

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.

STRANGERS

Roll a **D6** to discover which Stranger you encounter.

1 - Vampire Lord (Craft 7).

2 - Infant Dragon (Strength 6).

3 - Ghoul (Craft 5). Evil Characters are safe.

4 - Elf Warrior (Strength 4). Good characters are safe.

5 - Squig (Strength 3).

6 - Wizard. He rewards you with one of the following (your choice) before

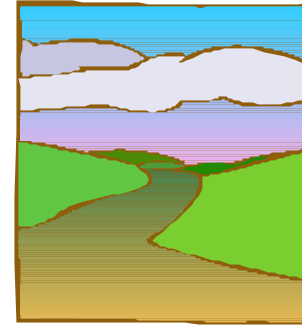
vanishing in a puff of smoke.

A Spell.

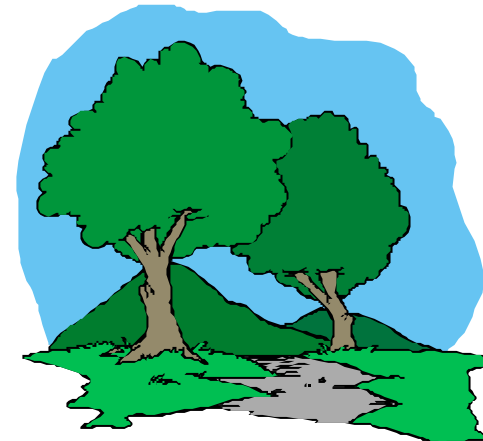
A Life.

A Talisman.

Teleportation to any space in this region.



SECRET
PLATE



RULES

The Secret Path counts as part of the Outer Region.
Characters may take the Secret Path by landing on any Woods space.
Strangers and enemies occupying the space may be evaded in this way.

Instead of encountering the Woods space, roll a **D6**.

1 or 2 - You find nothing.

3, 4, 5 or 6 - You find the Secret Path. Move there immediately.

Characters enter the Secret Path on the Start space where they must take another turn.

Movement is dictated by rolling the Realm Dice.

On the normal Secret Path spaces, the usual rules for cards and encounters apply.

Do not draw an Adventure card if the space is already occupied by one.

Characters may change direction at any time, moving forwards or backwards as in normal board movement.

Having turned back, characters may exit onto any Woods space.

Strangers

Strangers must be encountered on the Stranger spaces.

When landing on a Stranger space, roll a **D6** to find out which Stranger occupies the space.

Place the relevant Stranger on the space. The Stranger will remain there until defeated... or moved to another space by a subsequent Stranger dice roll. Combat then ensues unless the Stranger is the Wizard.

The Ghoul will not enter into combat with Evil characters.

The Elf will not enter into combat with Good characters.

In the event of a draw the Stranger remains on the space.

Experience points are taken in victory and the defeated Stranger is removed from the board.

11 - Dragonlands - You find yourself deep, deep inside the Dragonlands. Gain a Talisman. Move to Dragon Ridge on your next turn.

12 - Dragon's Footprints - You follow in the footsteps of a mighty beast. They lead you up a dark tower and directly into the Dragon King's Chamber. Move there immediately and draw a Talisman Endgame card.

THE SECRET GARDEN - You have found the fabled Secret Garden.

Roll a **D12** to see what awaits you within.

1 - Poisoned Woodland - Miss a turn and lose **1** life or **1** follower.

2 - Dragon's Den - You are attacked by a dragon. Roll a **D12** to discover his strength. In victory, gain that many Experience points. Move to the Vault space on your next turn.

3 - Wishing Well - Move to the Wishing Well in the Haunted Castle immediately.

4 - Magic Portal - You find the Portal on the Skeleton Coast. Move there on your next turn.

5 - Wilderness - You navigate your way through the wilderness. Roll a **D6** and gain that many Experience points. Exit onto the Wilderness space on your next turn.

6 - Throne Room - A pathway leads you to a hidden door. You step into the Throne Room in the Haunted Castle on your next turn.

7 - Pilgrimage - You benefit from your journey. Roll 2 **D6** and gain that many experience points.

8 - Garden Of Delights - You partake of the garden's fruit. Gain **1** strength, **1** life and a Talisman.

9 - Garden Of Enlightenment - You rest your weary bones on enchanted soil. Gain **1** strength, **1** craft, **1** life and a Talisman.

10 - Eden - You are truly blessed and stumble upon paradise. Gain **1** strength, **1** craft, **3** gold pieces and a Talisman. You are automatically healed back to your full quota of lives.

The Enchanted Well

You drink from the well. Roll a **D6**.

1 - Turned into a Toad for three turns.

2 - Lose a Life.

3 - Miss a turn.

4 or 5 - Heal one Life.

6 - Heal two Lives.

The Sword in the Stone

On landing on this space you must attempt to rest the sword from the solid rock. Roll a **D6**.

On rolling a 6, take the Excalibur card. It will add 2 to your Craft and 2 your Strength when used in combat.

If another player subsequently pulls the sword from the stone, they take the Excalibur card.

The Coppice

Roll a **D6**.

1 - You stumble and bump your head. Miss a turn whilst you recover.

2 - You lose an object or a gold piece (your choice). Leave it here.

3 - You find a Grazing Mule.

4 - Short cut to the Clearing, where you may add 1 to your dice roll. Move there immediately.

5 or 6 - You find a grazing Horse. Take the Gift Horse card. If it is already in play... roll again.

The Clearing

Place **3** Experience points on the old ruins at the Clearing.

Each time a character visits this space they gain **3** Experience points.

Having reached the Clearing, characters must roll a **D6** and consult the chart.

On leaving the Secret Path board from the Clearing, characters will move into the Hidden Valley on their next turn (unless otherwise instructed).

1 - DEAD MAN'S HOLLOW - You have stumbled into a very unpleasant place indeed.
Roll a **D6** to discover your fate.

1 - Forest of the Dead - It just isn't your day is it?

The evil gloom saps the life-force from all those who pass through it.

Lose **2** Lives or **2** followers or **1** Life and **1** follower.

2 - The Pit - You tumble into a murky pit. Lose **1** Life.

Having tunnelled your way out, you find yourself in a Mortuary.

Move to the Mortuary space in the Haunted Castle on your next turn.

3 - Swampland - One of your followers drowns in a stagnant swamp.

If you have no followers, lose a Life.

Move to the Swampland space in the Forest Realm immediately.

4 - Hopelessly Lost - You have absolutely no idea where you are.

Miss a turn and then exit onto the Wilderness.

5 - The Gallows - You are able to navigate your way out of the Hollow

intact, but find yourself at the Gallows. Move there immediately.

6 - The Secret Garden - Roll a **D12**.

2 - TROLLS - Lots of them. Roll a **D6** to see how many attack you.
Fight a combat against each Troll, one at a time.

These Trolls have a strength of 5.

For every combat you lose, you will forfeit one life (saving throws, shields, helmets armour spells etc. are allowed).

For every Troll you defeat, you will gain **5** Experience points.

3 - TREASURE - Take a Talisman **or** the object of your choice from the Purchase deck.

4 - THE SEA - The path leads you to a shimmering coastal inlet.

You spend the day swimming and sunning yourself.

Gain either a craft or Strength point (your choice) and a Life.

On your next turn move to the Cave Wizard on the Skeleton Coast.

5 - THE SECRET GARDEN - You have found the fabled Secret Garden.

Roll a **D12** to see what awaits you within. Consult the chart overleaf.

6 - THREE WISHES - You are granted three wishes.

You may take any three of the following (but only one of each).

LIFE

GOLD

STRENGTH

CRAFT

TALISMAN

SPELL