*The dead do not envy the living. The vampire courts plot their bloody intrigues. The liches and baelnorns wage their silent, undying war. Spirits roam the night, occupied with their unfinished business. In time you will come to know what they know: death is only the beginning.*

*The Restless Dead* is a fan-made expansion for **Talisman: The Revised Fourth Edition**. It adds more than 100 new cards to the Adventure Deck, along with the new Spells, Characters, Remnants, and more. This expansion is best played alongside **The Blood Moon** and **The Reaper** official expansions, which add other cards that thematically similar and have related effects. **The Cataclysm** expansion, which introduces Remnants, is also recommended by not required.

To use this expansion, removed the following cards from the Adventure Deck: Barrow Wight( Frostmarch), Black Unicorn (Reaper), Crawling Hand (2, Blood Moon), Lich (Frostmarch), Mummy (2, Reaper & Blood Moon), Mummy King (Blood Moon), Vampire Bats (Blood Moon), Vampire Prince (Blood Moon), Werewolf (Reaper), Wight (Reaper), and Wretched (Sacred Pool). This expansion adds replacements cards with updated Enemy subtypes. Then mix the cards from this expansion into their respective decks.



This expansion also adds 6 Vampire Cards. When a character is instructed to become a Vampire, they draw a Vampire Card and place it in their play area. They are now a vampire character and gain a bonus to their Strength and Craft while it is Night and heal when they defeat opponents. However, they also lose a life when Day breaks. Characters can lose a life at the Chapel to discard their Vampire card. A character can be both a Lycanthrope and a Vampire at the same time.

If you are not using The Cataclysm expansion, the Remnant cards may still be used. Several cards in the Adventure deck will instruct players to draw cards from the Remnant deck. Once they are face-up on the board, Remnant cards function identically to Adventure cards and go the Adventure discard pile when discarded.

Finally, some errata is necessary for existing characters, particularly if using physical versions of the Digital Edition characters.

* The Priest, the Cleric, and the Exorcist may automatically destroy Demons and Undead in battle or psychic combat as if they were Spirits.
* The Necromancer may *entral* Undead with Craft less than his own as though they were Spirits. He cannot *entral* Spirits or Undead with Strength.
* The Vampiress begins the game with a Vampire card. If she loses her Vampire card for any reason, she immediately draws another.
* The Devil’s Minion may only send Demons, not Spirits, to attack other characters.