



TALISMAN[®]

THE MAGICAL QUEST GAME

5TH EDITION

FREQUENTLY ASKED QUESTIONS

RULES CLARIFICATIONS

REDEEMING TROPHIES

Q: *Can a character redeem a strength trophy to gain more than one strength counter at a time? For example, if a character has 2 strength, can they redeem a 5 strength trophy to gain two strength counters?*

A: No. Characters can only gain one counter at a time. When you exchange a trophy for a counter, any unspent trophy points remaining are lost. You cannot “make change” and use remaining trophy points to gain another counter.

DRAW CARD SPACES

Q: *The rules state that if there are already cards on a space, draw only enough new cards to reach the total listed on the space. Do cards from other decks like the Purchase, Talisman, or Spell deck count towards the number of Adventure cards on a space?*

A: Any cards on the space, regardless of card back, count towards the number of cards on a space. For example, if a character drops a Sword card from the Purchase deck on a Fields space, the next character to land there does not draw a card from the Adventure deck.

DROPPING CARDS

Q: *Can you drop your followers and objects during your movement, while you are moving to other spaces?*

A: Yes.

START OF TURN

Q: *When does “start of your turn” end?*

A: After any “start of your turn” abilities and effects have been resolved.

ENCOUNTERING A CHARACTER INSTEAD OF A SPACE

Q: *Do the instructions on the Cursed Glade and Desert still affect a character landing there if they choose to encounter another character there instead of the space?*

A: No. The instructions only affect a character encountering the space.

Q: *Can I use the Thief's or Sorceress's ability when I land on another character but then choose not to encounter them in order to avoid encountering the space?*

A: No.

LEGAL TARGETS

Characters cannot use an ability or effect if it does not have a legal target. For example, you cannot cast the Mesmerism spell if no other characters have a follower or if you have the hag which prevents you from gaining followers. Additionally, you cannot take a Talisman from another character if you already have one in your possession.

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. Rule clarification: *Talismans cannot be intentionally discarded.*

CHARACTER CARDS

ASSASSIN

Q: *Can the Assassin use their assassinate ability on board spaces like the Sentinel and elder dragon?*

A: Yes.

Q: *If the Assassin attacks another character and loses, can the character choose to take an object or gold from the Assassin?*

A: Yes.

MONK

Q: *Can the Monk use his inner strength to add his starting craft value to his strength during battle and then cast the Psionic Might Spell to add his starting craft value to his strength again during the same battle?*

A: Yes.

ADVENTURE CARDS

BLIZZARD

Q: *If the Blizzard event is in play, can the Elf use their ability to move to any other Woods space?*

A: No. The Elf can only use their ability instead of rolling the die for movement. The Blizzard prevents you from rolling a die for movement by forcing you to only move one space.

MERCENARY

Q: *If a character takes the Mercenary from another character by using the Mesmerism spell, do they still have to pay 1 gold for the Mercenary to become their follower?*

A: No, you only need to pay 1 gold to take the Mercenary during its encounter.

MULE

Q: *If you lose the mule, do any surplus objects of your choice get dropped on the space you are on or are they discarded to the discard pile?*

A: They get dropped on the space you are on.

ORB OF KNOWLEDGE

Q: *If the Prophetess uses her ability to replace an Adventure card, can she use the Orb of Knowledge to replace the new card that she draws?*

A: Yes.

PRINCE AND PRINCESS

Q: *Can a character use the Prince or Princess to heal up to 2 lives for free at the Castle and then exchange the follower for 3 gold during the same turn?*

A: Yes.

RUNESWORD

Q: *If a character uses the Runesword to defeat another character in battle and force them to lose a life, does the character still gain a life if his opponent prevents the loss of life with Armour or the Preservation spell?*

A: No.

SORCERER

Q: *The Sorcerer is a Stranger. Should their encounter number be 4?*

A: Yes. All Strangers have encounter number of 4, including the Sorcerer.

WITCH

Q: *The Witch is a Stranger. Should their encounter number be 4?*

A: Yes. All Strangers have encounter number of 4, including the Witch.

SPELL CARDS

ACQUISITION

Q: *Can a character cast Acquisition on an object that they cannot possess and then immediately drop it onto the space?*

A: No, a character may only cast Acquisition on an object that they may possess.

COUNTERSPELL

Q: *Can a character cast Counterspell on one of their own spells to negate its effects?*

A: Yes.

DESTRUCTION

Q: *If a character casts the Destruction spell on a faceup card after they have completed their move, do they have to draw a new card to replace the one that they just destroyed?*

A: Yes, because a character casts the spell before following the instructions for the space.

HEALING

Q: *Can a character cast the Healing spell when they lose their last life?*

A: No, a character must have at least one life remaining to heal. A character's turn immediately ends after they lose all of their lives.

INVISIBILITY

Q: *Can a character use the Invisibility spell to evade a character with the Amulet?*

A: Yes, as the spell does not directly affect the character with the Amulet. encountering the space.

NULLIFY

Q: *Can a character cast the Nullify spell on a character who does not have any spells?*

A: No.

Q: *Can a character cast the Nullify spell on themselves?*

A: Yes, as long as you have at least one spell at the time that Nullify is cast.

PSIONIC MIGHT

Q: *If a character casts the Psionic Might spell while fighting the pitfiends, does it only affect a single battle against one of the pitfiends?*

A: Yes. Each pitfiend is considered a separate battle.

TELEPORT

Q: *If the Teleport spell is cast and another character casts Counterspell to cancel its effect, can the character then roll a die for his movement instead?*

A: Yes.

BOARD SPACES

CITY

Q: *When a character visits the City, can they choose an option that cannot be performed? For example, can they visit the Doctor if they don't have any gold or already have all of their lives fully healed?*

A: No, a character must choose an option they can perform. They may not choose to do nothing there.

WARLOCK'S CAVE

Q: *If a character already has a quest and lands on the Warlock's Cave again, can they accept a new quest to replace their previous quest?*

A: No.

Q: *When a character lands on the Warlock's Cave, do they have to accept a quest if they do not already have one?*

A: No, accepting a quest is optional.

Q: *When a character completes a quest and teleports to the Warlock's Cave to receive the reward, can they accept another quest or encounter a character they land on?*

A: No.

Q: *Can a character teleport to the Warlock's Cave when they complete a quest even if the Blizzard event is in effect?*

A: Yes.

Q: *If a character has a quest and is killed by losing all of their lives, do they lose their quest?*

A: No.

PORTAL OF POWER

Q: *Can a character pass through the Portal of Power if they have a quest from the Warlock's Cave?*

A: Yes.

Q: *Can a character pass through the Portal of Power if they don't have a Talisman?*

A: Yes, but remember that characters still need a Talisman to enter the Valley of Fire.

Q: *If a character has the quest "Defeat 1 enemy", can they complete it by defeating the Sentinel?*

A: No, they must defeat an enemy card from a deck to complete the quest.

Q: *Can a character use fate to try and move past the Portal of Power if another character is on the Plain of Peril?*

A: No, you may not use fate to move if the space you would land on would be occupied by another character.

TAVERN

Q: *A character pays the ferryman to gain passage to the Temple as their next move. If the character must miss their next turn, can they use the ferryman's ability when they next have a move?*

A: Yes.



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A L L I A N C E S

FREQUENTLY ASKED QUESTIONS

Q: *When you're directed to replenish fate up to your starting fate value, you don't replenish to the number listed on your character card. Instead, gain up to 2 fate tokens if the central pool is below its starting value. How do you determine the central pool's starting value?*

A: Per set up, add all the characters' starting fate values together to determine the central pool's starting value.

Q: *Can you use the Destruction spell to discard a villain character?*

A: Yes. When the villain is discarded you must immediately initiate a Trial Event as normal when a villain is discarded.

Q: *When resolving Vengeful Dead, does placing a villain character from the discard deck count as drawing so it initiates a Trial Event?*

A: No.

Q: *If you draw the Vow of Sacrifice and only have one life to lose, can you lose it instead of advancing the doom tracker?*

A: Yes.

Q: *When you cast Invoke Alliance to move one willing character to your space, can they move from any region?*

A: Yes.

Q: *When the Pickpocket steals an object from their target, is the object discarded or does the Pickpocket keep it until defeated?*

A: The Pickpocket keeps the object until they are defeated. When they are defeated, the object drops on the same space.

Q: *When you flip the Trial card to reveal the adversary, do you add strength/craft according to the doom tracker like villain characters?*

A: No, the doom tracker's strength and craft bonuses never apply to the adversary.

Q: *Can you use Change Fealty to transfer the Poltergeist from one character to another?*

A: Yes.

Q: *Can I use the Holy Lance on the elder dragon?*

A: Yes. The Holy Lance grants its bonus against enemy dragons and dragon creatures.

Q: *On page 7 of the Alliances rulebook, the Sword is listed as an Object-Armour. Should this be listed as Object-Weapon?*

A: Yes.



TALISMAN[®]

N E M E S I S

FREQUENTLY ASKED QUESTIONS

Q: *On page 14 of the Nemesis rulebook, it states for movement in the Inner Region that hero characters must take the path to reach the Lair of the Beast. Does the adversary have to take that same path in reverse to get out?*

A: Yes, the adversary must take the same path. It cannot cross the thick white lines of the Inner Region board.

Q: *Can the Nemesis place villain character tokens on Sacred Sites when there is already a villain character token present?*

A: Yes, the Nemesis player can stack multiple villain tokens on a single Sacred Site space. Remember that villain characters are considered characters, so when a hero lands on a space they may choose to encounter either the space or any character(s) on that space.

Q: *When levelling up a companion, do you need to achieve level 2 before you can reach level 3, even if you fulfill the needs of level 3 first?*

A: You must complete the level 2 requirement before your companion can reach level 3. As soon as you meet the level 2 requirement, if you have also fulfilled the level 3 requirement then you can immediately level up to 3.

Q: ****SPOILER FOR TRIAL 2**** *The Nemesis's objective in Trial 2 is to kill 3 hero characters. How does that work in a 3-player game with 1 Nemesis and 2 hero players?*

A: In a 3-player game, one hero player would have to be killed, choose a new character, and be killed again for the Nemesis to win.

Q: *Can the Final Encounter card be discarded when using the Foresight Boon card, Prophetess ability, Orb of Knowledge, or similar ability?*

A: No, the Final Encounter card can never be discarded (see glossary on pg. 25).

Q: *For attacking as a Nemesis, can you only take one attack per turn?*

A: You can make multiple attacks, so long as you have the Action cards to do so. As the Nemesis, if you do not have an Action card in your hand that allows you to attack (or don't wish to use it) you can make a 'basic' attack with the adversary or a villain character. If you do so, it must be your first action and no other actions can be taken on that turn. This 'basic' attack is available so you may always make at least one attack, even if you have no Action cards to do so. See the Nemesis reference card to know how many Actions you get per turn, based on the number of players.

Q: *The Boar Warlord has the following ability, "On the Boar Warlord's turn, if the Boar Warlord loses an attack, it does not lose a life." How does this work?*

A: When the Boar Warlord attacks a hero character on its turn and loses the battle, it does not lose a life. The distinction of "attack" is made here because it happens on the Boar Warlord's turn. When the Boar Warlord is attacked on a hero character's turn (and all the Sacred Sites have been destroyed) and loses the battle, it loses a life as normal.