

# Gypsies

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## 1 Introduction

This expansion set contains cards and characters that are Gypsies or Romani as they call themselves in our world. I would like to say that I have no intention whatsoever to cause any harm or discontent to the Romani people or culture. This is a fantasy game and I have only tried to make the Gypsies in this set an exciting, mysterious and magical part of the Talisman world.

## 2 Rules

1. The Thief may steal at the Gypsy Market.
2. No Gypsy Follower will use their abilities against a player with another Gypsy Follower.
3. Any Gypsy character can take one or more Gypsy Followers from other characters they land on instead of doing anything else. However Gypsy characters cannot take those Followers from each other.
4. The Horseman will not follow you into the Dungeon, City Locations, Timescape, Hell, Talisman Island or other waterboards. Neither will he go indoors, for example Black's Tavern. Make House rules if necessary.