

## HOW TO PLAY THE TALISMAN SEA REALMS

*Talisman, the magical quest game, is a fantasy related board game designed and produced by Games Workshop (sadly now out of production). This very entertaining and easy to play game was produced in several editions. The third and last edition of the game was totally revised and has a slightly altered (or simplified) system of play. A large group of Talisman enthusiasts have made over the years beautiful expansion sets for the (mostly second edition) game. The Sea Realms is also an expansion set, however designed for the third edition of the game. Without much effort this expansion can be adapted to previous editions, and for the second edition lovers Jon New has already done this. I assume you own the basic game set and know how to play Talisman. I will now consider the extra games rules for this expansion set.*

### Sea Realms

The recent invention of the Airbag, a pigskin sack filled with oxygen, led to the exploration of the fifth Realm surrounding the land of Talisman, known as the Sea Realms. Bold and brave adventurers, who dared to wade through the endless depths of the ocean faced deadly sea creatures, uncovered magnificent treasures and marvelled at the beauty of the sea. The Sea Realms expands the possibilities for those brave enough to enter...

### Components

To play the Sea Realms you need a \*Realm dice\*. This is a six-sided dice with the numbers 1, 1, 2, 2, 3 and 4 on its sides. \*Realm dice\* are provided with the commercial third edition expansion sets "Dungeons of Doom" and "City of Adventure". Also the Basic Talisman game is needed for play. The "Dungeons of Doom" and "City of Adventure" expansion sets are not necessary for play, however the Sea Realms can also be reached from these Realms. Furthermore you need some special counters, for instance glass beads, to be used as Pearls (Real pearls are of course preferred...).

The other components you need are provided on these pages and are:

1 Sea Realms Board, 4 Sea Realms Characters, 80+ Sea Realms Adventure Cards, Purchase cards, Spells, Normal Adventure Cards. Also a Forest and a Dungeon card for use with the expansion sets are provided.

### Setting Up

Set up all the pieces from the Talisman game (and expansions) exactly as you would do normally, then shuffle the extra Normal Adventure Cards and Spells (and Forest & Dungeon Cards) into the adventure Decks. Add new Purchase Cards to the Purchase deck. Shuffle in the new Sea Character Cards with the other Character Cards.

The Sea Realms board must be placed on a free space on the table. It is connected to the Royal Castle in the Inner Region on the main board. Since there is ample place for the Sea Realms board next to the castle it is placed aside. Shuffle the Sea Realms cards and place them near the appropriate realm. Now you are ready to start the game.

### Playing the Game

The basic Talisman rules are unchanged, and the game is still won by defeating the Dragon King at the centre of the board. The only difference is that players may now move their characters into the new Sea Realms at the side of the main Talisman board. Special rules apply to entering and moving within the Sea Realms. These are described below. In addition, when in the Sea Realms you must draw cards from the Sea Adventure Deck, rather than the normal Talisman Adventure card deck.

### Entering and Leaving the Sea Realms

The Sea Realms are connected to the main Talisman board at a specific space: The Royal Castle of the Inner Region connects to the Shell Gate of the Sea Realms. You may enter the Sea Realms simply by moving from the main board to the Sea Realms from the appropriate connecting space. However, your move ends as soon as you enter the Sea Realm, even if you had some spaces of movement left over. To leave the Sea Realms simply reverse the procedure, moving from the entry/exit space on the main board. You do not have to stop moving when you move back to the main board, and must use up your full move as normal. Entering the Sea Realms from the City Realm is possible at the Wharf. You must pay normally (2 Gold) for your passage to any land space in the Sea Realms (the Shell Gate, the East and West Beaches and the Giants Island. No passage from the Wharf can be booked to any sea space in the Sea Realms. You can also encounter adventure cards during play that will move you to or from the Sea Realms.

*As an optional rule you (like we do) may use a slightly different procedure of entering the Realms (including the commercial ones). You must land exactly onto the connecting space on the main board to the appropriate Realm during*

*your turn. On your next turn you move to the connecting space in the appropriate Realm. On your third turn you can move freely within the Realm. The same procedure is used when leaving the Realm and/or with movement between the Outer and Inner Region on the main board.*

## **Moving within the Sea Realms**

If your character starts a turn in the Sea Realm you must roll the special \*Realm dice\* to see how many spaces the character may move. The \*Realm dice\* is different from a normal six-sided dice in that it bears the numbers 1, 1, 2, 2, 3 and 4 instead of the normal 1-6 pips. This means that you will move more slowly in the Sea Realms, which is logical because movement in a water (and sand) environment is more difficult than on the normal land-based board.

Note that you only roll the Realm dice for movement. Use the normal six-sided dice for battles, psychic combat, or anything else that calls for a dice roll. Movement on the Sea Realms board can be in both directions and is (aside from the dice) identical to that of the normal Talisman board.

## **The Airbag and Water Bottle**

All Characters, except the Mermaid and the Sea Troll, need an Airbag when travelling underwater in the Sea Realms. The Mermaid and the Sea Troll are naturally adapted to the underwater habitat. Followers who are not sea creatures themselves also need the protection of an Airbag when travelling underwater with a Character. One Airbag is enough to protect a Character with all the Followers travelling with him. However, it is of course safer to have a spare one...

Horses, Mules and the Cart Followers are not able to travel into the Sea Realms. They will stay, if you wish, in the stables of the Royal Castle for the price of one Gold per Follower. You can collect them when you return at the Royal Castle after leaving the Sea Realms. If you do not want (or are able) to pay for the upkeep of your animals at the Royal Castle, they will move to the discard pile.

Characters travelling without an Airbag lose one live each turn they stay underwater. A Character may also choose to lose a (non-sea creature) Follower instead of losing a live, if such Followers are available. The Mermaid and the Sea Troll will only lose (non-sea creature) Followers when they travel underwater without an Airbag. They do not lose a live underwater for not possessing an Airbag. Sea-creature Followers need a water-bottle to protect themselves outside the Sea Realm. If a Character does not possess a Water-bottle, they will lose a sea creature Follower each turn they stay outside the Sea Realms.

Airbags and Water-bottles can be bought at the Shell Gate in the Sea Realms and the City Gates on the main board. Airbags are also available at the Stables in the City Realm.

## **Pearls**

The currency in the Sea Realms is Pearls instead of Gold. You will not be able to buy objects or services from Strangers with Gold. Pearls can be found while adventuring in the Sea Realms or exchanged. It is possible to change Gold for Pearls and vice versa at the Trade Market in Neptune's City in the Sea Realms. Another possibility to change Pearls for Gold, but not the other way around, is at the Alchemists Shop in the City Realm (City of Adventure expansion). The exchange rate is one Pearl for one Gold, and one Gold to one Pearl. A rare Black Pearl exists, which is worth five Gold (or five ordinary Pearls). Also the magical Pearl of Wisdom can be used as payment, but it has the worth of an ordinary Pearl. Use coloured glass beads as Pearl tokens, or something else not to be confused with the Gold tokens.

## **Sea Realm Characters**

There are four new Sea Realm Characters with the expansion set: The Sea Troll, the Mermaid, the Dwarf Buccaneer and the Surfer. They all start at special places in the Sea Realms, indicated on the Character cards. The Sea Troll and the Mermaid do not need an Airbag when travelling under water. Their physical body is adapted to the life underwater. However when they take land creatures or followers with them under water an Airbag is needed for them. You will have to find miniatures for the Sea Realm Characters yourself. Trolls are widely available with Citadel miniatures. The Dwarf Buccaneer is based on a Games Workshop miniature from 1985 (named Gloater or Cloater). I haven't found miniatures of Mermaids and Surfers yet.

## **Toads**

The rules for Toads in the Basic game are also applied for Toads in the Sea Realms. However since Toads are amphibians they don't need an Airbag for the time they remain Toad. When they are transformed back to their original character they will need an Airbag under water if their original character also needed one.

## **Purchase Cards**

The Sea Realms includes several new Purchase Cards. The items can be bought either at the City Gates on the outer region of the main board, or at the Armoury in the City Realm. Airbags and Water-bottles can also be bought at the Shell Gate in the Sea Realm.

Prices of the new purchase objects are:

Airbag (outside Sea Realms)	1 Gold
Airbag (at Shell Gate)	1 Gold or 1 Pearl
Water Bottle (at Shell Gate)	1 Gold or 1 Pearl
Mail G-String	2 Gold

## DESCRIPTION OF THE SEA REALMS BOARD

**Shell Gate** : At the cost of 1 Gold/Pearl you can buy an air (water) bottle here.

*The Shell Gate connects to the Castle in the Middle Region on the main board. You can buy airbags and waterbottles here at the price of 1 Gold or 1 Pearl each. No Airbag is needed at the Shell Gate.*

**West Beach** : Draw one sea adventure card.

*No Airbag is needed at the West Beach.*

**The Riff** : Draw one sea adventure card.

*You need an Airbag at the Riff.*

**Deep Water** : Draw one sea adventure card.

*You need an Airbag in Deep Water.*

**The Vortex** : Roll 1 dice: 1-2. Lost for 1 turn; 3. Attacked by a Shark of Strength 3; 4. Gain 1 Strength; 5. Gain 1 Craft; 6. Safe.

*You need an Airbag at the Vortex.*

**The Wreck** : A drowned sailor dwells here: He gives neutral players 1 Pearl. Good or Evil ones he attacks with Strength or Craft 4.

*You need an Airbag at the Wreck.*

**The Abyss** : Draw two sea adventure cards.

*You need an Airbag at the Abyss.*

**Neptune's City** : You may visit the Trade Market or the Merdoc. At the Trade Market you can change Pearls for Gold and vice versa. The Merdoc heals lives at the cost of one Pearl per life.

*You can not visit both the Trade Market and the Merdoc. Only one of them.*

*You need an Airbag in Neptune's City.*

**Deep Water** : Draw one sea adventure card.

*You need an Airbag in Deep Water.*

**Giant's Island** : Draw one sea adventure card.

*No Airbag is needed at Giant's Island, except when the Giant is awake.*

**Shallow Water** : Draw one sea adventure card.

*You need an Airbag in Shallow Water.*

**East Beach** : Draw one sea adventure card.

*No Airbag is needed at the East Beach.*

## DESCRIPTION OF SEA REALM CHARACTERS

### The Dwarven Buccaneer

*Hi Ho Landlubber! Never seen a dwarf at sea? Well give me your gold and jewelry or you will never see a dwarven buccaneer again! Roaming and roving the wild seas, that's the life of the dwarf buccaneer. Always seeking new adventures and booty. And occasionally meet a human colleague.*

The Dwarven Buccaneer starts in the Deep Water.

1. Take a battle-axe and an airbag from the purchase card deck at the start of the game.  
2. You may take Privateers and Corsairs as followers. Each will add half their strength (rounded down) to your own in combat.

*You can not take the Piccaroon as a follower. A Corsair will add 2 Strength and a Privateer 1 Strength to your own.*

3. You may lose a follower instead of losing a life.

4. You are not affected by the Siren or Sea Sickness.

## The Mermaid

*The little Mermaid has grown up to a lovely Mermaid lady. However she has become a bit bored of the life in Neptune's city. She wants to explore new realms, meet new people. And what has she to fear if all the sea-creatures are her friends...*

The Mermaid starts in Neptune's City.

1. You do not need an airbag in the Sea Realm.

*Followers which are not sea creatures (Pirate and followers from the basic Adventure deck and other Realms) still need the protection of an airbag. They will drown and die one follower per turn without an airbag.*

2. You may cross the river between the middle and outer region as a turn.

3. On land you may move only at half speed. *(Dice rolls rounded down)*

4. You may take non-sentient seacreatures as a follower. They will fight with you in your next battle, and then go to the discard pile.

*Sentient (sea) creatures are the Deep Ones, Father Dagon, Mother Hydra, Corsair, Privateer, Piccaroon and Triton. All other seacreatures are non sentient and can be taken as followers. Spirits are not sea creatures. You do not gain experience from seacreatures taken as followers.*

5. You are not affected by the Flood or the Siren.

*The Flood is an extra Basic Adventure card.*

## The Surfer

*The Surfer is cool and sexy. He knows that and every babe loves him for that. So he wants to look good in his shiny mail G-string and ride the waves to impress the beach girls. Now the Surfer goes adventuring to impress even more beautiful ladies.*

The Surfer starts at the East or West Beach. Your choice.

1. Take a broadsword, a mail G-string and an airbag from the purchase card deck at the start of the game.

*The mail G-string and the airbag can be found at the extra purchase cards.*

2. If you encounter a female follower, they will directly accompany you, even if they follow another player already. They will not follow you when you have the Hag.

*Male sex-appeal. Even the Princess will leave the Minstrel for you. But if the Minstrel encounters you with the Princess, she will change alliance again.*

3. When you roll a '4' for your movement, you surf the waves of fortune. You may land on any place on the board within a distance of 4 spaces.

*The number 4 is chosen because this is the highest number available on the Realm dice. The waves of fortune also work in other Realms or the Main Board.*

## The Sea Troll

The mighty Sea Troll is a creature to be reckoned with. Immensely strong he is afraid of ... of... of what? He doesn't know anymore. Well intelligence never was his greatest asset. But why bother about intelligence if you can demolish everything! Let's go wreck things!

The Sea Troll starts in the Abyss.

1. You do not need an airbag in the Sea Realms.

2. You can regenerate as a turn instead of moving. Roll a dice. If you roll even you have regenerated 1 Life.

*If you rolled odd, you have not regenerated a life, and in fact just missed a turn.*

3. You are not affected by the Siren.

## DESCRIPTION OF THE SEA REALM ADVENTURE CARDS

*The descriptions of the Sea Realm Adventure Cards are given here in order of play: 1 Events, 2 Monsters, 3 Spirits, 4 Strangers, 5 Objects and Followers and 6 Places. If necessary a short explanation of the card is given in italic. -*

### Events

**Acid** : You accidentally stumble over a jar with Acid. The strong Acid dissolves all the Pearls you carry, and they become a worthless drab.

*All types of Pearls are affected, including the Pearl of Wisdom and the Black Pearl.*

**Aurora Borealis** : The Aurora Borealis magically sets off all Spells. All Spells held by all players must be cast this turn or discarded.

*This does not include Spells held by the Genie.*

**Awakening** : The Giant's island disappears as the Giant awakes after a long sleep. Place this card on the island space. You now need an Airbag here. Draw two Sea Adventure cards.

*You now need to draw two cards when in the Giant's Island space. The Giant falls asleep again when this card is removed.*

**Electric Eels** : You encounter a shoal of Electric Eels. The high voltage shock does one damage to you if you carry a Harness, Shield or Weapon.

*A Harness includes the Armour, Helmet and Mail G-string. A Weapon includes any kind of Sword, Lance or Battle-axe*

**Fishing Net** : A Fisherman has trapped you in his Fishing Net. You must pay him 1 Pearl or spend your next turn here, freeing yourself from the Net.

*If you pay you can move normally next turn.*

**Hurricane** : A hurricane sweeps all cards in the Sea Realm to the discard pile.

**Iceberg** : An iceberg freezes all movement in the Sea Realm for one turn.

*Everyone in the Sea Realm miss one turn.*

**Keelhauling** : The player on your right chooses one of your followers to be Keelhauled. Roll the dice. If you roll an 'even' number, your follower does not survive the harsh treatment.

*Move the follower to the discard pile. If you roll an 'odd' number nothing will happen and you keep your follower.*

**Low Tide** : For the next 3 turns the Shallow Water and the Riff have fallen dry due to Low tide. No Airbag is needed now in these places.

*After the 3 turns you again need an Airbag or similar device or Spell to avoid drowning.*

**Mutiny** : Your followers are fed up with you and revolt! Roll a dice for each of your followers. On a roll of 1-3 they move to the discard pile.

*You must roll separate dice for every follower. Five followers need five successive dice rolls. Probably half of your followers will stay with you.*

**Rim of the World** : You have reached the Rim of the World, where the Sea disappears into the empty void. Roll a die: 1-2 Lose all Followers and Objects; 3-4 Lose all lives except one; 5-6: Lose all gained Craft and Strength.

*Followers do include the Hag, Beggar, Poltergeist and Jester. If you had less than your starting amount of Strength or Craft you do not gain any Strength or Craft.*

**Scurvy** : Due to lack of vitamins you suffer from Scurvy. Lose a total of D6 Strength and Craft, divided as you please among both powers. However you may not have a power of less than zero.

*John has a Strength of 4 and a Craft of 2. He rolls a '4' and reduces his Craft by 2 to zero. The 2 remaining points must be subtracted from Strength, which becomes 2. Strength and Craft from Objects or Followers are not taken into account.\**

**Sea Hag** : The Sea Hag has cast a Spell on you. Use the upper Spell card from the spell deck to determine the effect.

**Sea Sickness** : Your current Strength and craft are reduced to 2 due to Sea Sickness. They are restored to their former value when you have reached the Shell Gate.

*Strength and Craft from objects or Followers are not taken into account. Mary has a Strength of 8 and a Craft of 2. Due to the Sea Sickness both become 2. After she has reached the Shell Gate her Strength becomes again 8. It is useless to invest Experience points when Sea Sick into new Strength or Craft. They will remain 2 and the 'new' Strength or Craft will not be added when you have reached the Shell Gate.*

**Siphon** : You are sucked by a strong current into a Siphon. You find yourself back in a Cavern at the Dungeon Realm.

*You may choose which Cavern on the Dungeon Realm. Sea creatures without a Waterbottle die at a rate of one per turn outside the Sea Realms.*

**Spring Tide** : For the next 3 turns both Beaches and the Giant's Island are flooded due to the Spring Tide. An Airbag is now needed in these places.

*You don't need an Airbag at the Shell Gate.*

**Tsunami** : A powerful Tsunami sweeps all sea adventure cards away on each of the 6 spaces from the left to the discard pile.

*If you have for instance a Tsunami in the Abyss, all adventure cards at the Wreck, the Vortex, Giant's Island, the Riff, the West Beach and Shell Gate must be discarded. Any remaining cards at the Abyss are not discarded.*

## Monsters

Deep Ones (Sentient monsters): *Deep Ones are sentient sea creatures based on the Cthulhu Mythos created by H.P. Lovecraft. They can not be taken as followers by the Mermaid.*

**Deep One** (Strength 2 or 3) : If Deep Ones, Mother Hydra or Father Dagon are encountered together, they add their Strength and abilities. You must fight them as one.

An encounter with a Deep One Strength 3 with Mother Hydra (Strength 7) would result in one "super"monster of Strength 10 which can only be harmed with normal weapons. If Y'ha-Nthlei also is in play, then another 6 Strength would have to be added, resulting in a total of 16 Strength. Mother Hydra can only be combined with Father Dagon, if also a Deep One is present. Deep Ones can be very dangerous when encountered in numbers... (two Deep Ones with Strength 2 and two Deep Ones with Strength 3 should be in the adventure deck.)

**Father Dagon** (Strength 6) : Father Dagon is unaffected by magic weapons and spells.  
*Father Dagon can be hit with normal weapons like broadsword, battle-axe and lance.*

**Mother Hydra** (Strength 7) : Mother Hydra is unaffected by normal weapons.  
*However she can be hit with normal Strength , magic weapons and Spells.*

Pirates & Sentient Sea Monsters : *The Corsair, Picaroon and Privateer are intelligent (sentient) and no sea creature. The Triton is an intelligent sea creature. They can not be taken as followers by the Mermaid.*

**The Corsair** (Strength 4) : The Corsair will not attack you if you give him 2 Pearls.  
*The Dwarven Buccaneer can take the Corsair as a Follower. He will add 2 Strength.*

**The Picaroon** (Strength 4) : The Picaroon will not attack you if you give him 2 Pearls.  
*The Picaroon can not be taken as a Follower by the Fwarven Buccaneer.*

**The Privateer** (Strength 3) : The Privateer will not attack you if you give him 1 Pearl.  
*The Dwarven Buccaneer can take the Privateer as a Follower. He will add 1 Strength.*

**Triton** (Strength 3)

Unintelligent Sea Monsters (Non Sentient] : *The following sea monsters do not possess sufficient intelligence to be called sentient. They can be taken as followers by the Mermaid.*

**Giant Sea Turtle** (Strength 2) : Weapons do no damage against the hard Turtle shell.  
*This accounts also for magical weapons. Their abilities can not be used.*

**Goldfish** (Strength 1) : If you defeat the Goldfish, you find 1 Gold in it's bowels.

**Hermit Lobster** (Strength 1)

**Jellyfish** (Strength 1) : Due to the poison of the Jellyfish you must roll the dice if you don't win. On a 5-6 you lose an extra Life.

*You only have to throw the dice if you lose the battle from the jellyfish. If you win the battle you don't have to throw the dice and you will not lose a (extra) life.*

**Killer Whale** (Strength 4)

**Kraken** (Strength 6) : When the Kraken is victorious, he will remove one of your Followers with his tentacles.  
*You may choose which follower he takes to the discard pile.*

**Moby Dick** (Strength 6)

**Octopus** (Strength 2) : The Octopus squirts ink at you. The sudden darkness makes your dice roll half (rounded down) effective.

*Example: If you have Strength 4 and roll a 5 on the dice, your total will be  $4 + 2.5 = 6$ . The Octopus is unaffected by it's own ink*

**Piranhas** (Strength 2) : If the Piranha's win they take 2 Lives or an extra follower.

*You may choose which follower he takes to the discard pile. If you don't have followers, the Piranha's take an extra Life.*

**Pleisiosaur** (Strength 4)

**Sea Dragon** (Strength 7) : If you offer the Seadragon a female follower, you don't have to fight him. However, he will not accept the Hag.

**Sea Serpent** (Strength 7) : *Only one of both Sea Serpent cards must be put into the sea adventure deck. Choose which one you like most.*

**Sea Urchin** (Strength 1)

**Serpent Starfish** (Strength 1)

**Shark** (Strength 3)

**Swordfish** (Strength 3)

## Spirits

**Ancient Mariner** (Craft 4) : If you lose from the Ancient Mariner, he will move d6 spaces on the board.  
*Roll the dice and move him to the appropriate space. He may also move to the main board or other Realms.*

**Dead Fish** (Craft 2) : A shoal of rotting (Un)Dead Fish is floating towards you. They do not make a nice meal, but they think otherwise of you!

*Two Dead Fish cards should be in the sea adventure deck.*

**Drowned Sailor** (Craft 3) : *Two Drowned Sailors should be in the sea adventure deck.*

**Ghostship** (Craft 5)

**Mer-Skeleton** (Craft 3)

**Giant Sea Slug** (Craft 2) : The fluctuating color patterns of the Giant Sea Slug damage your psyche. You must fight it using your Craft.

**Undead Tournament** (Craft ?) : The spirit you encounter has the same Craft as you, including (magical) bonuses.

*This also includes bonuses by followers, objects, spells, etc.*

**Waterelemental** (Craft 5)

## Strangers

**Galley** : A Galley offers to transport you to another destination on the board near water for the price of one Pearl. The Galley arrives the next turn at the chosen destination and stays there until a new passenger boards the ship. Passengers outside the Sea Realm can also pay their wages in Gold.

*It is possible to travel to the outer and middle region on the main board, since they are flanked by a river, or to the Wharf in the City Realm. The other spaces in the Realms have no connection to water, and the Galley can not go there.*

**Mer-chant** : The Merchant will trade Pearls for Gold and vice-versa. He will buy any object for one Gold or one Pearl each. It is also possible to buy normal objects for market prices (see City Gates).

*It does not matter if you pay him in Gold, Pearls or a mixture of both. Use the pricelist given in the City or City Gates. Also a mail G-string or an Airbag can be bought here, though not Horses, Mules or Carts*

**Pearl Divers** : Two Pearl Fisherman are willing to assist you in Pearl diving for the price of one Pearl. Roll a dice: 1-2. No Pearls found; 3-4 One Pearl found; 5-6 Two pearls found.

## Objects

**A Wee Dram** : A Wee Dram keeps the sailors healthy, but has also some side effects. Add 1 Life and subtract one Craft. Discard the Dram after use.

*You can decide when to use the Dram.*

**Crows Nest** : At the Crows Nest you can have a look at the top 3 cards of one deck. The Crows nest disappears afterwards.

*This can be the Spell deck, Purchase deck or any (Realm) Adventure deck.*

**Diving Bell** : With the Diving Bell you can also take Horses, Mules and Carts under water. The Diving Bell acts as an Airbag. Horses, Mules and Carts inside the Bell die if it disappears.

**Grapnel** : With the Grapnel you can drag Objects, Gold and Pearls occupying the next neighbouring spaces to you.

*If you stand in the Abyss, you can drag Objects from the Wreck and Neptunes City to you but not from spaces further away. The Grapnel can be used outside the Sea Realms.\**

**Life Buoy** : With the Life Buoy you can drag followers and monsters occupying the next neighbouring spaces to you. You must encounter them as normal.

*You must fight monsters first, and then you are able to acquire the followers. You can not drag the ethereal Spirits to you with the Life Buoy*

**Message in a Bottle** : You have found a bottle with a Message. Roll a die to read the Message on it: 1-2. Gain a Spell; 3-4. Gain a Talisman; 5-6. Turn into a (Sea)Toad.

*If you gain a Spell draw the top card from the Spell deck. If you are turned into a Toad you are able to breath under water as long as you are a Toad. During that time you don't need an Airbag.*

**Raft** : The Raft can carry up to four Objects for you.

*It is possible to take the Raft outside the Sea Realm. It can be used as a sledge.*

**Sea Chart** : With the Sea Chart you can go directly to any place in the Sea Realms. Discard the Sea Chart after use.

**Sunken Chest** : You have found a Sunken Chest on the bottom of the Sea. Roll a die to find out the contents: 1-2. Empty; 3. You find a Pearl; 4. You find a Spell; 5. Poison! Lose a life; 6. Potion of Strength (+1 once).

*If you find a Spell, draw the top card from the Spell deck. If you find a Potion of Streng it will give you a Strength bonus of +1 during one battle.*

**Trident** : If you use the Trident in combat you may add one to your score, or two if you fight a sea creature. you may not use a Shield with the Trident. The Trident breaks at a roll of '1' on the dice. You must then discard this card.

*Two Trident cards should be in the sea adventure deck.*

**Tritons Horn** : If you blow the Tritons Horn a Triton will come to your aid. He will add 2 Craft or Strength to your score for that battle only. The Tritons horn vanishes after use to the discard pile.

## Pearls

**Black Pearl** : You have found a rare and precious Black Pearl! You can change the Black Pearl for 5 Gold counters at the Trade Market in Neptune's City or at the Alchemist in the City.

*The Pearl can also be traded by the Mer-chant.*

**Pearls** : Discard this card and take one Pearl counter.

*Five of these cards should be in the sea adventure deck.*

**Pearl of Wisdom** : You have found the fabled Pearl of Wisdom! While you have the Pearl of Wisdom you may add 2 to your current Craft.

*You can also use the Pearl of Wisdom as currency. It then counts as one normal Pearl.\**

**Pearls** : Discard this card and take two Pearl counters.

*Two of these cards should be in the sea adventure deck.*

## Followers

**Albatros** : An Albatros keeps following you until you have reached the Lighthouse. He will add one to your Craft. However, if you get defeated in psychic combat you will suffer the curse of the Albatros. Your Craft will be 2 less, as long as the Albatros is with you.

*Jim has a Craft of 3 and meets the Albatros. His Craft is increased to 4. Unluckily he gets defeated by Dead Fish and suffers now from the curse. His Craft becomes  $3 - 2 = 1$  !! His bonus is gone and he suffers the -2 penalty. When he reaches the Lighthouse, the Albatros will move to the discard pile (also in case the +1 Craft still works) and Jim has his Craft 3 again. The Albatros does not need an Airbag, it will fly above Sea.*

**Diver** : The Diver adds 1 to your score in Battle. He does not need an Airbag.

**Dolphin** : A friendly Dolphin decides to follow you. He adds one to your Craft. The Dolphin can not follow you outside the Sea Realm unless you have a Water Bottle.

**Fisherman** : Eating fish is healthy. Add one to your Lives while the Fisherman is your Follower.

*If you lose the Fisherman, you also lose a life. The Fisherman needs an Airbag when travelling underwater in the Sea Realm.*

**Parrot** : The Parrot imitates your Followers. When something happens to one of your Followers, it will be 'mistakenly' directed to the Parrot and not to that Follower.

*You could, for instance, let the Parrot die instead of your Jester if you like his jokes. A Parrot does not need an Airbag, it will fly above Sea.*

**Parrot** : The parrot remembers the last Spell cast in the game and can correctly repeat it only once.

*It does not matter if the Spell is cast by you or another player. It can only remember the last Spell cast in the game. If the Parrot has repeated the Spell and no other Spell is cast, he will not remember something useful for you. A Parrot does not need an Airbag, it will fly above Sea.*

**Pirate** : The greedy Pirate will fight with you (+2 Strength) in exchange for 1 Pearl per battle. If he encounters another player who offers him 2 or more Pearls, he will change to the most profitable alliance.

*When two players meet, they can bid for the service of the Pirate. The player with the highest bid (starting at 2 Pearls) becomes the new 'owner'. A new 'owner' still pays a fee of 1 pearl per battle. A Pirate does need an Airbag in the Sea Realm when underwater.*

**Seahorse** : Roll two dice for your move and choose which number you use.

*A Seahorse needs a Waterbottle outside the Sea Realm.*

**Ships Surgeon** : Each turn the Ship's Surgeon can heal you 1 life on a roll of 1-3 on the dice. If you roll a '6' you lose a life due to his incompetence.

*You can move as normal when the Ship's Surgeon is at work. The Ship's Surgeon does need an Airbag when underwater in the Sea Realm.*

**Submarine** : The Submarine will carry any number of Objects for you in the Sea Realm.

*The Submarine is not able to leave the Sea Realms. You must leave it behind.*

## Places

**Atlantis** : The sunken city of Atlantis still has some of its old magic. Draw two sea adventure cards, choose one and discard the other.

**Bonfire** : Wreckers have placed a Bonfire on the dunes to lure you to the coast. Lose one Object or one Life.

**Lighthouse** : A Lighthouse leads you into a safe harbour. You may stay here and heal your Lives back to your starting quota at the cost of one Pearl. One Life is healed for each turn you stay here.

*You only have to pay 1 Pearl Lighthouse fee. You may stay as long as you need to heal your lives without extra cost.*

**Murky Water** : The Murky Water blocks all vision. You may only move one space for your next turn or you lose a Life. Draw another Sea Adventure card.

*You may roll the dice and move normally on your next turn, but at the cost of one life (you will fall and hit yourself if you don't move carefully).*

**Seatangle** : You become entangled by the seaweeds. Unless you roll a 5 or a 6 on the dice, you stay entangled to this place. Draw one additional Sea Adventure card.

*If you roll a 5 or 6 you must use that number for your move.*



**Siphon** : A hidden Siphon connects the Sea Realm to the Inner River. You may move to any place in the Middle region from here.

*The Middle region from the main board.*

**Y'ha-Nthlei** : When Y'ha-Nthlei, the cursed home of the Deep Ones, is in play add 3 to the Strength of the Deep Ones, Father Dagon and Mother Hydra. Draw 3 Sea Adventure Cards.

*Three Strength should be added for each Deep One present. If for example a Deep One and Father Dagon were present in one place 6 additional Strength should be added.*

## Adventure Cards

**Airbag** : With an Airbag you and your followers are able to travel in the Sea Realms without any fear of drowning.

*You are not able to take the Horse, Mule or Cart underwater, even if you have an Airbag. Two or three Airbags should be placed in the Adventure deck*

**Empty Well** : You have found an Empty Well and may try to descend. Roll a die: 1. You enter the Dungeon Vault; 2. You exit at the Sea Realm Beach; 3. You find 1 Gold; 4. You break a leg. Move only 1 space a turn until you visit a Healer; 5. Nothing happens; 6. A Spirit of Craft 4 attacks you.

*The Healer you need to visit can be at the Castle or the Village, a travelling doctor, or a follower like the Ship's Surgeon (Sea Realms). Your broken leg is not healed at the Graveyard or Chapel.*

**Flash Flood**: A Flash Flood sweeps you onto the Shell Gate beach in the Sea Realms. The violent Flood also causes you to lose a follower, a life or an object.

*You may choose what you lose during the Flood. If you don't have a follower or an object to lose, you automatically lose a life. Two flash Floods should be in the Adventure deck.*

## Spells

**Air Bubble**: You and your followers are enveloped by an air bubble. For the next 6 turns you do not need an airbag in the Sea Realms.

**Drowning** : You may cast this spell on any other player at any time during your turn. He and his followers are engulfed by water and must roll a dice for him and each of his followers. On a roll of 6 they lose a life or die of drowning. Sea creatures are not affected, nor Players and followers protected by an airbag or similar device.

*A character loses a life on a roll of 6, a follower dies on a roll of 6 and must be discarded. Followers who are seacreatures are the Seahorse, Submarine, Diver and Dolphin. The Albatros, Pirate, Parrot and Ship's Surgeon are not seacreatures. You are protected against drowning by an Airbag or a Diving Bell, or the spells Air Bubble and Water Breathing (character only).*

**Lost** : You may cast this spell on any player at any time. Roll a dice: 1-5. That player has lost his way. you may decide the direction of his move for the next 3 turns; 6. You are lost and that player may decide the direction of your moves for the next three turns.

*You only may decide the direction of his move. In other words decide the space he will land on. The player rolls the dice for movement, and fulfills the actions as stated on the space he lands on.*

**Madness** : You may cast this spell at a player before any battle or psychic combat. You may choose which one of his followers will go mad for one turn and help the attacking player, spirit or monster, adding his bonuses to theirs.

*You must cast this at the beginning of a battle before the dice are rolled. Bonusses of the mad follower are lost to that player and added to the other. The next turn the follower is restored to his former sanity.*

**Sleeping** : You may cast this spell on any other player at any time. One of his followers falls asleep on a roll of 1-5 on the dice. On a roll of 6 one of your followers falls asleep. Sleeping followers are useless. they do not give any bonus or can carry things. You must visit the Village's Mystic to awaken them.

*It does not matter if the Mystic ignores you or not, they will awake. But if you visit the Healer in the Vilaage they will not awake. A sleeping Hag is still to ugly to have any other follower, but the Poltergeist, the Jester and the Beggar can be affected and have their deleterious effects cancelled.*

**Water Breathing**: With this spell you can breath under water and do not need an Airbag. An Airbag is still needed however for your followers. Place this spell next to you when cast.

*Two water Breathing spells should be added to the spell deck.*

## Other Realm Cards

**Black Mangrove** (Forest card): You have entered a Black Mangrove forest. Roll the dice: 1-2. Found an Object! Draw the top card from the purchase deck; 3-4. Leeches suck 1 life from you; 5-6 You exit the forest on the East Beach of the Sea Realm.

*When you have rolled 5 or 6 you may not continue in the Forest realm, but must move to the Sea Realm.*

**Pirates Grotto** (Dungeon card): You may use the rowing boat to enter the Giants island in the sea Realms as your next turn. Draw one Dungeon adventure card.

*The dungeon adventure card is an additional card that has to be drawn on top of the amount of cards stated on the space the Pirate's Grotto resides.*

## **Purchase Cards**

**Airbag** : With an Airbag you and your followers are able to travel in the Sea Realms without any fear of drowning. *You are not able to take the Horse, Mule or Cart underwater, even if you have an Airbag. There should be enough Airbags in the Purchase deck for at least five players.*

**Mail G-string** : If you lose a life in a battle, roll a dice. On a roll of 5 or 6, the G-string protects you and you do not lose a life. On a roll of 1, 2, 3, or 4 you lose a life as normal, but on a roll of 1 the G-string also breaks and you must discard it.

*About three mail G-strings should be in the purchase deck. They can be bought at the Market, City Gates or Armoury (City Realm).*

## **CREDITS AND DISCLAIMER**

Talisman the magical quest game is designed, produced and copyrighted by Games Workshop. This Talisman expansion set does not mean to infringe to the rights of Games Workshop and is meant to enlarge the pleasure of playing this marvelous game. Hopefully, Games Workshop will be encouraged to renew the production of this game.

The Sea Realms expansion set is created in 1998-99 by Marijn van der Gaag and Anne van Diepeningen. Also much credit goes to Jon New, who gave the idea for the Surfer Character and who has adapted the Sea Realms for the second edition Talisman. A couple of cards from his Talisman second edition Island expansion set were used in the Sea Realms. The idea of the Deep One cards are based on stories of H.P. Lovecraft and the Call of Cthulhu role-playing game of Chaosium Inc.

Artwork by Marijn van der Gaag and Anne van Diepeningen. Artwork of the "Rim of the Work" card was taken from the Kansas album "Point of know return". Artwork of the "Deep One, Mother Hydra, Father Dagon and Y'la Nthlei" were taken from cards of the Mythos Card Game produced by Chaosium Inc.

The Sea Realms are yet barely play-tested. I would very much appreciate any comments on overall playability, adventure cards, sea characters, how to improve the Sea Realms, ideas for more cards/characters, and so on. Please send your comments to Marijn van der Gaag ([gloer@xoommail.com](mailto:gloer@xoommail.com)).

Happy gaming and have fun!

Marijn van der Gaag.