*The song of the Muses is heard through the land once more. The minstrel’s voice and the dancer’s steps weave magic as strong as any sorcerer’s spells. With a trusty lute or one of the fabled Elemental Instruments, the bard sways her enemies as easily as any audience. Listen to their tune, and you may find this power for yourself.*

*The Bardic Inspiration* is a fan-made expansion for**Talisman: The Revised Fourth Edition**. This expansion introduces a new mechanic, Bardic Auras, and an assortment of Adventure cards, Spells, Characters and more to make use of these magical songs.

The material provide by this expansion is divided into a few categories.

* **The Bardic Aura Deck:** Bardic Auras are a new type of card that a character may acquire during the game. When gained and when they are not being performed, Bardic Auras are considered to be Spells. They count against a character Spell limit and may be targeted by other effects that target Spells.

At the beginning of a characters turn, they may choose one of their Bardic Auras and *perform* it by placing it face up on their character card or on one of their Instruments. Once this performance begins, it does not end until the character chooses to end it at the start of any of their other turns. A character may perform one Bardic Aura at a time, plus one additional Bardic Aura for each Instrument they have, but only one new performance may begin each turn. When a performance ends, the Bardic Aura returns to the characters Spells.  
  
Some Objects and Followers, notably the Dancing Partner and the Music Box found in the City, allow you to place a Bardic Aura on them. In these cases, the character cannot choose to stop the performance in order to return those Bardic Auras to their Spells. These cards perform the Bardic Aura on their own and cannot have any other Bardic Auras except the ones they began with.

If any card holding a Bardic Aura is ditched or discarded, the Bardic Aura is discarded. If the card is *burnt*, the Bardic Aura is burnt as well.

* **Adventure deck:** These cards are shuffled into the Adventure deck as usual, providing several ways in each a character may acquire or use their Bardic Auras.
* **City, Dungeon, Highland, and Woodland decks:** If you are using these official Corner Boards, include these cards in their associated decks. Of special note, the two copies of the Rune Dancer provided here replaces those found in the original Dungeon deck.
* **Characters:** Empowered by their music, four new characters pursue the Crown of Command: the Bard, the Dancer, the Ifrit Piper, and the Muse.
* **Ending**: One new Ending rewards those adventurers who have mastered the arts of song and dance.
* **Terrain:** The singers of the realm may establish a new Bard’s College to teach others to perform their musical talents.
* **Purchase Deck:** The common Lute is now available for purchase. It and several other cards found in the Adventure decks have the new **Instrument** keyword. This indicates that a Bardic Aura may be placed on this card in order to perform it.
* **Miscellaneous Cards**:A small number of cards including a Warlock Quest, a Quest Reward, a Denizen, and a few Spells to assist in acquiring Bardic Auras. This section also includes new cards for the official Dragon expansion, as well as my own fan-made expansions The Clockwork City and The Hidden Valley. Shuffle each into its appropriate deck.