

# Djarhun

## Games Workshop Expansions

Talisman 2<sup>nd</sup> Edition

The rules below allow you to use your Talisman 2<sup>nd</sup> Edition expansions with the game of Djarhun. It is broken down into the basic rules that apply to any Talisman Expansion. It is then broken down by individual expansions and their unique rules.

### Basic Rules

Here are some basic rules that help you compare from Talisman to Djarhun. These basic rules apply to any Talisman game sets used for Djarhun.

- Gold may be used in Djarhun. A Gem is equivalent to 1 Gold and may be used in place of Gems, or vice versa.
- Morality is derived from Alignment. The Good are **Kind**, the Neutral are **Fair** and the Evil are **Vile**.
- Lives equates to Health. Craft equates to Sorcery.
- Playing Cards – Enemies are Foes, Followers are Henchman, Events are Luck and Objects are Items.
- Horses, Horse & Carts, Mules and Dogs are considered Henchman in Djarhun.
- An Enemies highest attribute equates their **Speed**. This means that if an Enemy has a 5 **Strength**, they also have a 5 **Speed**. Any Enemy, with a **Speed** greater than 6, will attack back during **Speed** battles.
- If an Enemy has only one attribute (Strength or Craft) then you determine the other by dividing the one by two and round down. For example, if a Dragon has a **Strength** of 7, then their **Sorcery** is 3 ( $7 / 2 = 3.5$  rounded down is 3). The minimum score is 1.
- Movement is always rolled with a six sided die, unless otherwise noted.
- Rafts are treated just like Canoes.
- Battles are fought with eight sided dice, unless otherwise noted.
- All other instances, where instructed to roll dice, will be rolled by a six sided die.
- Only Magical Items have any Barter value. Every Magical Item is worth 2 Gems for Bartering.
- Enemy Spirits are considered Undead, unless the rules below specify otherwise.
- Each Talisman Character has a supplemental Skill Card for traveling in Djarhun. Make sure to look over these Skills before selecting any Character from a Talisman set. These cards also indicate the starting attributes, Morality, Home & Race. There are also Levels on the side of the card, to track what Level your Hero is at.

Each Talisman Character can use any Special Abilities they have on their Character Card, as long as the Special Ability has a purpose in Djarhun. Skills and Special Abilities are one and the same. For example...

*You are safe on the Crag and the Chasm; you need not roll the die there.*

...is a useless Skill as there is no Crag or Chasm in Djarhun. This Skill, however, is a useful one...

*You may Evade Enemies when in the Woods.*

...because you may avoid Foes when you land on any Woods space.

### Dungeon Expansion

When the Dungeon Expansion is used, the **Dungeon of Barak** space is ignored and becomes the entrance to the Dungeon. You must land on the **Dungeon of Barak** space in order to enter the Dungeon. If you land on this space, and wish to enter the Dungeon, place your Hero on the Entrance space of the Dungeon board. You may then start your next turn into the Dungeon. Here are some rules to follow to allow the use of this Dungeon Expansion in Djarhun.

- In the Torture Chamber, you may choose to lose 1 **Strength**, **Speed** or **Sorcery** if you do not pay the Torturer.
- OPTIONAL: If a player rolls an 8 for their battle die roll, and are victorious, they may draw a Treasure card.

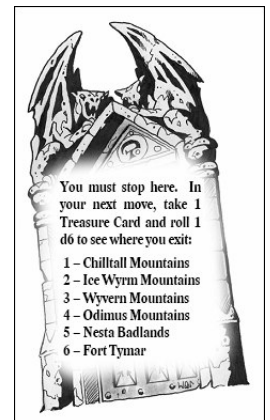


Figure A.

- The Crawling Slime Enemy will not destroy weapons in ranged battle.
- The Living Statue Enemy is a Construct.
- Remove the Dungeon Doorway cards from the Adventure deck if you are going to use the Talisman Main Board with Djarhun.
- The center of the Dungeon board is ignored. Instead, it is replaced by the card in Figure A.

## City Expansion

When the City Expansion is used, the **City of Elidor** space is ignored and becomes the entrance to the City. You must land on the **City of Elidor** space in order to enter the City. If you land on this space, and wish to enter the City, place your Hero on the City Gate space of the City board. You may then start your next turn into the City. Here are some rules to follow to allow the use of this City Expansion in Djarhun.

- If a Riverman offers to aid you at the “6 Fates Inn”, he will take you to any space in Frostburn or Durach for 1 Gem/Gold.
- The Wharf space is replaced by the card in Figure B.
- The Apothecary will not sell Potions as indicated on the space, but will instead sell Potions as indicated on Ugmar the Alchemist’s space.
- On a roll of 12 at the High Temple, you instead gain 1 Treasure Card.
- Remove the Grumpy Wizard card from the City Deck if you are not going to use the Talisman Main Board.
- Remove the Water Bottle cards from the Purchase Deck if you are not going to use the Talisman Main Board.
- Remove the Warhorse cards from the Purchase Deck. They are not used in Djarhun.
- Remove these cards from the Adventure deck if you are going to use the Talisman Main Board with Djarhun: River Barge & County Patrol.
- The Anarchists’ Guild space is replaced by the card in Figure C.
- The Armoury space is replaced by the card in Figure D. Notice the Defense bonuses listed next to the armor items. These values supersede what is on the card and help make Talisman Items compatible with the Djarhun “defense roll” system.
- The City laws are different in Djarhun. Consult the City Laws reference cards to see what laws are enforced.

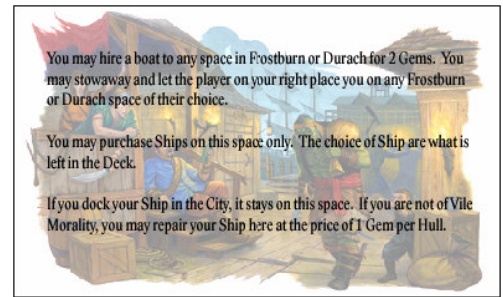


Figure B.

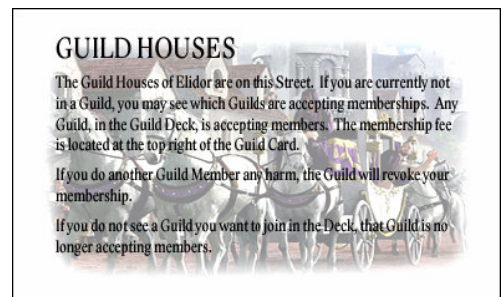


Figure C.

## Talisman – Expansion – Adventure – Dragons

If you decide to use the Talisman Main Board with Djarhun, you open up the ability to also use the Expansion, Adventure & Dragons expansions. It also allows for the Talisman Characters to use some of their Special Abilities like...

*You are safe on the Crags and the Chasm; you need not roll the die there.*

All Talisman Characters may start on the Talisman Board or their newly appointed Djarhun spaces, it is up to you. The only travel back and forth, between boards, is only possible by the Mage in Springvale. He will Teleport you to the Village on the Talisman Board. The Village Mystic will Teleport you back to Springvale, instead of rolling for your next move, free of charge. Here are some rules to follow to allow the use of the Talisman Main Board in Djarhun. The goal of the game is different, however. In order to win the game, a Hero must not only get the Book of Avrakar but also the Crown of Command. Only with the Crown of Command may the secrets of the Book of Avrakar be controlled. The Dragon King does guard the Crown of Command, and must be defeated to gain the Crown. The Crown of Command is a magical item that must be carried with you. It does not need to be equipped to win the game. The handling rules for the Book of Avrakar also apply to the Crown of Command. One thing that differs with the Crown of Command is that it can be equipped in the Helm slot of a Hero. They may then use its power to aid them in their journey.

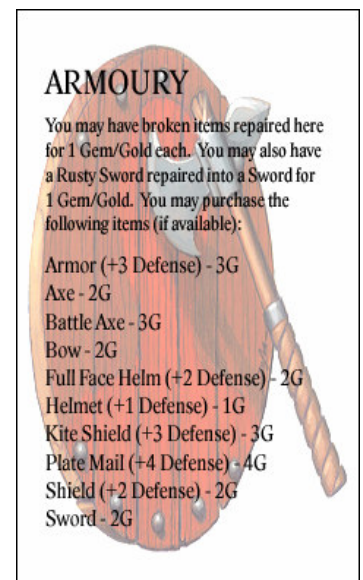


Figure D.

- Remove the Warhorse cards from the Purchase Deck & Adventure Deck. They are not used in Djarhun. Also remove the Archer Follower.

- The Siren only affects Humans.
- The Amulet protects from all Spells.
- The Wizard's Tower will only give you 1 Treasure card on a roll of 4-6.
- The Cross works in Djarhun Cemetery and the Church of Gedwin as well. It destroys all Undead & Demons. You would get no Experience Points or Treasure if you do this.

## Spells

No matter what Talisman sets you use, you can incorporate most of the Spells into Djarhun. Keep the following in mind...

- Remove the Warp Gate spells from the deck
- The Healing spell will Heal up to an original quota of 5 Health.
- Divination works on either of these decks: Dungeon, City, Adventure, Frostburn, Durach, Tar'ri or Aldun.
- The Water Walking Spell works in Djarhun, like crossing the river or Sea with a canoe.

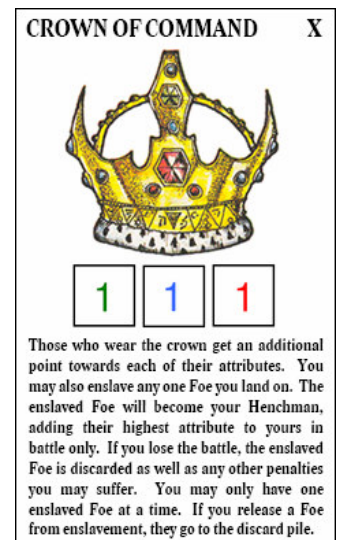
## Final Words

This should provide a really good framework to allow Djarhun and Talisman to coexist. Many "house rules" can be derived by combining the two games. You may want to allow Talisman Characters to start on the Talisman Board. You may want to ignore much of the City & Dungeon rules above and have them exist with the Talisman board instead. A lot of these things are up to you. Just remember to use common sense while playing, as I did not cover every single detail in this document. For example....

- Any Elemental Enemies are *Elemental* Foes.
- The Winged Boots are equipped in the Boots slot.
- Solomon's Crown is equipped in the Helm slot.
- Any Golems or Living Statues are *Construct* Foes.
- Zombies are *Undead* Foes.
- Demons are *Planar* Foes.
- The Staff of Mastery needs to be in a Hero's Weapon slot to be used. Un-equipping it releases the slave.
- Wands & Rods do not need to be equipped.

Also remember the commonalities between the two games. When a card from the Adventure Deck instructs you to lose 1 Craft, you really lose 1 **Sorcery**. If a card affects players of Good Alignment, it really just affects the **Kind** in Morality. Here is a key you can use to see the commonalities...

Alignment	Morality
Craft	Sorcery
Enemy	Foe
Event	Luck
Evil	Vile
Follower	Henchman
Gold	Gems
Good	Kind
Life	Health
Neutral	Fair
Object	Item
Special Abilities	Skills



Once you start using these rules, you will find that you will hardly reference them as Talisman does integrate really easy with Djarhun. Hopefully you will have enough information to bring your Talisman game into the fabulous world of Djarhun.