



# TALISMAN

THE MAGICAL QUEST GAME

REVISED 4TH EDITION



THE DRAGONLAND  
UNOFFICIAL EXPANSION

OCTOBER 2011



# 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 Dragonland 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 *Dragonland* expansion includes these components:

- This Rulebook
- 1 Dragonland Board (three parts)
- 147 Dragonland Cards
- 8 Dragon Trophy Cards
- 8 Spell Cards
- 8 Purchase Cards
- 16 Adventure Cards
- 4 Alternative Ending Cards

## COMPONENT OVERVIEW

Below is a brief description of each game component.

### DRAGONLAND BOARD

The Dragonland board (referred to as a “Region”) depicts the domain and stronghold of the Dragon Master. The Dragonland Region holds many dangers, but also offers great riches and powerful trophies to those characters bold enough to enter.



### DRAGONLAND CARDS

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



### ADVENTURE CARDS

The 16 new Adventure Cards feature new Events, Objects, and Places. Most of the Adventure Cards work exactly like those in the base game.



### SPELL CARDS

There are 8 new Spell Cards, detailing Spells characters may cast during the game. These Spell Cards work exactly like those in the base game.



### DRAGON TROPHY CARDS

The 8 Dragon Trophy Cards are powerful artefacts characters may obtain by defeating the Dragon Master or the Cave Dragon on the Dragonland board.



### PURCHASE CARDS

There are 8 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

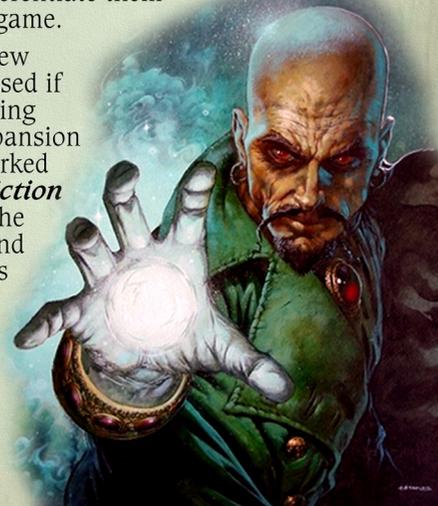
The use of the 4 new Alternative Ending Cards is optional, and players should agree whether or not to use them before starting the game.



### THE DRAGONLAND ICON

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





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 Dragonland restriction icon can be removed from the Adventure deck before the game begins if the Dragonland board is not being used.)

## SETUP

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

1. Shuffle the new Adventure, and Spell Cards into their respective decks.
2. All Purchase Cards are placed faceup beside the board.
3. Take the new Dragonland board and place it next to the main Talisman board. Shuffle the Dragonland deck and place it next to the Dragonland board.
4. Leave the new Dragon Trophy Cards in the game box until they are needed.
5. 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 Dragonland* 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 Dragonland board.

## EXPANSION RULES

When playing *Talisman* with *The Dragonland* 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 Dragonland Region. These rules are found below.

## ENTERING THE DRAGONLAND

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

Entering the Dragonland through the Fields space is optional. Characters may choose not to enter the Dragonland, 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 Dragonland Region. Rules for entering the Dragonland by means other than through the Fields space are detailed on the specific Adventure Cards providing these means.

## MOVEMENT IN THE DRAGONLAND

Movement in the Dragonland follows the normal movement

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

Some spaces on the Dragonland board are marked with an arrow. These arrows point in the direction characters need to move in order to reach either the Dragon Master or the Cave Dragon. 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 Dragonland. The Dragonland map is a linear path, and characters may *not* move in other directions, such as across a Dragonland space's text box. For example, a character could *not* move directly from the Grey Cliff space to the Ice Canyon space.

Some Dragonland 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 DRAGONLAND

Some Dragonland encounters grant characters the opportunity to exit the Dragonland and return to the main game board. Other than these encounters, the only ways to leave the Dragonland are to reach the Dragon Tower or to exit to the Fields via the Dragonland Entrance space. When exiting via the Dragonland 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 DRAGONLAND CARDS

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

## DRAWING CARDS IN THE DRAGONLAND

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 Dragonland deck and in the new Purchase cards. 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.





## SPECIAL ABILITIES INVOLVING ADVENTURE CARDS IN THE DRAGONLAND REGION

Special abilities and effects that apply to Adventure Cards behave differently when characters are in the Dragonland Region rather than the Outer, Middle, or Inner Regions. When used within the Dragonland Region, these special abilities and effects apply to cards from the Dragonland deck instead.

### DRAGON TOWER

The Dragon Tower is the last space in the Dragonland and is the home of the Dragon Master.

When a character reaches the Dragon Tower, he must end his move there, even if he has more movement available.

When a character ends his move in the Dragon Tower, he must fight the Dragon Master. If he kills the Dragon Master, he may claim one of the Dragon Master's Trophy Cards. Finally, whether the character kills the Dragon Master or was defeated by him, the character emerges from the Dragonland. Each of these steps is described in detail below.

### FIGHTING THE DRAGON MASTER

The Dragon Master has Strength 12. Fighting the Dragon Master is conducted according to the normal rules governing attacks, save that the Dragon Master cannot be evaded and only characters may attack the Dragon Master; Followers, Spells, or Objects *cannot* fight in a character's place.

If a character is defeated, he must lose one life as normal (use of an Object, Spell, or special ability that would prevent life loss may prevent this as normal).

### CLAYMING DRAGON TROPHIES

Characters who kill the Dragon Master and gain a Dragon Trophy Card must randomly draw one card from the Trophy deck. If the Dragon Trophy deck has been depleted, however, no reward is available and the character receives nothing. In addition to the Trophy he gains another reward, he may roll 1 die and see what he gains.

If a character emerges from the Dragonland, and later returns and kills the Dragon Master again, he gains another Dragon Trophy Card as a reward, if one is available.

Only characters who kill the Dragon Master or the Cave Dragon may claim Trophy Cards. Characters who attack the Dragon Master and are defeated, or have a stand-off, instead emerge from the Dragonland without any reward.

### EMERGE FROM THE DRAGON TOWER

If a character kills the Dragon Master, he choose any space in the Outer or Middle Region and immediately move there. The character then encounters the space or a character in the space as normal.

If a character has a stand-off, or is defeated, he must immediately move to the Oasis and end his turn.

## 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.

### 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.

## DRAGON TROPHY CARDS

Dragon Trophy Cards are treated in all respects like Adventure Cards once they are in a character's possession, except that if they must be discarded, they are removed from the game instead of being placed in the discard pile. Such cards do *not* return to the Trophy deck and they are *not* available to characters who later kill the Dragon Master.



Dragon Trophy Cards may be ditched, discarded, stolen, or sold like other Adventure Cards.

## 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 Dragonland  
Version October 2011

