

# TALISMAN DISASTERS

## THE CHANGING FACE OF TALISMAN

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### 1 Introduction

"Talisman Disasters" is a set of 12 adventure cards to be added to the adventure deck that change the board in different ways. Nine cards affect the outer region, one affects the middle region, and two affect the inner region. All disaster cards played remain on the board for the remainder of the game.

Disaster cards are numbered '0' and labeled 'Disaster'. When a disaster card is drawn, it is played on the designated board space immediately, before any other action is taken by any player. If the card is to be played on a space that there is more than one of (plains fields, etc.), the player who drew the card, decides which space to play it on. If there are any characters currently on a space affected by a disaster, they are immune to that space's new status until they move away and then back to that board space.

Descriptions of the cards and their effects follow.

### 2 Disaster Cards

#### 2.1 Outer Region

##### 2.1.1 VOLCANIC ACTIVITY (x1)

Card Placement: Crags

Card Effects: A long dormant volcano in the crags has erupted, spewing lava and toxic gases throughout the area. If you land on the Crags, lose 1 life.

##### 2.1.2 METEOR IMPACT (x1)

Card Placement: Any Outer Region Fields

Card Effects: A meteorite has smashed into the plains and rendered this area impassable. If movement would land or take you through this space, you must stop on the space prior to this one.

##### 2.1.3 WASHED OUT BRIDGE (x2)

Card Placement: Bridge next to City or Bridge next to Village

Card Effects: The bridge leading to the City/Village (see card for which location) has been washed out. If movement would take you over this bridge, you must stop on the space prior to the bridge. A raft or other such item which allows crossing of the river may be used to cross this stretch of river as well.

##### 2.1.4 WILD FIRE (x1)

Card Placement: Any Outer Region Plains

Card Effects: A wild fire has spread through this area. Lose 1 life if movement takes you through this space or 2 lives if you end your movement here.

##### 2.1.5 DROUGHT (x2)

Card Placement: Any Outer Region Plains or Any Outer Region Fields

Card Effects: This area of Plains/Fields (see card for which location) is experiencing a severe drought, making the area a near desert. If you land here, lose 1 life if you do not have a water bottle or other means to avoid losing the life.

##### 2.1.6 OVERGROWN (x1)

Card Placement: Any Outer Region Woods

Card Effects: The woods have become severely overgrown, making it a good place for monsters to hide and for things to be found. Draw 2 cards when landing on this space. Any cards dropped or left here, are overgrown to the discard pile.

##### 2.1.7 HEAVY LOGGING (x1)

Card Placement: Outer Region Forest

Card Effects: The forest has been destroyed by heavy logging. Draw 1 card if you land here.

## **2.2 Middle Region**

### **2.2.1 FLOODED (x1)**

Card Placement: Middle Region Hidden Valley

Card Effects: The hidden valley has become flooded and impassable. If movement would take you to or through this space, you must stop on the space prior to this one. No raft can get you through this small sea.

## **2.3 Inner Region**

### **2.3.1 CRYPT CAVE-IN (x1)**

Card Placement: Inner Region Crypt

Card Effects: The crypt has collapsed, making the act of getting through even more difficult. Roll 4 dice instead of the normal three when attempting to pass through here.

### **2.3.2 MINE CAVE-IN (x1)**

Card Placement: Inner Region Mine

Card Effects: The mine has collapsed, making the act of getting through even more difficult. Roll 4 dice instead of the normal three when attempting to pass through here.