



TALISMAN

THE MAGICAL QUEST GAME

REVISED 4TH EDITION

THE TIMESCAPE
EXPANSION



THE TIMESCAPE

After countless aeons, he is back! The Old Wizard, the same man who forged the mighty Crown of Command decided he couldn't trust the fate of the world into hands of mere mortals who spend their precious little time fighting each other, greedy in their hearts, with no obvious desire to rule his old kingdom with wisdom. It is time he took matters into his own hands and reinstated his reign.

He has travelled places unimaginable, he has escaped the horrible Black void and walked the world when The Old Gods ruled it before him. He has seen the future and downfall of man.

He now has all the knowledge he needs to restore his power and come back into the world of Talisman. All he needs is a body of an unlucky adventurer. Then he will reach out for heroes he will deem worthy and they will help him rule once more. Their own lust for power will be their undoing...

EXPANSION OVERVIEW

The endless fight continues. So many heroes have died, all of them forgotten. And with their goal still unreached, the chaos is beginning to prevail. **The Timescape** brings new corner boards which may replace the previous corner boards, a mighty non-player character who may end the game prematurely and employs agents among the heroes and most importantly, an all-new Region, the Timescape, ever changing and unpredictable, yet full of powerful allies and items.

OBJECT OF THE GAME

While the object remains the same, that is reaching the Crown of Command and forcing other characters out of the game, it may be altered during the game by the Old Wizard taking over the Crown.

And there are even more ways to win the game, either by defeating the Old Wizard himself or annihilating the sinister Void King.

Or, perhaps, you may decide to become an agent of the mighty wizard and open new opportunities for yourself and play a wholly new style of game.



COMPONENTS



4 ALTERED REGION BOARDS



51 TIMESCAPE CARDS



24 CULTIST CARDS



7 AGENT CARDS



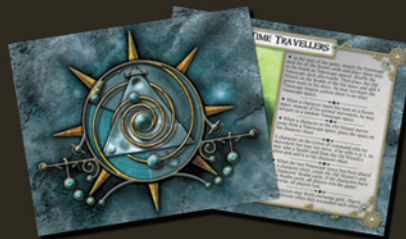
6 DARK GIFT CARDS



17 MISCELLANEOUS CARDS*



4 CHARACTER CARDS



2 ALTERNATIVE ENDING CARDS



OLD WIZARD SHEET



5 CHARACTER TOKENS



42 POWER SEAL TOKENS

* consisting of 5 Adventure, 3 Spell, 2 Treasure, 3 Terrain, 1 Dungeon, 1 Highland, 1 City and 1 Woodland cards.



THE TIMESCAPE ICON

Cards in *The Timescape* expansion are marked with an **EXPANSION SYMBOL** to differentiate them from the cards in the base game.



NECESSARY EXPANSIONS

To fully enjoy *The Timescape* expansion, you need *The Dungeon*, *The Frostmarch*, *The Highlands*, *The Dragon*, *The Blood Moon*, *The City*, *The Wodland*, *The Nether Realm*, *The Harbinger* and *The Cataclysm* expansions. Nevertheless, you can still use this expansion without some or all of the aforementioned expansions, though with some slight changes described on page 12.

SETUP

When playing with *The Timescape* expansion, add the following steps to the base game's setup:

1. **Place the Old Wizard sheet:** Place the Old Wizard sheet with its alternative ending side face down next to the board. Then place the Old Wizard figure on the sheet.
2. **Set Up Power Seals:** Place all of the power seals facedown next to the game board and randomize them. Players may prefer to place them in the box lid or a bowl instead. This forms a pool of power seals.
3. **Set Up Timescape Deck:** Shuffle the Timescape deck and place it facedown next to the board.
4. **Set Up Cultists Deck:** Shuffle the Cultist deck and place it facedown next to the board.
5. **Set Up Dark Gifts Deck:** Shuffle the Dark Gifts deck and place it facedown next to the board.
6. **Choose Wizard's Agents:** After all players have chosen their characters, starting with the player owning the game and continuing clockwise, each player may choose to become a Wizard's Agent, following the rules described on page 11.

After these steps have been completed, the game is ready to begin!



THE OLD WIZARD

The Old Wizard decided to have the Crown of Command back for himself. To do that, he needs to enter the world of Talisman by claiming a body of a mortal. Then, with the help of unknowing heroes and their bits of power he will change the world itself into its apocalyptic future he has already seen and marked it with doors into other dimensions, which he may draw immense power from.

The Timescape introduces another non-player character, similar to the Grim Reaper or the Harbinger, the Old Wizard has his own figure, and his movement and entering the board follow rules different from the characters'.

VENIT REX

The Old Wizard may enter the realms of Talisman by various means. He begins the game on his sheet.

While the Old Wizard is on his sheet:

- **When a character dies**, move the Old Wizard to that character's space. If two or more characters die at the same time, the active player decides whose space the Old Wizard moves to.
- **When a character draws and resolves a Timescape card**, move the Old Wizard to that character's space.
- **When a character decides to encounter the Old Wizard as a result of a space text**, move the Old Wizard to that character's space. The character then encounters the Old Wizard following the rules on his sheet.

In any of these cases, draw three power seals and place them face down on the Old Wizard's sheet.

When the last power seal has been broken, move the Old Wizard back to his sheet.

When a character reaches the Crown of Command space, move the Old Wizard to his sheet. After a character has reached the Crown of Command space the Old Wizard cannot enter the board for the remainder of the game.



POWER SEALS

The Old Wizard can traverse the realms of Talisman quite freely having mastered water walking and teleporting thousands years ago!

As long as the Old Wizard is on the board, whenever a character rolls a 6 for his movement, before he moves, he may choose to break a power seal from the Old Wizard's sheet.



Power Seal Token

He then chooses one of the power seals on the Old Wizard's sheet and flips it to see what happens. The power seal is then discarded. When a character chooses not to break a power seal after having rolled a 6 for his movement he adds another power seal to the Old Wizard's sheet.

The majority of the powers seals is the Speed power seal, which moves the Old Wizard 1 space. The Old Wizard may cross the Storm River as if using the raft. He may also leave the Jail freely and open the Portal of Power with ease. If the Old Wizard is on any of the following spaces: the Treasure Chamber, the Eyrie, the Meeting with Destiny, the Ritual Grounds, the Crown of Command or any Timescape space when a character breaks the Speed power seal, he may move the Old Wizard to any space on the board.

When a character decides to encounter the Old Wizard as a result of a space text while the Old Wizard is on the board, move the Old Wizard to that character's space. The character then encounters the Old Wizard following the rules on his sheet.

When a character is instructed to add a power seal to the Old Wizard's sheet, draw a random power seal token from its pool and place it on the sheet face down.

When all power seals have been drawn, randomize the broken ones again to form a new power seals pool. The effect of the power seal takes place before the character's movement.

Example: The Black Void Warrior rolls 6 for his movement while the Old Wizard is on the board and decides to break a power seal from his sheet. He then chooses a power seal from the sheet and reveals it is the Toadify power seal. He becomes a slimy little Toad. He now only hops 1 space instead of the 6 spaces move.



APPROACHING THE MIGHTY WIZARD

The Old Wizard seeks champions who he may strip of power for his own goals, while overlooking heroes who just began their quest to the Crown of Command.

A character entering a space with the Old Wizard must end his movement on that space. Then, if he has at least one Strength or Craft counter, instead of encountering the space or a character on that space, he **must** encounter the Old Wizard, following the rules on his sheet.

If the character has no Strength or Craft counters, instead of encountering the space or a character on that space, he **may** encounter the Old Wizard, following the rules on his sheet.

The Old Wizard takes precedence over the Harbinger or dragon scales.

THE HECTOR SPELL

As the original creator of the Command spell, the Old Wizard has had a lot of time to make the spell even more powerful. During the countless ages spent in exile the spell evolved into the Hector spell.

When the Old Wizard casts the Hector spell, all characters (even the characters in the Timescape Region!) lose 1 life. If a character is killed by the Hector spell, he loses the game and may not start another character.

AN ALTERED WORLD

The Old Wizard has seen the future. He knows the world shall be reborn by apocalypse. And he knows he has his role in this future. For he will be the one to mend the world while secretly inducing its far realms with doorways to other dimensions to use these gates to alter the past and the future and use the powers of other worlds for his own purposes.

The Timescape expansion introduces four new corner Regions. They are the apocalyptic versions of all the four standard corner Regions (the Dungeon, the Highlands, the City and the Woodland). Thematically they suit the Cataclysm version of the main board and may be optionally used from the start (as described later). Otherwise, they enter the game mostly by doing the Old Wizard's bidding.

When a card instructs you to put an Altered Region into play, take an Altered Region of your choosing (or the one instructed by the card) from the box and put it to its place next to the main board.

If unsure where to put the Altered Region, simply look at the starting space of that Region and look up the rectangle pointing to specific space on the main board to fit it properly. For example, after having chosen the Catacombs Region to be put into play, check the Dungeon Entrance space to see it leads to the Ruins, so this Region belongs where the Dungeon Region belonged.

Each of the four new Regions is treated as a separate Region.

THE CATACOMBS

After the world started falling apart, many people from the outside world and the City decided to take shelter in the Dungeon. Most of them died during that time, yet some survived and started a colony of a few that grew over the centuries into a nest of infection and full of inhabitants of unnerving visage who guard their home relentlessly. As the outside world shattered so did most of the Dungeon which is now a maze of tunnels and dead ends. But there are darker places still... Rumour has it, the infamous treasure chamber still guards its secrets somewhere deep in the Catacombs where no living man dares tread for its depths are swarmed by the creatures of the past who slept the apocalypse through and if not disturbed they might just sleep forever...



REPLACING REGIONS

When a card instructs the player to replace or remove a Region, discard all cards in that Region and discard all counters and tokens or put them back to the box where appropriate. Then, move all characters in that Region to their starting spaces. If the Werewolf or the Reaper are in that Region move them to their starting spaces. If the Harbinger or the Old Wizard are in that Region, move them to their sheets.

If a character's, the Reaper's or the Werewolf's starting space contains a Terrain card, move them to any Runes space or a space with a Rune Gate (the active player decides). If there is no such space, they become history. The characters are killed and the Reaper or the Werewolf are removed from the game.

If the Reaper or the Werewolf move to a space with a character, they encounter the character as if they moved to his space normally.

Then, if the Region is being replaced by another Region, put that Region into play.

If the main game board is replaced with the Cataclysm board, place the Remnant cards as described in the Cataclysm rules in the Setup.

1. **The Catacombs** replace **The Dungeon**.
2. **The Ruins of Ash-Ahk'Laa** replace **The City**.
3. **The Storm Lake** replaces **The Highlands**.
4. **The Nightmare Arboretum** replaces **The Woodland**.



THE RUINS OF ASH-AHK'LAA

Long ago, the City fell, it had been even before the Earth itself split open, only the rumours about the coming Apocalypse changed the peaceful inhabitants into madmen. Those who had not escaped the city or had not died during the subsequent riots became members of the strangest cults that spread out during the years. Over the following decades these cults slowly merged into one that worshipped an entity called Ash-Ahk'Laa. It has all been forgotten though and what was left of the City now lies in ruins. Only the bravest venture forth as there are still many obscure cults hidden inside and they are alerted any time an adventurer nears the ruins. But they do it anyway for many riches are thought to be hidden under the excavation sites spread around the ruins. And underneath them something even more ancient is buried. Revealed when the Earth opened it lies somewhere deep under an old gorge that only those of stern demeanour will climb down.



EXPLORING THE FUTURE

The Altered Regions are connected to the main Talisman board at the main board's space indicated by the rectangle pointing to that space from the Altered Regions starting spaces. A character may enter an Altered Region simply by moving directly from that space to the Altered Region's starting space, if his movement die roll provides him with sufficient movement.

While moving in the Altered Regions, the characters halve movement rolls made in the Altered Region, rounding them up.

When a card or a space instructs a character to move forward or clockwise, he moves toward the end of an Altered Region. When a card instructs him to move backward or counterclockwise, he moves away from the Region's final space.

Unless a character is on the starting space of an Altered Region (the space with a rectangle pointing to a space in the Outer Region), he may only move forward.

The characters must stop their movement on the final space of an Altered Region.

The Altered Regions' final space specifies where to move on a character's next turn (with the exception of the Nightmare Arboretum described later). The characters starting their turn on the final space of an Altered Region roll for movement as usual while still halving their rolls but they continue movement through the space specified by the final space's text as if it were next to the final space. If they roll enough to continue past that space (usually rolling more than two), they choose between continuing clockwise or counterclockwise on the main board.

Example: The Battle Mage starts his turn on the Ruins of Ash-Ahk'Lad's Ritual Grounds space (1) and rolls a 6 for his movement. Halving the roll to a 3, he continues his movement to the Temple (2) as specified by the Ritual Grounds space text and then continues two more spaces to the Oasis space (3).

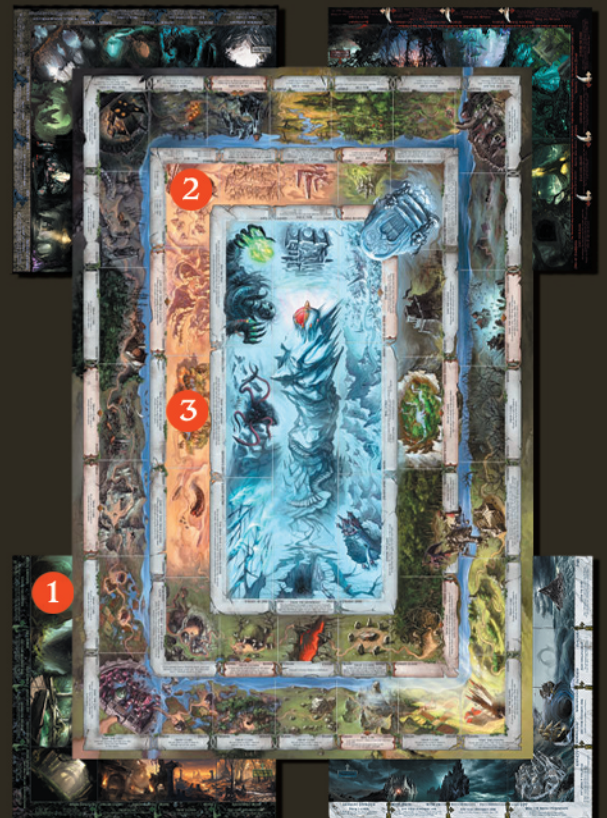
Other than that, a character may still leave these Regions if he starts his turn on their starting spaces. When exiting via the starting spaces, a character with sufficient movement to continue past the adjoining space must choose between continuing his movement clockwise or counterclockwise in the Outer Region.

If the final space of an Altered Region contains a Terrain card or specifies as a character's next space to move to a space that is not on the board, the character moves backwards instead and continues moving backwards on his subsequent turns until he reaches the starting space of the Region.

When a space in an Altered Region instructs you to draw a card, you still draw an Adventure card relevant to the original Region associated with its altered version (you draw Dungeon cards while in the Catacombs etc.)

THE STORM LAKE

The Great mountains fell. The peaks hidden in clouds now rest under the infinite surface of a lake that swallowed them when the Storm River escaped its banks. The same river, whose name has already been forgotten, gave name to this new lake. Conquerable only with a boat it still guards many a treasure. In the centre of the lake lies the Lost City, half sunk, it is now home of those that evaded the fall. But the lake stretches even farther. Corrupt by the presence of the nearby Cursed Glade it gave birth to many creatures of the deep. Over the long years some of them are said to have grown enormously. Some tales tell about a battle between the ruler of the mountains and a monster from the depths which prevailed. These tales mention a peak so high that even after the mountains were levelled, it still rises to unimaginable heights.





THE NIGHTMARE ARBORETUM

While the Nightmare Arboretum Region follows the same rules as the other Altered Regions, there are some differences that apply to this Region.

When a character enters the Nightmare Arboretum Region during his turn, through any means, he must draw a Path card and take it as a Path when his movement ends. If a character enters the Nightmare Arboretum during another character's turn, he must immediately draw a Path card and take it as a Path.

When a character starts his turn on the Den of Darkness space, he rolls for movement as usual while halving the roll and then moves backwards and continues moving backwards on his subsequent turns until he reaches the Blightwood space.

When the Nightmare Arboretum Region enters the game, if the Werewolf figure is on the board, he teleports to the Den of Darkness. If you are playing a game without the Werewolf, place the Werewolf figure on the Den of Darkness space and place the Werewolf card face up next to the game board.

When a character ends his movement on a space with a Werewolf figure, while in the Nightmare Arboretum Region, instead of encountering the space or another character, he may choose to encounter the Werewolf as described on the Region board.

THE RUINS OF ASH-AHK'LAA

There is no Jail space in this Altered Region. When it is in play, following rules apply when a character is thrown in jail.

If there is no Jail space on the board when a character is thrown in jail, search the Terrain deck for the Jail card and place it on the City space (removing any Terrain cards that might already be there) and move the character being thrown in jail to that space.

THE CULTISTS

When a character is instructed to draw cards from the Cultist deck by the Abandoned Road space, he places them faceup on spaces. They are then treated as Adventure cards.

The Enemies from the Cultist deck cannot be taken as trophies. Instead, they are taken as Favours indicated by placing them face down next to a character card.

Character's Favour equals the number of Favours he has in his play area.



Cultist Card

DARK GIFTS

Characters may acquire a Dark Gift through the Dark Ritual spell gaining new powers or getting weaker in the process.

When a character gains a random Dark Gift he takes the top card from the Dark Gift deck as his Dark Gift. When a character gains a Dark Gift he searches through and takes one card from the Dark Gifts deck as his Dark Gift.

Dark Gifts are not considered Objects, Spells, or Followers. Therefore, they cannot be ditched, stolen, sold, or traded. Characters may have only one Dark Gift at a time. When a character gains a Dark Gift, it replaces the previous one, if there is one.

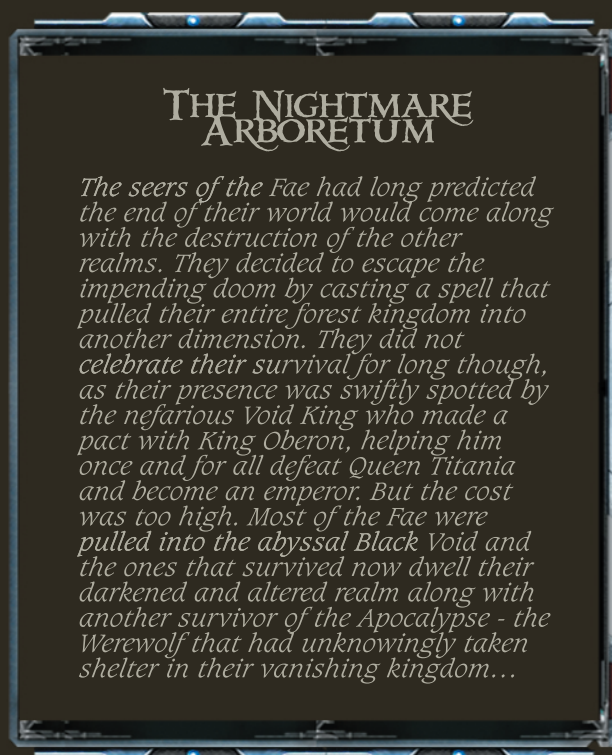


Dark Gift Card

SHOP DECKS

The Colony space in the Catacombs Region refers to Shop decks. For the purpose of *The Timescape* expansion, these decks are considered Shop decks: The *Potions*, *Magic Emporium*, *Armoury*, *Stables* and *Pet* decks from *The City* expansion and the Purchase deck.

The Excavation Site space in the Ruins of Ash-Ahk'Laa Region refers to price of cards from the aforementioned decks. Their price is the printed value in gold as seen on the back of *The City* expansion rulebook.

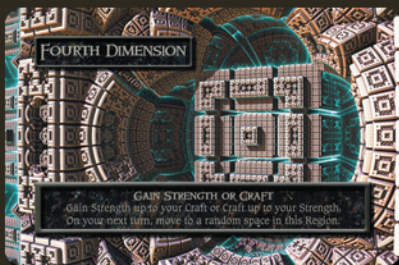




THE TIMESCAPE

The world of **Talisman** is but a part of a much larger universe. There are dimensions where laws of physics do not apply, there are the strangest places and also the most dangerous. And all these places are filled with mighty beings and powerful items. And they are all source of the Old Wizard's infinite power.

There is a new deck of cards introduced in this expansion. They are the Timescape cards and apart from types of cards seen before, there is a new type of cards among them. They are the Realm cards, easily recognizable by their landscape orientation similar to the Terrain cards.



Timescape Realm Card

When a character is instructed to draw a Timescape card or instructed to draw a card in the Timescape Region, he draws the top card of the Timescape deck and if it is not a Realm, he resolves the card as usual. Timescape cards that are not Realms are treated as Adventure cards, but only after they have been drawn and added to a space.

If the Timescape card is a Realm, place it face up next to the game board close to other Realm cards. These represent the Timescape Region and each one of the Realms is a space of that Region. The Timescape is treated as a separate Region.

Realms are treated as having an encounter number of 7.

EXPLORING TIMESCAPE

After a character has drawn a Realm and placed it next to the board, creating a new space, he may teleport to that space. A character may do that only on the same turn he draws the Realm.

Example: The Golem ends his movement on the Treasure Chamber space in the Catacombs Region. He decides to lose all his Strength and Craft to draw a Timescape card and draws the Infinite Stairwell Realm card. He places the card next to the board creating another Timescape space. He then teleports to that space and encounters it.

A character in the Timescape Region does not roll for movement. Unless the space text specifies a space he moves to on his next turn or that space no longer exists, he may move to any other space in the Timescape, to any Runes space or any space with a Rune Gate. If there is no such space, he spends eternity looking for his way back. He is killed!

Example: The Wizard's Apprentice draws the Underground Caverns. She teleports to that space and encounters it. After having lost a life and burnt all her belongings she draws the Runes and teleports there. She draws the Black Void which she decides not to visit so her turn ends. On her next turn, she may move to any other space in the same Region but instead moves to a Runes space in the Middle Region.

SPACE-TIME RESTRICTIONS

No cards or tokens can be placed on spaces in the Timescape. Any Timescape cards characters draw in the Timescape are discarded immediately after they are resolved if they should remain on the space. Any Objects or Followers ditched in the Timescape are discarded instead.

When a character is instructed to move to a random space in the Timescape, shuffle all spaces in the Timescape, with the exception of the space that character may be on, and randomly choose one. Then place all the spaces next to the board again while moving the character to the chosen space. If a character is instructed to move to a random space in the Timescape and he is on the only space in the Timescape, ignore that effect.

When a space in the Timescape is discarded, follow the replacing regions rules on page 7 of this rulebook regarding characters and non-player characters that may be on that space.

SAFE DIMENSIONS

While in the Timescape, the characters are in other dimensions, other worlds or perhaps another time. Therefore, they are quite safe from perils striking the land of Talisman.

While a character is in the Timescape these rules changes apply to him:

- He may not encounter another character.
- He may be affected only by Events, Enemies, Strangers, Objects or Places he draws or has in his possession (including the Lunar Events).
- He does not draw dragon tokens.
- When he draws an Event, he does not flip the Time card nor does the Harbinger move to his space.
- He may not be a target of any Spell, including the Command spell, with the exception of the Hector spell and any Spell he casts.
- He may not be a target of another character's ability.
- The effects of Omen cards do not affect him.



WIZARD'S AGENTS

The Old Wizard is as cunning as he is powerful. With a lot of resources in his arsenal he also employs agents to help him achieve his goal.

The Timescape expansion offers new ways of playing a character thanks to the new Wizard's Agents cards.

As described in the Setup part of this rulebook, before the game starts, the players may choose to become Wizard's Agents, starting with the player owning the game.

Players may do this only before the game starts, they cannot become Agents if they are starting a new character during the game. The only exception to this rule is starting a new character while the previous one was a Wizard's Agent as described later.

When a player decides to become a Wizard's Agent he chooses one of the available Wizard's Agent cards and places it on his character card with its light side up so it covers the character's Special Abilities.

From now on, the character loses all his Special Abilities. They are replaced with the ones written on the Agent card. The character's Strength, Craft, fate and life values are modified according to the Agent card.

When the conditions on the bottom of the Wizard's Agent card are met, flip the card immediately. The character has now the abilities written on the dark side of the card and his values are modified according to the new modifiers.

The abilities and values modifiers on both sides of the Agent card do not stack. The character has abilities and modifies his values according to the side of the Wizard's Agent card that is face up.

When a Wizard's Agent character is killed and starts a new character, he may again become a Wizard's Agent keeping the same Agent card, placing it on his new character's card with its light side up.

1. Strength modifier
2. Craft modifier
3. Fate modifier
4. Life modifier
5. Character Abilities
6. Conditions under which the Agent card is flipped



OTHER RULES

The following section covers other minor changes to the rules and rules unique to the previous Talisman expansions that are used *The Timescape* expansion as well.

THE VOID KING

A malevolent, timeless entity born in the horrible Black Void, it feeds on others' woe causing it from afar or directly. It is the very reason of the chaos raging in the lands of Talisman. Without it, there is no need for the Crown of Command, for there would be no disorder in the first place.

Characters may fight the Void King at several spaces in the Timescape. Defeating it grants the character a Void King trophy which he receives upon leaving the space where he fought it. It is a trophy worth 8 points of Strength or Craft, depending on the part of the Void King defeated. Characters may trade these trophies as any other trophy. If a character decides to keep a Void King trophy and has all three of them, he wins the game.

ICE QUEEN BEING REALLY ICY

When the Timescape Stranger card Ice Queen is faceup in a Region, she does not only alter movement of all characters in that Region, she also brings a freezing weather with her.

When a character in a Region with the Ice Queen is instructed to draw an Adventure card from the base deck, he discards all cards that are not from the base game deck or *The Frostmarch* expansion until he has drawn the required number of cards.

Example: The Golem ends his 1 space movement on the Ruins space in the Outer Region containing the Ice Queen and draws two cards. They are both from *The Reaper* expansion so he discards them both and keeps drawing and discarding cards until he draws a Bag of Gold card from the base game and the Icecap Elk from *The Frostmarch* expansion.

CHANGING THE ENDING

The Anachronic Place space allows a character to change ending.

To do so, discard the current Alternative Ending card if there is one. Then, choose an Alternative Ending without a hidden or revealed icon and place it on the Crown of Command as the new Alternative Ending, hidden or revealed.



CHANGING THE CHARACTER

The Spirit Realm space allows a character to change.

To do so, discard your current character card and choose another one which you keep.

Discard any character specific tokens, the new character keeps all Strength, Craft, life and fate counters. He also keeps all other cards and gold (e. g. trophies, Destiny cards and so on). If he the old character was a Wizard's Agent, the new one may keep the Agent card with the same side up or discard it.

SET CARDS

There is a new keyword introduced in *The Timescape* expansion, that is the *Set*.

Any card may be a *Set* card. Such a card always has a text divided into three parts.

When you encounter a *Set* card while you already have another *Set* card in possession, you follow the first and the second part of the card text. You follow the third part if you already have two *Set* cards.



Set Card

When a *Set* card is discarded during the turn it is drawn, it is placed next to a character card of the character that drew it.

Set card is in a character's possession while it is one of his Objects or Followers or it is in his play area.

Example: *The Golem draws the Outer Bridge card in the World Tree space in the Timescape while having the Dead Star follower. As he already has another Set card in his possession he follows the second rule on the Outer Bridge card's text and moves to the Time Rift space in the Outer Region. As the Place card is discarded in the Timescape, he receives it and keeps next to his character card while enjoying the second rule of the Dead Star Follower.*

In the Time Rift space, quite lucky, he draws the Time Lapse Event and as he already has two Set cards in his possession, he follows all the rules on the Event card and keeps it next to his character card.

FIREPROOF

Some cards are immune to the ravages of flame and cannot become *burnt* cards. These cards possess the *fireproof* symbol. Cards with the *fireproof* symbol are not affected by *burn* effects.



Fireproof Symbol

If an effect causes a player to *burn* a card, he cannot choose a card that has the *fireproof* symbol. If all cards have a *fireproof* symbol, then nothing happens.

OPTIONAL RULES

These are rules that players can include to add new experiences to the game. If players want to use any of the rules discussed here, they should make sure that everyone understands and agrees to the rules before the game begins.

EARLY ALTERATION

Players may choose to start the game with any or all of the Altered Regions in play.

PLAYING WITHOUT THE NECESSARY EXPANSIONS

While it is best to have all the necessary expansions listed on page 4 to fully enjoy *The Timescape* expansion, it may still be used without any or all as long as the following rules changes are employed, depending on the expansion you are missing:

THE DUNGEON

When a character is instructed to draw cards while in the Catacombs, he draws cards from the Adventure deck.

THE FROSTMARCH

Do not employ the Ice Queen being really icy rule described on page 11.

THE HIGHLANDS

When a character is instructed to draw cards while in the Storm Lake, he draws cards from the Adventure deck.

THE DRAGON

Do not use the Dragon Agent card.

THE BLOOD MOON

Cover the Den of Darkness space text with the alternative space text.

THE CITY

When a character is instructed to draw cards while in the Ruins of Ash-Ahk'Laa, he draws cards from the Adventure deck.



THE WOODLAND

When a character is instructed to draw cards while in the Nightmare Arboretum, he draws cards from the Adventure deck.

THE NETHER REALM

Before the game starts, remove the Nether Chest card from the Timescape deck.

THE HARBINGER

Do not use the Harbinger Agent card.

THE CATAclysm

Do not use the Realmchanger Agent card. When a character encounters the Cataclysm card from the Timescape deck, follow all the rules regarding replacing regions, but keep the main game board.

CHARACTER LORE

BATTLE MAGE

Young and fearless warrior with abilities belonging to those who can wield magic. This makes for a potent mixture.



GOLEM

A mindless creatures created in the depths of the City ruins. Still, with a bit of craftsmanship, it may become a powerful being.



WARRIOR OF THE VOID

Sinister and deadly, this monster from the depths of the horrible Black Void comes with one goal. To bring the Crown of Command to his king.



WIZARD'S APPRENTICE

The only apprentice of the mighty Old Wizard realized she does not want her master to wield the Crown. It should have been hers all along.





CREDITS

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