



TALISMAN

THE MAGICAL QUEST GAME

REVISED 4TH EDITION

Talisman Revised 4th Edition FAQ and Errata, v1.1 – Updated November 28, 2011

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

RULES CLARIFICATIONS

Crossing Regions

Characters may cross the Sentinel and Portal of Power even if there is a card on the space, unless the card specifically states otherwise (such as the Barrier Spell and Cerberus card). Characters may not encounter a card on the Sentinel or Portal of Power unless they end their movement on the space following the normal rules.

Attacking More Than One Enemy

If a character fights one or more Enemies at the same time (see “More Than One Enemy” on page 10 in the main game’s rulebook), any Spells, special abilities, or effects that target one creature only affects one Enemy. The character chooses which Enemy is affected.

Example: A character lands on a Cave Troll and a Goblin. Since both Enemies attack with Strength and have the same encounter number, they fight as one during the battle. The character casts the Destruction Spell which allows him to remove any faceup Adventure Card from the board and place it on the discard pile. Since the Cave Troll is a dangerous Enemy, the character chooses to discard it with the Destruction Spell. The character then resolves a battle with the Goblin.

Some Enemies have effects that turn the battle or psychic combat into a stand-off or automatically defeat a character. These effects apply to the entire battle or psychic combat, not just the individual Enemy.

Example: A character lands on a Cave Troll and a Goblin. Since both Enemies attack with Strength and have the same encounter number, they fight as one during the battle. The character wins the battle but must now roll a die for the Cave Troll’s special ability to see if it regenerates. The character rolls a “1” result which means the Cave Troll regenerates and the attack counts as a stand-off instead. In this case, neither the Cave Troll nor the Goblin can be taken as a trophy since the Cave Troll’s ability turned the battle into a stand-off.

Encounter Sequence

When characters choose to encounter a space, they must resolve the encounter in the order listed below. If a character is moved to a different space any time during the encounter, he continues with a new encounter in the new space. **Exception:** If a character is defeated during a battle or psychic combat and is forced to move to a new space, he cannot encounter the new space and his turn immediately ends.

1. If the space has instructions to draw cards (see “Encountering A Space – Draw Cards Spaces” on page 9 in the main game’s rulebook), the character must follow the instructions on the space first.
2. Any cards in the space without an encounter number (such as the Hex Spell) must be encountered.
3. Any Events in the space must be encountered. Note that an Event that lasts more than one turn remains on the space as a reminder, and still counts as a card on that space. If a character encounters the Event again, the effect does not “reset” and last for additional turns.
4. Any Enemies in the space with an encounter number of 1 must be encountered. If all of the Enemies are killed or evaded the character continues to the next step, otherwise his turn ends.
5. Any Enemies in the space with an encounter number of 2 must be encountered. If all of the Enemies are killed or evaded the character continues to the next step, otherwise his turn ends.
6. Any Enemies in the space with an encounter number of 3 must be encountered. If all of the Enemies are killed or evaded the character continues to the next step, otherwise his turn ends.
7. Any Strangers must be visited.
8. Any gold, Followers, and Objects may be taken.
9. Any Places must be visited.
10. If the space does not have instructions to draw cards, the character must follow the instructions for the space.



Followers That You Must Take

Some Followers (such as the Poltergeist and Hag) state that they must be taken. All of the rules regarding Followers apply to these cards as well, except a character must take the Followers if he encounters them and cannot choose to ditch them (see “Ditching Followers and Objects” on page 16 in the main game’s rulebook). However, there are other ways for characters to get rid of these pesky companions, such as visiting the Chasm in the Middle Region.

Cards That Become Followers

Some cards and special abilities allow characters to take cards as Followers even if the card type is not actually listed as a Follower. For example, the Minstrel’s special ability allows him to charm Animals into joining him as Followers. A character that has these Followers in his play area treats them as normal Followers in all regards, except he cannot choose to ditch them. If another character has an ability that affects Followers, he cannot target a card that has become a Follower.

Example: A character cannot cast Mesmerism to take one of the Minstrel’s charmed Animals because it is only considered a Follower to the Minstrel.

If a character is forced to ditch or leave a card that has become a Follower (such as the Cell space in the Dungeon, getting turned into a Toad, or because the character is killed), the Follower must be discarded instead.

Cards That Fight In Your Place

Cards that fight in a character’s place offer all of the normal rewards without any of the risks for losing the attack, as described below.

Fight In Your Place Vs. Characters

If a card fights in a character’s place and wins a battle or psychic combat against a character, the winning character may claim a reward as normal such as taking an Object, gold, or forcing the opposing character to lose a life.

If a card fights in a character’s place and loses a battle or psychic combat against a character, the winning character may not claim a reward.

If both characters have a card fight in their place, then neither character may claim a reward.

Fight In Your Place Vs. Creatures

If a card fights in a character’s place and wins a battle or psychic combat against a creature, the character may still receive rewards as normal such as taking killed Enemies as trophies, unless otherwise stated on the card.

If a card fights in a character’s place and loses a battle or psychic combat against a creature, the character does not lose a life or suffer any other effects. However, the character’s turn still immediately ends after the fight is resolved.

Example: A character encounters the Succubus and casts the Summon Stormcrow Spell to have the Stormcrow fight in his place. The Stormcrow loses the attack, and the character’s turn immediately ends. However, the character does not lose a life, nor does he lose a Craft counter or place a Craft on the Succubus.

Spell Targets

Characters cannot cast Spells unless the Spells have a valid target. Characters may not discard Spells just to get rid of them.

Example: A character has the Mesmerism Spell which allows him to take a Follower from another character. If none of his opponents have any Followers, he cannot cast Mesmerism just to get rid of the Spell because there are no valid targets available.

Movement Effects

Some cards, effects, and even certain Regions modify or replace a character’s movement. Most of the Spells and special abilities that characters use to modify their movement feature one of the following phrases:

- “Instead of rolling the die for movement”
- “Instead of moving normally”

Instead of Rolling the Die for Movement

In order for a character to use a movement effect with the phrase “instead of rolling the die for movement,” the character must be able to roll a die following the normal rules for movement. If the character cannot roll a die following the normal rules, the character cannot use the movement effect.

Example: A character has the Poltergeist Follower which slows his movement to 1 space per turn. The character cannot cast the Teleport Spell, which has the wording “instead of rolling the die for movement,” because he automatically moves 1 space instead of rolling the die for movement.

Instead of Moving Normally

As long as a character is able to move, even under special conditions, he may use a movement effect with the wording “instead of moving normally.”

Example: The Cloak of Feathers states “Instead of moving normally, you may discard the Cloak of Feathers to teleport to any space in the same Region.” A character in the Inner Region may use the Cloak of Feathers to move to the Crown of Command because the Cloak of Feathers has the wording “instead of moving normally.”

If a character cannot move or must test to see if he is able to move (such as being Enslaved at the Temple, for example), he cannot use any movement effects. Note that characters on the Crown of Command do not move and therefore cannot use any movement effects.



Discarding at Random

The following suggestions may be used when an effect or encounter forces you to discard cards at random:

- If all of your cards have the same card back, simply shuffle the cards and hold them out facedown. Then have the player to your left take one of the cards at random to discard.
- If you have 6 or fewer cards, simply line them up and roll a die. Then count from the left-most card until you reach the number rolled on the die.

Example: A character rolls a "5" result so the fifth card in the line is discarded.

- If the cards contain a mix of different card backs, such as cards from the Adventure and Purchase deck, count the total number of cards that need to be randomized and shuffle them in a stack under the table. The player to your left calls out a number between 1 and the total number of cards that need to be randomized. Then count down, starting with the top card of the stack, until you reach the number called out by the player. This is the card that must be discarded.

Example: A character has eight Objects, one of which must be discarded. He takes the eight cards and shuffles them facedown under the table. The player to the left called out the number 3. The player then takes the 3rd card from the top of the stack and discards it.

Simultaneous Effects

If two or more abilities or effects are triggered at the same time, the player who is currently taking his turn decides the order to resolve them in.

Example: The Hex Spell states that any character who lands on it must lose 1 life. The Druid's special ability states that he may gain his full complement of Spells whenever he lands on the Woods. If the Druid lands on a Woods space with the Hex Spell, he decides if he loses a life first or if he gains Spells first.

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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 fewer 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.

Crown of Command

Q1: Can a character on the Crown of Command pick up gold, Objects, and Followers there?

A: Yes, as long as there are no other characters on the space. If there are any other characters on the Crown of Command, the character there must be encountered instead of encountering the space. If there are no other characters on the Crown of Command, the character encounters any cards on the space following the normal rules (see "Encounters" on page 9 in the main game's rulebook).

Q2: When a character encounters another character on the Crown of Command, does he have to attack the character or can he use one of his special abilities on the other character as his encounter?

A: The character may choose to either attack or use one of his special abilities on the character.

Q3: Can a character cast the Command Spell even if his Craft is lower than 3?

A: Yes.

Q4: Can a Toad cast the Command Spell?

A: No.

Q5: Can a character on the Crown of Command cast the Temporal Warp Spell?

A: Yes.

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?

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

Desert

Q: If a character lands on the Desert and he chooses to encounter another character there instead of the space, does he still lose a life?

A: No.

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 to take 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 kill or evade them all, then he may not take any Objects on the space.

Sorceress

Q1: If the Sorceress attempts to beguile a character that she lands on, can she also attack the character?

A: No. When a character encounters another character he may either attack or use one of his special abilities on the character.

Q2: If the Sorceress attempts to beguile a character and she fails, can she then attack the character?

A: No.

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 encounters.

Ghost

Q: If the Ghost appears on the space where a character draws it, does he 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.

Q3: If a character uses the Orb of Knowledge to draw a replacement card, can he cast the Invisibility Spell to evade the newly drawn card?

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.

Raft

Q1: If a character acquires a Raft, does it count towards his carrying limit?

A: Yes. When a character builds or acquires a Raft, he must keep it as an Object until the start of his next turn.

Q2: If the Thief lands on another character who has acquired a Raft, can he steal it? If so, when can he use the Raft?

A: Yes. The Thief may use the Raft at the start of his next turn, instead of moving normally. Whether or not the Raft is used, it must be placed on the Adventure Card discard pile or back with the Purchase deck after the character has either used it or decided not to do so.

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.

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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 ends his movement, before the Knight 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

Academy

Q: If a character encounters the Academy, can he pay 6 gold and miss 2 turns to gain 1 Strength and 1 Craft?

A: Yes.

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 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: If a character loses the Concealed Pouch, does he also lose also any Objects that are inside the Pouch?

A: If a character loses the Concealed Pouch, any surplus Objects that the character cannot carry must be ditched in his space. The character chooses which of his Objects are ditched, if any.

Q3: Can the Merchant trade an Object with another character and take the Concealed Pouch from him or the Object stored inside?

A: No.

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. If 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.

Leper

Q: Can the Leper move multiple times during a single turn?

A: Yes.

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 the character attacks in battle. The character then adds the Doppelganger's Strength to his 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.

Reflection

Q: Can a character cast the Reflection Spell to negate the effects of an Immobility 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.



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.

Q2: Can the Gladiator “train” cards that become Followers, such as the Black Unicorn?

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 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 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.

Treasure Cards

Bag of Holding

Q: If a character with the Bag of Holding cannot use Magic Objects, such as being targeted by the Destroy Magic Spell or encountering the Cursed Glade space, does he lose any Objects that are inside the Bag?

A: Any surplus Objects that the character cannot carry must be ditched in his space. The character chooses which of his Objects are ditched, if any.



THE FROSTMARCH EXPANSION

Adventure Cards

Lake of Visions

Q: If a character already has a Warlock Quest and visits the Lake of Visions, can he accept another Quest?

A: Not unless players are using the Replacing Quests Variant.

Trickster

Q1: If a character defeats the Trickster, can he take the Bag of Holding or Concealed Pouch, or an Object that is inside one of them?

A: Yes.

Q2: If a character defeats the Trickster and takes the Bag of Holding or Concealed Pouch from a character, what happens to the other Objects that are stored inside?

A: Any surplus Objects that the character cannot carry must be ditched in his space. The character chooses which of his Objects are ditched, if any.



Alternative Ending Cards

Warlock Quest

Q: If a character must discard his quests due to the False Grail or Glory Seeker, does he also discard his completed quests?

A: No. The facedown quests are only meant as a reminder of how many quests the character completed, they are not considered to be in play and ignore any effects regarding quests.

THE HIGHLAND EXPANSION

Character Cards

Highlander

Q: If the Highlander charges into battle, does his turn end if he wins the battle?

A: No. When the Highlander charges, he continues his turn normally and then must miss his next turn.

Relic Cards

Arnkell

Q: Can a character in the Inner Region use the Arnkell to teleport to the Crown of Command space?

A: Yes.

Rage Talon

*Q: If a character defeats another character in psychic combat, can he use the Rage Talon's second ability so the character cannot use **Armour** to prevent the loss of life?*

A: No, the Rage Talon can only be used in battle.

Windlord Amulet

*Q: If a character defeats another character in battle, can he use the Windlord Amulet's second ability so the character cannot use **Armour** to prevent the loss of life?*

A: No, the Windlord Amulet can only be used in psychic combat.

Alternative Ending Cards

Hand of Doom

Q: If a character rolls a 2-5 result for the Hand of Doom, can he pick up gold, Objects, and Followers on the Crown of Command?

A: Yes, after the effects of the Hand of Doom have been resolved.

Highland Region

Precipice

Q: If cards are ditched on a Precipice space as a result of a character encounter, are they discarded at the end of the turn?

A: No. The instructions on the space are only followed if a character encounters the space, not another character in the space.

THE SACRED POOL EXPANSION

Character Cards

Chivalric Knight

Q: If the Chivalric Knight aids two characters during the same round, does he must miss 2 turns or only 1 turn?

A: 2 turns.

THE DRAGON EXPANSION

Errata

Dragon Realm

The Covetous Dragon space should include the following text: "If you do not have any gold, lose 1 life instead."

Dragon Cards

The Gilded Dragon text should replace "battle" with "psychic combat."

Frequently Asked Questions

Dragon Tower

Q1: If a card or special ability affects an Enemy Dragon, can it be used during encounters on Enemy Dragons in the Dragon Tower?

A: Yes.

Q2: If a character in the Dragon Tower uses Arnkell or Cloak of Feathers to teleport instead of moving normally, does he move before or after he has finished resolving the Dragon Cards he encounters?

A: After.