



TALISMAN[®]

THE FIRELANDS[™]

EXPANSION

WELCOME

Danger, battle, glory, and wealth! Welcome to the magical realm of Talisman.

The Firelands expansion for *Talisman: The Magical Quest Game* features new characters to quest with, Adventure cards to explore, and Spells to command. This rulesheet explains how to use the new components provided by *The Firelands* to enhance your *Talisman* experience.

COMPONENTS

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

- This Rulesheet
- 81 Adventure Cards
- 19 Spell Cards
- 19 Terrain Cards
- 3 Alternative Ending Cards
- 4 Character Cards
- 4 Plastic Character Figures
- 34 Fireland Tokens

COMPONENT OVERVIEW

Below is a brief description of every game component.

ADVENTURE CARDS

This deck of 81 cards contains the many creatures, events, and items that characters can discover on their quest.



SPELL CARDS

This deck of 19 cards provides a variety of new Spells that may be cast during the game.



TERRAIN CARDS

Players use this deck of 19 cards to change one space into another type of space.



ALTERNATIVE ENDING CARDS

The three Alternative Ending Cards included in this expansion replace the base game's victory conditions, offering players new ways to win the game.



CHARACTER CARDS

The four character cards each detail a different character and his special abilities.



CHARACTER FIGURES

Each character card corresponds to a plastic figure that represents that character on the game board.



FIRELAND TOKENS

These tokens represent areas of Ifrit influence that are dangerous to even the most stoic adventurer.



THE FIRELANDS SYMBOL



Cards in this expansion are marked with an Ifrit flame symbol so you can distinguish them from the cards in the base game.



EXPANSION RULES

When playing with *The Firelands* expansion, players are required to use the new Adventure Cards, Spell Cards, fireland tokens, and Terrain Cards. The Adventure Cards and Spell Cards work like those in the base game and should be shuffled into their respective decks. The new character cards, character figures, and Alternative Ending Cards can be played either with this expansion or independently. This rulesheet explains how to use the new components to enhance your *Talisman* experience.

STRENGTH/CRAFT

Many of the Enemies in *The Firelands* possess a Strength/Craft value. If a character encounters these Enemies, he can choose to fight all these Enemies in either battle or in psychic combat. Characters may exchange trophies with a Strength/Craft value for either Strength counters or Craft counters.



Strength/Craft Value

BURN

BURN is a new effect that represents the complete incineration of part of the *Talisman* world. If a player is instructed to *burn* a card, he removes it from the game and places it in the game box. That card is a **BURNT CARD**; game effects do not interact with *burnt* cards unless specifically stated.

FIREPROOF

Some cards are immune to the ravages of flame and cannot become *burnt* cards. These cards possess the fireproof symbol. Cards with the fireproof symbol are not affected by *burn* effects.

If an effect causes a player to *burn* a card, he cannot choose a card that has the fireproof symbol. If all cards have a fireproof symbol, then nothing happens.



Fireproof Symbol



Fireproof Symbol in Text

If an effect causes a player to *burn* a number of cards from a deck, he reveals that many cards from the top of the deck, sets aside all cards with the fireproof symbol, and *burns* all the remaining cards. Then, he shuffles all the cards he set aside and places them back on top of the deck.

FIRELAND TOKENS

Fireland tokens represent the destructive influence of the Ifrit, who bring flame and death wherever they march. If a character ends his turn in a space with a fireland token, he must lose 1 life.



Fireland Token

Each space can have only one fireland token on it at any time. If a space already has one fireland token on it, players cannot place fireland tokens on that space.

Players cannot place fireland tokens in the Inner Region.

TERRAIN CARDS

Under the influence of the Ifrit, the land irrevocably shifts and changes. Certain game effects instruct players to place a Terrain Card on a space on the game board. While a Terrain Card is on a space, the text and name of that space is ignored and the text and name of the Terrain Card is used instead. If an effect refers to a space that is no longer on the board because that space contains a Terrain Card, that effect is ignored. For example, if the “Temple” space contains a “Ruins” Terrain Card and a “6” is rolled at the Tavern, the effect of moving to the Temple is ignored. Terrain Cards can only be removed by effects that specifically remove Terrain Cards.



Terrain Card

Players cannot place Terrain Cards on spaces in the Inner Region. If an effect instructs a player to place a Terrain Card where he cannot, he ignores that effect.

If an effect causes a player to place a Terrain Card on a space and there are no cards of the required type left in the Terrain deck, he must choose a Terrain Card on the board of that type and move it to that space. If a player places a Terrain Card on a space that already contains a Terrain Card, he removes the original Terrain Card from that space and returns it to the Terrain deck.

If a player places a new character on the game board, he ignores any Terrain Cards when placing that character.

TERRAIN CARDS AND MOVEMENT

If the Sentinel space contains a Terrain Card, characters may cross freely from the Outer Region to the Middle Region; they do not have to defeat the Sentinel. Likewise, if the Portal of Power space contains a Terrain Card, characters may cross freely from the Middle Region to the Inner Region; they do not have to pick or force the lock, nor are they stopped by the Warlock if they have an uncompleted warlock quest.

TERRAIN CARDS AND OTHER EXPANSIONS

When using an expansion board, if a Terrain Card is on a space that allows movement between boards, characters can still move to and from the expansion board following the normal movement rules of that expansion.

When using *The Firelands* with *The City* expansion, Terrain Cards cannot be placed on the “Jail” or “Town Square” spaces of *The City* expansion board.

If a Terrain Card is placed on the last space of an expansion board, such as the “Treasure Chamber” from *The Dungeon* expansion, a character must end his movement when entering that space, then encounter the Terrain Card instead of that space.



NOBLE IFRIT CARDS

Some Enemy Adventure Cards included in *The Firelands* expansion have ongoing effects that are in play until the Enemy is defeated. These Noble Ifrit cards are identified by their distinctive colour.



Noble Ifrit

TRINKETS

Some Objects feature the “Trinket” keyword printed above the card’s special ability. Trinkets are treated like normal Objects, except they do not count toward a character’s carrying limit.

Trinkets may be ditched, discarded, stolen, or sold like normal Objects.



Trinket
Keyword

ALTERNATIVE ENDING CARDS

The inclusion of Alternative Ending Cards is optional, and players should agree whether or not to use them before starting the game. The Alternative Ending Cards included in *The Firelands* expansion are usable with Alternative Ending Cards from other expansions.

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.

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, remove all Alternative Ending Cards that have a **hidden icon** (shown at right) in their upper-left corner and return them to the game box.



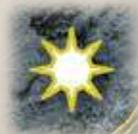
Hidden Icon

Then, shuffle the remaining Alternative Ending Cards, draw one Alternative Ending Card from the top of the deck, and place it *faceup* on the Crown of Command at the centre of the game board.

HIDDEN VARIANT

The hidden variant adds mystery to the *Talisman* experience by preventing players from knowing the dangers that await them at the Crown of Command.

If players use the hidden variant, remove all Alternative Ending Cards that have a **revealed icon** (shown at right) in their upper-left corner and return them to the game box.



Revealed Icon

Then, shuffle the remaining Alternative Ending Cards at the start of the game, draw one card at random, and place it *face down* on the Crown of Command at the centre of the game 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.
- After any character reaches the Crown of Command, any character who is killed automatically loses the game.

Alternative Ending Cards often affect only 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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