

## **A set of homemade expansions for Talisman 3<sup>rd</sup> Edition**

These expansions work on the assumption that all the official expansions are already in place - *City of Adventure, Dungeon of Doom and the Dragon's Tower.*

A selection of dice will be required. You will need -

- Normal D6 (three per player is useful)
- The Realm Dice
- D8
- D12
- D20
- Compass Dice (N, S, E, W, NE, NW, SE, SW)

Models or counters will be required to represent -

The Ghost in the Haunted Castle

The Genie in the Lair of the Manticore

The Hideous Slime Monster in the Lair of the Manticore

The Evil Pumpkin Head in the Lair of the Manticore

The Trap Door into the Lair of the Manticore

Cards, boards and counters will have to be printed and glued together for the new expansions.

Board sections need to be mounted on stiff cardboard.

Cards are double sided (a front and a back). I use glossy photo paper and 3M Photomount glue spray.

Counters have only one face. Photo paper again... mounted on stiff cardboard.

The rules booklets are designed to be printed on normal A4 paper and then folded in half for an A5 booklet.

The larger booklets (Endgame in particular) are specifically designed to fit together in a certain way.

Text should be printed on both sides of the pages.

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In this game of Talisman there are certain rule changes as outlined below.

Characters may never have more than 4 Lives.

The Adventure card deck has been expanded by using selected cards from a second Talisman set.

The Ferryman and the Arena cards have been removed from the Adventure deck.

The Spell deck consists of two complete sets of Spell cards.

There are also two sets of plastic tokens present.

Continued...

If a character loses all of his/her Lives... he/she is dead and out of the game. All possessions and followers are lost and placed onto their respective discard piles. Strength, Craft, Gold, Spells and Experience points are retained and passed onto the new character subsequently chosen by the player.

On reaching the Dragon King's Chamber... the player chooses one Talisman Endgame card at random.

Once drawn Endgame cards are **not** shuffled back into the Endgame deck.

Only one player at a time may occupy the Dragon King's Chamber. We haven't as yet encountered a situation where there are two or more players in there simultaneously.

The Staff of Mastery has no influence over the Dragon King or the Dragon Prince.

A Talisman is required to enter the Dragon's Tower and the Dragonlands. A player's Talisman must be surrendered on entering the Dragon King's Chamber (if they own one). There are several ways of reaching the Dragon King's Chamber without owning a Talisman.

The Manticore Adventure card is no longer treated as an enemy. It is used as the entrance to the Manticore expansion board.

There are three Manticore Adventure cards in my set up.

No Adventure cards are drawn on the new Gallows space. Instead, roll a D12 and consult the chart. The Gallows are situated next to the Graveyard (City Gates side).

The dice roll chart for the Tavern has been modified.

New rules apply for when a player defeats the Eagle King in the Mountains realm. A dice roll will be required. A chart is supplied. There are rules specifically for the Ice Queen of Kislev (a new character) printed on the reverse of this chart.

Any anomalies that may crop up during play... let common sense prevail.

### Leaving the Cellar

On leaving the Inner Sanctum... you discover a secret passage that exits at the Temple across the river. Move to the Temple space on your next turn (unless otherwise instructed).

All six Cellar cards must be shuffled together in readiness for the next adventurer.

# THE CELLAR OF GOLD



## RULES

Tales of treasure abound at the bar in the Tavern. The cellar below may be the making of you... or it may be your end.

### Entering the cellar

You may enter the Cellar by ending your move on the Tavern space.

Move directly onto the cellar doorway and stop there.

The door will slam shut behind you; there is no turning back.

Roll a **D6** to search the area for hidden treasure.

The Realm dice is used for movement; you may move forwards or backwards.

### Searching Room Spaces

Roll a **D6** to search the rooms for gold.

**1** - Your torch goes out. Miss your next turn.

**2, 3 or 4** - You find absolutely nothing.

**5 or 6** - You find gold. Take one gold piece.

Special Rooms - **Magic Carpet, Chamber of Magic, The Gate & Inner Sanctum** - You do not search the Special rooms. Consult the dice charts.

## THE GATE

You try to open the Gate. Roll a **D8**.

**1** - Locked - Try again on your next turn.

**2, 3, 4 or 5** - Gate opens into the **Hidden Passage**. Move that way on your next turn. You may only move forwards along the Hidden Passage.

**6 or 7** - Gate opens and you find 1 gold piece.

**8** - Gate opens and you find 1 gold piece. Take another turn.

THE INNER SANCTUM - Take one Cellar card.

Undead - You disturb the dead and a screaming Banshee casts an inescapable spell upon you. Roll a **D8** to learn of your fate.

**1 - Toad** - You are turned into a toad for three turns.

**2 - Finger of Death** - Lose a life.

**3 - Mesmerism** - Lose a follower (you choose which follower to leave in this space).

**4 - Acquisition** - Lose an object (you choose which object to leave in this space).

**5 - Misdirection** - You lose your way. Miss a turn.

**6 - Teleportation** - You are transported to the Mad Dog. Move there on your next turn,

**7 - Healing** - You are healed back up to your starting quota of lives.

**8 - Teleportation** - You are transported to the Throne Room in the Haunted Castle. Move there immediately.

Fool's Gold - Roll a **D6**. On a roll of **1, 2 or 3**... your gold is fool's gold... discard it.

Empty - Tales of treasure in the Inner Sanctum prove to be idle bar room gossip. You find nothing... except for a long, dark passageway.

On your next turn roll a **D6** to see where it takes you.

**1 or 2** - The Gallows.

**3 or 4** - The Hall of Enlightenment.

**5** - The Dead King's Statue.

**6** - The Armoury in the Haunted Castle.

Gold - It's not a fortune, but it's better than nothing. You find **2** gold pieces.

Treasure - You fail to find gold, but you discover other treasure. Take the object of your choice from the Purchase deck.

Golden Cache - You're rich at last. Roll a **D8** and take that many gold pieces.

### **SPINED WURM**

The hideous Wurm attacks you.

- 1 - Roll a D12 to discover the Wurm's Strength.
- 2 - Wurm attacks with a Strength of 9.
- 3 - Wurm attacks with a Strength of 7.
- 4 - Wurm attacks with a Strength of 6.
- 5 - Wurm attacks with a Strength of 5.
- 6 - Wurm attacks with a Strength of 4.

### **THE DEAD KING'S STATUE**

You reach the long forgotten dead king's statue.

- 1 - You find nothing. A passageway takes you to the Chamber of Magic. Move there on your next turn.
- 2 - You find 2 gold pieces. A passageway takes you to the Chamber of Magic. Move there on your next turn.
- 3 - You find a Talisman. A passageway takes you to the Chamber of Magic. Move there on your next turn.
- 4 - You find Talisman and 2 gold pieces. A passageway takes you to the Chamber of Magic. Move there on your next turn.
- 5 - You find a Talisman and 2 gold pieces. A passageway takes you to the Inner Sanctum. Move there immediately.
- 6 - You find a Talisman and 3 gold pieces. A passageway takes you to the Inner Sanctum. Move there immediately.

### **THE MAGIC CARPET**

You take a ride on a magic carpet.  
Roll a **D20** to see where it takes you.

- |                                |                                 |
|--------------------------------|---------------------------------|
| 1 - The Lair of the Manticore. | 11 - The Gate.                  |
| 2 - The Gallows                | 12 - The Enchanted Well.        |
| 3 - The Runes.                 | 13 - The Sea Maidens.           |
| 4 - The Necromancer's Study.   | 14 - The Coppice.               |
| 5 - The Dense Forest.          | 15 - The Dead King's Statue.    |
| 6 - Karak Doom.                | 16 - The Sword in the Stone.    |
| 7 - The Hall of Darkness.      | 17 - The Magic Portal.          |
| 8 - The Wharf.                 | 18 - The Clearing.              |
| 9 - The Village.               | 19 - The Throne Room.           |
| 10 - The Tavern.               | 20 - The Dragon King's Chamber. |

### **THE CHAMBER OF MAGIC**

A wizard has left this room full of powerful magic.  
Roll a **D12** to see what happens.

- 1 - **Hop, Hop, Hop** - The wizard's magic turns you into a toad for 3 turns.
- 2 - **Magical Trap** - The wizard has set a magical trap. You lose a life.
- 3 - **Lost** - One of your followers gets lost. Leave a follower in this space.
- 4 - **Blackout** - You cannot see. Miss a turn whilst you relight your torch.
- 5 - **Trapdoor** - You fall and land in the Lair of the Manticore.
- 6 - **Whirlwind** - A magical force sweeps you back to the Gate.
- 7 - **Talisman** - The wizard has left you a present. Take a Talisman card.
- 8 - **Alchemy Spell** - You may turn any number of your objects into gold.
- 9 - **Spell Book** - You find the wizard's spell book. Gain a spell.
- 10 - **Book of Knowledge** - Gain 5 Experience points.
- 11 - **Magic Potion** - You find and drink a magic potion. Gain 1 Strength.
- 12 - **Spirit Aura** - You are blessed by ancient spirit magic. Gain 1 Craft.

## **THE HIDDEN PASSAGE**

From the Cellar of Gold... you may only move down the Hidden Passage by first landing on the Gate and rolling the appropriate number.

Move forward as normal. You may not turn back unless otherwise instructed.

You do not search the Hidden Passage's rooms for gold. Instead you must roll a **D6** and consult the appropriate chart.

Experience points may be taken in victory over the Mad Dog and Spined Wurm.

### **MAD DOG**

You are confronted by a mad dog.

- 1 - Dog attacks with a Strength of 6.
- 2 - Dog attacks with a Strength of 5.
- 3 - Dog attacks with a Strength of 4.
- 4 - Dog attacks with a Strength of 3.
- 5 - Dog attacks with a Strength of 2.
- 6 - The dog is asleep. You pass unchallenged.

### **DECAY**

The magic within this room will rot flesh, bone, steel, wood and cloth.

- 1 - Roll a **D6** for every object in your possession. On a roll of a 1, 2 or 3 the object crumbles to dust.
- 2 - Your flesh is consumed. Lose a Life.
- 3 - One of your objects disintegrates. Discard an object (your choice).
- 4 - No effect.
- 5 - No effect. Take another turn.

6 - No effect. You find an object. Take one object at random from the purchase deck.

### **THE HALL OF ENLIGHTENMENT**

You absorb the supernatural magic.

- 1 - No effect. Your skull is too dense.
- 2 - Take another turn.
- 3 - Gain 3 Experience points.
- 4 - Gain 1 Life.
- 5 - Gain a Spell.
- 6 - Gain 1 Craft.

### **MADNESS**

Will fear and the darkness drive you insane?

- 1 - Insanity. Lose 1 Craft.
- 2 - Madness. Lose all Experience points.
- 3 - Deranged. Move backwards on your next turn.
- 4 - Temporary psychosis. Miss a turn.
- 5 - No effect.
- 6 - No effect. Take another turn.

### **THE CHAMBER OF MIGHT**

The magic in this room may benefit you.

- 1 - No effect.
- 2 - Gain 2 Experience points.
- 3 - Gain 3 Experience points.
- 4 - Heal 1 Life.
- 5 - Gain 5 Experience points.
- 6 - Gain 1 Strength.