

# STORM RIVER 2

Messing about in boats

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## 1 Storm River 2 ??

Robert Horton once posted a nearly complete version of an expansion to the File Vault of the Talisman 2nd Edition eGroup (now Yahoo Group).....

AND THERE IT LAY.....

WAITING.....

until Joel Kuether came along armed with the Talisman Card Creator and put images to the cards and so was born Storm River 2 (purely my name for this project....being as it is the product of a few minds)

Realising that I needed a board to finish the web bits, I merely cropped the mock up out of Robert's original Word document and added a bit of colour. I hope it does the job.

These rules are taken from the document.

## 2 Background

For millennia the Storm River that flows between the Outer and Middle Regions of the Land has been a secret haven for all manner of aquatic creatures. Until recently these creatures have rarely been seen outside their watery domain, but a steady influx of magically spawned creatures, by-products of the fell magics that have been thrown around by the unsuspecting magic-users that abound in the Land, has caused the River's population to rise to point where it is spilling out into the Land around it.

Both the Storm River's original inhabitants and the more recent additions to the River agree on one thing - that no surface dweller should be allowed to penetrate their domain and gain access to the secret grotto that is at the Storm River's very heart.

In an attempt to answer the problems that the Storm River is creating, the Magic Emporium have researched the ancient elemental magic of water and produced several new aquatic spells. Of course, this will only aid the magic-users of the Land against the Storm River's threat, but the Magic Emporium is only concerned for its own.

## 3 Rule Changes

When a Character in the Outer or Middle Region is to draw an Adventure card, they must first roll a die. On a roll of 1 they must draw a Storm River card in its place, and follow the Storm River card's instructions in the same way as if it were an Adventure card. However, no Storm River card may be left on the board, but must be placed on the discard pile.

Characters who reach the Storm River Grotto must progress round the board at one space per turn, if the instructions on the board allow.