



TALISMAN

THE MAGICAL QUEST GAME

REVISED 4TH EDITION

Talisman Revised 4th Edition FAQ v1.0 November 17, 2009

Following are the frequently asked questions, errata, and clarifications for the *Talisman Revised 4th Edition* board game.

TALISMAN REVISED 4TH EDITION

Board Spaces

City

Q: When a character encounters the City, can he choose an option that cannot be fulfilled, like visiting the Doctor if he already has life counters equal to his life value? What about the Village?

A: No. If a character visits the Doctor, he must spend at least 1 gold to heal, and only if he has less life counters than his life value. If a character visits the Alchemist, he must turn at least one of his Objects into gold. If he is not able to fulfil any of these conditions, he must visit the Enchantress. If a character encounters the Village, he must choose an option that he is able to fulfil; otherwise he must visit the Mystic.

Cursed Glade

Q: Do the instructions on the Cursed Glade still affect a character landing there, even if he chooses to encounter another character there instead of the space? How about the Desert spaces?

A: No. The instructions on the Cursed Glade only affect a character encountering the space. This also applies to the Desert spaces. Note that the Valley of Fire requires a character to have a Talisman before he lands on the space. Even if a character encounters another character on the Valley of Fire, he must still have a Talisman to enter the space.

Ruins

Q: Can a character ditch an Object or Follower after drawing the first card to avoid drawing the second card?

A: Yes. Remember, however, that if a character ditches Objects or Followers he cannot take them back during the same turn.

Tavern

Q1: If a character rolls a "3" in the Tavern and does not have any gold, does he suffer any penalty?

A: No.

Q2: If a character rolls a "5" in the Tavern, he may choose to teleport to any other space in the Outer Region as his next move. If the character has to miss his next turn, can he still teleport when he next has a move?

A: Yes.

Temple

Q1: If a character rolls a "5" in the Temple while he is a Toad, does he still roll a die to break free from enslavement?

A: Yes. If he breaks free, he must then move 1 space.

Q2: If a character rolls a "10" in the Temple and does not want the Talisman, does he have to leave it faceup on the space?

A: Yes.

Warlock's Cave

Q1: When a character completes a warlock quest and teleports to the Warlock's Cave to receive the reward, can he accept another quest or encounter a character that he lands on?

A: No. Once a character is teleported to the Warlock's Cave and gains a Talisman, his turn ends; he cannot encounter the space or any character in the space.

Q2: If a character is on a warlock quest and gains a Talisman, does he still have to complete the quest?

A: Yes.

Q3: Can a character teleport to the Warlock's Cave when he completes a warlock quest even if the Blizzard Event is in effect?

A: Yes.

Q4: If a character has accepted a warlock quest and is killed, does he lose the quest?

A: Yes.



Character Cards

Assassin

Q1: Can the Assassin assassinate any creature, regardless of whether or not it is drawn from the Adventure deck or already faceup on the space when he encounters it?

A: Yes.

Q2: Can the Assassin still assassinate if he fights two or more Enemies at the same time during battle?

A: Yes.

Druid

Q1: If the Druid draws an Event which affects alignment, can he immediately alter his alignment to gain benefit from the card?

A: Yes.

Q2: Can the Druid immediately gain his full complement of Spells when he lands on the Woods before he resolves any encounter there?

A: Yes.

Minstrel

Q1: If the Minstrel fails to charm an Animal, does it attack him?

A: No.

Q2: If the Minstrel fails to charm an Animal, can he then choose to attack the Animal?

A: No.

Q3: The Minstrel draws a Dragon and an Object in the Ruins. If the Minstrel does not attack the Dragon, does it count as evading so he can take the Object?

A: No. Choosing not to attack an Animal or Dragon does not count as evading. If there are any Enemies on the space and the character did not defeat or evade them all, then he may not take any Objects on the space.

Adventure Cards

Amulet

Q1: The Amulet states "No Spells will affect you, other than the Command Spell." Does this also imply that a character's Objects, Followers, Spells, and gold are unaffected by Spells if he has the Amulet?

A: Yes.

Q2: Can a character cast the Invisibility Spell to evade a character who has the Amulet in his possession?

A: Yes.

Fountain of Wisdom

Q: Can a character encounter the Fountain of Wisdom the same turn that he draws it from the Adventure deck?

A: Yes. This also applies to the Magic Stream, Pool of Life, and other similar Places.

Ghost

Q: If the Ghost appears on the space where a character draws it, does he have to encounter it that turn?

A: Yes.

Hermit

Q: If the Hermit appears on the space where a character draws it, can the character gain a Talisman if he encounters him that turn?

A: Yes.

Orb of Knowledge

Q1: If the Philosopher chooses to replace a faceup Adventure Card, can he use the Orb of Knowledge to replace the new card that he draws?

A: Yes.

Q2: If the Prophetess chooses to replace a faceup Adventure Card, can she use the Orb of Knowledge to replace the new card that she draws?

A: Yes.

Prince / 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 him 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.

Wand

Q: The Wand states "You may always have at least one Spell if your Craft allows (gain a Spell each time you cast your last Spell)." The Wizard already has the same special ability to always have at least one Spell. If the Wizard has the Wand, does he always have at least two Spells or only one Spell?

A: Only one Spell.



Spell Cards

Counterspell

Q1: Can a character cast Counterspell on one of his own Spells to negate its effects?

A: Yes.

Q2: Can a character cast Counterspell to negate the effects of the Command Spell or the Random Spell after the player has already rolled the die?

A: No. Counterspell must be cast before the die is rolled.

Destroy Magic

Q1: If Destroy Magic is in effect, can a character still cast the Command Spell?

A: No.

Q2: If the Destroy Magic Spell is in effect, can a character with a Talisman still enter the Valley of Fire?

A: Yes.

Destruction

Q1: If a character just completed his move on a "Draw 1 Card" space and casts the Destruction Spell on a card in his space, does he have to draw another Adventure Card?

A: Yes, but only if he chooses to encounter the space.

Q2: If a character is on the main game board, can he cast the Destruction Spell on a card in the Dungeon Region?

A: Yes.

Healing

Q: Can a character cast the Healing Spell when he loses his last life?

A: No. A character must have at least one life remaining in order to heal or gain life.

Nullify

Q1: Can a character cast the Nullify Spell on himself?

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

Q2: Can a character cast the Nullify Spell on a character who does not have any Spells?

A: No.

Psionic Blast

Q1: If a character casts the Psionic Blast Spell while fighting the Pit Fiends, does it only affect a single battle against one of the Pit Fiends?

A: Yes. Each Pit Fiend is considered a separate battle.

Q2: Can the Monk use his inner belief to add his Craft value to his Strength during battle and then cast the Psionic Blast Spell to add his Craft value to his Strength again during the same battle?

A: Yes.

Teleport

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

A: Yes.



TALISMAN: THE REAPER EXPANSION

Character Cards

Dark Cultist

Q1: If the Dark Cultist defeats another character in battle and forces him to lose a life, does she still receive a gift from the Forces of Darkness if the loss of life is prevented with Armour or the Preservation Spell?

A: No.

Q2: If two Enemies with the same encounter number fight as one during battle or psychic combat, does the Dark Cultist receive two gifts from the Forces of Darkness if she kills them both or only one gift?

A: Only one gift.

Knight

Q: If the Knight lands on the same space as the Druid with an evil or neutral alignment (or an evil or neutral character with the Druid Staff) and declares that he is attacking him, can the other character evade the Knight by changing his alignment to good?

A: No. Once the Knight declares that he is attacking the character, changing alignment to good has no effect on the attack. However, the Druid can change his alignment when the Knight ended his movement, before the Knight's player announces whether he is going to encounter the space or a character in the space.

Sage

Q: If the Sage gains a Spell at the start of his turn, can he cast that Spell during the same turn?

A: Yes.

Grim Reaper

Q1: If a character uses the Riding Horse to determine his move,



does the Grim Reaper move if a "1" is rolled on either die?

A: No. When a character uses the Riding Horse, his move is the sum of both dice. The Grim Reaper only moves when a character rolls a natural "1" on a single die.

Q2: If the Amazon uses her special ability to roll two dice for her movement and chooses one of the results to use, does the Grim Reaper move if she rolls a "1" on either die?

A: The Amazon may move the Grim Reaper only if she chooses to use the "1" result for her movement.

Q3: If a character pays a fate token to reroll his movement, does the Grim Reaper move if he rolls a "1" for his reroll?

A: Yes. This is still considered a natural roll because the result was not obtained by adding bonuses or subtracting penalties.

Q4: If a character rolls a "1" for his move but then pays a fate token to reroll the die, does the Grim Reaper still move?

A: Only if the reroll is a "1" result.

Q5: If a character rolls a "5" for the Grim Reaper, can he teleport to a different Region?

A: Yes. The Grim Reaper can cross Regions when teleporting. However, the Grim Reaper may never teleport to the Inner Region.

Q6: Can the Grim Reaper enter the Dungeon?

A: Yes. The Grim Reaper may enter and leave the Dungeon Region according to the normal rules for a character entering and leaving the Dungeon, with the following exception: When the Grim Reaper reaches the Treasure Chamber space, he must immediately move to any space in any Region (except the Inner Region) and end his movement in that space. The player who moved the Grim Reaper chooses which space he is moved to.

Adventure Cards

Cerberus

Q1: If Cerberus is on the Portal of Power, does a character have to land exactly on the Portal of Power to be able to fight Cerberus or is it treated it like crossing from the Middle Region to the Inner Region and then fight him on the way through?

A: A character must land exactly on the Portal of Power to be able to attack Cerberus. If Cerberus is killed, the character may attempt to cross the Portal of Power on his next turn following the normal rules, if he so chooses.

Q2: If a character casts the Displacement Spell on Cerberus and moves the card to another space, does the character still have to defeat Cerberus before he is allowed to enter the

Portal of Power?

A: No. Cerberus is no longer guarding the Portal of Power if this occurs.

Q3: If a character defeats the Lord of the Pit, can he still teleport to the Plain of Peril even if Cerberus is guarding the Portal of Power?

A: Yes. Cerberus only prevents a character from entering the Inner Region through the Portal of Power doorway.

Concealed Pouch

Q1: Is the Concealed Pouch, or the Object stored inside, affected by the Whirlwind or the Gust of Wind, Shatter, or Transmute Spells?

A: Yes.

Q2: Can the Merchant trade an Object with another character and take the Concealed Pouch from him or the Object stored inside?

A: No.

Q3: If the Shatter Spell is cast on the Concealed Pouch, do you lose also any Objects that are inside the Pouch, or only the Pouch?

A: If you lose the Concealed Pouch, leave any surplus Objects of your choice in the space you are in.

Earthquake

Q: If a character draws the Earthquake along with another Adventure Card, is the other card also affected by the Earthquake?

A: No. The Earthquake only affects cards which are already faceup on the board when it is drawn.

Ekor

Q: The Ekor is on a space with another Enemy that has the same encounter number, so they fight together during battle. If a character with Strength higher than 2 encounters them, does the Ekor still flee 1 space clockwise instead of fighting?

A: Yes.

Fiend Slayer

Q1: A character has the Fiend Slayer and lands on a "Draw 1 Card" space with a faceup Adventure Card already there. Does the character have to draw another Adventure Card if he encounters the space?

A: Yes.

Q2: If the Fiend Slayer is your Follower and the Prophecy Event is in effect, do you have to draw 2 more cards than required?



A: Yes.

Q3: Can a character choose not to use the Fiend Slayer's ability and only draw 1 card?

A: No. While the Fiend Slayer is a character's Follower, the character must draw one more card than required. The character does not want to draw one more card than required he must ditch the Fiend Slayer.

Genie

Q1: Are the Genie's Spells affected by the Magical Vortex or the Nullify Spell?

A: No.

Q2: Can the Genie cast his Spells if you have the Amulet or the Destroy Magic Spell is in effect?

A: No.

Q3: Can the Prophetess look at the Genie's Spells?

A: No.

Q4: If the Genie is ditched on a space, does he keep his Spells or must they be discarded?

A: The Genie keeps his Spells. If a character takes the Genie as a Follower on a following turn, the Genie may only cast his remaining Spells; the Genie does not draw additional Spells to take his total to 3.

Q5: Can a character use the Genie to cast Spells even if his Craft is lower than 3?

A: Yes.

Q6: Do Spells cast by the Genie count against a character's Spell limit?

A: No. Note that the phrase "treat the Spells as though you had cast them" is only taken into account if an effect refers to a character who cast the Spell (such as the Reflection Spell).

Goblin Trapsmith

Q1: If a character fights the Goblin Trapsmith and the Trapper together during the same battle, does the character still roll a die for his attack roll?

A: No. The effect of the Trapper overrides that of the Goblin Trapsmith.

Q2: If a character fights the Goblin Trapsmith and the Goblin Sniper together during the same battle, does the character still roll a die for his attack roll?

A: No. The effect of the Goblin Sniper overrides that of the Goblin Trapsmith.

Q3: Can the Warrior use his special ability when he fights the Goblin Trapsmith?

A: No. The Warrior must roll two dice for his attack roll and use the lowest result.

Haunt

Q: If a character has both the Haunt and Jester as Followers, are his attack rolls reduced by 2 instead of 1?

A: Yes.

Idol

Q: If a character is enslaved by the Idol and the card is moved or discarded, is he still required to break free from the enslavement?

A: No. The character is automatically set free if this occurs.

Prophecy

Q: If a character encounters a "Draw 1 Card" space when Prophecy is in effect and there is a faceup Adventure Card already there, does the character have to draw another Adventure Card?

A: Yes.

Staff of Mastery

Q: Can a character use the Staff of Mastery to enslave the Doppelganger?

A: Yes. When the Doppelganger is enslaved, it has same total Strength as the opponent you attack in battle. You then add the Doppelganger's Strength to your own Strength.

Warhorse

Q: If a character is defeated in battle but prevents the loss of life with Armour or the Preservation Spell, does he still have to discard the Warhorse?

A: No.

Spell Cards

Enchant Blade

Q: Can a character cast the Enchant Blade Spell on a Weapon that is already a Magic Object?

A: Yes.

Fireball

Q: If a character kills an Enemy with the Fireball Spell, can he take the Enemy as a trophy?

A: Yes.

Misdirection

Q: Can a character cast the Misdirection Spell on a character in the Inner Region?



A: Yes, but Misdirection may not be cast on a character on the Crown of Command or a character who is turning back. The player who cast Misdirection on a character in the Inner Region can either move his opponent forward to the next space or back one space towards the Plain of Peril. If the player chooses to move his opponent back one space towards the Plain of Peril, the character does not encounter the space and this is not considered to be turning back. In this case, the character may continue advancing toward the Crown of Command on his following turn as normal.

Q: Can a character cast the Reflection Spell to negate the effects of an Imobility Spell?

A: Yes.

Transference

Q1: Can a character cast the Transference Spell in the Inner Region, and if so, can you switch spaces with a character who is on the Crown of Command?

A: Yes to both. You do not need a Talisman to switch spaces with a character on the Crown of Command, but you must have a Talisman to switch spaces with a character on the Valley of Fire.

Q2: Can a character cast the Transference Spell on a character in the same space as him?

A: No.



TALISMAN: THE DUNGEON EXPANSION

Character Cards

Gladiator

Q1: Can the Gladiator “train” Followers that already add to his Strength in battle, such as the Colossus and Mercenary?

A: Yes.

Gypsy

Q: Can the Gypsy take a Spell from the discard pile if it was cast by the Genie or the Spell Ring?

A: Yes.

Swashbuckler

Q1: If the Swashbuckler defeats the Cave Troll in battle and it regenerates, can he still take an extra turn?

A: No.

Q2: The Swashbuckler wins a battle and takes an extra turn. He then wins another battle during the extra turn. Does the Swashbuckler gain yet another extra turn?

A: No. The Swashbuckler’s special ability should read “You may only do this once per round” instead of “once per turn.”

Dungeon Cards

Clockwork Owl

Q: Can a character use the Clockwork Owl during movement if he uses a Riding Horse or casts the Speed Spell?

A: No.

Dark Denizens

Q: Can the Prophetess use her ability if the Dark Denizens Event is in effect?

A: Yes. After the Prophetess draws a Dungeon Card, she may discard it and draw another Dungeon Card to replace it.

Goblin King

Q: If the Ghoul raises the Goblin King from the dead and uses him in battle, do other Goblins and Hobgoblins still add to the Goblin King’s Strength?

A: Yes.

Living Statue

Q: A character encounters a Vault space and draws the Living Statue and Cave Goblin. Both of the Enemies have the same encounter number, so the character fights them together in battle. If the character wins the battle without using a Weapon that is a Magic Object, does the attack still result in a stand-off?

A: Yes.

Tinker Imp

Q: Can the Tinker Imp discard a random Object that is inside the Bag of Holding or the Concealed Pouch?

A: Yes

Torch

Q: Can a character use the Torch to roll 2 dice for movement in the Hall of Darkness?

A: No.