

TROLL RIVER

by Thomas Eriksson

The River Trolls

Along the slopes of the mighty Troll Mountains, there is a tribe of not quite as scary as their cave-dwelling cousins. Fishing in the streams, rowing on the currents and strolling by the banks are the River Trolls. For the most part, these creatures are kind and gentle, helping lost strangers find their way. But beware; there are dangers afloat! Strange watery creatures and slumbering magic lie beneath the surface. And even the River Trolls can be dangerous if you are unlucky!

Most images used in this set is painted by John Btote.

General Information

The Troll River is a non-profit, fan-created expansion set for Talisman the Magical Quest game by Games Workshop. All Trademarks of Talisman belong to Games Workshop.

This is an add-on for the Troll Mountains expansion by Peter Hansson. You will need it to use this set. Place the Troll River board so that it fits with the Troll Mountains, connecting Cave Entrance with Grindtooth Falls and Escape Routes with Flufftail Shores.

Getting to the Troll River

- 1) When you land on the Escape Route you may choose to go to the Flufftail Shores. Even if you have movement left you must stop and encounter Flufftail Shores.
- 2) As a result of the new Troll Mountains or Adventure cards in this set.

Movement

Roll one die for movement and consult the chart

- 1-2: Move one space
- 3-4: Move two spaces
- 5: Encounter the space you are in again
- 6: Move three spaces.

You cannot add movement from Horse, Horse and Cart, etc. You can only move as indicated by the roll.

Treasure Hall

When you are on the Troll River you never move to the Treasure Hall. When instructed to take a Treasure you simply find it on the space you are in and continue as normal on your next turn.

Leaving

- 1) You leave by landing on the Grindtooth Falls and rolling the die to see where you end up. If you have movement left you must still stop at the Falls.
- 2) As a result of encounters on the cards