



EXPANSION FOR



2ND EDITION

Rules of play for HeroQuest expansion:

- Place the HeroQuest board so that the entrance is adjacent to the ruins space on the main Talisman board.
- Shuffle all the cards into the appropriate decks.
- When a player ends his/her movement on the ruins space, instead of encountering the space as per the normal rules, he/she may attempt to enter the HeroQuest realm. If so then the player must immediately encounter the dungeon guard. If the player is successful then he/she moves immediately to the stairs down space and ends his/her turn. If the player is unsuccessful then follow the rules on the board, the player's turn then ends.
- Players in the HeroQuest realm roll a D6 die for movement and must continue adventuring into the dungeon until he/she loses a combat. If a player loses a combat then he/she must then start moving back out of the dungeon on their next turn (much like in the Dungeon expansion).
- In order to enter through the secret passages into the bonus rooms a player must end his/her movement exactly on the secret room space. For example on a roll of a 5 a player may enter the first secret room from starting on the stairs down space. A roll of anything less and the player would not reach the room, and on a roll of a 6 the player would walk past the secret passage.

- Any adventure card event which targets certain regions affects the HeroQuest realm in the same manner as it would affect the middle region
- If a player dies in the HeroQuest realm immediately place all objects and gold on the 'Verag, Foul Gargole' space. Any player that successfully beats Verag in combat may take any/all of the deceased players gold and objects.



Thanks:

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