



TALISMAN TASKS 2.0

ALTERNATIVE “QUEST” CARDS FOR THE WARLOCK’S CAVE & ELSEWHERE

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Card Template

The original Photoshop, JPG, PNG card template(s) were developed by Jon New of Talisman Island with the gracious assistance of Fantasy Flight Games. The versions used for layout and compiling of this expansion’s components were further modified and adapted by J.C. Hendee.

PURPOSE

Talisman Tasks is a replacement for the standard Quest cards accessed through the “Warlock’s Cave” in *Talisman, the Magical Quest* board game, 4th edition “revised” (4ER). They are not compatible with the standard cards and should not be mixed with them.

Talisman Tasks “Quests” are designed to replace the standard barter, trade, and purchase option commercial quests with actual “tasks” to be accomplished. Each one also includes an optional alternative “reward” in place of gaining a talisman. A few by their nature include only an alternate reward and no talisman. This serves greater diversity of purpose and contributes more broadly to game play. There is now a reason for taking on a “Quest” even if you already have a talisman.

In addition, *Talisman Tasks* have conditions to be met along the way. Once one condition is fulfilled, you may find the quest “task” card you hold has transformed into an Object, Magic Object, a Follower, or even Spell. When such is the case, all standard rules of the game apply to that card as if it was an Object, Follower, etc. In some cases, an Object may not count against Object limit for what you can carry; in other cases it does, so you will have to be mindful in how much stuff you can haul around. These transformations also add a new dimension to quests: the option to take a half-completed task from another adventurer (by normal means for its changed form) and gain its reward for yourself. More Player vs. Player (and more importantly, character-based adventure vs. adventurer) activity is now added to the game.

INVENTORY

The following components are included in this package for home construction by your preferred method. If any components are missing, first notify the owner / operator of the distribution point through which you acquired this package. Please note that you shouldn't have paid anything for this package, including being required to provide any information in order to download it. If that is not the case, please notify J.C. so that this violation can be addressed.

- 50 *Talisman Tasks* "Quest" card fronts, including...
 - 40 actual quest "tasks".
 - 8 task "compounders" that combine with a normal "task" card.
 - 2 "option" cards that allow some choice in selecting a "task."
- 1 "Quest" card back, standard.
- 1 "Quest" card back, alternative.
- 6 Adventure cards for drawing guest "tasks" in places other than the Warlock's Cave.
- 1 Adventure card back, standard.
- 3 *Talisman Tasks* Rules card fronts to keep convenient by the board during play.
- Rules card back to be used for all included rules cards.
- This manual.

MAKING YOUR EXPANSION COMPONENTS

Use any method you prefer for printing and assembling the cards and other components. Drop by [Talisman Island](#) to learn about various options. The most popular method for making cards is to print them on card stock, fronts and backs separately, then trim them out and slip them into "Mini USA Game Card Sleeves" (41 x 63 mm). You can find these sleeves in the game accessories section of the [Fantasy Flight Games](#) or at other locations such as [Mayday Games](#). Note that sleeve thickness varies, affecting the thickness of

decks when stacked. The ones from Mayday are the thinnest, at 40 microns, while the ones from FFG are the sturdiest, as 100 microns.

For Rules Cards, you may wish to contact Jon New through [TalismanIsland.com](#). Sleeves for these (the size of character cards) can be found, but they are rare. The Rules cards are large enough to easily print and glue front and back together adequately as the easiest option.

Printing the Graphics

You can print them out one at a time or in a multi-card layout on your home printer, but the better option is print or save such a layout to a PDF or 300ppi graphic and take it to a copy/print shop in your area. Standard color copy technology produces a longer lasting, higher quality image than a home printer. Make sure you do a test print at the copy shop first. Different printers may produce a lighter or darker print out compared to what you see on your computer screen. Adjust output by using a graphics program that allows you to change the Gamma setting of an image (or a sheet full of images). This is a better approach than changing Contrast, Brightness, or Curves, which do not uniformly adjust hue, saturation, and lightness of an image.

Photo "stock" produces the best quality of print out but can be costly. White card stock is less costly but may lose a little image detail. Again test results before printing all cards.

The Alternative "Quest" Card Back

This has been included for those who wish to have *Talisman Tasks* cards more distinguishable from the standard commercial quest cards. You are free to use either card back included so long as you can separate this expansion's cards from the standard ones, as they are not compatible.

The Rules Cards

These are a standard size to match character, toad, and alternative ending cards. You can

print them out to keep handy during a game, as they contain all necessary general instructions for play. A matching card back has been included for each the two types (gold and silver). The Rules card uses a new design entirely developed by J.C. with no use of graphics from Talisman but has a style that adequately matches game graphics.

RULES OF PLAY

Overall, it is simple:

- Read the rules cards included for Talisman Tasks. There are some simplified movement rules there to help you complete tasks in short order... often quicker than some of the more ludicrous commercial quests.
- Follow the instructions on the quest "task" cards themselves. They tell you where you must go (if anywhere) to start a task, finish intermediate steps, and then conclude a task and gain your reward.
- You may also refer to Quest rules as found in *The Grim Reaper* expansion from Fantasy Flight Games, though this is not necessary for anyone to use this expansion. For any conflict between the two sources, the Talisman Task rules supersede those of any commercial rules.
- You will note that you do not teleport to the final destination noted on a card once your task is completed. That nonsense is not part of *Talisman Tasks*. You must reach that final destination under your own power. Again, the rules cards cover special movement options that help you do this in short order.