

EPIC TALISMAN RULES

These cards are for the Epic Talisman Rules. Epic Talisman makes the Inner Region & Ending Cards more difficult to conquer. If you find you like to play a longer Talisman game or that your players are often with 20 Strength or 20 Craft by the end of the game, Epic Talisman may be just right for play.

INNER REGION

The Inner Region appears the same but the instructions have been altered to increase difficulty. Also notice the instructions on the Plain of Peril and Valley of Fire. Simply print out the new Inner Region and lay it on top of the game board's Inner Region.

ALTERNATE ENDING CARDS

The Alternate Ending cards have increased in difficulty as well. Some cards have not really changed much, if at all (Crown of Command, Horrible Black Void & Pandora's Box). The instructions are printed on the back of the Alternate Ending Cards. There is a number on each card between 1 and 6. This means that when a player reaches the center, they must roll 1 die to determine what Alternate Ending Card is in play. The die roll was implemented because after playing the game for a few years, players could tell what the Alternate Ending card was because of the unique wear & tear of the cards back.

PURCHASE CARDS

Some Purchase Cards have been added and duplicated to accommodate some new Characters. The original game of Talisman had few Purchase Cards to simulate an economy of a world having only so much of an item. You may choose to use these extra cards or adjust the amount of cards you want in your Purchase deck. Potions have been added to the Purchase deck as well. If you choose to use the Blacksmith & Herbalist Characters (or Herbalist Stranger), it is strongly suggested you use the Potions, Swords, Shields, Helmets & Armor from these Purchase Cards. The Horse/Mule Purchase cards may be used at your discretion.

ADVENTURE CARDS

Some Adventure Cards have been added. More Broken Objects have been added (to accommodate the new Blacksmith Character) as well as Potions and Gold. There are a few new creatures converted from the City Expansion as well as a couple of Strangers that help with Epic play.

CHARACTER CARDS

Some new Characters have been added to this expansion. Six are shuffled in the deck with the rest of the Characters and one is a Specialty Character Card (put with the High Mage, Herald, etc). The extra Purchase Cards and Broken Objects have been added to the game to accommodate the Blacksmith Character. The Potions have been added to the Purchase Deck to accommodate the Herbalist Character and the Herbalist Stranger. The Gnome & Vampire Characters were from an earlier expansion I did, but they have been fixed for errors.

The Epic part of this expansion is really just the new Inner Region and new Alternate Ending Cards. You may simply take the rest of the cards and play with the original Inner Region/Ending Cards if you wish.