

An Unofficial  
Expansion for

**TALISMAN**  
THE MAGICAL QUEST GAME  
REVISED 4TH EDITION

# Vision

ver. 1.1

*Welcome Traveller! You have found your way here, and it is my duty to warn you - your world will never be the same. You will never be able to turn back and return to your dull Realms. You will stay here, fascinated by new challenges standing in your way to the Crown of Command, great heroes that roam these lands, powerful magic and priceless artifacts that can be found only here.*

*Welcome to my Vision!*

## INTRODUCTION

**The Vision** is an unofficial expansion for **Talisman: The Magical Quest** game, designed to make the game even more epic than it already is. **The Vision** consists of more than 1000 new cards, and introduces several new elements and mechanisms, such as:

- \* Missions for each character, expanding their stories and personalities
- \* Rebalanced characters from the original game
- \* 12 completely new characters
- \* Spells divided into 4 different schools of magic
- \* Inner Region cards
- \* Hundreds of new Adventure cards
- \* Inventory screen and new Purchase cards
- \* New rules for more exciting gameplay



Cards in **The Vision** expansion are marked with an expansion symbol to differentiate them from the cards in the base game.

## COMPONENTS

- \* 48 Character cards
- \* 96 Mission cards - 2 for each Character
- \* 72 Spell cards
- \* 306 Adventure cards
- \* 180 Highland cards
- \* 198 Dungeon cards
- \* 54 Inner Region cards
- \* 54 Purchase cards
- \* 9 Stables cards
- \* 54 Warlock Quest cards
- \* 18 Quest Reward cards
- \* 18 Relic cards
- \* 18 Treasure cards
- \* 9 Alternative Ending cards
- \* 6 Inventory screens
- \* 1 Marketplace Pricelist

To play „Talisman“ together with **The Vision** expansion, you need to have the original expansions listed below:

- \* TALISMAN: REVISED 4TH EDITION
- \* TALISMAN: THE REAPER
- \* TALISMAN: THE DUNGEON
- \* TALISMAN: THE FROSTMARCH
- \* TALISMAN: THE HIGHLAND
- \* TALISMAN: THE SACRED POOL

## GAME SETUP

To play *Talisman* with *The Vision* expansion, you need to:

- ★ Shuffle all the new Adventure, Highland, Dungeon, Purchase, Stables, Relic, Treasure and Quest Reward cards with their original decks.
- ★ Create a new deck of Inner Region cards.
- ★ Set aside all the Mission cards.
- ★ Divide all Spells into 4 schools of magic according to the table from the page 5. For the Spells from the original game use the card backs of the appropriate school of magic.
- ★ Use the character cards from *The Vision* instead of the characters from the original game.
- ★ Use the Warlock Quests provided in *The Vision* instead of the Warlock Quests from the original game.

Remove those original cards from the game:

- ★ Adventure cards: 2x Riding Horse
- ★ Stables cards: 3x Riding Horse

## NEW KEYWORDS

- ★ **Steed** – a Follower which you can ride on. You can ride on only one **Steed** at a time (as it's difficult to ride on two horses at once). You may have any number of **Steeds**, but only the one which you ride on grants you its bonuses.
- ★ **Aura** – a Spell which after casting is bound to another card (such as a character, Object etc.) and stays in the game affecting that card.
- ★ **Cursed** – an Object that cannot be normally discarded or turned to gold when visiting the Alchemist. A **Cursed** Object must be used by the character (ex. a **Cursed** sword must be used in combat, a **Cursed** helmet must be worn).
- ★ **Lord of the Realms** - an Enemy who affects the whole game while on board, introducing new, temporary rules (ex. „Characters cannot use fate“).
- ★ **Magic Resistance** – cards with this rule are unaffected by Spells in any way.

- ★ **4,5,6** - The shield symbol represents an ability possessed by each **Armour**: „If you are defeated in battle and just lost a life, roll 1 die. If you roll a 4,5 or 6, the **Armour** protected you and you did not lose that life, though you still lost the battle.“ Values after the shield symbol can be from 1 to 6 and represent the results needed for the **Armour** to successfully protect against losing a life.



## NEW CHARACTERS

### ANGEL

A MESSENGER OF LIGHT, SWORN TO FIGHT THE INFERNAL FORCES OF EVIL WITH THE POWERS GRANTED BY THE HEAVENS.



### SACRED MAIDEN

A KNIGHT OF THE PUREST SOUL, SHE DEVOTED HER LIFE TO HELPING THE WEAK AND BRING HOPE TO THOSE WHO LOST IT.



### INQUISITOR

MERCILESS HUNTER OF EVIL AND WICKEDNESS WHO DESPISES MAGIC AND SORCERY IN EVERY FORM.



### GOLEM

A POWERFUL ANCIENT CONSTRUCT WITH A BODY OF ENCHANTED STEEL AND HIS OWN SECRET GOALS.



### SHAPESHIFER

A MYSTERIOUS CREATURE POSSESSING THE ABILITY TO TAKE THE SHAPE OF ANY LIVING BEING.



### GOBLIN

THE CUNNING GOBLIN KNOWS WHEN TO HIDE, AND WHEN TO LEAD HIS TRIBE TO VICTORY - AND FOOD



## CHARACTERS - NEW AND OLD

**The Vision** introduces 12 completely new characters and 36 rebalanced characters from the original game. All the characters have been balanced and given various new abilities, making the gameplay a different experience depending on the character which you decide to choose.

Forget about separating the characters to „overpowered“ and „horrible“. They all have their strong and weak sides, and it is possible to win the game with each of them.

## MISSION CARDS

All the characters want the Crown of Command for themselves, but they also have their own goals and desires. An Alchemist wants to create the philosopher's stone, Dark Cultists desires to summon a powerful demon unto this world, and the Dwarf wishes to uncover his lost legacy.

Mission cards represent these goals. If a character manages to satisfy the conditions stated on the Mission card, they will gain a unique reward. And if they fail to do so, they will suffer the consequences.

**Each character has his own two Mission cards** - give them to the player after he starts the game. The first card lists the conditions of **passing or failing** the Mission. The second card presents the results of passing or failing the Mission. After you pass the Mission, it cannot be failed anymore - and vice versa.

Mission cards cannot be lost, destroyed or stolen in any way, of course except by killing the character.

**GIANT**

*Dragon Wings*

*The Gorilla was anxious - he felt that there was something in the air. He was right - but when he noticed a huge hand above his head, it was already too late. After a moment, the Giant was chewing intensively, spitting out pieces of fur. "Gooood. But still hungry." He noticed a huge shadow flying over the forest, and a huge dragon landing on the nearby glade. He stared intensively, while a small stream of saliva was dripping from his own chin. "Biiig Birdie, lots of soup. Me need a big pot..."*

**Pass:** While visiting the Kitchen, discard a Dragon trophy.

**Fail:** If you will be defeated by a Dragon.

**PASS**

"Birdie wings good! I eat more Birdies!" During your turn (but not during the combat), you may discard a Dragon trophy to heal 2 life.

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(without resolving the encounter), your turn immediately ends whenever you encounter a Dragon, and always run away from them. "Birdie burns, Birdie bites, Birdie scary." You are afraid of Dragons.

**FAIL**

## MISSION CARDS

## NEW CHARACTERS

### BLACK KNIGHT

A CRUEL WARRIOR WITH HEART AS BLACK AS THE ABYSS, WHO REJECTS HIS HUMANITY TO SATISFY HIS BLOODLUST.



### BABA YAGA

A HORRIBLE CHILD-DEVOURING OLD HAG WHO COMMANDS THE POWERS OF DARK MAGIC.



### DEMON

THE BEAST FROM THE INFRENAL ABYSS INVADED THE MORTAL WORLD TO WREAK HAVOC AND SPILL THE BLOOD OF MORTALS.



### MARLITH

A DEMONIC SWORD-MISTRESS, SHE IS DEADLY WHEN EQUIPPED WITH A GOOD BLADE - AND SHE USUALLY CARRIES FOUR BLADES.



### GIANT

A THICK-SKINNED GIANT ROAMING THE REALMS CRUSHING AND DEVOURING EVERYTHING IN HIS PATH.



### LORD

A CHARISMATIC LEADER, INSPIRING ALL AROUND HIM TO FOLLOW HIS LEAD AND SUPPORT HIM ON HIS NOBLE QUEST.



## ▶ SPELLS ◀

TO MAKE THE MAGIC MORE DIVERSE, ALL SPELLS HAVE BEEN DIVIDED INTO 4 DIFFERENT SCHOOLS OF MAGIC. WHEN A CHARACTER DRAWS A SPELL, IT MAY BE A SPELL FROM ANY SCHOOL OF MAGIC.

### LIGHT MAGIC



A DEFENSIVE SCHOOL OF MAGIC SPECIALISING IN SPELLS THAT HELP DURING PRAYER, PROTECT AGAINST HARM AND INCREASE COMBAT CAPABILITIES.

### NATURE MAGIC



THE MOST VERSATILE SCHOOL WITHOUT A FOCUS ON A SPECIFIC TYPE OF MAGIC, YET POSSESSING SOME OF THE MOST POWERFUL SPELLS IN THE GAME.

### DESTRUCTION MAGIC



SCHOOL FOCUSED ON DIRECTLY AFFECTING CARDS AND ENEMIES (MOSTLY BY CAUSING THEM HARM), TELEPORTATION AND ELEMENTAL MAGIC.

### DARKNESS MAGIC

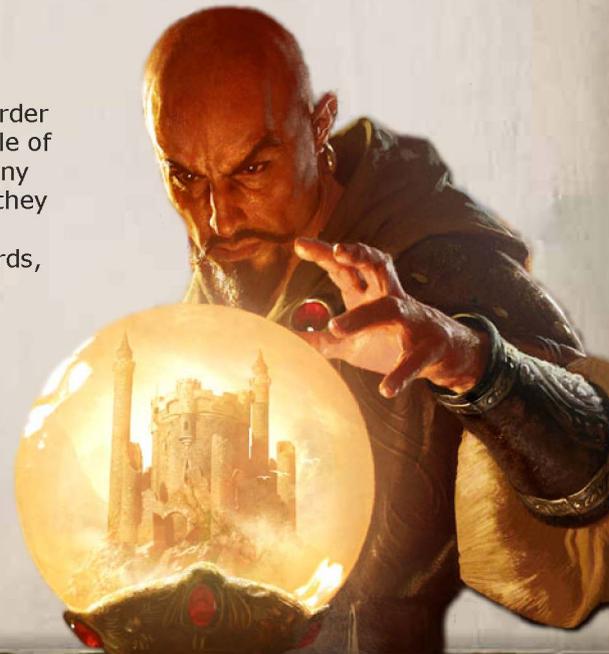


IF YOU WANT TO MAKE THE LIFE OF A FELLOW CHARACTER HARDER THIS IS THE SCHOOL FOR YOU. CURSES, THIEVERY AND WEAKENING SPELLS ARE DREADED BY MANY.

## ▶ SPELLS - THE STACK RULE ◀

Whenever two or more characters want to cast Spells at the same time, the order in which they do it is very important. To make it easier, there is a universal rule of the Stack: Whenever players want to cast a Spell they put it on the table. If any other player want to cast another Spell as an „answer“ to the previous Spell, they place their own Spell on top of the previous one (forming a Stack). All Spell effects are then resolved starting from the top Spell in the Stack. In other words, **Spells are resolved in a reverse order of their casting.**

**Example:** The first player casts Shatter on an Object possessed by the second player. That player casts Reflection, putting it on top of the Stack. The first player has yet another trick up his sleeve and casts Counterspell. As both players agree that they don't want to cast any more Spells, the Spells resolve, starting with the top Spell on the Stack: Counterspell. It negates the effect of Reflection which would be resolved next, but has no effect. Finally, the Shatter is resolved - and the chosen Object is destroyed.



# DIVIDING THE SPELLS FROM THE ORIGINAL GAME INTO DIFFERENT SCHOOLS:

## LIGHT

MAGIC

PRESERVATION  
 PSIONIC BLAST x2  
 BLESSED  
 ENCHANT BLADE  
 BLADESHARP  
 RESURRECTION  
 BARRIER  
 ENRICH  
 DIVINE INTERVENTION x2  
 CHANGE FORTUNE x2  
 SPELL CALL  
 RESTORATION x2  
 CRAFT  
 ENERGIZE x2  
 BRAINWAVE x2  
 MARKED FOR GLORY  
 BOLSTER x2  
 INVOKE FAVOUR x2  
 REVERENCE  
 VINDICATION  
 RETRIBUTION



## NATURE

MAGIC

HEALING x2  
 TEMPORAL WARP  
 SUMMON SERPENT  
 SUMMON BEAR  
 SUMMON PHOENIX  
 GUST OF WIND  
 TRANSMUTE  
 ALTERATION  
 TRANSFERENCE  
 WATER WALKING  
 SPEED  
 SUMMON STORMCROW  
 DOMINATE  
 STRENGTH  
 MAGIC PORTAL x2  
 METAMORPH  
 PATH OF DESTINY  
 TOADIFY!  
 BLACK ICE  
 EYES OF THE HAWK x2  
 CHEAT FATE  
 GENEROSITY  
 STASIS x2  
 TEMPORARY CHANGE x2



## DESTRUCTION

MAGIC

DESTRUCTION x2  
 RANDOM x2  
 DESTROY MAGIC  
 NULLIFY  
 TELEPORT x2  
 COUNTERSPELL x2  
 DISPLACEMENT x2  
 FIREBALL  
 REFLECTION  
 SHATTER  
 SUMMON STORM  
 TEMPORAL VORTEX  
 STRENGTH  
 MAGIC SHELL  
 HYDRA SPELL  
 PATH OF DESTINY  
 OBLITERATE  
 VORTEX  
 FREEZE  
 SOUL SHATTER x2  
 LIGHTNING BOLT x2  
 MINI-VORTEX



## DARKNESS

MAGIC

ACQUISITION  
 MESMERISM  
 DIVINATION  
 HEX  
 ALCHEMY  
 INVISIBILITY  
 IMMOBILITY x2  
 MISDIRECTION  
 SLOW MOTION  
 SLEEP  
 CLOAK OF SHADOWS  
 FINGER OF DEATH  
 CRAFT  
 SPELL CALL  
 WEAKNESS x2  
 TOADIFY!  
 TIME STEAL x2  
 SYPHON STRENGTH  
 SIMULACRUM x2  
 MIND STEAL x2  
 FEEBLE MIND  
 MISFORTUNE x2  
 LIFE TAP



### LEGEND - TALISMAN EXPANSIONS:

- TALISMAN: REVISED 4TH EDITION
- TALISMAN: THE REAPER
- TALISMAN: THE DUNGEON
- TALISMAN: THE FROSTMARCH
- TALISMAN: THE HIGHLAND
- TALISMAN: THE SACRED POOL

SPELLS FROM THE VISION ARE MARKED ACCORDING TO THE SCHOOL OF MAGIC WHICH THEY BELONG TO:



Cast when you are about to encounter an Enemy or a

- LIGHT MAGIC
- NATURE MAGIC
- DESTRUCTION MAGIC
- DARKNESS MAGIC

# RULES

**The Vision** introduces **several new rules and changes a few old ones** - all to make the game more playable. There are also a few **changes to the original wording**, all of them **intentional**. I believe that you will not miss everyone's favourite line „It will stay here until defeated“.

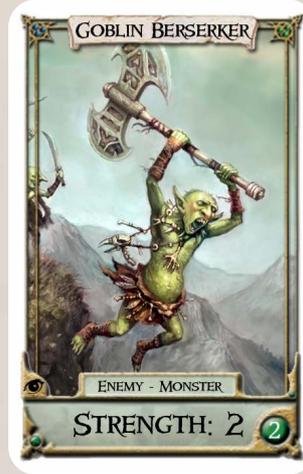
## ENEMIES - STRENGTH & CRAFT

Some Enemies possess both a Strength and Craft value - a character must always choose whether to attack such an Enemy using Strength or Craft.



## ENEMIES - TEXTLESS

There are also Enemies without any special abilities, which possess only a Strength or Craft attribute, without any needless text.



## ENEMIES - LIFE VALUES

Some Enemies apart from Strength and Craft values, also possess a life value. A won battle or psychic combat causes the Enemy to lose 1 life. You have to immediately fight again, until you lose a combat or remove all of the Enemy's lives. Enemies always start the combat with all their lives - **to defeat an Enemy, you have to remove all the lives during a single turn.**



## MARKETPLACE

Cards from the Purchase and Stable decks can be bought when visiting the Marketplace, which is one of the possible options when visiting the City or the Village (instead of the Blacksmith).



**The Vision** introduces several new cards for the Purchase and Stables decks. Each card has its price included in the lower left corner.

Additionally all the prices have been listed on the Marketplace pricelist card.

MARKETPLACE PRICES	
<b>WEAPONS</b> <ul style="list-style-type: none"> <li>* Sword - 1 gold</li> <li>* Axe - 2 gold</li> <li>* Dagger - 2 gold</li> <li>* Wand - 2 gold</li> <li>* Halberd - 3 gold</li> <li>* Katana - 3 gold</li> <li>* Wand of Fire - 4 gold</li> <li>* Bladed Bracers - 4 gold</li> <li>* Flaming Sword - 5 gold</li> </ul>	<b>ARMOUR</b> <ul style="list-style-type: none"> <li>* Helmet - 1 gold</li> <li>* Shield - 2 gold</li> <li>* Armour - 3 gold</li> <li>* Shield of Deflection - 4 gold</li> <li>* Ancient Armour - 4 gold</li> <li>* Crystal Armour - 5 gold</li> <li>* Cape of Power - 6 gold</li> </ul>
<b>STABLES</b> <ul style="list-style-type: none"> <li>* Donkey - 1 gold</li> <li>* Mule - 2 gold</li> <li>* Riding Horse - 3 gold</li> <li>* Horse and Cart - 3 gold</li> <li>* Warhorse - 4 gold</li> </ul>	<b>OTHER OBJECTS</b> <ul style="list-style-type: none"> <li>* Water Bottle - 1 gold</li> <li>* Strength Potion - 2 gold</li> <li>* Craft Potion - 2 gold</li> <li>* Fate Potion - 2 gold</li> <li>* Life Potion - 2 gold</li> <li>* Dispelling Stone - 3 gold</li> <li>* Golden Talisman - 6 gold</li> </ul>

MARKETPLACE PRICES CARD

## EXCHANGING TROPHIES

Defeating the Enemies allow the characters to gain experience and become even more powerful. Each defeated Enemy is kept by the character as a trophy, which can be exchanged for Strength and Craft points.

To gain 1 Strength, you have to discard trophies worth at least **twice the amount of your base Strength** (without any bonuses - only your starting Strength + gained Strength points). The same applies for exchanging trophies for Craft points.

- \*If the discarded trophies were worth more Strength or Craft than required the excess is loss
- \*A trophy possessing both Strength and Craft values can be used to gain Strength or Craft, but never both.
- \*You can discard the trophies to gain Strength or Craft at any time during your turn, but not during combat.

## INNER REGION

The Inner Region represents a final challenge on the way to the Crown of Command. To make that final stage of the game more interesting, a new deck of Inner Region cards has been introduced.

Ignore all instructions on the Inner Region spaces (except the Valley of Fire). Instead each space (including the Plain of Peril and the Valley of Fire) reads:

**„Draw 1 Inner Region card. Do not draw a card if an Inner Region card is already here“.**



INNER REGION CARD

If for any reason the character cannot (or does not want to) go further into the Inner Region, instead of moving he may move 1 space in the direction of the Portal of Power, or encounter the space where he currently is, for example to defeat an Enemy blocking his way.

If a character decides to **encounter another character** in the Inner Region, after the encounter with the character **he must also encounter the Inner Region space.**

**Enemies** in the Inner Region follow the same rules as other Enemies - they **are affected by Spells** and **can be avoided** (if you have such a possibility). To continue forwards, it is not necessary to defeat each encountered Enemy - unless it is stated in its description.



## USING OBJECTS

**Objects** possessed by a character **can be carried in a backpack, or used** - usually by wearing or holding them.

Apart from those Object which are worn by the character, each character **may carry 4 Objects in his backpack**. It has to be always clear which Objects are currently being used, and which are carried in the backpack. Most **Objects fulfill their role only when used** - a helmet may protect you against losing a life when worn, but even 4 helmets will not save you if they are carried in your backpack or by your Mule!

**Remember!** Abilities of most Objects such as **Weapons, Armor**, rings, gloves, boots etc. work only when the Object is used by the character.

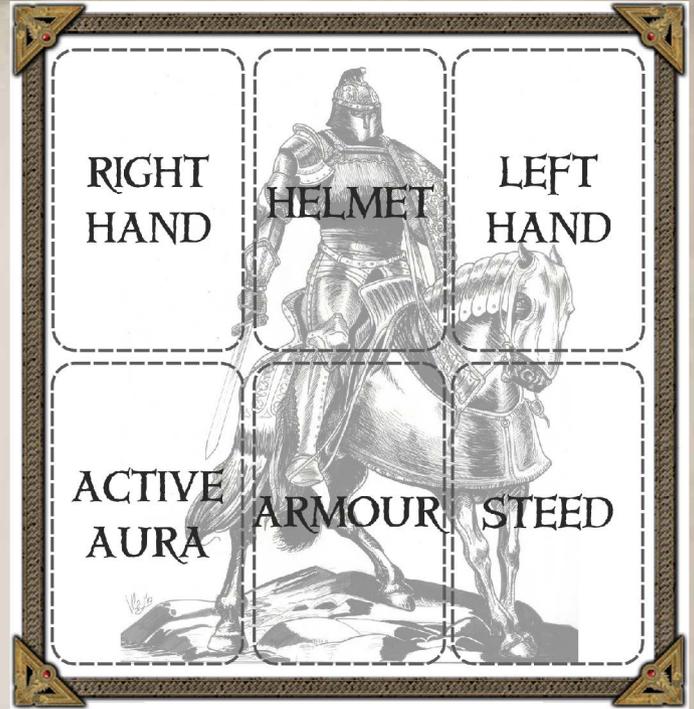
The Inventory Screen has been designed to help arrange the Objects currently used by the character, as it has places for a few most commonly used types of Objects (Helmet, Armour, Weapon, Shield), a **Steed**, and **Auras** cast on the character. Of course not all types of cards are on the Inventory Screen - its just supposed to help you organise your Inventory.

Some Objects can be used simultaneously (ex. Armor + Cape), while others cannot (ex. Helmet + Crown). There are two rules useful to determine if the Objects can be used together

- ★ **One of each** - In most cases the character may use one type of Object at a time - one Armour, one **Steed**, one pair of boots, etc. An exception can be made for rings - according to the RPG canon, 1 ring can be worn on each hand.
- ★ **Common sense** - Don't try to wear three helmets at once with a wizard's hat and a crown on top of them...

In case of a disagreement between the players, everyone has to argue loudly until an agreement is reached. So say the Rules.

**IMPORTANT:** You can change the Objects carried in your hands right before the combat (for example deciding to use an Axe instead of a Wand), but you cannot change your Armour, **Steed** or any other type of Object before the combat.



### INVENTORY SCREEN

**Example 1:** You can simultaneously use an Armour and an Invisibility Cloak



**Example 2:** You cannot wear a Helmet and a Crown of Pain at the same time.



## WARLOCK QUESTS

Each character **starts the game with 1 random Warlock Quest**. After finishing the Quest, the character is immediately teleported to the Warlock's Cave and chooses to gain a Talisman, or draw a Quest Reward card. Some Quests offer bigger rewards, such as drawing a few Quest Reward cards and choosing one of them.

**When visiting the Warlock's Cave, characters may draw 1 Warlock Quest.** A character may have no more than 3 Warlock Quests at once.

## ALTERNATIVE ENDINGS

*The Vision* introduces 9 new Alternative Ending cards, which should be shuffled together with the rest of those cards from the original game.

- ★ If there is a character on the Crown of Command, and there is no Alternative Ending card revealed, the character must immediately reveal an Ending card and encounter it.
- ★ When using the Alternative Endings from the original game, it is advised to change values of Strength or Craft possessed by the Eagle King, Ice Queen, and the Demon Lord from 12 to 18, as the characters in *The Vision* will be much more powerful than in the original game.
- ★ Remember that it is allowed to cast Spells in the Inner Region. However, all the Endings that are the „Final Enemies“ (ex. Demon Lord) are always treated as possessing **Magic Resistance**.

## CARDS STAYING IN GAME

Any drawn Enemy, Object, Follower or Place card stays in the game until it will be removed due to some reason, ex. an Enemy will be killed, an Object taken by a character. If for any reason a character cannot take an Object or a Follower card, the card stays on the space.

**Events and Strangers** are always discarded after they have been drawn and resolved - unless their rules state otherwise.

## LORD OF DARKNESS

**After defeating the Lord of Darkness, a character may never move to the Crown of Command or the Inner Region - they have to move to the Portal of Power instead.**

The Lord of Darkness has **Magic Resistance**.

## CHANGING ALIGNMENT

Some Objects and Followers are filled by the essence of evil or good to such extent, that they force the character to change alignment. If you already possess such a card and gain another, change your alignment according to the card which you've just gained. This effect does not work on characters which ignore effects that change alignment.

## LOST TURN COUNTER

To avoid the players constantly forgetting about losing a turn, always give them a Lost Turn counter which should be kept on the character card and discarded instead of playing a turn.



## „5 GOLD“ NOTE

Useful for those situations when your Leprechaun has 26 gold and the bank just ran out of plastic coins...



## CHARACTER'S DEATH

After a character dies, the player **draws 2 random character cards** and chooses the one with which he will continue the game. After that, he **gains as many additional Strength and Craft points, as possessed by the player who has the fewest** (Strength + Craft). Count only the Strength and Craft points, without any bonuses from Objects, Followers etc.

## SENTINEL

The **Sentinel** guarding the bridge to the Middle Region has **Strength 7**.

## MOVEMENT BONUSES

If a character has several different **movement bonuses**, he can use only **one at a time** - before rolling the dice for movement, he has to choose which bonus will he use. Don't expect the horse to use a flying carpet.

**Example:** An Amazon who can roll 2 dice for movement and choose the result, has a Riding Horse which allows her to add 1 to the result of the movement roll. Before rolling the dice she has to decide which bonus will she use. She cannot roll 2 dice, choose the result and add 1 to it.

## AN ADVICE

To make the counting of all the bonuses provided by various cards easier, you can place Strength and Craft counters on them. Just remember that these counters are on the card, not on your character.



## FAQ

Below you will find the answers to the most common questions the players have:

- \* Spells which can be cast „at the beginning of your turn“ can be cast one after another - the beginning of the turn is a part of a player's turn, not a single moment.
- \* If there are a few effects that have to happen at the beginning of a player's turn, he chooses what is the order of these effects
- \* You cannot cast Spells without a legal target, only to „get rid of them“
- \* The number of Spells you may have is determined by your base Craft - without any bonuses from any cards.
- \* The cards do not „remember“ - so if an Enemy has somehow became your Follower, and you have to leave him on the board, he will be treated as an Enemy again.
- \* „Any combat“ always means battle or psychic combat.
- \* Enemies with **Magic Resistance** cannot be the target of Spells, but the character may use Spells in combat with them (for example to buff himself) - as long as the Enemy is not the target.
- \* When using fate to re-roll 2 dice, you always re-roll the whole roll, not a single, chosen dice.
- \* If a character has to „draw 1 Spell“ (without the „if your Craft allows“ part) and he already has as many Spells as his Craft allows, he may draw the Spell and then discard any of his Spells (including the Spell he has just drawn) to have the proper limit - effectively „exchanging“ Spells.
- \* An **Aura stays on the card** regardless of where the card is located - so an Enemy with an **Aura** on it will become a trophy with that **Aura**.

## ROLL-OFF

If there is a disagreement between the players and they cannot agree who is right, they should do a roll-off: Each player rolls a die, and the one with a higher result makes the decision.



## RULES SUMMARY

- \* Each character begins the game with 1 random Quest and 2 Mission cards
- \* In the Warlock's Cave - draw 1 Quest
- \* Objects provide bonuses only when used
- \* Use only one movement bonus at a time.
- \* Exchanging trophies - discard trophies worth 2x more than your current Strength or Craft
- \* The Sentinel has Strength 7
- \* In the City and Village one of the options is visiting a Marketplace
- \* After defeating the Lord of Darkness move no further than to the Portal of Power
- \* Draw 1 Inner Region card on each Inner Region space instead of the usual instructions
- \* After the character's death draw 2 random characters and choose one, then gain Strength/Craft to have the same amount as the weakest living player

## CREDITS AND THANKS

**Expansion Author:** Bogusz Ostrowski

### Special Thanks:

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- \* Henning Roos - For allowing modification of 30 Warlock Quest cards from his expansion „The Quest“.
- \* All the users of the polish Talisman boardgame forum ([gamekeeper.offnet.pl/forum/](http://gamekeeper.offnet.pl/forum/)) - For help and inspirations

This expansion is for **personal use only**, and cannot be sold or traded in any way, or else your soul will suffer eternal torment. To make use of this expansion you have to possess an original copy of the Talisman board game and all the expansions listed on page 1.

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**The Vision** expansion has been designed and created by Bogusz Ostrowski. Please contact me if you want to use or modify it content in any way.

## CONTACT

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