

# TALISMAN

## THE MAGICAL QUEST GAME



QUESTIONS  
ANSWERS



# QUESTIONS ABOUT TALISMAN

## CHARACTERS:

1. Certain characters and Followers have the power that they "need not roll in the forest (or crags): If a character has this power, either naturally or by a follower, may s/he elect to roll if s/he wants to? If "yes" must s/he then elect to be safe?

**Ans.** Yes, characters may elect to roll if they wish to, however they must accept the outcome of the die roll.

2. Certain characters and followers can evade Enemies in certain spaces. Does that mean *only* enemies, and not other Characters, Strangers and/or "Event personalities"?

**Ans.** The characters may evade enemies and other characters, but they may not evade strangers or event personalities.

3. Can the assassin *assassinate* Spirits? S/he can do it to any face-up Enemy (which includes Spirits), but it prevents the Enemy from adding a die roll to its Strength (which is meaningless in Psychic Combat).

**Ans.** No. Spirits can never be affected by physical attacks.

## SPELLS

4. Can you cast Healing on yourself as you lose your last Life: or, must you have at least one Life when you cast it?

**Ans.** You must have at least one life left.

## ADVENTURES

5. If you have a helmet, a Shield, and Armour, and you lose a Life in Combat, can you roll for each of them, or only one?

**Ans.** You can roll for only one.

6. Can the Mule carry *any* Objects or Magic Objects? For example, can you put a Raft on the Mule; and if so, is it still usable? Or having a Mule carry other Mules? (And what about the Concealed Pouch, Bag of Carrying, Porters and Horse & Carts in the Expansion Kits?)

**Ans.** The Bag of Carrying, Concealed Pouch, Porters, Mules, and Horses and Carts, can carry any Object that is man sized or smaller. All objects 'carried' by these cards are usable. Please use your common sense with these cards.

7. Does the Blizzard stay face-up on its space for it's two Rounds? If so, does it start again if it is landed on (leading to the possibility of an endless Blizzard!)

**Ans.** The Blizzard stays face up for the two rounds. It is then discarded.

8. I have found the Poltergeist to be a very

helpful Follower. Can it be taken by the Sorceress? Or Mesmerism? If a Character dies, does the "reincarnation" get the Poltergeist?

**Ans.** Yes. Yes. No.

9. About the Witch.

A. If a Toad visits the Witch and rolls a 1, is its time as a Toad extended? (This same question can be asked about the Enchantress in the City, or a Random Spell cast on a Toad).

B. If you "Lose an Object" to the Witch, does it go on her space or to the discard pile?

**Ans.**

A. Yes.

B. To the discard pile.

# QUESTIONS ABOUT THE TALISMAN EXPANSION KIT

1. The Amazon "may choose to roll two dice to determine how many spaces (she) can move". If she rolls two dice, which does she do:

A. Choose one of the numbers and move that number of spaces.

B. Total the two numbers and move that number of spaces.

C. Choose to move *either* one of the two numbers *or* the total of the two.

**Ans.** A.

2. If the merchant evades a Goblin, Hobgoblin or Ogre by giving it a Gold, does the Gold go on the space or to the stock pile.

**Ans.** The Gold goes to the stock pile.

3. About the Satyr's power to *Panic*:

Since the Satyr must keep a Panicked Character in the same region, what happens if he Panics a Character at the Plain of Peril? The Valley of Fire? The Crown of Command?

**Ans.** In these cases only, the Panicked Character may move out of the region.

4. If you encounter the Magician and cast a Brainwave Spell on yourself, can you turn that temporary Craft into permanent Strength?

**Ans.** No.

5. Should the Necromancer be able to attack other characters using Psychic Combat?

**Ans.** Yes - unfortunately this information was missed off the card.

# QUESTIONS ABOUT TALISMAN THE ADVENTURE

## CHARACTERS

1. The Woodsman and the Ninja start in the WOODS and the Centaur starts in the PLAINS. Does this mean that they can start on *any* space of that type? For example, there are 3 WOODS spaces in the Outer Region and 1 in the Middle Region: can the Woodsman start at the one in the Middle Region?

**Ans.** All characters must start in the outer region.

2. About the Centaur's bow.

A. He can "fire at any... which is one more than 3 spaces away after they have moved..." Shouldn't it be "after you have moved"?

B. He can shoot Strangers. What is the strength of Strangers?

C. Can killed Enemies be saved for strength? What about killed Strangers?

D. Can he shoot Spirits? They are Enemies, but have no Strength.

**Ans.**

A. Yes.

B. This is an error. Nobody can attack strangers at any time.

C. Yes. No.

D. No.

3. About another of the Centaur's powers: "Any other Centaur you encounter will become your *follower*, for one combat only, if you roll over their Strength on one die". There is only one Centaur in the Adventure deck (second edition plus both expansion sets) and it is a Stranger. So, how does this work?

**Ans.** This is an error. Delete it from the card.

4. The Orc can take Goblins, Hobgoblins, and Wolves as Followers and they will stay for one Combat.

A. Do you pick the Combat in which they are used or is it automatically the next one (and am I correct in believing that a Psychic Combat does not count as a Combat?)

B. After Combat, do the Followers stay in the space (thus reverting to Enemies) or go to the discard pile?

**Ans.**

A. You pick the Combat. Psychic Combat does not count.

B. The Follower goes to the discard pile.

5. Can the Samurai shoot Spirits with his bow? They are Enemies, but they use Psychic Combat.

**Ans.** No.





6. The Soldier may get a new Helmet and/or Sword if the one he had was "taken from (him) or lost" Does purposeful Alchemy (by Spell or at the City), trading (during Market Day), and/or dropping (for instance, when carrying capacity is exceeded (although he might drop it even if he could carry it!)) count as it being "taken or lost"?

**Ans.** Yes to all examples.

7. The Warrior of Chaos receives a Gift everytime s/he kills an enemy. Does the small 'e' in 'enemy' mean that killing (taking 1 life from) a Character also entitles the Warrior of Chaos to a Gift?

**Ans.** No. However, he does receive Chaos Gift if he kills a Character, (ie. reduces the Characters lives to zero).

8. About the Witch Doctor's Evil Eye curse:

A. A cursed Character must move to the Chapel (or Ruins, if Evil) by normal movement. How is this done? What if a Character does not roll the exact number and must overshoot his/her goal? Must a Character take the shortest path? Are rafts allowed? How about Teleport Spells?

B. A cursed Character must move to his/her goal "before continuing their quest" What does this mean? Can they still encounter spaces and/or Characters on their way? Can they cast Spells?

**Ans.**

A. The cursed Character must move by the fastest possible route to the chapel. Otherwise, all normal movement rules apply. The Character must move the exact number rolled on the dice, and may over or undershoot the chapel square.

B. The Characters in a game of Talisman are on a Quest to find the Throne of Command and, if cursed, must visit the chapel before they can carry on with that quest. Apart from this, all of the normal rules of the Game apply.

9. Does the Woodsman's Animal Follower only add to his Strength in Combat or at all times? There is no limitation on the Woodsman card, but other Characters (ie. the Minstrel) have the "(only) in Combat" limitation.

**Ans.** The animal follower adds its strength in Combat only.

## SPELLS:

10. About the Finger of Death:

A. Is this instead of or in addition to an Encounter? If being attacked by something (especially another Character) with more than two Lives, does the Combat or Psychic Combat still happen? Can you play it after taking a Life in Combat? (It seems very powerful if a strong Character can defeat a weaker Character in Combat, take a Life, and then take two more for a total of three!)

B. If another Character lands on your

space and says s/he is playing the Finger of Death on you, can you then evade him/her (for instance, with an Immobility or Invisibility Spell?)

C. Can it be used to kill Strangers? How about other individuals, like those on Events (Hag, Poltergeist, Witch, Leper, Imp, etc?) If so, does it negate the Encounter?

**Ans.**

A. The finger of death is in addition to Combat. It can be cast at any time before or after the Combat. (It is a very powerful Spell.)

B. Yes.

C. No, no, no!

11. About the Fireball:

A. If you use it to kill an Enemy with Strength, may you save it for Strength points?

B. Can it be used against Spirits?

**Ans.**

A. No.

B. No.

12. Are Strangers affected by a Lightning Bolt?

**Ans.** No.

13. Misdirection allows you to move another Character "when they next have a turn". Does this mean that the Spell must be cast before the die roll it will affect? Being able to use the Spell after seeing the roll would make it more useful, but the wording appears to prohibit this.

**Ans.** You may cast the spell after seeing the die roll.

14. Reflection is a great idea for a Spell, but I find its application to be confusing. Can you explain how it works?

**Ans.** Any Spell can be Reflected as long as it is cast at the Character, or any of his Followers, who holds the Reflection Spell card. The Spell is Reflected back on to the Player who cast it (only) but the Character who cast the Reflection Spell may decide upon its effects. If a Reflected Spell would have no effect (as with a Mesmerism Spell Reflected back on to a caster with no Followers) the Spell is simply discarded and has no effect.

15. Is Speed cast before rolling the die, after, or either?

**Ans.** The Speed Spell can be cast before or after rolling the die.

16. What exactly does Summon Storm affect? Are the Unicorn and/or the Familiar considered "Animal Followers"? What is the effect, if any, on Mules, Horses, Horses and Carts, and/or Warhorses (and any objects the Mules or Horses or Carts might have been carrying?)

**Ans.** The Spell affects enemy animals and Mules, Horses, Horse and Carts, and Warhorses (but not the Unicorn or the Familiar). If a Character in the

same square as a Storm has a Mule, Horse, Horse & Cart, and/or Warhorse as a Follower he must roll a die for each such Follower. On a five or a six the animal and any objects it may be carrying are lost to the discard pile.

## ADVENTURES

17. In Combat, when may you choose to use the Ancient Artifact?:

**Ans.** You must use it before doing anything else in the Combat.

18. About the bag of carrying:

A. Does the bag of carrying never count as an Object towards carrying capacity (even when it's empty?)

B. Can you switch the Objects in it? If so, when?

**Ans.**

A. Yes.

B. Yes. At any time.

19. If you don't kill the entire band of Zombies, are all 4 there for the next Character, or only those left?

**Ans.** All 4 are there for the next Character.

20. About the Chinese Dragon:

A. The card lists it as an ENEMY-MONSTER, not an ENEMY-Dragon. Does it count as a Dragon for the Holy Lance, the Minstrel etc? Does it count as a Monster for the Runesword?

B. In determining a Character's "weakest attribute" how do you count optional add-ons like Swords, the Potion of Strength, or the Mercenary?

C. If the attributes are tied, do you determine randomly which will be attacked?

D. If the Chinese Dragon wins and takes a Magic Object, does it go to the Chinese Dragon's space or to the discard pile?

E. What if a losing Character does not have a Magic Object?

**Ans.**

A. The card should read Enemy-Dragon. It does not count as a Monster for the Runesword.

B. Options or add-ons are not included.

C. Yes.

D. To discard Pile.

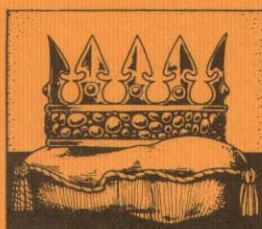
E. Nothing happens.

21. About the Concealed Pouch:

A. Does the "etc" in the description refer to everything that can take an Object (for example: Raiders, Gust of Wind, Cyclops, Witch) except the Acquisition Spell?

B. Does it count as an Object (in addition to what it holds?)

C. Can you switch what is in it? If so, when can you?





- Ans.**  
**A.** Yes.  
**B.** Yes.  
**C.** Yes. At any time.

**22.** The Magical Vortex takes Spells "from all players" Does this include the Genie's Spell?

**Ans.** No.

**23.** The Man-at-Arms may die whenever the Character he's with is supposed to lose a Life. Does this mean a Life lost in Combat or by any means (Leper, Chasm, Psychic, Combat?)

**Ans.** By any means.

**24.** Can the Porter switch the Objects he carries at any time?

**Ans.** Yes.

**25.** About the Staff of Mastery:

**A.** It can be used on "any one Enemy you land on" Does this mean *only* face-up Enemies, or can you also Master Enemies you draw?

**B.** When you Master an Enemy, do you *have* to use it in your very "next Combat", or can you wait? If you *have* to use it, what if the attribute is wrong for your "next Combat" (or Psychic Combat?) - That is, would you have to use a Mastered Ghost (with Craft) to fight a Lion (with Strength)?

**Ans.**

**A.** You can Master Enemies you draw.

**B.** You must use a Mastered Enemy with Strength in the next combat you fight where you have to use Strength, and you must use a Mastered Enemy with Craft in the next Combat where you must use Craft.

**26.** About the Warhorse:

**A.** What does it mean to *Charge* into Combat? Does it mean any Combat (in which case it acts like a permanent Psionic Blast), or only against face-up Enemies and/or Characters (and does it make a difference whether you are attacking or being attacked)? Can you always *Charge* on the Crown of Command?

**B.** Does it say that it will "add you Craft to your Strength for one round of Combat only" to take into account the pit fiends and Band of Zombies.

**Ans.**

**A.** You may use the Warhorse to charge into Combat for any Combat where you would normally only use Strength.

**B.** Yes.

## 27. THE DEMON LORD:

While a Character is fighting the Demon Lord, a protective barrier keeps other Characters from entering the Valley of Fire. Does this mean that the Demon Lord only fights *one* Psychic Combat per turn (and thus, it takes several turns to kill him?)

What about Characters who are *in* the Valley of Fire? Or those elsewhere in the Inner Region? Must they move back?

**Ans.** You fight one round of Psychic Combat per turn. Characters in the Valley of Fire must move out in their next turn and may not enter the Crown of Command space. Those elsewhere in the inner region may move as normal but may not enter the Valley of Fire square.

## 28. PANDORA'S BOX.

This is yet another really *great* idea, but I find it to be ambiguous. If you play Adventures on other Characters, is it as if they drew those cards on their turn? Can you play Enemies separately on another Character, or must they be combined (for example, can two Dragons each make a separate attack, or must they attack once a Strength 14?)

What Spells are usable? (Can an Immobility be cast on another Character to take away their next turn, or does it simply immobilize them for the rest of your turn? Can Slow Motion be cast on another player, even though it's supposed to be cast at the start of *their* turn? Can you cast Temporal Warp on yourself, even though you don't roll for movement and your turn has started? Etc...Etc...)

Can you cast Spells that you draw on yourself (Healing etc?) Can you keep any of the Objects (Rod of Ruin, Magic Belt) or Followers (Mercenary) that you draw? Can you encounter any of the helpful Events, Strangers, or Places that you draw?

Overall, how does this work? Does it involve "bending the rules" (varying from instructions on the cards, for instance?)

**Ans.** Each Card you draw from Pandora's Box is played separately and therefore attacks are not combined. Adventure cards act exactly as if the player had drawn them themselves.

**CHANGE.** All Spell cards must be cast before your next turn. If you have any Spell cards at the start of your next turn they are discarded.

Otherwise all the normal rules for Spell Cards apply. You may play any of the cards you draw on yourself if you wish and all the normal Game Rules apply.

## 29. THE BELT OF HERCULES.

What if your *regular* Strength is higher than 12 (which is not unusual in our games!) and/or you already have more than 5 Lives? How do Followers (Unicorn, Mercenary) Objects (Sword, Axe) Magic Objects (Magic Ring, Belt of Strength) affect your Strength? Can you still use them to add to your Strength of 12?

Do you only fight one Combat, or a series of them (to the death!) Does a Character lose if s/he loses one life, or all of them? Can you, the other Player, or both (or neither?) take an Object or Gold instead of a Life? (I find that if the odds are close, they are improved in the future if I take away a Strength-giving Object from the other Player.)

Can you be encountered (attacked) when it is not your turn? Where is your Character after your turn is over (on the space of the last Combat? the Crown of Command space? somewhere else? off the board?) What if another Character makes it up to the Belt of Hercules (the Crown of Command space?)

**Ans.** If your strength or lives are higher than 12 or 5 respectively, you may choose which to use. Followers, Objects and Magic Objects, cannot increase the Strength you gain from the belt of Hercules. However, if they increase your own strength to higher than 12 you may choose you use that instead of the 12 Strength you would gain from wearing the Belt. You may fight one Character per turn but the fight is to the death, in other words you carry on fighting until either you or the Character you have chosen is dead. A Character loses once they have lost all their lives. Neither player may take an object or Gold instead of life, they both must take Lives when they win a Combat. Once you have the Belt of Hercules the only way another player can get it and thus win the game is by defeating you in Combat.

## 30. THE DRAGON KING:

If you roll a 2 and defeat some, but not all, of the King's younger brothers, are they *all* there if this is rolled again?

If you roll a 3, is it a fight to the death all during one turn, OR one Combat and Psychic Combat each turn? Can you leave? Can other come up? How is this done?

If you roll a 4, the Dragon King attacks the other Characters. Are these attacks simultaneous Combat and Psychic Combat? Is there one incident of fighting per turn, or is it to the death? If it is only one incident per turn, he regenerates all 5 of his Lives between Combats and, therefore, cannot be killed? Is it only between Characters that he regenerates? Does he keep attacking the same Character until he or that Character each turn, or does he fight all of them in one turn? Can others move up to the Dragon King (the Crown of Command Space?) If so, what do they do? HOW DOES ALL OF THIS WORK?

If you roll a 5, do you then roll one or two dice when you try to roll under your craft?

**Ans.** All three of the Kings brothers re-appear if you roll a 2 again. If you roll a three, it is a fight to the death all during one turn. All the rules for roll of 3 apply to a roll of 4 as well, (in other words, the dragon King attacks using Combat and Psychic Combat simultaneously and it is a fight to the death all during one turn) The Dragon King fights each player in turn (your choice as to which order) and there are no moves in between the Combats. In other words, he fights all of the other Characters in one turn to the Death. On a roll of 5 you must roll 1 die to roll under your craft.

