze, and the Sorceress (in the City). Only one new Quest can be obtained per turn.
4. When the last Quest card is drawn, reshuffle the Quest card deck.
5. Each Quest card lists the name of the expansion in which the quests must be completed, as well as three or four quests.

## 3 Quest Cards

The format of a quest is as follows:

1A (1) - Enter the Village.

1A - for recordkeeping / scoring purposes. (1 is the quest card number, and A is the letter designator for the specific quest on that quest card)

(1) - indicates how many points the Quest is worth

Enter the Village - describes what you have to do to complete the Quest. In this case, as soon as you step foot into the Village (even if you leave on your next turn), you get the points for completing the quest.

## 4 Designer's Note

There are 30 Quest cards, 3 for each of my 10 expansions. Please note that there are no Quests for the main board. If you use other expansions (homemade or official), you can make your own Quest cards, using my cards as a guide.