



SCAN
to learn how to play!



TALISMAN[®]

THE MAGICAL QUEST GAME

5TH EDITION

12+





WELCOME TO THE WORLD OF

TALISMAN

THE MAGICAL QUEST GAME

A NEW AGE IS DAWNING.

THE TALISMANS HAVE FALLEN FROM THE SKY,

HERALDING THE QUEST FOR THE CROWN OF COMMAND.

CONTENDERS OF ALL KINDS

SET OUT TO COMPETE

FOR THIS MOST POWERFUL GOD-FORGED ARTEFACT.

FOR WHOEVER BEARS THE CROWN

WILL RULE THE WORLD

IN THE ERA TO COME.

The Crown was made long ago, in a time now lost to myth. Although the legends of its crafting differ in detail, all agree that the Crown was made to bring peace between the Great Gods.

These Great Gods have many names. To the inhabitants of the land at the heart of the world where all questers for the Crown must go, they were the brothers Orosin and Rosino, and the Mother.

Orosin was wild and free in spirit, Rosino measured and serious. From their divergent characters the world was born, then nearly destroyed because of those selfsame differences. Forced far along their respective paths by their growing enmity, Orosin became the arbiter of mayhem, Rosino of order. Finally the third god, the Mother, was awakened from the earth by the brothers' wars, and mediated a truce. Her dreams became real, and enriched the world further.

The three Great Gods created the world and everything in it. They created the Crown of Command, and by doing so put destiny in mortal hands. They created the Talismans, the celestial relics that must be found if one is to gain the Crown, and set them into the night sky, to descend only at the brink of new epochs. Then they left this place, or slept, and meddled no more in mundane matters. Peace reigned, for a time.

Yet the Crown was a godly solution to the problems of gods, and ill-suited to the affairs of mortals. Since the days of the Three there have been many epochs. The nature of their divine agreement was such that any worthy creature might claim the Crown, no matter whether they were good or evil. Whoever wears the Crown influences the fates of all within the mortal realm to a profound degree, thus there have been eras of great benevolence, times when the world was ruled by beings of nothing but the most wicked intent, vibrant millennia when art and science flourished and centuries of war when civilisations were toppled and all gentle things reduced to ash.

The last era belonged to a man known widely as the Wizard, though his true name was Steranimus. He won the Crown after a long epoch of darkness, when much that was known was forgotten. It was Steranimus who breathed upon the dying embers of civilisation, coaxing them back into a blaze, and returned life to the broken realm, before he turned from the speaking peoples, disgusted by their lack of gratitude, and went no more among them. Now Steranimus' time is over. The Talismans have turned. The Portal of Power has closed, awaiting the few who might reopen it onto the Plain of Peril, the otherworld where the Crown resides. The dread voice of the Guardian rolls across the inner realm, calling all who dare to seek the ultimate power. Awake! Awake! The Crown of Command awaits its master!

This is your home. You live surrounded by wonder. Your planet is one of strange creatures and magical kingdoms, of meddling demons, capricious fae, savage monsters, and fair knights. It is a place where the mundane and extraordinary overlap. It burgeons with marvels and perils in equal measure, and is populated with all manner of folk, from the cunning mage to the humble beggar. Yet for all the world's miraculous variety, all the species who vie to survive and prosper amid its teeming kingdoms, only one will guide it through the coming age. Perhaps that person is you.

The Eleventh Era is beginning. Adventurers from every reach of the globe flock to the enchanted land at the heart of all things, where the quest takes place. For though much of history has been lost, the parting decree of the Great Gods is known to all: a champion must claim the Crown of Command. But be warned, the road is long and arduous.

Only the most skilled among you will prevail, and for those who fail, death awaits.





Objective: Begin your adventure on the gameboard's Outer and Middle Regions to build up your strength, craft and lives. When you feel you are powerful enough, find a Talisman to reach the Crown of Command space, defeat the elder dragon and claim its prize. The first player to do so wins the game!

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CONTENTS

GAMEBOARD

The magical land of Talisman. The board is broken up into three regions: the Outer Region, the Middle Region and the Inner Region.



12 CHARACTER FIGURES

Move your figure around the board as you journey through the game.



3 SIX-SIDED DICE

You'll roll dice to move, resolve attacks and determine results as prompted by cards and gameboard spaces. The Talisman symbol on the die represents a 6.

12 CHARACTER CARDS

Each card details the life, craft, strength, alignment, starting board space and special abilities for a given character. See **READING CHARACTER CARDS** on page 14 to learn more.



100 ADVENTURE CARDS

The many encounters, events, followers, objects, places and strangers that you'll discover on your journey to reach the Crown of Command.



18 PURCHASE CARDS

The objects you may obtain by means other than drawing Adventure cards.



24 SPELL CARDS

The various spells you may cast during the game.



4 TALISMAN CARDS

You'll need a Talisman to win the game. Talismans can be discovered in the Adventure deck or by completing a quest at the Warlock's Cave board space.



12 ALIGNMENT TOKENS

Use these to mark your character's alignment.



You are a slimy toad for one turn.



1 TOAD CARD AND 6 TOAD TOKENS

If you're transformed into a toad during the game, you'll place a toad token on your character card. See **TOADS** on page 27 for more information.



38 FATE TOKENS

Use these to reroll a die roll or move more easily around the board.



30 GOLD COINS

You may earn and use gold throughout the game.



38 red strength counters:
6 large, 32 small



38 blue craft counters:
6 large, 32 small



38 green life counters:
6 large, 32 small

114 COUNTERS

Use these to keep track of your strength, craft and lives. For all attributes, each large counter is worth 5 points and each small counter is worth 1 point.

If all counters of one type are in use, no additional counters of that type can be gained by characters until some of those counters have been returned to their respective counter pile next to the board. If you're able to trade five 1-point counters for one 5-point counter, you must do so.

NEW TO TALISMAN?

Go to **PREPARE FOR YOUR ADVENTURE** on page 9!

BEEN HERE BEFORE?

Here's what's different about the 5th edition.

HOW TO WIN

The first player to obtain a Talisman, reach the Crown of Command in the centre of the board and defeat the dragon wins the game.

CHOOSE YOUR CHARACTER

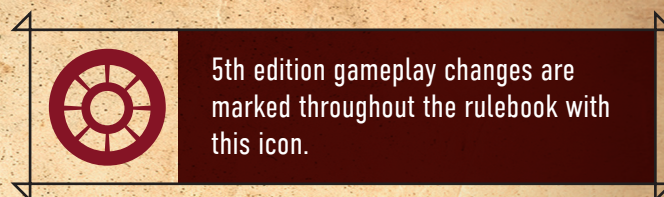
Character cards are no longer randomly dealt to players. Instead, choose one player to pick their character first. They choose the first character from the deck of character cards, and, moving to the right, the rest of the players choose their characters. The last player to choose a character takes the first turn. Play then moves to the left.

CHANGE YOUR CHARACTER'S ALIGNMENT

Players may choose an alignment of good, neutral or evil for their character at the start of the game.

CARRYING LIMIT AND TALISMANS

Talismans do not count toward your carrying limit of four objects and cannot be intentionally dropped on the space you occupy. Each character can hold up to one Talisman.



5th edition gameplay changes are marked throughout the rulebook with this icon.

CHARACTER DEATH

If you lose all of your lives and are defeated, place your figure on the Village space in the Outer Region. You'll keep all objects, magic objects, followers, spells, trophies, fate tokens and gold as well as any earned strength and craft counters. At the start of your next turn, you must spend your gold to purchase as many lives as you can afford up to your life value at the cost of 1 life per gold. If you have no gold, you gain 1 life. Then your turn ends.

USE FATE TOKENS TO MOVE

If you don't like your movement roll, you may pay 1 fate token. Instead of the original die number, you may instead move your character **up to 6** spaces to land on a space unoccupied by another character.

TOAD TRANSFORMATIONS

If you're turned into a toad, your objects and gold transform with you! You retain **all** cards and strength and craft counters, but while in toad form, you cannot benefit from, lose, or gain objects or gold. You cannot gain new followers. At the end of your next turn, you revert to your original form.

PREPARE FOR YOUR ADVENTURE

SET UP THE PLAY AREA

1. Place the gameboard in the centre of play.
2. Place the following in separate piles next to the board, in reach of all players:
Talisman cards, toad card, toad tokens, fate tokens, alignment tokens, strength counters, life counters, craft counters, gold
3. Place the three dice within reach of all players.
4. Shuffle the red Adventure deck and place it facedown next to the board.
5. Shuffle the purple Spell deck and place it facedown next to the Adventure deck.
6. Place the gold Purchase deck facedown next to the Spell deck.

Talisman cards



Toad card



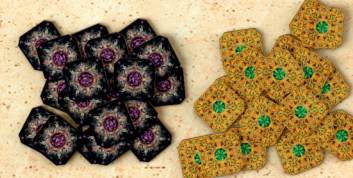
Toad tokens



Dice



Fate tokens



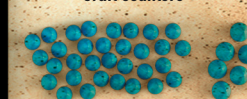
Alignment tokens



Gold



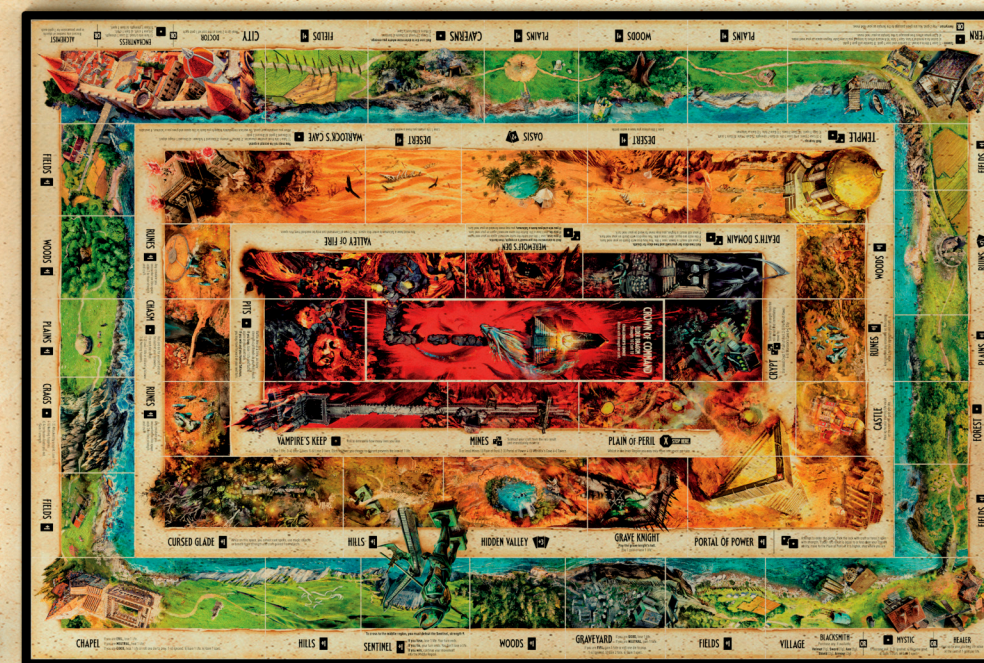
Craft counters



Life counters



Strength counters



PREPARE FOR YOUR ADVENTURE

SET UP YOUR CHARACTER

Learn more about your character!
See **MEET THE CHARACTERS** on page 12

1. Randomly determine a player to go first. That player looks through the character deck and chooses one character card and its matching figure.
2. The player to the right then chooses another character, and so on, until each player has a character card and matching figure in front of them.
3. Place all unused character cards and figures back in the box.
4. Take a look at your character card.
Place your figure on the starting space shown on your card.
Place your gold, fate tokens and life counters next to your character card as shown below.



PROPHETESS

You begin the game with one spell.

If you ever run out of spells, immediately draw a new spell card (ensuring that you always have at least one spell).

Once per turn, whenever you must draw Adventure cards, you may discard one drawn card of your choice that you do not wish to encounter and draw a new card to replace it.

At any time, you may look at the spell cards of other players.

STRENGTH: 2 **CRAFT: 4**

GOLD: 1 **FATE: 2** **LIFE: 4**

START CHAPEL

OBJECTS **FOLLOWERS**



If you choose a new alignment, take a token of your chosen alignment and place it on your character card



Gold equal to the number on your character card



Fate tokens equal to the fate number listed on your character card



Life counters equal to the life number listed on your character card

5. Your character starts with an alignment—good, neutral or evil—but you may choose to change that alignment before you start playing.
6. Some characters, such as the Prophetess, begin the game with a spell. Look at the special abilities on your character card. If you begin with a spell, draw a card from the purple Spell deck.
7. As you play, you'll collect more gold, objects, fate tokens, life and followers, as well as strength and craft counters. Keep track of the things you collect by placing them next to your character card.

PLAY!

HOW TO WIN

The first player to obtain a Talisman, reach the Crown of Command in the centre of the board and defeat the elder dragon wins.

WHO GOES FIRST?

The last player to choose their character goes first. Play moves to the left.

ON YOUR TURN

1. If you're in the **Middle** or **Outer Regions**, roll one die then move left or right the number of spaces you rolled. If you're in the **Inner Region**, move one space per turn. See **MOVEMENT** on page 17.
2. **Encounter the space where you landed OR encounter a character on the space where you landed.** Some encounters will be friendly, and some will be dangerous! See **ENCOUNTERS** on page 18.

START PLAYING!

Look up information about board spaces, encounters and cards as you go.

If you land on a space and you're not sure what to do, follow the Talisman Encounter Sequence on the back cover.



MEET THE CHARACTERS

As you play the game, you'll see the word **character** come up often – **character** always refers a player's chosen figure and character card.



ASSASSIN

The ruthless Assassin is paid to get the job done – and always delivers on her mark. Her morals may be dubious, but her precision is irrefragable.



ELF

Worldly, dexterous and clever, the Elf draws upon a wellspring of experience. As the years trickle by, her love of adventure has yet to diminish.



DWARF

The Dwarf is a skilled artisan and hardy combatant. He's able to outmaneuver obstacles that require skill and wit.



GHOUL

The Ghoul's duty is to the dead; he tends to the spirits passing into the netherworlds. His mysterious skills are well-suited to the task.



MONK

Though he is one to readily accept change, the Monk is ever constant in his faith. His unshakeable nature aids him in battle.



THIEF

The Thief is no stranger to hunger and will do anything to survive – and thrive. He expertly skulks through the lands, pickpocketing anyone foolhardy enough to lose focus.



PRIEST

The Priest is the tireless caretaker of the gods' homes; temples, chapels, shrines, and other hearts of worship. His divine magic is a gift from those he serves.



PROPHETESS

The Prophetess is blessed with the gift of precognition, allowing her to foresee and elude dangerous encounters on her journey.



SORCERESS

The Sorceress was born with powerful magic running through her veins. She's a superb spell caster that relies on intuition and instinct as opposed to measured arcane studies.



TROLL

The mighty Troll scoffs in the face of injury, capable of withstanding even the toughest of foes with brute strength.



WARRIOR

The Warrior has trained from a young age to master many forms of combat and weaponry. She is a fearsome opponent who never backs down from a challenge of strength.



WIZARD

The Wizard has pored through countless text and tome to hone his arcane skills. His relentless pursuit of knowledge has led him to a place among the most formidable magic users in the land.

READING CHARACTER CARDS

Your character card lists your character's attributes, each of which is described below in more detail. You won't begin the game with objects or followers, but you may place those you collect next to the designated spot on the character card.



ALIGNMENT

Each character starts with a certain alignment—good, evil or neutral—that represents their ideals. A good character is polite and law-abiding, an evil character is a vile-hearted villain and a neutral character falls somewhere between the two extremes. Depending on your character's alignment, your interaction with objects, events and board spaces may change. When you choose your character at the start of the game, you can choose to change your alignment.

- If your alignment changes at any point, take an alignment token and place it on your character card with the appropriate side faceup. Discard the token if you revert to your original alignment.
- Your alignment cannot change more than once in a turn.
- If you ever have cards that your alignment forbids you to use, immediately drop those cards on your current board space.

STRENGTH

Strength represents your character's might, stamina and fighting ability. You'll use it in battle and certain encounters. You gain strength by exchanging trophies and through encounters.

- If you ever gain strength during gameplay, place the given amount of strength counters next to your character card.
- Some cards let you add strength during encounters. When you obtain a card like this, do not take a strength counter. The card itself represents the increase in strength.

- If you ever lose strength, discard counters as directed.
- Your strength can never drop below the number listed on your character card, also called your starting value.

Your **total strength** at any given time is the strength starting value on your character card + any strength counters you have + any strength gained from collected cards.

CRAFT

Craft represents your character's intelligence, wisdom, and magical ability. You'll use it in psychic combat and certain encounters. You gain craft by exchanging trophies and through encounters. Craft also determines how many spells you may have.

- If you ever gain craft during gameplay, place the given amount of craft counters next to your character card.
- Some cards let you add craft during encounters. When you obtain a card like this, do not take a craft counter. The card itself represents the increase in craft.
- If you ever lose craft, discard counters as directed.
- Your craft can never drop below the number listed on your character card, also called your starting value.

Your **total craft** at any given time is the craft starting value on your character card + any craft counters you have + any craft gained from collected cards.

LIFE

Life represents your character's health. You'll start the game with the number of life counters listed on your character card.

- You can lose lives in battle, psychic combat and other dangers you may encounter. When you lose a life, remove a life counter from your character card.
- Different encounters throughout the game allow you to replenish lives by:

Healing – Replenish life counters as instructed up to the starting life value shown on your character card.

Or

Gaining – Replenish life counters as instructed.

You may exceed your starting life value when gaining lives. Follow the rules of the encounter to know whether to heal or gain lives.

Lost all your lives? You've been defeated!

Your turn immediately ends. Place your character on the Village space in the Outer Region.

- All objects, magic objects, followers, spells, trophies, gold, strength, craft counters and fate tokens stay with your character.
- At the start of your next turn, you must spend your gold to purchase as many lives as you can afford up to your starting life total at the cost of 1 gold per life counter. If you have no gold, take one life counter. Then, your turn ends.

EXAMPLE

HOW TO CALCULATE A CHARACTER'S STRENGTH

The Warrior has a strength of 4, as shown on their character card. During the game, they've gained the following:

- 2 strength counters
- The Magic Belt, which increases their strength by 1
- The Unicorn, which increases their strength by 1
- A sword, which increases their strength by 1 during battle

This character's **total strength** is 8.

Their **battle strength** is 9.

The different circumstances of an encounter can change how a character uses their strength.

For example, if this Warrior landed on the Cursed Glade board space where strength from objects and magic objects do not count towards total strength, their strength for the encounter would be 7 (4 strength starting value, 2 strength counters, 1 from the Unicorn).



FATE

Fate measures your character's luck and fortune and is represented by **fate tokens**. You'll start the game with the number of fate tokens listed on your character card.

- Throughout the game, you may pay fate tokens to change your fortune. See the uses of fate below.
 - You may pay 1 fate token to reroll any one die, once per roll. You must keep the new roll. Note that you may not use a fate token to reroll a die that is not your own, for example, that of an enemy card or another character.
- After rolling your movement die, you may pay 1 fate token to ignore the roll result and instead move your figure up to six spaces in either direction to a space unoccupied by another character.
- You may be able to replenish fate throughout the game by visiting certain board spaces or drawing Adventure cards. You can gain more fate tokens than the value shown on your character card, but when you're instructed to replenish fate tokens, only replenish up to the value shown on your character card.
- If you run out of fate tokens, nothing bad happens. You're simply on your own!

SPECIAL ABILITIES

Your character has one or more special abilities, as listed on the character card.

- In any instance where an encounter's effects indicates that a character cannot perform an action or use an ability (such as casting a spell or using an object), the character cannot do so.

For example, if a card indicates that no weapons may be used when fighting a certain creature, the Warrior may not use any weapons, despite their special ability that allows them to use two weapons at the same time.

- If an effect or special ability refers to a die result, consider only the number on the die, not the modified result obtained by adding bonuses or subtracting penalties.

For example, the Troll's special ability allows them to heal whenever they roll a 6 for their movement. During the Troll's turn, they roll a 4 for their movement. They also use a card that allows them to add 2 to their movement roll, resulting in a total movement of 6. In this instance, the Troll does not heal since the **die result** is a 4, not a 6.

The gameboard is divided into three regions:

THE OUTER REGION

is located on the outside edge of the board.



THE MIDDLE REGION

is located between the Outer Region and the Inner Region, separated by the Storm River and the Plain of Peril, respectively.



THE INNER REGION

is located in the centre of the board.



MOVEMENT

If you're in the **Middle or Outer Regions**, roll one die, then move left or right the number of spaces you rolled. You must move, even if your character starts their turn in a space with an Adventure card or another character.

If you're in the **Inner Region**, move one space per turn.

Each region is divided into spaces, and each space lists its name and the encounter rules that occur there. On your turn, you'll move your figure around the spaces in whichever region you're in. You'll have the chance to cross between regions via encounters or cards.

MOVING IN THE OUTER AND MIDDLE REGIONS

- You may never change direction during your movement unless you are passing between the Outer and Middle Regions.

CROSSING BETWEEN THE OUTER AND MIDDLE REGIONS

The Outer and Middle regions are separated by the Storm River. You may cross the river by:

- Using the **bridge** that connects the Sentinel space in the Outer Region with the Hills space in the Middle Region,
- using a **raft**
- or as the result of an **encounter**.

CROSSING THE SENTINEL'S BRIDGE

If your roll to move is enough for you to move across the bridge to the opposite region, you may do so.

- If you're moving from the Outer Region to the Middle Region, you must cross the bridge and face the Sentinel. See **ENCOUNTERING A CREATURE** on page 22. You may **challenge the Sentinel** only if your movement is sufficient to carry you across the bridge into the Middle Region. If you simply land on the Sentinel space, you may not face the Sentinel.

- If you **defeat or evade the Sentinel**, move to the Hills space and complete your movement according to your roll, choosing whether you'll move left or right.

If you are **defeated**, lose one life (or use an object or spell card to protect it). Your turn ends on the Sentinel space.

If it's a **tie**, your turn ends, but you don't lose a life.

- The Sentinel does not attack characters passing through the Sentinel space while moving in the Outer Region or characters crossing back from the Middle Region to the Outer Region.



EXAMPLE

CROSSING THE SENTINEL'S BRIDGE

The Sorceress is on the Graveyard and rolls a 6 for movement. They decide to move left to the Sentinel space to cross the bridge to the Middle Region. Upon reaching the Sentinel space, they accept the Sentinel's challenge and battle ensues. The Sorceress casts an Immobility spell on the Sentinel, allowing them to evade it instead of battling.

The Sorceress now moves on to the Hills in the Middle Region and decides to continue their move to the right, landing on the Portal of Power.

USING A RAFT

You may build or acquire a raft during an encounter.

To build a raft, if you are on a Woods or Forest space and you have an axe, you may declare at the start of your turn that you are building a raft instead of rolling and moving. Then, take a raft card from the Purchase deck if it's available.

If you acquire a raft, you may use it at the start of your next turn, moving across the river to any space opposite the one you're currently in. Then encounter that space or any characters on it. Do not roll and move that turn.

After you use a raft, or if you begin your turn with a raft and do not use it before your turn ends, you must place it in the respective discard pile.

CROSSING BETWEEN THE MIDDLE AND INNER REGIONS

The only way to enter the Inner Region is through the Portal of Power, which connects the Plain of Peril space in the Inner region with the Portal of Power space in the Middle Region.

To pass to the Inner Region, you must first open the Portal of Power. To do so:

- Your movement roll must be enough to carry you beyond that space.
- You must follow the encounter rules of that space.

If you're successful, move to the Plain of Peril space. Your turn ends.

If you're unsuccessful, stay on the Portal of Power space. Your turn ends.

- You must reopen the Portal each time you try to pass through it from the Middle Region.
- You do not need to open the Portal if you're moving from the Inner Region to the Middle Region. Simply move to the Portal of Power space. Then, your turn ends.



The raft counts toward your carrying limit. On your next turn, instead of taking your normal movement, you may instead cross the river to a space directly opposite the one you're on. Whether you cross or not, place this card in the discard pile – it cannot be carried with you.

MOVING IN THE INNER REGION

When you reach the Inner Region, do not roll the die to move. Instead, you move one space per turn and must follow the encounter rules of each space as you move on toward the Crown of Command.

TURNING BACK

If you wish to cross from the Inner Region to the Middle Region, for example, in order to become more powerful, you may do so. Move, one space per turn, towards the Plain of Peril. Do not follow the rules of the spaces you land on.

- Once you begin to turn back, you may not change your mind and you must go all the way back to the Plain of Peril.
- Once you reach the Plain of Peril, you may cross over to the Portal of Power and end your turn or you may continue your journey in the Inner Region.

ENCOUNTERS

You will typically have encounters only during your turn, unless specifically instructed otherwise. Encounters vary depending on which region of the board you are in.

ENCOUNTERS IN THE MIDDLE AND OUTER REGIONS

- After you move, you must always encounter the space where you land or a character on that space. You may not do both.
- You always encounter the space you land on after moving, never the space where you start your turn.

ENCOUNTERING ANOTHER CHARACTER

When you encounter a character, you must:

- **Attack** and initiate a battle (measured by strength) or psychic combat (measured by craft),
- or **use one of your special abilities** against that character.

ATTACKING ANOTHER CHARACTER

1. Announce whether you are initiating a **battle** (measured by strength) or **psychic combat** (measured by craft) if your character has a special ability that allows you to do so.
2. If the attacked character wishes to try to evade and they have a method to do so, such as the Invisibility spell, they may use it.

If the attacked character does not evade, the encounter continues!

3. **Cast spells!** Starting with the attacker, each character may choose to cast any spells, for example, to increase their strength or craft.
4. **Roll to determine attack score.**
 1. Each character rolls one die.
 2. The attacker may pay fate to reroll.
 3. The defender may pay fate to reroll.
 4. Determine your attack score:

If you're engaged in battle, each character adds their roll to their strength, then adds any modifiers from any cards or abilities they have.

Note that each character may use only one weapon at a time, save for the Warrior who has a special ability that lets them use one additional weapon.

If you're engaged in psychic combat, each character adds their roll to their craft, then adds any modifiers from any cards or abilities they have.

5. **The character with the higher score wins!**

6. **The winner claims a reward** by forcing the losing character to lose one life or by taking one object or one gold from the losing character. If it was a battle of strength, the loser may use an object to prevent losing a life. Either way, the loser gains 1 fate token.

If there is a tie, it's a standoff, and neither character is harmed. No one loses a life or gains a fate token.

7. The attacking character's turn ends.

Play the card with the lowest number first.

ENCOUNTERING A SPACE

Is there a card on the space?

- You **must** defeat or evade any enemies on that space.
- You **must** encounter the space by visiting any stranger or place on that space. Follow the rules of the board space you landed on.
- You **may** take any gold, objects or followers on that space.

See the **TALISMAN ENCOUNTER SEQUENCE** on the back cover to determine the order you encounter cards in!

#1 DRAW CARD SPACES

If you land on a space with this icon, draw the number of cards shown from the Adventure deck and place them faceup on the space where you landed.

If there are already Adventure cards on that space, draw only enough new cards to reach the total listed on the space. **For example**, if the space calls for you to draw two cards, but there is already one card on the space, you'd draw one new card to bring the total to two cards.

If you draw more than one Adventure card, the cards must be dealt with in the order specified by their **encounter number**. Read and address the card with the lowest encounter number first, then the next lowest, and so on.

In the case of a tie, read and address Adventure cards in the order in which they were drawn.



EXCEPTIONS TO DRAWING CARDS

- Adventure cards with instructions that result in their being placed in a space other than the one where they were drawn **must** be dealt with first, before any other encounter, even if they have higher encounter numbers. When a card is placed in this way, it does not take effect on any character already on the space where it is placed.
- If a card that does not have an encounter number (such as the Hex spell) is placed on a space, it must be resolved before you encounter any other character, cards, or the instructions on the space itself.
- **Dropping Cards:** If a character drops followers or objects onto a space (see **DROPPING CARDS** on page 25), they may only draw enough cards to make up the given number that may be drawn. For example, if a character ends their movement on the Fields space and then drops one of their objects, they do not draw any new cards since there is already a card on the space.
- A character may drop followers or objects on a space to avoid drawing more cards, but they may **not** take them back on the same turn. Therefore, any followers and objects left on the space become available for other characters to take if they land on that space.

See **ADVENTURE CARDS** on page 24.

EXAMPLE

DRAWING CARDS

The Dwarf lands on the Hidden Valley and is instructed to draw 3 Adventure cards. They draw the Imp (event), a bear (enemy), and a bag of gold (object). The Imp has the lowest encounter number so it must be resolved first. The Dwarf rolls a 4, so the Imp teleports the Dwarf to the Ruins before they have a chance to fight the bear and take the gold. The bear and gold cards are left faceup on the Hidden Valley and will constitute two of the three cards for the next character to land there. The Dwarf, however, continues their turn with a new encounter in the Ruins.

ENCOUNTERING THE WARLOCK'S CAVE

If you land on the Warlock's Cave in the Middle Region, you may choose to accept a quest. Such quests are one way to acquire a Talisman!

To accept a quest:

1. Roll one die.
 2. Follow the matching rules listed on the Warlock's Cave space.
 3. If you can complete your quest immediately, you must do so.
- You may not accept more than one quest at a time.
 - If you have accepted a quest but not completed it and collect a Talisman through other means, your quest ends and you are not teleported to the Warlock's Cave space.

ENCOUNTERING A SPACE IN THE INNER REGION

- You must encounter a space you land on in the Inner Region by following the rules on that space unless you are turning back or encountering another character on the allowed spaces
- You may never evade a creature in the Inner Region (only other characters). Spells have no effect on Inner Region creatures.



ENCOUNTERING ANOTHER CHARACTER IN THE INNER REGION

- You may encounter a character only while on the Plain of Peril, Valley of Fire or Crown of Command spaces. Follow the rules of encountering other characters as described in **ENCOUNTERING ANOTHER CHARACTER** on page 18.

INNER REGION BOARD SPACES

CRYPT

1. Roll three dice and total them.
2. Subtract your strength from that total.
3. Find the Crypt exit that matches that number, as listed on the space, and move there.

If your roll results in you staying on the Crypt space, you may move forward on your next turn.

MINES

1. Roll three dice and total them.
2. Subtract your craft from that total.
3. Find the Mines exit that matches that number, as listed on the space, and move there.

If your roll results in you staying on the Mines space, you may move forward on your next turn.

WEREWOLF'S DEN

1. Roll two dice and total them to determine the werewolf's strength.
2. Fight the werewolf in a battle of strength until you've defeated it or are defeated yourself.
3. If you are defeated, you lose one life and your turn ends. On your next turn, you must confront the werewolf again or turn back.

If it's a tie, you don't lose a life but your turn ends. On your next turn, you must confront the werewolf again or turn back.

If you defeat the werewolf, your turn ends. If you have a Talisman, you may move forward on your next turn. If you do not have a Talisman, you must turn back.

PITS

1. Roll one die to determine the number of pitfiends that appear and attack you.
2. Fight the fiends in a battle of strength one at a time until you've defeated all the fiends or are defeated yourself.
3. If you are defeated, you lose one life and your turn ends. On your next turn, you must confront the remaining pitfiends again or turn back.

If it's a tie, you don't lose a life but your turn ends. On your next turn, you must confront the pitfiends again or turn back.

If you defeat the pitfiends, your turn ends. If you have a Talisman, you may move forward on your next turn. If you do not have a Talisman, you must turn back.

THE CROWN OF COMMAND

The final space of the Inner Region is the Crown of Command. The first player to reach the Crown of Command and defeat the elder dragon wins!

- You can only reach the Crown of Command from the Valley of Fire space, which you can only enter if you have a Talisman. If you do not have a Talisman, you must turn back!

An elder dragon stalks around the Crown of Command, guarding it from those who seek its power. You must defeat the dragon in battle to obtain the crown. The dragon has a strength of 10 and a craft of 10. The prideful dragon allows its adversaries to choose the contest of their choice: battle or psychic combat. Remember, you can't use spells against creatures in the Inner Region – including the elder dragon.

If you are defeated, lose 1 life. On your next turn, you must confront the dragon again or turn back.

If it's a tie, don't lose a life but remain on this space. On your next turn, you must confront the dragon again or turn back.

If you defeat the dragon, you obtain the Crown and win the game!

EXAMPLE

LANDING ON THE WEREWOLF'S DEN

The Dwarf lands on the Werewolf's Den and rolls two dice to determine the werewolf's strength. They roll a 3 and a 5, which brings the werewolf's strength to 8.

The Dwarf then battles the werewolf. The werewolf rolls a 5, which brings the werewolf's attack score to 13 (8 strength plus an attack roll of 5). The Dwarf rolls for battle and gets an attack score of 8, which means they're defeated and lose one life.

On the Dwarf's next turn, they decide to attack the werewolf again instead of turning back. The werewolf battles with the same strength of 8, but this time gets a 1 for its attack roll, which brings the werewolf's attack score to 9 (8 strength plus an attack roll of 1). The Dwarf rolls for battle and gets an attack score of 10, defeating the werewolf! The Dwarf moves to the next space on their next turn.

CREATURES

Throughout your journey, you may encounter creatures via board spaces and cards, ranging from monsters to dragons to animals. When you do, those creatures will attack you!

ENCOUNTERING A CREATURE

1. If you are in the Outer or Middle Regions, you may evade them by using the ability of a follower or the Invisibility spell, for example.

If you do not evade, they attack!

2. Cast spells if you wish.
3. Roll to determine your attack score.

1. Roll one die.

2. If the creature's card lists a strength value, you're battling with strength! Add your roll to your strength, then add any modifiers from any cards or abilities you have. Note that you may use only one weapon at a time, except in the case of the Warrior, who has a special ability.

If the creature's card lists a craft value, you're engaging in psychic combat with craft! Add your roll to your craft, then add any modifiers from any cards or abilities you have.

4. Roll to determine the creature's attack score.

1. Another player rolls one die.
2. Add that die roll to the creature's strength or craft to determine its attack score.

5. You may pay 1 fate token to reroll the die to determine your attack score.

6. Compare attack scores.

- If your attack score is higher, the creature is defeated. If it is an enemy card, you may collect it as a trophy.
- If the creature's score is higher, you are defeated. Lose one life. If you fought a battle of strength and you have an object, spell or special ability that lets you avoid losing one life, you may use it. If you fought in psychic combat, no object can prevent a loss of life. Then, your turn ends.
- If the attack scores are equal, it's a tie. No one is harmed. Your turn ends.

CREATURES AND ENEMIES

A creature refers to any encounter that attacks with strength or craft except for encounters with other characters. This includes enemy cards, but also board spaces and other types of cards.

The Sentinel is a creature, but so is the Mercenary. When a special ability or card refers to an enemy, it applies to only enemy cards – but if it refers to a creature, that includes all of the above!

EXAMPLE

ENCOUNTERING AN ENEMY

The Wizard has a sword in addition to the Invisibility and Psionic Might spells. They also have 1 strength counter, 2 craft counters, and 3 fate tokens.

During the Wizard's turn, they land on the Fields space and draw an Adventure card, encountering a giant with strength 6. The Wizard could evade the giant by casting Invisibility but decides to attack instead. Since the enemy card lists a strength value the Wizard must fight with strength.

The Wizard casts Psionic Might, which allows them to add their starting craft value of 5 to their strength of 3. Since the Wizard is in battle, their sword adds an additional point of strength, bringing their total strength to 9 (5 from Psionic Might, 2 from their strength value, 1 from their strength counter, and 1 from the sword). The giant rolls a 6 for their roll and the Wizard rolls a 3 for their roll.

After their attack rolls, both the giant and the Wizard have the same attack score of 12, which would result in a tie. The Wizard decides to pay a fate token to reroll their attack roll, this time getting a roll result of 5. Now the Wizard has an attack score of 14 while the giant keeps its attack score of 12. Since the Wizard's attack score is higher, they defeat the giant and take the enemy card as a trophy. If after the reroll the Wizard's attack score had been lower than the giant's, the Wizard would have lost a life and their turn would have immediately ended.

MULTIPLE ENEMIES

If there is more than one enemy that attacks by the same ability of strength or craft on a space and they have the same encounter number, they fight as one during the battle, adding their strength or craft together with just one attack roll to make a single, combined attack score.



ADVENTURE CARDS

The different types of Adventure cards and their effects are described below.

EVENTS

Follow the rules on the card. If the card says you lose a turn, your turn ends immediately. If you were meant to encounter additional cards, that counts as a lost turn. Otherwise, lose your next turn instead.

ENEMY - ANIMAL, DRAGON OR MONSTER

These enemies attack you in a battle of **strength**!

- If you kill any of these enemies, keep that card as a trophy to exchange for a strength counter. To exchange a trophy (or multiple), the total strength of the enemy card(s) must meet or exceed your current strength (including strength counters but excluding points from cards). If your strength was 6, you could exchange one goblin (strength 2) and one serpent (strength 4) together to receive one strength counter.
- If you do not defeat the enemy, leave that card on that space.

ENEMY - SPIRIT

These enemies attack you in psychic combat, using **craft**.

- If you kill a spirit, keep that card as a trophy to exchange for a craft counter. To exchange a trophy (or multiple), the total craft of the enemy card(s) must meet or exceed your current craft (including craft counters but excluding points from cards). If your craft was 4, you could exchange one ghost (craft 4) to receive one craft counter.
- If you do not defeat the enemy, leave that card on that space.

STRANGERS

Follow the rules on the card. Strangers may have various effects on you, sometimes based on your character alignment.

Encounter Number

Title

Card Type

Text



OBJECTS

Both objects and magic objects are classified as **objects**. During the game, characters acquire objects via encounters or through Purchase cards. Place any objects you have faceup next to your character card.

Below are some types of objects:

- Weapons:** Objects that may increase your fighting ability. You may use only one weapon at a time, save for the Warrior who has a special ability that lets them use one additional weapon.
- Armour:** Objects that may prevent the loss of life when you're defeated. You may use only one armour at a time.

OBJECT CARRYING LIMIT

You may never have more than four objects at one time, unless you have a Mule. If at any point you exceed your limit of four objects, you must immediately drop objects faceup on your current space until you have four.

- Gold is not considered an object and does not count toward your object carrying limit.
- A Talisman does not count toward your object carrying limit. Each character can hold up to one Talisman, and Talismans cannot be intentionally dropped on the board.

DROPPING CARDS

You may drop any of your followers or objects at any time on your turn by leaving them faceup in the space you occupy. If you discard any followers or objects, you cannot take them back during the same turn.

You may not intentionally drop a Talisman. Whenever you would receive a Talisman but already have one in your possession, leave it faceup on the space you occupy.

FOLLOWERS

Followers are "helpers" who may provide assistance by lending their skills and abilities – not all followers are helpful, though, such as the Poltergeist. The Guide and the Gnome are examples of helpful followers, and there are several others.

- Keep any followers accompanying you faceup next to your character card.
- You may have any number of followers.
- Place any followers that are killed (e.g., in the Chasm) or that must be discarded in the Adventure card discard pile.

PLACES

Follow the rules on the card. Some places require you to roll a die to see what you encounter, while other places reward you each time you visit.



PURCHASE CARDS

Purchase cards act like Adventure cards except that instead of placing them in a discard pile when you're finished using them, you must return them to their appropriate deck.

POSSESSING VS. USING CARDS

You are considered to possess anything you pick up throughout the game, such as objects, gold, fate, followers and spells.

When you implement the ability of a card, you are considered to be using the card. Using cards is optional, and you may always choose when to use a card you possess. For example, the Holy Symbol allows you to automatically destroy spirits without resorting to psychic combat. You may choose not to use the Holy Symbol and may attack a given spirit instead.

- You may possess cards you are not permitted to use, unless a given card specifically states otherwise.

For example, the Monk may not use weapons in battle but may possess the Holy Lance to sell to the Alchemist, deliver for a quest in the Warlock's Cave or simply to prevent another character from picking it up. However, the Monk, whose alignment is good, may not possess the Runesword because that card states that no character of good alignment may possess it. If the Monk encounters a Runesword, they must leave it faceup on its space.

- You may not take any cards that an effect dictates you may not possess. For example, if you are not allowed to gain followers due to having the Hag as a follower, you may not take on any new followers by casting the Mesmerism spell on another character.

GAINING AND CASTING SPELLS

In the magical land of Talisman, you can cast spells as long as you have enough craft. Some characters start the game with one or more spells, and new spells can be found as you travel around the board. When you cast a spell, follow the rules listed on the card.

GAINING SPELLS

All characters may acquire and cast spells if their craft is sufficient (see the chart below). Only those characters whose special abilities allow them to start the game with spells may do so. Otherwise, spells are typically acquired via encounters.

- The number of spells you may have at one time is limited by your craft as follows:

Total craft	Max. Number of Spells
1	0
2	0
3	1
4	2
5	2
6+	3

- When you gain a spell, draw from the top of the Spell deck.
- When the Spell deck runs out, shuffle all discarded spell cards and place them facedown to form a new deck.
- You may look at your own spell cards at any time but keep your spell cards hidden from other players. The effects of each spell and when it can be cast are listed on individual spell cards.
- If at any point you have more spells than your craft allows, immediately discard spell cards of your choice into the spell card discard pile until you have the correct number of spells. You may not cast those spells as you discard them.
- You may not discard spells unless you have more than your craft permits. The only other way to get rid of a spell is to cast it!

EXAMPLE

TAKING A FULL TURN

The Sorceress is on the Temple and rolls a 2 for their move. They may therefore move to either the Runes or the Oasis.

There is a dragon faceup on the Runes where the instructions are to draw one card, so the dragon will count as the card to be drawn and the Sorceress must encounter the dragon. The dragon has a strength of 7 and will get +2 on its attack roll because of the mystic Runes. Since the Sorceress's current strength is 3, they would certainly lose a life there.

On the Oasis, the Sorceress sees a Hex spell cast earlier by another character. This will also cause them to lose a life, but since the instructions there are to draw two cards, the Hex spell will only count as one of them and the Sorceress will have the opportunity to draw one Adventure card to make up the total of two to be drawn. They decide to move to the Oasis, lose a life because of the Hex spell, and draw an Adventure card. It turns out to be another dragon, which attacks. Not the Sorceress's lucky day!

EXAMPLE

A SPELL LIMIT

A Wizard with a craft value of 5 has the Crown of the Archmage (A magic object that adds 2 to craft), so their craft is effectively 7. This allows them three spells, which they've acquired. They land on the Cursed Glade, where craft gained from magic objects does not apply. Their craft drops to 5. The Wizard is now only allowed two spells and must immediately discard one spell (of their choice). As soon as they leave the Cursed Glade, they can use the Crown of the Archmage again and may once more have up to three spells so long as they can acquire another.

CASTING SPELLS

- On any given turn, you may cast only as many spells as you started the turn with.
- You may cast only one spell during another player's turn.
- You may keep spells for as many turns as you'd like before casting them. You are never required to cast a spell; it is always optional.
- A spell that affects a character reaches them wherever they are on the board, in any region.
- No spells affect creatures in the Inner Region, such as the pitfiends of the Pit space.
- Once you cast a spell and its effect has ended, place it in the spell card discard pile.

TOADS



You may be transformed into a toad by landing on a certain board space or drawing a certain card. As a toad, you will be weaker. Place a toad token on top of your character card. You'll remove that token when you turn back into your character.

IF YOU BECOME A TOAD:

- You may move only one space per turn and must follow the same rules of space and character encounters.
- You may not gain or cast spells (though you keep the spells you had before you became a toad).
- You may not use any of your character's special abilities.
- Your strength = 1
- Your craft = 1
- You may not use gained counters to add to your strength or craft.
- You may not lose, use or gain objects, gold or followers (though you keep the ones you had before you became a toad).
- You may not use or gain fate (though you keep the fate you had before you became a toad).
- You keep any trophies you have and can still earn trophies. Avoid trading in trophies, however; you must discard any strength or craft you gain as a toad after you turn back into your character.
- If you lose any lives as a toad, you do not get them back when you turn back into your character.

To become your character again:

At the end of your next turn as a toad, you turn back into your character. Remove the toad token from your character card.

MORE ABOUT TOADS

- More than one player may be a toad at a time.
- If you are already a toad and you land on a board space or draw a card that would turn you into a toad, simply remain a toad for the original duration.

TERMS AND ICONS

TERMS

ENCOUNTERS

Some cards and special abilities refer to encounters. An encounter can include enemy cards, events, strangers, places, spells and board spaces.

GOLD

Gold allows you to buy objects and pay for services. Your wealth is recorded by placing gold coins beside your character card. Any gold received from any source other than another character is taken from the gold stockpile. If you're ever required to lose gold and do not have any, nothing happens.

GOLDEN RULES

If you're having trouble refereeing a Talisman game, look through the following rules. These rules supersede all others.

SPECIAL ABILITY VS. RULES


In any instance where a special ability or effect is at a variance with the basic rules, the special ability or effect always overrides the rules.

CAN VS. CANNOT

In any instance where a card's effect indicates that a character cannot perform an action or use an ability (such as casting a spell or using an object), the character cannot do so. In other words, the forbidding effects of cards override other abilities and effects. For example, if a card indicates that no weapons can be used when fighting a certain creature, the Warrior may not use any weapons, despite their ability that allows them to use two weapons at the same time.

ICONS

5TH EDITION CHANGES

 These icons appear throughout the rulebook to mark changes from Talisman 4th Edition.

GAMEBOARD ICONS

   These icons appear on gameboard spaces to specify how many Adventure cards to draw or how many dice to roll.

ALTERNATE RULES

RACE TO WIN

Use this alternate rule to speed up gameplay. The first character to reach the Crown of Command space wins the game!

DIRE TOAD

Use this alternate rule to make the toad transformation more challenging. When you're transformed into a toad, instead of being transformed for one turn, you're stuck as a toad for three turns! Place the toad token on your character card as usual to mark your transformation, then remove it when you return to your original form.

As a toad, you have

Strength: 1

Craft: 1

Movement: 1 space per turn

Life: Retain your character's life

Fate: Retain your character's fate

When you become a toad, drop all of your objects, followers and gold onto the space where you transformed.

You cannot add your additional strength and craft counters to your attack score.

You cannot cast or gain spells, though you may keep the ones you had.

When you return to normal, your character will be as before, minus any objects, followers, gold, fate and lives lost while a toad.

CHARACTER SELECTION

- Use this alternate rule to randomize character selection at the start of the game. At the start of the game, shuffle the character cards and deal one to each player.
- Use this alternate rule to strike a balance between player choice and randomization. At the start of the game, shuffle the character cards and deal two to each player. Each player selects one and returns the rest to the box.

FATALITY

Use this alternate rule to make character death more challenging.

If you lose all your lives, you are defeated! Drop all objects, magic objects, followers and gold in your possession on the space you occupy. Return all your fate tokens and strength and craft counters to the stockpile next to the board. Discard all trophies and spell cards to the appropriate discard piles. Remove your character figure from the board and place it in the box along with your character card. Your turn is over.

At the start of your next turn, you may randomly draw a character card from the cards not in play. Follow the steps to SET UP YOUR CHARACTER on page 10.

Note that players may select new characters after being defeated only if no character has reached the Crown of Command during the game. If you're defeated after a character has reached the Crown of Command, you're out of the game.



Prove your worth.



TALISMAN[®]

Special thanks to Guy Haley for worldbuilding contributions.

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TALISMAN

ENCOUNTER SEQUENCE

