The Quest

The Quest is a stand-alone expansion for Talisman (revised 4th edition rules) made by Henning Roos (Hinnyboy). Much of the inspiration came from reading the Talisman forum board at Fantasy Flight Games. Another great source of inspiration came from looking through other fan-made expansions at talismanisland.com. Please let me know if I have forgotten to credit. Also let me know if you think I have violated any copyrights or similar.

The Quest Expansion consists of a number of optional rules. Some of these optional rules require other optional rules to function properly but this is clearly stated in the description of the rule.

Feel free to use this material, including expanding and evolving the different concepts – as long as I get credit for the work I have done. Thoughts, suggestions and ideas can be sent to hinnyboy@gmail.com.

The Quest Symbol

All of the cards in this expansion are marked with a grail symbol, so that you can differentiate them from the cards from the base game.

Event Die (Optional Rule)

Whenever a character is about to move he must also roll a new kind of die called the Event Die. The Event Die is rolled together with any movement dice or, if no die is used for movement, before moving the character figure.

If the character must lose 1 turn, or for any other reason does not move, then he cannot roll the Event Die. Also no event die is rolled when the character is in the Inner Region.

The different symbols represent different twists of fate brought into action:

The Skull (☠) is the symbol of the Grim Reaper.

The Snowflake (❄) is the symbol of unforeseen events and the force of nature.

The Flame (🔥) is the symbol of sorcery, curses and witchcraft.

The Sword (⚔) is the symbol of artefacts of old.

The Hand (✋) is the symbol of craftsmanship and profession.

The Star (✴) is the symbol of heroes and the traits of mind and body.

- If rolled, ☠ activates the Reaper after your turn as detailed in the Reaper Expansion if Grim Reaper optional rule is used.

- If rolled, ❄ activates effects when certain Events, Follower or Enemy cards are in play. It is also used together with certain results from the Crown of Fates optional rule.

- If rolled, ♠ activates effects of certain Spells and Curses (future expansion).

- If rolled, ╱ activates effects of certain Magical Objects.

- If rolled, �earl activates effects of Memberships if the Membership Cards are used.

- If rolled, ✷ activates effects stated on the Character Card. Only a few of the Character Cards have an effect that can be activated in this way.

Important note: You can never activate more than one effect caused by the Event Die in each turn. If you have several effects that activates on the same Event Die result you must choose which one to use.

The Crown of Fates (Optional Rule)

Replace the Crown of Command section found in the main rules manual with the following rules:

The last space on the board is the Crown of Command. It can only be reached from the Valley of Fire space, from the Treasure Chamber space in the Dungeon or with the help of certain Magic Objects and Spells.

The Valley of Fire space can only be entered by characters that have a Talisman. If a character does not have a Talisman, then he must turn back.

When the first character to reach the Crown of Command space he must roll 1 die. The result can be seen below. Furthermore the result cannot be changed by anything including fate.

1, 2 and 3: The Crown of Sorcery.
4 and 5: The Crown of War.
6: The Crown of Kings.

The Crown of Sorcery
When a character is on the Crown of Command space, a character does not move but remains there instead. Characters on the Crown of Command can only turn back to the Valley of fire if they have a Talisman.
If there is already another character on the Crown of Command space when a character lands on it, the character there must be encountered. Once two or more characters are on the Crown, those characters' turns consist only of encountering one of the other characters. A character who is alone on the Crown of Command space on his turn must cast one Command Spell. To do so, the caster rolls one die. If a "1", "2", or "3" is rolled the Spell has no effect. On a "4", "5", or "6" the caster may choose to either cast the Command Spell on the Reaper (if you use him) or on all other characters. If he chooses the Reaper as target, the caster must immediately move him to any other character on the board (except to Inner Region) and then must be encountered as normal.
If you choose all other characters as target they lose one life each.
If the caster rolls a "6" he may, as an additional option, choose to target a single character anywhere on the board. The caster then chooses to take either 1 Strength counter, 1 Craft counter, 1 fate, 1 life or 1 Spell from that character, and then add it to his own.

When you win a battle or psychic combat on the Crown of Command space you cannot keep Objects (or gold) taken as a reward, instead the Object (or gold) is left on the space.

Once any character has reached the Crown of Command, any character that gets killed is out of the game. Note that this rule stays in effect for the rest of the game, even if all characters leaves the Crown of Command.

The Crown of War
The character landing on the Crown of Command space may immediately choose 4 Large Prizes and 1 Royal Honour (in any order). All characters in the Inner Region are then teleported to the Portal of Power.

From now on:
- Events and results that tell a character to move to somewhere in the Inner Region, will move him/her to the Portal of Power instead. The Portal of Power is sealed and no one can enter the Inner Region.
- The Reaper is from now on activated on a movement roll of "1" or "2". If Event die also is used, ☠ or ❄ activates the Reaper.
- All creatures add +3 to their roll in battle and psychic combat.
- All Quest Cards are removed from the game, including on characters, but they do not count as failed. Ignore further results that tell you to draw a Quest Card.
- The Sentinel will let any character pass without attacking him/her.
- A character that lands on another character must encounter him (this is true even for the Knight landing on a good character – ignore his restrictive rule).
- Any character that dies is out of the game.
- The last character staying alive wins the game.

The Crown of Kings
The character landing on the Crown of Command space wins the game.

Quest Cards (Optional Rule)

You may use the Quests in two ways. The simplest way is to ignore the space instructions on Warlock's Cave and instead draw a Quest Card (if you do not already have one) in the deck and follow all the rules below.

The second way is to use the optional rule New Space Instructions.

In addition to this you may want to shuffle the Adventure Cards from this expansion together with the Adventure deck.

Some Quests have the Dungeon or Reaper Icon printed on their cards, if you do not use the Dungeon board or the Grim Reaper figure you will have to remove the respective cards from the game as they are drawn.

Drawing Quest Cards

When you draw a Quest Card you have the option to accept or reject it. If you reject it, put back the Quest Card and shuffle the deck, you may not draw another Quest Card. If you accept it, put the Quest next to your Character Card. If you cannot have a certain Quest, then you cannot accept it.

Tokens

Some Quest Cards require you to do several smaller missions in sequence; this is indicated by a numbered list. At the beginning of a Quest you must follow the instructions stated under number 1. Ignore any instructions of other numbers. Typically the text will tell you to "add a token" if you compete the instructions. This means that you should place a token on the Quest Card. The number of tokens indicates how many parts of the Quest are already completed. After you have placed a token you must follow the instructions of the next part of the Quest but ignoring previous (completed) parts.

There are some special Quest Cards that make use of tokens in other ways -- this is indicated in the card instructions.

If you ever lose a Quest Card for any reason all tokens are immediately removed.

Failing a Quest

If you fail a Quest, you must roll 1 die and consult the chart on the Quests rules card to see what kind of Retribution you get and then remove this Quest Card from the game.

You may always voluntary choose to fail a Quest at the beginning or end of you turn.

A rejected Quest never counts as failed.

Completing a Quest

If you complete a Quest, you roll 1 die and consult the chart on the Quests rules card to see what kind of Reward you get, choose one of the alternatives and then remove this Quest Card from the game.

More than One Quest at a Time

Most cards and board spaces state that you cannot draw a Quest if you already have one. Therefore it is rare to have more than one Quest at any given time. There are exceptions to this however: if a Quest is drawn and you already have one, you have to remove all the tokens on the old Quest. Place the new Quest on top of the old Quest – you must now complete the new Quest before you can add tokens, fail or complete the older Quest(s).

Membership Cards (Optional Rule)

To use the Membership Cards the Event Die and Quest Cards must also be used.

Drawing Membership Cards

When you draw a Membership Card you have the option to accept or reject the Membership. If you reject it, put back the Membership Card and shuffle the deck, you may not draw another Membership Card. If you accept it, put the Membership Card next to your Character Card. You can only have one Membership at any time - if you already have a Membership you may not take another. If you cannot have a certain Membership you also cannot accept it. A Membership can be

discarded (put back the Membership Card and shuffle the deck – it will be available again) at the start or end of your turn.

Sometimes you are told to take a specific Membership Card from the deck; this can only be done if a Membership of that kind is available. Always shuffle the Membership deck if you have searched it for a specific Membership.

Some Memberships have the Dungeon or Reaper Icon printed on their cards, if you do not use the Dungeon board or the Grim Reaper figure you will have to remove the respective cards from the game as they are drawn.

New Space Instructions (Optional Rule)

To make full use of this optional rule, the Quest Cards must also be used. It is also recommended, but not necessary, to use the Membership Cards. If you choose not to use the Membership Cards, the result of a "6" in the City Square, " You may pay 1G to draw a Membership Card if able", is replaced by "Gain 2G".

Replace any, none or all of the space instructions of Tavern, City, Village and Warlock's Cave with the new instruction strip found in this expansion.

Alternative Trophy System

Instead of using a fixed value (which is 7 for most games) when exchanging strength/craft trophies for strength/craft counters, another system can be used making it harder to gain strength/craft counters from trophies the stronger/wiser you are.

To calculate the required number of you strength/craft trophies you need in order to gain 1 strength/craft counter, simply count the number of strength/craft counters the character currently has and add a base value. This is the number of points of strength/craft marked on the trophies required to gain 1 strength/craft. The base value differs depending on how many players there are and how fast you want the game to be. See the rough guideline table below.

You may count any points of strength/craft on a trophy not used after an exchange, but only if you immediately exchange for another strength/craft counter.

Number of players	2	3	4	5	6
Short game	Base value 4	Base value 3	Base value 3	-	-
Normal game	Base value 5	Base value 4	Base value 4	Base value 3	Base value 3
Long game	-	Base value 5	Base value 5	Base value 4	Base value 4

Miscellaneous Collection of House Rules (Optional Rules)

These are suggestions that can alter your game experience in some way. Use none, some or all of these rules in your games.

Moderated Spell Casting 1)

Instead of letting the Prophetess, the Wizard and a Character carrying the Wand gain a new Spell every time they do not have a Spell, they may only gain a Spell from this ability at the start and end of their turn.

Players can cast as many spells each turn as they wish.

Different Treasure 2)
Draw 3 treasure cards and choose one if you defeat the Dark Lord. Return the other two and shuffle the deck.

Choose encounters 3)
If cards have same encounter number, the player may choose which card to encounter first (Enemy cards are an exception to this as they are encountered simultaneously).

Alternative Trap Doors 4)
The cards "Trap Door" and "Burrow Worm" moves the character to Hall of Darkness space inside the Dungeon instead of the Dungeon Entrance.

Weaker Sentinel 5)
Sentinel has Strength 7 instead of 9.

Moderated Spell Table 6)
The number of Spells that any character can have at one time is limited by the character's Craft as follows:

Total Craft	1	2	3	4	5	6	7+
Maximum Number of Spells	0	0	1	1	2	2	3

Dungeon and Horses 7)
War Horses and Horses and Horse and Cart cannot be used in Dungeon.

Moderated Stealing 8)
Thief and Merchant can only steal and trade Purchase Cards that are also available for purchase in the relevant shop.

Old Assassin 9)
Assassin may only use his ability in his own turn and only against creatures present on the board at the start of his turn (that is, not creatures rolled for as encounters, not enemies just drawn and not other characters attacking you).

Moderated Dark Cultist 10)
Dark Cultist may not take trophy if taking a gift.

Faster Sage 11)
Sage may only look at one of Adventure, Dungeon or Spell deck top card and only at the start of his turn.

Faster Prophetess 12)
Prophetess may only look at the Spell Cards held by one character and only at the end of her turn.

Start Aid 13)
All characters start with one of the following additional benefit: 1 Strength or Craft counter, 1G, 1 life, 1 fate or 1 Spell (if your Craft permits).

Last Will 14)
When a character loses his/her last life the new character that you draw can "inherit" one item from the deceased one. This item can be an Object, a Follower or 1G. Take this item and place it at its appropriate place on the new character. Another character cannot claim this item as a reward.

Faster Demigod 15)
Draw 10 spell cards and chose one to gain at the start of your next turn instead of looking though the entire spell deck.

Designer's notes

All cards where made with Strange Eon using a modified version of the talisman add-on.

Event Die
When using the Event Die you may also wish to change some of the existing cards, rules and characters so that an effect is activated on the relevant roll on the Event Die instead of rolling a number on the movement die. Examples of changes are as follows:

- The Reaper is moved after you turn (as detailed in the Reaper Expansion) if 🧟 is rolled (instead of rolling a "1" on the movement roll)
- The Troll may regenerate instead of moving if ✸ is rolled (instead of rolling a "6" on the movement roll)
- The Flying Carpet is activated if ⚔ is rolled (instead of rolling a "6" on the movement roll).
- The Amulet of Speed is activated if ⚔ is rolled – you may choose either to reroll one movement die or discard the Amulet of Speed and then teleport to any space in the same Region.

The die was made of a blank six-sided die and miniature paint. If you do not want to bother with that you can always use a differently coloured die to use as the Event Die – just translate number to a symbol using this simple formula: 1 = 🧟, 2 = ❄, 3 = 🔥, 4 = ⚔, 5 = 🔻, 6 = ✸.

Quest Cards
The Quests are designed to get the players a little more involved in the world of Talisman. The Quests also aim to give the character a little more purpose than just "running around drawing Adventure Cards" (even though that is fun too!). The Quests are similar to Warlock Quest Cards but these have nothing in common in games terms, in fact it is strongly advised not to use these cards at the same time. Each Quest has a name, a flavour text and mission description part. Some Quests have other parts as well such as requirements and alternative rewards. The flavour text has no effect to the game. The mission description states what is required of you to get the reward by completing the Quest.

You can use any kind of small marker used as tokens – for instance, a glass bead or a small coin.

The Crown of Fates

The alternative command spell effect to choose from when rolling a "6" is mainly there to end any kind of standoffs when a character (not on the crown) manages to heal him/herself time after time and thus almost creating a never ending loop.

Membership Cards

The Membership Cards represent different societies and guilds that exist throughout the world of Talisman. It will give the player a way to personalise his character a little as a character can only have one Membership at the time.

New Space Instructions

If you want to use the new space instruction cover stripes together with the Black Industries' version of the game board print the picture at 47% of the original size.

If you want to use the new space instruction cover stripes together with the Fantasy Flight Games' version of the game board print the picture at 50% of the original size. You may also want to consider trim the short length of the stripes one or two millimetres since the proportions are ever so slightly different from the Black Industries' version.

Use any kind of paper you want. I have both versions of the board so I have printed the stripes on a sticky film for a more permanent effect on the Black Industries' version since I do not use it for anything else anyway.

Alternative Trophy System

This prevents in a way the exponential growth of strength/craft and is quite easy to implement. You quickly get a hang of how it works.

A brief example:
The base value is decided to be 4 and you have:
1 x strength 4 trophy
1 x strength 7 trophy
1 x strength counter

You may now exchange the strength 7 trophy to add 1 strength counter (this only requires 1+4 = 5 "trophy points" but points not used are lost since you cannot save them between turns).

Or you can exchange the strength 7 and the strength 4 trophies to add 2 strength counters (this requires 5+6=11 "trophy points" in total – 5 (1+4) for the first strength counter and 6 (2+4) for the second strength counter since you then had 2 strength counters when you made the exchange).

Another example:
If you have 3 counters and want to add another 3 in one go it will cost you 7+8+9=24 "trophy points".

Miscellaneous Collection of House Rules

1) Spell cycling has been a problem in previous iterations of Talisman where able spell casters repeatedly cast any Spells they have only to instantly gain a new one which they then cast and gain a new etc. In the 4th edition this is prevented by introducing a rule that restrict Spell casting to the number of Spells you started the turn with (and at the most 1 Spell in each opposing player's turn). I

have found that this rule opens up a lot of grey zones (in particular with the inclusion of Genie and Spell Ring) and require a lot of clarifying rules to function properly not to mention that you have to keep track of how many Spells you begin your turn with and how many you have already cast.

In my opinion the problem does not lie in how many Spells you can cast each turn as much as in the abilities that generate new Spells. The one I am thinking of is of cause "You always have at least 1 spell". If you temper with this ability so you get a more controlled way of gaining Spells there is absolutely no need to have a rule that restrict spell casting (if you wish to cast all spells at once, be my guest, but then you do not have any left).

2) I have found it quite boring to be able to freely choose your Treasure Card (some always choose cloak of feathers and teleport past all the nasty stuff in the Inner Region for instance) and at the same time it just is not worth defeating the Dark Lord it if you are given a Treasure card at random (if you already have a Talisman and draw another one for instance). Therefore I have found that a middle ground is the best solution.

3) In what order should you encounter the cards if you draw (or land on) two (or more) non-enemy cards with the same encounter number? The Black Industries used alphabetical order to solve this problem. I think this is a particularly strange solution. Fantasy Flight Games used the order of which the cards are drawn. I think this is a better solution but then you have to keep track of that for all time (in particular Places and Strangers on multi card spaces). It leads to unnecessary book keeping – you can lay them down in order on the board but then you cannot see all the cards, and you have to pick them up to read them (and be careful not to disrupt the order) – and it also requires clarifying rules. Is it such a big deal to let the player have a little more control over his/her actions and let him/her choose which cards to encounter first (from amongst the ones with the same number, of cause). The situation happens quite rarely and you should not have a rule that complicates things too much.

4) This has been in discussion in the Talisman Forum. It is just a minor change but I think it is a lot more fun to play with. A player gets right into the mess of the Dungeon whether he/she like it or not. Previously you could always just walk out of the Dungeon as quickly as you got in, but now you have to roll on the Hall of Darkness space and possibly encounter perils from the depths of the world while trying to get out…

5) If you can beat the sentinel with his strength of 9, you are almost already strong enough to try the Inner Region and do not have to run around in the middle region anyway.

6) I think it is too easy to get the maximum allowed number of spells. Also too many character are able to have 2 Spells already with their starting Craft. Furthermore I find it easier to memorize it.

7) The main design with the Dungeon is that it is large and linear. This will cause a run for the Treasure Chamber to be time consuming even for the lucky player. That concept should not be ruined by a stupid horse. In fact, as it is, the Dungeon is the best reason why to get a horse. It is also very thematic not to be able to use a horse in the dungeon. The other restrictions come with the bundle I guess.

8) I do not want to have the game balance screwed up because the village black smith keeps trading away Mules to the Merchant causing the Market to go out of stock before it is drawn. It is still powerful abilities, but now you cannot get access to any items that no other can buy.

9) I really think the assassin of the 2nd edition had an ability with more character. I cannot see any reason to change this.

10) A balance issue. The idea is taken from the Talisman forum.

11, 12) I have found that the Sage's ability to always know the top card on the Spell, Adventure and Dungeon deck really slows down the game considerable. It is also much more interesting if he must choose which of the decks he can peek at. The same can be said of the Prophetess' ability to always look at other players Spell hands.

13) This helps speed the game up and adds a layer of customisation.

14) A smaller variant of the Main rule's option.

15) I think this card really ruin flow of the game. If the one drawing the card does not know what he wants before looking through the spell deck the others find themselves be waiting several minutes. Instead you can now choose when other players play their turns.

Credits

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