

HELL

I am the way into the doleful city
I am the way into eternal grief,
I am the way to a forsaken race.
Justice it was that moved my great creator;
Divine omnipotence created me,
And highest wisdom joined with primal love.
Before me nothing but eternal things
Were made, and I shall last eternally
Abandon all hope, all you who enter.

- Dante Alighieri

Hell is an unofficial expansion to the 2nd edition of the Talisman game by Games Workshop. This expansion, and many more, can be found on the internet at the following address;
<http://www.randomdice.com/games/talisman/>

GETTING THERE

Getting to hell is easy. Getting out of hell is far more difficult.

The most common way to end up in hell is to be dragged down there by a Demon or a Devil. Whenever you lose a battle to an Enemy-Devil or Enemy-Demon outside of Hell you will be automatically taken to the Purgatory space in Hell.

If you voluntarily want to enter Hell you may do so by visiting the Mystic in the Village or the Enchantress in the City. The Mystic will charge you 5 gold or a Magic Object (discard) to send you to the Purgatory space. The Enchantress will charge you in blood, (lose 1 life) before she sends you to the Purgatory space.

SINS

As soon as you enter Hell you will start to commit sins. The sins you commit will give you Sin Points. You will also start with a number of Sin Points according to your alignment. If you are Good you start with 0 Sin Points, Neutral start with 1 Sin Point and Evil characters start with 2 Sin Points. Sometimes you get extra Sin Points depending on the action or card that brought you to Hell.



Sin Points are used for a number of purposes. The most vital is movement.

When you leave Hell you lose all your Sin Points.

If you ever accumulate 6 or more Sin Points your alignment permanently changes to Evil.

MOVEMENT

Hell is not an easy place to navigate. To move, you must prove yourself worthy of entering the new level by paying 1 Sin Point. If you have no Sin Points you have to encounter the space you are standing in instead. Once the Sin Point is paid you may move either up or down 1 level. You cannot move more than 1 level at a time.

From Purgatory you may only enter Avernus, the 1st level of Hell. This movement does not cost any Sin Points but once you have gone through the Gates of Hell you can never return to this space.

LEAVING HELL

To leave Hell you must first reach Nessus, the 9th level. As your next move you may either pay 1 Sin point to be instantly transported to your Character's starting space or try your luck finding another destination.

Roll 1 die and add either your Character's starting Strength or starting Craft, whichever is highest, then subtract the number of Sin Points you have. If you do not have the expansion treat the value as the next lower.

Value	Board
1 or less	Purgatory Space (Hell)
2	Astral Plane (Timescape)
3	Flaming Chasm (Troll Mountains)
4	Chamber of Darkness (Dungeon)
5	Catacombs (Sewer)
6	Enchantress (City)
7	Rotten Marshes (Faerieland)
8	Cursed Glade (Main)
9	Portal of Power (Main)
10 or more	Crown of Command (Main)

DEVILS

Devils are the most important inhabitants of the Nine Hells. Whenever you encounter an Enemy-Devil its Strength or Craft is increased with its current level number. So if you encounter a Strength 3 devil in the Malbolge space which is the 6th level of Hell the Strength of the Devil is increased to 9. Most Devils have a Max value their Strength will never exceed no matter at what depth you encounter them. If you manage to defeat a Devil in combat you gain 1 Sin Point.

Remember, this does not apply to Demons.

If you are trading dead Devils for Strength (or Craft) points you must use the minimum Strength (or Craft) value on the card (what do you expect in Hell fairness?).

