

# Djarhun TALISMAN

## The Quest for the Book of Avrakar

These rules provide a framework for you to use your Talisman – The Magical Quest Game (1<sup>st</sup> or 2<sup>nd</sup> edition) components and combine them into the world of Djarhun. It is broken down into the basic rules that apply to any Talisman Expansion. It is then broken down by individual expansions and their unique rules. Although the assumption is that the Talisman main game board will not be used, optional rules will be noted in case you wish to use that board to make Djarhun a larger realm to explore.

### Basic Rules

Here are some basic rules that help you compare relationships from Talisman to Djarhun. These basic rules apply to any Talisman game sets used with Djarhun.

- Gold may be used in Djarhun. A Gem is equivalent to a Gold and may be used in place of Gems, or vice versa.
- Morality is derived from Alignment. The Good are Kind, the Neutral are Fair, and the Evil are Vile.
- Lives equates to Health. Craft equates to Sorcery.
- Playing Cards - Enemies are Foes, Followers are Henchman, Events are Luck, and Objects are Items.
- Horses, Horse & Carts, Mules, and Dogs are considered Henchman in Djarhun.
- An Enemy's highest attribute equates their Speed. This means that if an Enemy has a 5 Strength, they also have a 5 Speed. Any Enemy, with a Speed greater than 6, will attack back during Speed battles.
- If an Enemy has only one attribute (Strength or Craft) then you determine the other by dividing the one by two and round down. For example, if a Dragon has a Strength of 7, then their Sorcery is 3 ( $7 / 2 = 3.5$  rounded down is 3). The minimum score is 1.
- Movement on a Talisman board is always rolled with a d6, unless otherwise noted.
- Rafts are treated just like Canoes.
- Remove any Warhorse cards from the deck as they are not used in Djarhun.
- Battles are fought with eight sided dice, unless otherwise noted.
- All other instances, where instructed to roll dice, will be rolled with a d6.
- Only Magical Items have any Barter value. Every Magical Item is worth 2 Gems for Bartering.

- Enemy Spirits are considered Undead, unless the rules below specify otherwise.

- Each Talisman Character has a supplemental Skill Card for traveling in Djarhun. Make sure to look over these Skills before selecting any Character from a Talisman set. These cards also indicate the starting attributes, Morality, Home & Race. There are also Levels on the side of the card, to track what Level your Hero is at. Feel free to use the Character Sheet to track this information during play. If you are using the Talisman game board with Djarhun, you may have Characters start in their original starting space.

- Each Talisman Character can use any Special Abilities they have on their Character Card, as long as the Special Ability has a purpose in Djarhun. Skills and Special Abilities are one and the same. Here are a couple of examples. *"You are safe on the Crag and the Chasm; you need not roll the die there"*, is a useless Skill as there are no Crag or Chasms in Djarhun. You may decide to apply this skill to spaces with the word "Mountains" in it if you want. This Skill, however, is a useful one. *"You may Evade Enemies when in the Woods"*, because you may avoid Foes when you land on any space with the word "Woods" in the title.

## **Dungeon Expansion**

When the Dungeon Expansion is used, the Dungeon of Barak space is ignored and becomes the entrance to the Dungeon. You must land on the Dungeon of Barak space in order to enter the Dungeon. If you land on this space, and wish to enter the Dungeon, place your Hero on the Entrance space of the Dungeon board. You may then start your next turn into the Dungeon. Here are some rules to follow to allow the use of this Dungeon Expansion in Djarhun.

- In the Torture Chamber, you may choose to lose a Strength, Speed, or Sorcery if you do not pay the Torturer.

- OPTIONAL: If a player rolls an 8 for their battle die roll, and are victorious, they may draw a Treasure Card.

- The Crawling Slime Enemy will not destroy weapons in ranged battle.

- The Living Statue Enemy is a Construct.

- The Dungeon Doorway is used as normal.

- The center of the Dungeon board is ignored. Instead, it is replaced by the card included in this set.

If you use the Talisman main game board with Djarhun, you may leave the Dungeon of Barak space as is and simply use the rules from the Talisman game. This means the Dungeon will not be discovered unless a Dungeon Doorway card is drawn. You may also ignore the card that comes with this set, which changes the center space of the Dungeon board.

## **City Expansion**

When the City Expansion is used, the City of Elidor space is ignored and becomes the entrance to the City. You must land on the City of Elidor space in order to enter the City. If you land on this space, and wish to enter the City, place your Hero on the City Gate space of the City board. You may then start your next turn into the City. Here are some rules to follow to allow the use of this City Expansion in Djarhun.

- If a Riverman offers to aid you at the "6 Fates Inn", he will take you to any space in Frostburn or Durach for 1 Gem or Gold.

- The Wharf space is replaced by the card included in this set.
- The Apothecary will not sell Potions as indicated on the space, but will instead sell Potions as indicated on Ugmar the Alchemist's space.
- On a roll of 12 at the High Temple, you instead gain 1 Treasure Card.
- Remove the Grumpy Wizard card from the City Deck if you are not going to use the Talisman Main Board.
- Remove the Water Bottle cards from the Purchase Deck if you are not going to use the Talisman Main Board.
- Remove these cards from the Adventure deck if you are not going to use the Talisman Main Board with Djarhun: River Barge & County Patrol.
- The Anarchists' Guild space is replaced by the Guild Houses card in this set.
- The Armoury space is replaced by the card included in this set. Notice the Defense bonuses listed next to the armor items. These values supersede what is on the card and help make Talisman Items compatible with the Djarhun "defense roll" system.
- The City laws are different in Djarhun. Consult the City Laws reference cards to see what laws are enforced.

If you use the Talisman main game board with Djarhun, you may leave the City of Elidor space as is and simply use the rules from the Talisman game. This means the City will only be visited by landing on the City space of the Talisman main game board.

## **All Other Expansions**

If you decide to use the Talisman main game board with Djarhun, you open up the ability to also use the Expansion, Adventure, Timescape, & Dragons expansions. You may also use any fan-created expansions you may have in your Talisman set. Lastly, it allows for the Talisman Characters to use some of their Special Abilities like...

*You are safe on the Craggs and the Chasm; you need not roll the die there.*

All Talisman Characters may start on the Talisman Board or their newly appointed Djarhun spaces, it is up to you. The only way to travel back and forth, between boards, is by the Mage in Springvale. He will Teleport you to the Village on the Talisman Board. The Village Mystic will Teleport you back to Springvale, instead of rolling for your next move, free of charge.

The goal of the game is different. In order to win the game, a Hero must not only get the Book of Avrakar but also the Crown of Command. Only with the Crown of Command may the secrets of the Book of Avrakar be controlled. The Dragon King does guard the Crown of Command, and must be defeated to gain the Crown. The Crown of Command is a magical item that must be carried with you. It needs to be equipped to win the game. The handling rules for the Book of Avrakar also apply to the Crown of Command. One thing that differs with the Crown of Command is that it can be equipped in the Helm slot of a Hero. They may then use its power to aid them in their journey. The Crown of Command card is included in this set.

Here are some additional rules to follow to allow the use of the Talisman main game board with Djarhun.

- The Archer Follower only gives a Speed bonus of +2 for any ranged attacks you may do.

- The Siren only affects Humans.
- The Amulet protects from all Spells.
- The Wizard's Tower will only give you 1 Treasure card on a roll of 4-6.
- The Cross works in the Djarhun Cemetery and the Church of Gedwin as well. It destroys all Undead & Planar Foes. You would get no Experience Points or Treasure if you do this.

## **Spells**

No matter what Talisman sets you use, you can incorporate most of the Spells into Djarhun. Keep the following in mind.

- Remove the Warp Gate spells from the deck unless you are going to use the Timescape expansion.
- The Healing spell will Heal up to an original quota of 4 Health.
- Divination works on either of these decks: Dungeon, City, Adventure, Frostburn, Durach, Tar'ri, Aldun, or Urthe. If you have other adventure boards with decks, you may decide it works on those as well.
- The Water Walking Spell works in Djarhun, like crossing the river or Sea with a canoe.

## **Final Words**

This should provide a really good framework to allow Djarhun and Talisman to coexist. Many "house rules" can be derived by combining the two games. You may want to allow Talisman Characters to start on the Talisman main game board. You may want to ignore much of the City & Dungeon rules above and have them exist with the Talisman board instead. A lot of these things are up to you. Just remember to use common sense while playing, as I did not cover every single detail in this document. For example...

- Any Elemental Enemies are Elemental Foes.
- The Winged Boots are equipped in the Boots slot.
- Solomon's Crown is equipped in the Helm slot.
- Any Golems or Living Statues are Construct Foes.
- Zombies are Undead Foes.
- Demons are Planar Foes.
- The Staff of Mastery needs to be in a Hero's Weapon slot to be used. Un-equipping it releases the slave.
- Wands & Rods do not need to be equipped.

Also remember the commonalities between the two games. When a card from the Adventure Deck instructs you to lose 1 Craft, you really lose 1 Sorcery. If a card affects players of Good Alignment, it really just affects the Kind in Morality.

Below is a key you can use for game terms translation...

Alignment	Morality
Craft	Sorcery
Enemy	Foe
Event	Luck
Evil	Vile
Follower	Henchman
Gold	Gems
Good	Kind
Life	Health
Neutral	Fair
Object	Item
Special Abilities	Skills

Once you start using these rules, you will find that you will hardly reference them as Talisman does integrate really easy with Djarhun. Hopefully you will have enough information to bring your Talisman game into the fantastical world of Djarhun.

## **Printing Instructions**

When printing the cards, use 8½ x 11 inch card stock. Make sure the margins are set at ¼ inch and have the image centered on the paper (both vertical and horizontal) so the fronts and backs line up.