

A set of homemade expansions for Talisman 3rd 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.

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.

THE GRAVEYARD



RULES

Tales from the Crypt.

The Graveyard is choc full of unpleasantness. You have been warned.

But... there is reward within those graveyard walls for the bold and crafty.

The Crypt (rumour has it) is the place to go if what you need is a Talisman, but make sure you're prepared for a FRIGHT!!!

You may enter the Graveyard by landing on the graveyard space. Move your character onto the first space on the Graveyard board and take another turn.

The realm dice is used for movement.

You may only move forward in the Graveyard unless otherwise instructed.

The Sarcophagus

If you land on the Sarcophagus space... you rummage around inside.

Roll a **D8** to see what you find.

The Crypt

On reaching the Crypt you will search for treasures. Roll a **D12**.

Good players must subtract one from their dice roll.

Evil players must add one to their dice roll.

Having encountered the Crypt... on your next turn... place your character back onto the graveyard space on the main board... and move on from there.

Other Points

- ❖ The Dark Knight will **not** rejoin a character that he has already deserted.
- ❖ You may only exit the Graveyard via the Crypt or the Druid Gate.