

TALISMAN

THE GAUNTLET

The land of Talisman has been ravaged by the battles of those who would seek the Crown of Command. Their battles have revealed a long buried cavern that lay deep beneath the land. New passage ways are revealed, allowing brave adventurers to explore new avenues. However, those same passage ways have also allowed its captive denizens to reach the surface and with them, new challenges...

Dare you brave the Gauntlet?

SPECIAL RULES

The Gauntlet expansion adds many new features that are modular in nature, that is, you may choose which elements of the new features you wish to use.

CHARACTERS

Four new characters are now available:

- 1) The Illusionist - who uses glamours and trickery in his quest for the Crown.
- 2) The Minotaur - who uses his great endurance in his rise to power.
- 3) The Vampire - who uses her undead powers to win the Crown.
- 4) The War Mage - who combine magic and martial prowess to rule the land.

INNER REGION CARDS

There are 16 Inner Region cards that provide replacements for the existing spaces. They come in four varieties, one for each space they occupy:

- 1) "The Test" cards - these are placed on the Dice With Death space.
- 2) "The Tower" cards - these are placed on the Vampire's Tower space.
- 3) "The Lair" cards - these are placed on the Werewolf's Den space.
- 4) "The Pit" cards - these are placed on the Pit Fiends' space.

If you utilize these cards, shuffle each of the four groups and place one of each type on the appropriate space facedown.

E.g. Shuffle the four "Test" cards and place one facedown on the Dice With Death space.

When a character lands on the appropriate space, the Inner Region card is turned over, revealing the denizen of that space. The character must then encounter that card.

That card remains in play for the rest of the game, even if defeated.

GUARDIAN CARDS

These are six special creatures that guard the Crown of Command. Shuffle all six and place one facedown on the Valley of Fire space. When a character lands on the Valley of Fire, the Guardian card is turned over, revealing the creature that must be defeated before any character can pass to the Crown of Command space.

Unlike Inner Region cards, once a Guardian card is defeated, it is discarded.

THE CAVERN

This is a special board which fits in the middle of the Talisman game board. It consists of eight Cavern spaces which a character may traverse

to reach the Plain of Peril, instead of having to travel through the Middle Region.

If you are utilizing the Cavern board, whenever a character rolls a 6 on the die for movement, place the “Cavern Entrance” token on their new space. Any character landing on this space may choose to either encounter that space or enter the Cavern.

When a character is in the Cavern, they may choose to either move one space through the Cavern or Flee. A character encounters each space only once, unless another card indicates otherwise.

On the final space, on their next move, they must leave the Cavern, either returning to the space with the “Cavern Entrance” token or, if they possess a Talisman, the Plain of Peril. If the character exits to the “Cavern Entrance” token, they may not choose to re-enter the Cavern and must instead encounter the space.

If a character chooses to flee, instead of progressing through the cavern one space at a time, they must roll a die and move that many spaces toward the cavern entrance. It costs them a move to exit the cavern. If they do not roll enough movement to exit, they must encounter the space they land on.

E.g. The Vampire is on the seventh space of the Cavern and chooses to flee. The Vampire’s player rolls a 3 and so moves that many spaces backwards and then encounters the fourth space. From here, to exit the Cavern, they must roll a 4.

Once a character has decided to Flee, they must exit the Cavern and may not choose to turn round.

All the Cavern spaces require you to draw a card from the Cavern deck. This is a special deck featuring dangerous enemies and powerful followers and objects.

In this way, a character may either utilize the Cavern to find a direct route to the Plain of Peril, bypassing the Portal of Power, or explore it in the hopes of finding greater power to assist their quest for the Crown.

Overlord Cards

Within the Cavern deck, there are special enemies called “Overlords”. When these are drawn from the deck, that character does not encounter the overlord. Instead, that overlord is placed on another space, as denoted by the card itself.

The overlord then has special effects which alter the game. Read the overlord card out to all players carefully when it is drawn to explain the new game effects it has. These game effects are immediately cancelled when an overlord is defeated.

Fate Rewards

Some creatures in the Cavern deck have a Fate counter at the bottom of the card. This represents a creature that has a significant effect upon the fate of the land and by defeating it, you are rewarded.

If you defeat a creature with the following symbols, you receive the appropriate reward:



Replenish 1 Fate per symbol.



Gain 1 Fate per symbol.