

Djeryv Expansion – Talisman The Magical Quest Game

FAQ

Q – Can the Werewolf have a Mule, Horse, Horse & Cart or Warhorse?

A – No. They immediately run to the discard pile.

Q – For the Werewolf’s Curse, what Strength points can I use for the die roll?

A – You can only use your Character’s Strength and cannot include Objects or Followers.

Q – If I enslave the Basilisk and attack another player. Will the player become Petrified?

A – Yes. This also works with the Medusa, Bulette, Spores, Mudman (*which you get the weapons used in Combat*), Giant Cobra, Wight, Giant Weed, Gelatinous Cube & Rust Monster.

Q – If I am the Werewolf, can I become a Specialty Character like the High Mage?

A – No.

Q – If I use the Staff of Mastery on the Hydra, do I get to use all six heads for Combat?

A – No. You may only count the Hydra as an extra 6 Strength to your Combat.

Q – If I fly across the Endless Ocean as the Half-Dragon, do my Horses & Mules stay behind like my Followers do?

A – Yes.

Q – If I am the Reaper and I have the Holy Grail or Water Bottle, do I still lose a Life in the Desert?

A – Yes. You may never survive the Desert.

Q – Can the Herbalist make Potions in the Desert?

A – No.

Q – Can the Witch Character be turned into a Toad?

A – No. Ignore any instructions to do so.