



# TALISMAN<sup>®</sup>

## THE FROSTMARCH<sup>™</sup>

### EXPANSION

## WELCOME

*Quests, combat, glory, and gold! Welcome back to the magical realm of Talisman<sup>®</sup>.*

**The Frostmarch** expansion for **Talisman: The Magical Quest Game** features new character, Adventure, and Spell Cards. These cards work exactly like those in the base game, and should simply be shuffled into their respective decks. This rulesheet explains how to use the new Warlock Quest and Alternative Ending Cards to enhance your **Talisman** experience.

## COMPONENTS

Below is a list of all the components you will find in your copy of the **The Frostmarch** expansion:

- This Rulesheet
- 84 Adventure Cards
- 20 Spell Cards
- 24 Warlock Quest Cards
- 3 Alternative Ending Cards
- 4 Character Cards
- 4 Plastic Character Figures (*note that due to packaging/shipping the figures are placed underneath the box inlay*)

## THE FROSTMARCH SYMBOL

All of the cards in this expansion are marked with a snowflake symbol, so you can differentiate them from the cards from the base game.

## WARLOCK QUEST CARDS

The use of Warlock Quest Cards is optional and players should agree whether or not to use them before starting the game.

### SETUP

At the start of the game, shuffle the Warlock Quest Cards and place the deck facedown next to the game board. If players are using **The Reaper** expansion, Warlock Quest Cards from **The Reaper** should also be shuffled into the deck.

### GAINING QUESTS

In the base game, characters who travel to the Warlock's Cave may roll 1 die to receive one of six quests. When playing with the Warlock Quest Cards, players must draw the top card from

the deck of available Warlock Quests instead of rolling a die to determine which quest he is assigned. The card is then placed faceup in the player's play area.

When players complete a Warlock Quest, the card is removed from the game. Therefore, each Warlock Quest Card may only be completed once per game. If a character with a Warlock Quest is killed or his quest is discarded, the card is returned to the deck of available quests. Whenever a Warlock Quest is returned to the deck, the deck must be shuffled.

All other rules governing Warlock Quests continue to apply when Warlock Quest Cards are used: only 1 quest can be accepted at a time, quests must be completed as soon as possible, characters who have accepted a quest are prevented from opening the Portal of Power until the quest is complete, and so on.

### STARTING QUESTS VARIANT

Players may use this variant if they are interested in playing a faster game. During game setup, after forming the deck of Warlock Quest Cards, each player is randomly dealt 1 Warlock Quest Card.

### TREASURE REWARDS VARIANT

Players may use this variant if they have **The Dungeon** expansion and want Treasure Cards to be more accessible. Whenever players complete a Warlock Quest, they are teleported to the Warlock's Cave as normal. However, they may receive 1 randomly drawn card from the Treasure deck instead of a Talisman as their reward.

### REPLACING QUESTS VARIANT

Players may use this variant if they want quests to be more flexible. If players already have a Warlock Quest and have an opportunity to accept a quest (due to a card instruction or by visiting the Warlock's Cave), they may draw a new quest – following the normal rules for drawing quests – and then choose one of their quests to discard (either the newly-drawn quest or the quest they already had).

## ALTERNATIVE ENDING CARDS

The use of Alternative Ending Cards is optional and players should agree whether or not to use them before starting the game.

### SETUP

Setup for Alternative Ending Cards is determined by which of the two game variants players decide to use. Players can start the game with the card either *revealed* or *hidden* (see page 2 for more details).







## REVEALED VARIANT

The revealed variant has a greater impact on characters during the course of the game and offers players more strategy.

If players use the revealed variant, the Alternative Ending Cards should be shuffled at the start of the game and 1 card, drawn at random, is placed faceup on the Crown of Command at the centre of the board.

## HIDDEN VARIANT

The hidden variant adds more mystery and excitement to the game since players do not know what dangers await them at the Crown of Command until they reach the space.

If players use the hidden variant, all Alternative Ending Cards with a **revealed icon** in their upper left corner must be removed from the game. Cards with a revealed icon can only be used when playing with the revealed variant.



*Revealed Icon*

The remaining Alternative Ending Cards should then be shuffled at the start of the game and 1 card, drawn at random, is placed facedown on the Crown of Command at the centre of the board.

## ENCOUNTERING ALTERNATIVE ENDINGS

Alternative Ending Cards replace the base game's victory conditions, offering players new ways to win the game. When using the Alternative Ending Cards, characters on the Crown of Command must encounter the Alternative Ending Card and follow the rules printed on the card – they cannot cast the Command Spell or encounter other characters on the Crown of Command unless the Alternative Ending Card specifically states otherwise.

All other rules regarding the Inner Region still apply when playing with Alternative Ending Cards:

- None of the creatures in the Inner Region (nor any of the Alternative Ending Cards) can be affected by any Spell. They also cannot be evaded.
- Characters on the Crown of Command cannot move and must remain on that space unless the Alternative Ending Card specifically states otherwise.
- Once any character has reached the Crown of Command, any character who is killed automatically loses the game.

Alternative Ending Cards generally only affect characters on the Crown of Command. However, instructions that have a **star icon** at the start of their text affect all characters, no matter what Region they are in, including characters on the Crown of Command.



*Star Icon*

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**GAMES WORKSHOP**

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