

Estates

Kirk Beker

Introduction

Kirk Becker has developed a couple of new Classes of card for use with Talisman - The Estate and The Follower. Estates are very good things to own, and I imagine you will be the object of a bit of aggressive play if you get hold of one.

For any comments or queries regarding the Estates expansion, please contact Kirk

- If a character can not complete the requirements for an estate, the place card associated with the estate remains on the board.

1 General Notes

- Estates are similar to followers, in that you are not limited in the number you may have at a time.
- Spells, events, and other cards that affect places also affect estates.
- Certain place cards allow you to acquire estates (through combat, quests, or other feats). Once the requirements are completed, take the estate.
- Estates are kept by the character like items or followers.
- There is no limit to the number of estates a character may possess at one time.
- Estate cards are kept in a separate deck, and can be acquired through finding cards in the adventure deck.
- Some estate cards provide followers. These followers are kept in the follower deck.

2 Rules governing estates

- If a character is turned into a toad, the estate is not lost but it can not be used until the character changes back.
- Followers gained due to an estate can be lost as a result of becoming a toad.
- Estates can not be lost as a result of combat - they are not physically with the character.
- Estates can be lost as a result of any card that affects places.
- Estates can be lost as a result of any card that affects face up adventure cards (e.g., destruction)
- A character may decide not to encounter the place associated with an estate. If that happens, the place remains face up for other characters to encounter.