

TALISMAN

THE WILDLANDS

Explorers have often brought back tales of a land of mythic beauty and richness. A land unspoiled by progress...a Wildland. Now, as the seekers of the Crown of Command battle harder and fiercer, they go further afield looking for that vital edge that might just clinch them the victory.

They find the hidden paths and secret ways leading them in to the mythic, untamed wilds and there they plunder for their own gain. And yet, the Wildlands are not without its own defenders...

SPECIAL RULES

The Wildlands expansion adds many new features that are modular in nature, that is, you may choose which elements of the new features you wish to use.

CHARACTERS

Four new characters are now available:

- 1) The Barbarian - who gains strength from his pain.
- 2) The Fey - a creature of faery that seeks to command the mortal world.
- 3) The Ranger - who hunts the toughest game.
- 4) The Wayfarer - who livelihood depends on the land itself.

INNER REGION CARDS

There are 8 new Inner Region cards to add to those in the Gauntlet expansion.

Wildlands Cards

There is a deck of Wildlands cards that any player may draw from. Whenever a character lands on a space that reads “Draw a card” (or a number of cards), that character may choose to draw a single Wildlands card, regardless of whether that space already has a card occupying it.

In this fashion, you may always draw a card on a space.

Wildlands Counter & Overlords

Draw a Wildlands card represents a character making an incursion in to a foreign, untamed land. Too many of these incursions and the leaders of that land will strike back. Incur the wrath of all the leaders and the Wildlands will invade the land of Talisman!

Thus, to represent this, whenever a character chooses to draw a Wildlands card, they must add 1 to the Wildlands counter. Whenever a character defeats a Wildlands enemy, they must add another 1 to the Wildlands counter.

When the counter reaches 10 it is reset to 0 and a random Wildlands Overlord is put in to play on that character’s current space. They must encounter that Overlord in addition to any other card that may be in play.

If there are ever 7 Wildlands Overlords in play at the same time, all players immediately lose the game as the Wildlands invade!

Whenever a Wildlands Overlord is defeated, they are not killed. Instead, they escape back to the Wildlands but not without giving the character his or her due: the overlord will owe that character favour. Take a Wildlands Favour token.

These Favour tokens may be cashed in for various wishes and requests the overlords are honour-bound to provide.

Fate Rewards

Some creatures in the Cavern deck have a Fate counter at the bottom of the card. This represents a creature that has a significant effect upon the fate of the land and by defeating it, you are rewarded.

If you defeat a creature with the following symbols, you receive the appropriate reward:



Replenish 1 Fate per symbol.



Gain 1 Fate per symbol.