



# TALISMAN

## THE MAGICAL QUEST GAME

REVISED 4TH EDITION



### FEAR THE STRANGERS

UNOFFICIAL EXPANSION

FEBRUARY 2013





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## FEAR THE STRANGERS

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### WELCOME

*Quests, combat, glory, and gold! Welcome back to the magical realm of Talisman®.*

The *Fear The Strangers* expansion for *Talisman: The Magical Quest Game* features a 42 new cards to enhance your Talisman experience.

### 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. Then in the basic game, by casting Command Spells, force the other characters out of the game; or with the Alternative Endings by following the instructions on the Cards.

### COMPONENTS

The *Fear The Strangers* expansion components:

- This Rulesheet
- 42 Black Cards
- One *Fear The Strangers* Sheet

### BLACK CARDS

The 42 new Black Cards feature new Events, Enemies, Objects, and Places. Most of the Black Cards work exactly like those in the base game.

### SETUP

When playing with the *Fear The Strangers* expansion, all new Cards are shuffled and placed *facedown* beside the board. The *Fear The Strangers* Sheet is also placed beside the board.

### ENCOUNTERING STRANGERS

You have been encountered by Mephistopheles on a mission to this land. Whenever a character encounters a Stranger from an Adventure Card, the horrible evil Mephistopheles forces him to bring some Black Cards in play. The Player must roll one die to see how many Black Cards are drawn *facedown*:

- 1-2) 3 Black Cards are placed *facedown* on the Adventure Card pile
- 3-4) 6 Black Cards are placed *facedown* on the Adventure Card pile
- 5-6) 9 Black Cards are placed *facedown* on the Adventure Card pile

The Black Cards placed on top of the Adventure Card pile work exactly like Adventure Cards in the base game.

If all Black Cards are drawn, Mephistopheles returns to his own dark kingdom. Go on with the normal game play.

### ALTERNATIVE RULES

Alternatively all Black Cards are shuffled into the Adventure card deck, except the All Hell Breaks Loose Card.

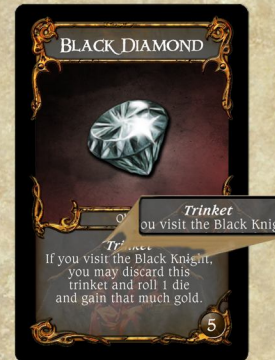
Each time a *Fear The Strangers* card is drawn, every character must roll one die for the All Hell Breaks Loose Event and see what happens. Then the Black Card is encountered normally.

### OTHER RULES

This section clarifies rules regarding new cards, special abilities, and space instructions for the *Fear The Strangers* expansion. If any rule problems occur, the official rules apply.

## TRINKETS

*Trinkets* are special Objects that appear in the *Fear The Strangers* expansion 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.

### CREDITS

Talisman Revised 4th Edition Design

Fear The Strangers - Version February 2013









### FEAR THE STRANGERS

You have been encountered by Mephistopheles on a mission to this land. Whenever a character encounters a Stranger from an Adventure Card, the horrible evil Mephistopheles forces him to bring some Black Cards in play.

Roll one die to see how many Black Cards are drawn *facedown*:

- 1-2) Take 3 Black Cards
- 3-4) Take 6 Black Cards
- 5-6) Take 9 Black Cards

Place these Black Cards on top of the Adventure Card pile. The Black Cards work exactly like those in the base game. If all Black Cards are drawn, Mephistopheles returns to his own dark kingdom.

