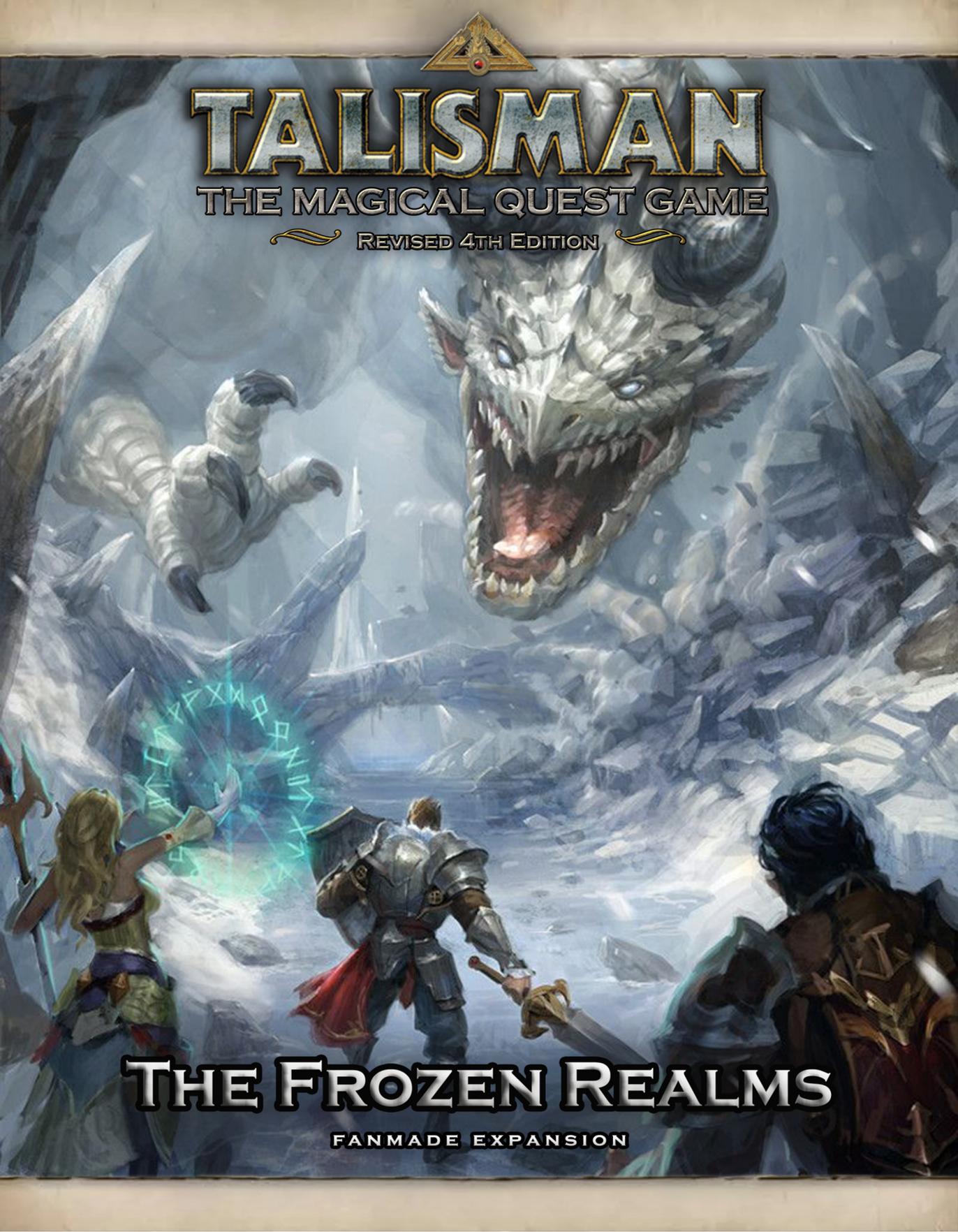




# TALISMAN

THE MAGICAL QUEST GAME

REVISED 4TH EDITION



# THE FROZEN REALMS

FANMADE EXPANSION



## WELCOME

**The Frozen Realms** is a fan-created expansion for *Talisman: The Magical Quest Game* that includes a new board for characters to explore. In the Inn, characters will be able to hire Mercenaries who will assist them in their struggle for the Crown of Command. Brave heroes will be able to cross the Ice Pass to face a dragon named Traxos and be rewarded with powerful Artefacts, or use it as a shortcut between the **City** and **Highland** boards.

## COMPONENTS

Below is a list of all the components you will find in your copy of **The Frozen Realms** expansion:

- This Rulesheet
- 1 Frozen Realms board
- 40 Ice Pass cards
- 18 Mercenary cards
- 8 Artefact cards
- 5 Adventure cards
- 1 City card
- 1 Highland card
- 2 Characters cards

## THE FROZEN REALMS SYMBOL

All the cards in this expansion are marked with an ice crystal symbol, so that you can differentiate them from the cards from the base game.



## SETUP

At the beginning of the game, place the Adventure, City and Highland cards in their respective decks. Then place **the Frozen Realms** board between the **City** and **Highland** boards, and Mercenary, Ice Pass and Artefact decks in the appropriate spaces.





## INN

Characters can only enter the Inn from the South Side Alley space on the **City** board. They leave the Inn by rolling a dice for movement and entering the South Side Alley, continuing to move according to the normal movement rules for that Region.

## ICE PASS

Characters can enter the Ice Pass from the Sanctuary Square space on the **City** board or from the Ravine space on the **Highland** board.

Before a character starts their movement, they must choose whether to **Escape** or **Press On**. If they choose to escape, they roll for movement as normal, but must move against the arrows at the edge of the space and out into an adjacent Region.

If a character chooses to press on, they do not roll for movement, but instead follow the instructions on the Ice Pass. When a character has completed those instructions, they may move to the Ice Dragon's Lair or leave the Frozen Realms according to the normal movement rules for that Region.

## ICE DRAGON'S LAIR

After encountering the Ice Pass, the Character can enter the Ice Dragon's Lair and confront Traxos in battle or psychic combat.

If a character defeats Traxos, they take 1 Artefact card of their choice from the Artefact deck and must move immediately to the Waterfall space on the **Highland** board. If a character is defeated by Traxos, or has a stand-off they must move immediately to the Crag on the Main board.





## ENCOUNTERS IN THE FROZEN REALMS

A character visiting the Inn may encounter other characters there, but during any battle or psychic combat they may not use any Objects, Followers or Spells.

A character visiting the Ice Pass or Ice Dragon's lair may not encounter other characters there, but must follow the instructions of each space.

## TERRAIN CARDS AND TOKENS

Terrain cards, Spell cards, and tokens (Fireland tokens, Dragon Scales, character tokens, etc.) cannot be placed on spaces in the Frozen Realms. Ignore any effect which would place these on a space.

## CREDITS

Author: Rafal Siwek "Kewis21"

Cooperation and assistance:

Marcin Marczewski "fallenmk" (board),

Adrian Zbierski "Adzet" (instructions).

English Translation: Rafał Ziemba

English version editor: Jon New

Coordinator of English version: Waldemar Krasuski

We cordially invite you to the website and forum.

[www.magiaimiecz.eu](http://www.magiaimiecz.eu)

[www.forum.magiaimiecz.eu](http://www.forum.magiaimiecz.eu)

[www.talismanisland.com](http://www.talismanisland.com)

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