



TALISMAN

THE MAGICAL QUEST GAME

REVISED 4TH EDITION



THE DARKLAND
UNOFFICIAL EXPANSION

OCTOBER 2011

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EXPANSION OVERVIEW

Surrounding the land of Talisman are some great kingdoms known as **Regions**. Each Region offers great opportunities, as well as terrible dangers, for adventurers brave enough to enter them. This expansion allows players to enter one of these extraordinary areas – the Darkland Region.

OBJECT OF THE GAME

The object of the game remains the same as the *Talisman Revised 4th Edition* base game. Characters must reach the Crown of Command in the centre of the board and then, by casting Command Spells, force the other characters out of the game.

COMPONENTS

The *Darkland* expansion includes these components:

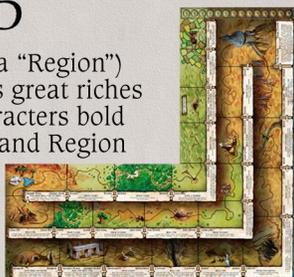
- This Rulebook
- 1 Darkland Board (three parts)
- 147 Darkland Cards
- 3 Stable Cards
- 7 Purchase Cards
- 7 Adventure Cards
- 2 Highland Cards
- 2 Dungeon Cards
- 4 Alternative Ending Cards

COMPONENT OVERVIEW

Below is a brief description of each game component.

DARKLAND BOARD

The Darkland board (referred to as a “Region”) holds many dangers, but also offers great riches and powerful trophies to those characters bold enough to enter. Not only the Darkland Region is getting darker and darker, but also the enemies encountered are getting stronger and stronger.



DARKLAND CARDS

This deck of 147 Darkland Cards, features new Events, Enemies, Strangers, Objects, Followers, and Places. Darkland Cards are similar to the Adventure Cards, but are encountered by characters exploring the Darkland Region.



ADVENTURE CARDS, HIGHLAND CARDS, AND DUNGEON CARDS

The new Adventure Cards, Highland Cards, and Dungeon Cards feature new Events, and Places. Most of these Cards work exactly like those in the base game or in the Expansions.

STABLE CARDS

There are 3 Stable Cards provided. These Followers that characters may obtain by means other than the Adventure Cards. These Stable Cards work exactly like those in the Sacred Pool Expansion.



PURCHASE CARDS

There are 7 Purchase Cards provided. These detail Objects that characters may obtain by means other than the Adventure Cards.

These Purchase Cards work exactly like those in the base game.



ALTERNATIVE ENDING CARDS

The use of the 4 new Alternative Ending Cards is optional, and players should agree whether or not to use them before starting the game.



THE DARKLAND ICON

Cards in *The Darkland* expansion are marked with an **Expansion Symbol** to differentiate them from the cards in the base game.

Additionally, some of the new Adventure Cards are only used if the Darkland board is being used. In addition to the expansion symbol, these cards are marked with a **Darkland Restriction icon**, which appears near the card’s title. If the Darkland board is being used, players encounter these cards as normal. If the Darkland board is not being used (see “Setup” and “Using Only Portions of The Expansion” later on), cards marked with a Darkland restriction





icon near their title are discarded when drawn, and a replacement card is drawn from the top of the Adventure deck. (Alternately, all cards with a Darkland restriction icon can be removed from the Adventure deck before the game begins if the Darkland board is not being used.)

SETUP

When playing with *The Darkland* expansion, add the following steps to the base game's setup:

1. Shuffle the new Adventure, and Expansion Cards into their respective decks.
2. All Purchase and Stable Cards are placed faceup beside the board.
3. Take the new Darkland board and place it next to the main Talisman board. Shuffle the Darkland deck and place it next to the Daekland board.
4. If players wish to use the optional Alternative Ending Cards, one player shuffles those cards, draws one at random, and places it on the Crown of Command.

USING ONLY PORTIONS OF THIS EXPANSION

While *The Darkland* expansion, is intended to be used as a whole, players are welcome to play Talisman using only some of the elements of the expansion. Specifically, the new Alternative Ending Cards may be used without including the new other cards or the Darkland board.

EXPANSION RULES

When playing *Talisman* with *The Darkland* expansion, the basic rules of playing *Talisman* are unchanged, and the game is still won by reaching the Crown of Command and eliminating all other players. The only new rules needed are for entering and exploring the Darkland Region. These rules are found below.

ENTERING THE DARKLAND

The Darkland is connected to the main Talisman board at a main board's Fields space. A character may enter the Darkland Region simply by moving directly from the Fields space on the main board to the Darkland Entrance space, if his movement die roll provides him with sufficient movement.

Entering the Darkland through the Fields space is optional. Characters may choose not to enter the Darkland, and may travel around the Outer Region instead.

While characters travel around the main *Talisman* board, they may also discover Adventure Cards that allow them to enter the Darkland Region. Rules for entering the Darkland by means other than through the Fileds space are detailed on the specific Adventure Cards providing these means.

MOVEMENT IN THE DARKLAND

Movement in the Darkland follows the normal movement

rules: Characters roll one die and move the indicated number of spaces.

Some spaces on the Darkland board are marked with an arrow. These arrows point in the direction characters need to move in order to reach the Barrow. Characters may choose to move against the arrows if they wish.

Note that characters *must* move either *directly with* or *directly against* the arrows when in the Darkland. The Darkland map is a linear path, and characters may *not* move in other directions, such as across a Darkland space's text box. For example, a character could *not* move directly from the Gold Pit space to the Barrow space.

Some Darkland spaces force you to *stop*. You are not able to move over these spaces without encountering these spaces, except you use a teleport.

LEAVING THE DARKLAND

Some Darkland encounters grant characters the opportunity to exit the Darkland and return to the main game board. Other than these encounters, the only ways to leave the Darkland are to reach the Barrow or to exit to the Fields via the Darkland Entrance space. When exiting via the Darkland Entrance, a character with sufficient movement to continue past the Fileds must choose between continuing his movement clockwise or counterclockwise in the Outer Region.

USING DARKLAND CARDS

Darkland Cards are similar to the Adventure Cards, but are encountered by characters exploring the Darkland Region.

DRAWING CARDS IN THE DARKLAND

When characters in the Dragonland Region are instructed to draw cards, they always draw Dragonland Cards rather than Adventure Cards. This requirement is true even when, for example, cards and special abilities specifically instruct the player to draw one or more "Adventure Cards."

When a card is encountered in the Dragonland Region and has instructions or effects that refers to Adventure Cards, it affects Dragonland cards instead.

TWO-HANDED WEAPONS

Two-handed Weapons are special Objects that appear in the Darkland deck. They are distinguished with a *Two-handed Weapon* keyword printed above the card's special ability.

Two-handed Weapon are treated in all respects like normal Weapons. If you use a Two-handed Weapon during any battle, it is not possible holding another Object in your hand.

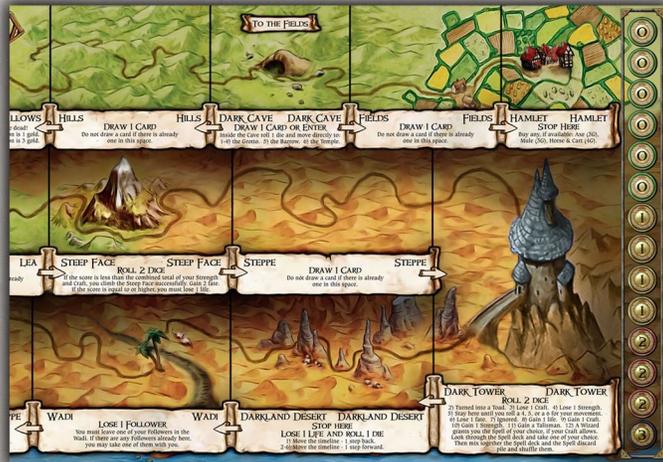
E.g. you cannot use a Two-handed Weapon and a Shield.





THE TIMELINE

The use of the Darkland Timeline is optional, and players should agree whether or not to use one before starting the game.



SETUP

You will find the Timeline near the Dark Tower on the Darkland board. If you want to use the Timeline place one cone on the first Timeline space.

DARKLAND VARIANT

If you play the Darkland variant, the Timeline only affects the Darkland. The Darkland is under control of an ancient powerful Dark Magic. This Magic will assist all enemies encountered in the Darkland, by giving them a bonus to their attack roll. The Timeline shows the value of this bonus power. The Darkland is getting darker and darker, and all enemies are getting stronger and stronger.

Each time a Darkland enemy is defeated, the Dark Magic casts an undestroyable spell of darkness. The cone on the Timeline is moved one step forward, and it always shows the actual bonus. If the cone reaches the last space with the value of 3, it will be fixed on this space. From now all enemies encountered in The Darkland have a permanent and undestroyable bonus of 3 to their attack rolls.

The only way to have an influence on the Dark Magic is found in the Darkland Dessert. If you lose a life in the Darkland desert, roll 1 die and follow the instructions.

If the cone on Timeline reaches the last space on the board, it is not allowed to move it back. The cone will remain on this space for the rest of the game.

GLOBAL VARIANT

If you play the Global variant, the Timeline affects all enemies in any Region. The whole land is under control of the ancient powerful Dark Magic. All other rules work exactly like those in the Darkland variant.

The bonus given by the Dark Magic also affects any Alternative Ending!

ALTERNATIVE ENDING CARDS

The use of Alternative Ending Cards is optional, and players should agree whether or not to use one before starting the game.

SETUP

Setup for the Alternative Ending Cards variant is determined by which of the two game variants players decide to use. Players can start the game with the card either revealed or hidden (see below for more details).

REVEALED VARIANT

The revealed variant has a greater impact on characters during the course of the game and allows players to use more strategy.

If players use the revealed variant, one player shuffles the Alternative Ending Cards at the start of the game, draws one at random, and places it **faceup** on the Crown of Command at the centre of the board.

HIDDEN VARIANT

The hidden variant adds more mystery and excitement to the game since players do not know what dangers await them at the Crown of Command until they reach it.

If players use the hidden variant, one player shuffles the Alternative Ending Cards at the start of the game, draws one at random, and places it **facedown** on the Crown of Command at the centre of the board. The first character who enters the Crown of Command must turn the Alternative Ending Card faceup.

ENCOUNTERING ALTERNATIVE ENDINGS

Alternative Ending Cards replace the base game's victory conditions, offering players new ways to win the game. When an Alternative Ending Card is being used, characters on the Crown of Command must encounter the Alternative Ending Card there and follow the rules printed on the card. They **cannot** cast the Command Spell or encounter other characters on the Crown of Command unless the Alternative Ending Card specifically states otherwise.





All other rules regarding the Inner Region still apply when players are using an Alternative Ending Card:

- None of the creatures in the Inner Region (nor any of the Alternative Ending Cards) can be affected by any Spell. They also cannot be evaded.
- Characters on the Crown of Command cannot move and must remain on that space unless the Alternative Ending Card specifically states otherwise.
- Once any character has reached the Crown of Command, any character who is killed automatically loses the game.

Alternative Ending Cards generally only affect characters on the Crown of Command. However, instructions that have a **star icon** at the start of their text affect all characters, no matter what Region they are in, including characters on the Crown of Command.

OTHER RULES

This section clarifies rules regarding new cards, special abilities, and space instructions for the Dragonland Region. If any rule problems occur, the official rules apply.

MOVING CLOCKWISE OR COUNTERCLOCKWISE

If a character or card is instructed to move clockwise, it must move following the direction indicated by the arrows on each Dragonland space.

If a character or card is instructed to move counterclockwise, it must move against the direction indicated by the arrows on each Dragonland space.

MOVING AFTER DEFEAT

If a character is defeated and is instructed to land on a space, the character must move to that space and immediately end his turn. A defeated character may not encounter the space he lands on, nor may he encounter a character on that space.

CREDITS

Talisman
Revised 4th Edition Design
The Darkland
Version October 2011

TRINKETS

Trinkets are special Objects that appear in the Dragonland deck and are distinguished with a *Trinket* keyword printed above the card's special ability.



Trinkets are treated in all respects like normal Objects, except that they do not count towards a character's carrying capacity. A character may have four normal Objects in addition to any number of *Trinkets*.

Trinkets may be ditched, discarded, stolen, or sold like normal Objects.

