

Conan Expansion:

THE TOWER OF THE SERPENT

A Talisman Expansion

Designed originally during the Talisman Design Contest in 2002, this expansion was created by Matthew Tolley. Uploaded as text within the Talisman 2nd Edition Yahoo Discussion Group on May 5, 2002 in message #8504. The expansion has five new Characters, a special Character, thirty six new Adventure Cards, fifteen new Purchase Cards, an alternative way to win the game without entering the Inner Region (via a small expansion board) as well as a new Alternative Ending, four new board spaces (the Arena, Tree of Woe, Wheel of Pain and Circle of Stones), and a completely reworked Temple space.

In March of 2003 Lorenzo Bocchio went out of his way to add artwork to Matthew's card text. The results are obvious!

Greetings Adventurers!

The Cult of the Great Serpent has infiltrated the land, and evil thrives. Marauders from the north ride from town to town, setting all to the sword and the torch. Slavers, drug-peddlers and assassins do a roaring trade, while the peasants abandon the fields and waste their days cheering at the slaughter in the Arena. All who would oppose the Cult find themselves sentenced to hard labor or worse in the desert. Countless young people have joined the throngs of the Cult, while hundreds of others simply vanish, never to be seen again. Only the Crown of Command, the long-lost symbol of the just and fearsome might of the Kings of Aquilonia, can destroy this evil and bring peace and prosperity to the land.

Contents

Characters Cards

Acrobat
Acrobat Token
Hunter
Hunter Token
Marauder
Marauder Token
Pit Fighter
Pit Fighter Token
Shaman
Shaman Token

Special Character

Snake Cultist (as needed)
Snake Cultist Token (as needed)

Adventure Cards

Battle Paint
Betrayed
Black Lotus
Bow (x2)

Camel (x2)
Cave of Crom
Counsel with a Warlord
Cult Recruiters (x2)
Dogs of War
Falcon
Forked Dagger
Katar (x2)
Kebab Man
Northman (x3)
Pack of Wolves (x2)
Pillage (x2)
Slavers (x3)
Snake Cultist (x3)
Spike Trap
Stygian Weed (x2)
Warhammer (x2)
Weapons Master

Purchase Cards

Black Lotus

Bow (x3)
Camel (x2)
Katar (x3)
Stygian Weed (x3)
Warhammer (x3)

Location Cards

Arena
Circle of Stones
Pillaged Token
Temple
Tree of Woe
Wheel of Pain

Expansion Board

Tower of the Serpent*

Alternate Ending Card

Enigma of Steel*

Instructions

This Booklet

**Not Currently Available at the time of the writing of these rules. Check back later.*

The Rules

Set Up

Place Special Location Cards on the respective spaces of the Main Board:

- The Arena on the City space.
- The Circle of Stones on the Ruins space in the Outer Region.
- The Temple over the original Temple space.
- The Tree of Woe in a Desert Space.
- The Wheel of Pain in the other Desert Space.

Hold the Special Tokens on the side until needed:

- The Snake Cultist Character Cards and Tokens.
- The Pillaged Tokens.

Place the Tower of the Serpent on side of the Main Board near the Temple:

Place the new Characters Cards in the Character Card Deck before choosing.

Place the Adventure Cards in the Adventure Deck.

Place the Purchase Cards in the Purchase Deck.

The Tower of the Serpent

Characters who wish to steal the *Eye of the Serpent* (which just happens to be another way to win the game) must make their way to the bottom of the *Tower of the Serpent*.

Characters seeking the Eye must first gain entry to the *Tower*.

The strong might try to scale the outer walls. Roll under your **Strength** on 3 dice. Failure means that you plummet to the stony ground - roll a die, halve the result, round up, and lose that many Lives.

The crafty might seek to disguise themselves as Cultists. Roll under your **Craft** on 3 dice. Those who fail are discovered, and invited to 'contemplate this on the *Tree of Woe!*'

Characters who gain entry find themselves at the topmost of the Tower's three levels, the *Initiation Chamber*.

The Initiation Chamber

Characters who entered the Tower by **Strength** must fight their way through bloodthirsty Cultists armed with sacrificial daggers. The newly initiated Cultists have recently feasted on the Flesh of the Unbelievers, and are filled with supernatural strength (**Strength 8**). Roll a die for the number of Cultists. If you lose a Combat, you lose two Lives and are dropped into the *Snake Pit* where you must fight the Great Serpent.

Characters who entered the Tower by **Craft** must maintain their ruse by undergoing the initiation ceremony; demonstrate their strength of will by resisting the charms of the Flute of the High Priests. Roll a die, and fight that many Psychic Combats against **Craft 8**. Those who fail step into the center of the Initiation Chamber and plummet to certain death in the *Snake Pit* (lose two Lives, fight the Great Serpent).

Characters who defeat the Cultists survive the Flute ritual may move down to the next level - the *Feast Chamber*.

The Feast Chamber

Here the Initiates are invited to partake in the Feast, where they will eat the Flesh of the Unbelievers. Vast bubbling cauldrons are presented to the new recruits, filled with a vile liquid in which hands, feet and other body parts slowly simmer with magical herbs.

Characters who fought their way through the Initiation Chamber must try to sneak through the shadows that flicker about the chamber, slipping unseen from pillar to pillar while avoiding the guards. Fight a Combat against **Strength 10** to make it from one side of the chamber to the stairs at the other side.

Characters who passed the first step of the initiation process must now perform an act of psychic suicide - eat the Flesh of the Unbelievers while hanging on their sanity. Fight a Psychic Combat against **Craft 10** to keep it down - if you fail, your heretical mind betrays you, and you begin to scream in pain.

Failure in either case alerts the heavily armed guards and the feasting Initiates - there are too many to fight. Roll two dice:

- 2 - 4 Dropped from the very top of the Tower - roll two dice, and lose that many Lives
- 5 - 7 Sent to the *Tree of Woe*.
- 8 - 10 Dropped into the *Snake Pit* - lose two Lives and fight the Great Serpent
- 11 - 12 Served for lunch.

Characters who sneak past the guards or successfully imbibe the poisonous and magical stew may move to the lowest level of the Tower - the *Snake Pit*.

The Snake Pit

At the bottom of the Tower rests the *Eye of the Serpent* - guarded by the Great Serpent himself.

Characters who successfully passed through the Feast Chamber may attempt to approach the eye without disturbing the Serpent by rolling under their **Strength** and then under their **Craft** on two dice. Failure in either attempt awakens the Serpent, who turns his rage upon the would-be thieves.

The Serpent has a **Strength** and **Craft** of **12**. He attacks the Character in the attribute they failed to roll under. Characters who lose the Combat, Psychic or otherwise, fall prey to the Serpent's mighty jaws or mind-melting hypnotic gaze and are eaten. Characters who defeat the Serpent, or manage to approach the Eye without disturbing him, are free to take the jewel.

The Eye of the Serpent

The wielder of the *Eye of the Serpent* may cast *Divination*, *Immobility*, *Mesmerism*, *Psionic Blast*, *Brainwave*, *Displacement*, *Metamorph*, *Mind Steal*, *Slow Motion* and *Misdirection* once per Turn.

Alternate Ending

Enigma of Steel

Having fought your way through the *Valley of Fire*, known to some as the *Immortal Forge*, the god Crom reveals the *Enigma of Steel*: that you can trust nothing but your sword, and that even your sword is as nothing compared to the hand that wields it, for true power lies within the flesh.

1. You cannot be harmed by any weapon. Those whom you meet in Combat cannot include any Strength bonuses gained from any weapon.
2. Your mind and body are as one, and you may add your Craft to your Strength in Combat, including Psychic Combat.
3. You may choose to make any Combat against another Character Psychic.
4. The Followers of any Character you encounter will leave them and join you.
5. Any Character you encounter must roll under their Craft on 2 dice or submit to your will (and lose the game). Even if they succeed, you may engage them in Combat or Psychic Combat.

Note that more than one Character may cross the Valley of Fire and obtain the secret to the Enigma of Steel.

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All Cards created using the Talisman Card Creator

JPEG Card Format and PDF Rulebook Design: Michael Kelly aka *Malechi*

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The Character *Conan* created by Robert E Howard