

## **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.

# THE SKELETON COAST



**1 - The Volcano Gods are furious at your insolence.** The Volcano erupts and you are killed. Your character is dead and out of the game. All other characters on the Skeleton Coast board must lose 1 Life.

**2 - Angry Gods.** The Volcano erupts. You lose 2 Lives.

**3 - The Volcano Gods are most displeased.** The Volcano erupts. You lose 2 Lives or 2 Followers, or 1 Life and 1 Follower.

**4 - The Volcano erupts.** You lose 1 Life.

**5 - The Volcano erupts.** You are swept back to the Port.

**6 - The Volcano erupts.** You scramble to safety, but drop all of your Gold.

**7 - The Volcano erupts.** You scramble to safety, but one of your Followers is killed (you decide who).

**8 - The Volcano erupts.** You scramble to safety, but drop an object (you choose which one to lose).

**9 - You wait and wait and wait...** but nothing happens. Your journey has been a waste of time and effort. Miss a turn before moving onward.

**10 - Dormant** - Nothing happens. This Volcano looks extinct.

**11 - Pittance.** You collect a meagre sum. Gain 1 Gold piece.

**12 - Cure-all.** You are healed back up to your starting quota of Lives, but nothing more.

**13 - Golden boon.** You gain 5 Gold pieces.

**14 - Gifts from the Gods.** You may take any one object from the Purchase deck and a Talisman.

**15 - Gifts from the Gods.** You may take any one object from the Purchase deck, 1 Gold piece and a Talisman.

**16 - The Volcano Gods are content.** You gain 1 Strength, 1 Life and a Talisman.

**17 - The Volcano Gods are pleased.** You gain 1 Craft, 1 Life, 1 Gold piece and a Talisman.

**18 - The Volcano Gods are delighted.** You gain 1 Strength, 1 Craft, 1 Life, 2 Gold pieces and a Talisman.

**19 - You may roll again...** but this time the Volcano Gods will add **10** to your score. If you choose not to roll... see number **18**.

**20 or more - A Volcanic plume...** carries you to the Dragon King's Chamber. Move there immediately and draw an Endgame card.

## RULES

*At the far end of the Talisman coast sits a magic portal and a possible short cut to the Dragon King's Chamber. The journey is fraught with dangers as undead warriors roam the shoreline looking for an adversary to slaughter... thus swelling their ranks. Alternatively, you may sail away into the sunset from the Port and head for The Volcanic Island... to seek favour from the Volcano gods.*

### Reaching the coast

When landing on the Wharf space in the City, you may move straight onto the Skeleton Coast board.

### Movement

The Realm Dice is used for movement.

You may only move forwards (unless otherwise instructed); follow the arrows.

Encounters happen as normal.

### Sea Spaces

On landing on a Sea space... roll the Sea Exploration dice and consult the chart.

You do not roll the Sea Exploration dice on Sea spaces occupied by Fog Banks, Pirates, Mermaids or Sea Monsters.

Any objects, Gold or Followers lost or discarded on Sea spaces are washed away and lost forever. Remove them from play.

The Poltergeist will vanish when you move across a Sea space.

### **Sea Monsters, Pirates and Mermaids**

Combats with Sea Monsters are decided by using a **D6**.

Experience points may be taken if a player defeats the **Shark, Promethean, Kraken or Gargantuan** in combat. Remove the defeated monster from the board. In the event of a draw... you may pass unharmed but the creature remains on that space.

Once **The Mermaids** are encountered, they will remain on the board. The Mermaids will move to the new space if they are encountered during another Sea Exploration dice roll.

Once **The Pirates** are encountered, they will remain on the board unless a 6 is rolled on the Pirates chart. The Pirates will move to the new space if they are encountered during another Sea Exploration dice roll.

Once the **Shark, Promethean, Kraken or Gargantuan** are encountered, they will remain on the board unless defeated. The Shark, Promethean, Kraken and Gargantuan will move to the new space if they are encountered during another Sea Exploration dice roll.

Having been washed up at the nearest piece of Land... players sail with another ship on their next turn... and continue their journey.

The Staff of Mastery has no effect on any of the sea monsters.

### **SKELETON WARBANDS**

Combat occurs as normal with experience points taken in victory.

Treat Warbands as an Enemy Monster.

They may be evaded if Special Abilities allow it.

Warbands will always regenerate for the next traveller to encounter.

### **TREASURE ISLAND**

You must stop here before continuing your journey... where you dig for treasure.

Roll a **D6** and take that many Gold pieces.

### **VOLCANO**

You seek fortune and favour from the Volcano Gods.

To increase your chances of success you may make offerings to the seething Volcano.

You may throw Gold, Objects, Spells, Compasses, Lives and Followers into the Volcano as offerings (place them on their respective discard piles).

For each offering you make you may add one to your dice roll.

Roll a **D20** and add the number of offerings you have made (if any).

See the chart overleaf.

Having visited the Volcano, on your **next** turn you must exit this region by boarding a ship bound for another location.

Roll a **D12** to reveal your destination.

**1** - The Bone Collector.

**2 or 3** - The Port.

**4, 5, 6 or 7** - The Wharf.

**8 or 9** - Canal Street.

**10 or 11** - The Sea Maidens.

**12** - The Magic Portal.

## SEA EXPLORATION

Roll a **D20**.

**1 - SCURVY** - Lose a Life.

**2 - GARGANTUAN** - Attacked by a Gargantuan (Strength 9). Place the Gargantuan on this space. If you lose the combat you must lose a Life **and** your ship capsizes. If you survive you are washed-up at the nearest Land space (backwards).

**3 - SEA SICKNESS** - Return to the nearest Land space (backwards).

**4 - KRAKEN** - Attacked by a Kraken (Strength 7). Place the Kraken on this space.

**5 - PIRATES** - Place the Pirates on this space. Roll a **D6** and consult the Pirate chart.

**6 - BECALMED** - Miss a turn.

**7 - PROMETHEAN** - Attacked by a Promethean (Strength 5). Place the Promethean on this space.

**8 - SHARK** - Attacked by a Shark (Strength 4). Place the Shark on this space.

**9 - WHIRLPOOL** - Go back one space.

**10 - FOG BANK** - Place a Fog Bank in this space. Roll a **D6** and consult the Fog Bank chart.

**11 - CROW'S NEST** - Land ahoy!!! Gain 1 Experience point.

**12 - TREASURE TROVE** - Gain 1 Gold piece.

**13 - DEAD MAN'S CHEST** - If you choose to open the chest roll a **D6**.

1 or 2 - Empty.

3 or 4 - Gain 1 Gold piece.

5 or 6 - Gain 3 Gold pieces.

**14 - SHIP'S COOK** - You are made Ship's Cook. Gain 2 Experience points.

**15 - FAIR WINDS** - Take another turn.

**16 - CAPTAIN'S MATE** - You are made Captain's 1<sup>st</sup> Mate. Gain 4 Experience points.

**17 - MERMAIDS** - Heal 1 Life. Place the Mermaids on this space.

**18 - EXPERT NAVIGATION** - Move to the nearest land space (forwards).

**19 - BOOTY** - Cut the Purchase deck and take that card.

**20 - CAPTAIN** - You are made Captain of the ship. Gain 1 Craft.  
**THE PORT**

When passing through the Port you must choose a route to travel. Either set sail for the Volcano or head along the shoreline to the Magic Portal.

Use up your full dice roll as normal when you move through and past the Port.

If you land **on** the Port - you may visit the Physician. He will heal up to **2 Lives** at a cost of 1 Gold piece per Life.

## FOG BANKS

Roll a **D6**.

**1 or 2 - Hopelessly Lost.** Move backwards on your next turn.

**3 or 4 - Slow Progress.** Miss a turn.

**5 - Safe Passage.** No effect.

**6 - Fog Clears.** No effect. Remove the Fog Bank from the board.

There are three **Fog Banks**. If all three are already on the board... the Fog Bank Sea Exploration roll has no effect.

## PIRATES

Roll a **D6**.

**1 - The Plank** - You are forced to walk the plank. Lose a life. If you survive you are washed-up at the nearest Land space (backwards).

**2 - Plunder** - You are plundered. The Pirates take all of your Gold.

**3 - Slavery** - The Pirates take from you one Follower (you choose which). If you have no followers they take an object (you choose which).

**4 - Booty** - The Pirates take from you one Gold piece.

**5 - Hideaway** - You hide in the wheelhouse until the danger passes.

**6 - Swashbuckling** - You teach these vagabonds a lesson and see them off. Remove the Pirates from the board. You gain one Gold piece and a Talisman.

### **SEA DRAGON**

The lair of the Sea Dragon stands between you and safe passage. Roll a **D8**.

**1** - The Sea Dragon mounts a surprise attack. Lose one life or one follower.

**2** - You are consumed by cowardice and run back two spaces.

**3, 4, 5 or 6** - The Sea Dragon is asleep. You pass unchallenged.

**7** - The Sea Dragon is out hunting. You find one gold piece.

**8** - The Sea Dragon is out hunting. You find one gold piece and a Talisman.

### **CAVE WIZARD**

You seek a favour from the Cave Wizard. Roll a **D8**.

**1** - He doesn't like the look of you and teleports you to the Gallows to face judgement.

**2** - He is a good judge of character and thinks you are a fool... so he ignores you.

**3 or 4** - He teleports you to the Sea Maidens. Move there immediately.

**5 or 6** - He gives you a Spell.

**7** - He grants you a wish. Gain either one strength or one craft.

**8** - He provides you with a Talisman and adds one to your craft.

### **BONE COLLECTOR**

The evil Bone Collector wants your bones. Roll a **D8**.

**1** - With his Underworld magic he steals some of your bones. You are mortally wounded. Only the Mystic can undo what has been done to you. If you cannot reach the Village within **5** turns your character will die.

**2** - He corners you and takes some bones. Lose a life or a follower.

**3** - He corners you but you bribe him with one gold piece. If you have no gold lose a life or a follower.

**4** - You hide from the Bone Collector. Miss a turn whilst you cower in a corner.

**5, 6 or 7** - You pass unchallenged.

**8** - You pass unchallenged and find yourself at the Portal. Move there immediately.

### **MAGIC PORTAL**

You pass through the Portal and are transported to another location. Roll a **D8**.

**1** - The Gallows.

**2** - The Village.

**3** - The Tavern.

**4** - The Enchanted Well.

**5** - The Sword in the Stone.

**6** - The Volcano.

**7** - The Throne Room.

**8** - The Dragon King's Chamber.