

Talisman - Skaven Swarm Expansion

*For all of his exploring nature, mankind is blinkered.
We do not care to consider what lies under our feet.
We do not wish to know where our waste goes.
Under us is the scraping of hundreds of claws, the gnawing of
teeth, never ending hunger and conflict.
Sharp red eyes see through the dark, as they fleet on nimble paws.
Rats were before us, they will be after us, they are after you.*



Introduction

The Skaven Swarm expansion is an expansion for the Talisman boardgame, you will need the original game to play. This expansion has been designed for 2nd edition Talisman, you do not need any additional expansions but this expansion will work more effectively if you are also using other expansions.

This expansion recreates the Talisman world battle between the Skaven (see below) who living mostly underground and all those other species that live above ground. The Skaven will attempt to infest various expansions to unleash a plague upon them so they can rob dead and feast upon the corpses. Player Characters can prevent this and gain Magic and useful items as they do so.

SKAVEN LAIR Cards



There are cards that instruct you to place a 'SKAVEN LAIR' card on the board. These are special place card that represent entrances to the Skaven's under ground empire. There are 12 SKAVEN LAIR cards. If you are instructed to place more and there are none left to place, ignore the instruction.

Whenever you land on a space containing a 'SKAVEN LAIR' place card on it, you must chose to either encounter the normal space or enter the SKAVEN LAIR. If you enter the SKAVEN LAIR you must immediately draw as many 'Skaven Swarm' cards as instructed on the SKAVEN LAIR card. Discard any cards after the encounter, things happen quickly in the Skaven world and will not wait about to be encounter again.

If 6 or more SKAVEN LAIR cards are in play then the Skaven have infested the Talisman world and have unleashed the Skaven Plague (see below).

Restrictions on entering a SKAVEN LAIR

No character or follower described as a giant, or horse, mule, donkey, camel or other pack carrying animals will enter a SKAVEN LAIR (the tunnels are small and the smell is bad). If you leave a follower or pack animal, laden or unladen, outside the opening, it and any items carried will be immediately consumed by the Skaven and should be sent to the discard pile.

Exploration of a SKAVEN LAIR

Each turn you remain in the lair you must draw as many Skaven Swarm cards as the SKAVEN LAIR card instructs (this represents you exploring) you may not withdraw. If you did not lose a life in resolving the cards effects you may mine for WarpStone (see below).

Exiting a SKAVEN LAIR

When you wish to exit a SKAVEN LAIR roll a dice and exit from any SKAVEN LAIR of that Number . If there are no SKAVEN LAIR cards in play with that number you have exited via an old half forgotten exit from the SKAVEN LAIR which brings you out at:

- 1 – Plague Castle (Land of Eternal Darkness Expansion)
- 2 – Catacombs (Sewers Expansion)
- 3 – Chamber of Darkness (Dungeon Expansion)
- 4 – The Wharf (City Expansion)
- 5 – Lost Mine (Far Outer Regions)
- 6 – The Castle (Main Board)

You should keep rolling until an exit on a board in play or a Skaven Lair is found.

- If a player wishes they may attempt to destroy a SKAVEN LAIR as they exit it (see below).

Destroying a SKAVEN LAIR

SKAVEN LAIRS can be destroyed by effects that may normally destroy Place cards or Characters may attempt to destroy the Lair as they exit it. To destroy the Lair they can cause a WarpStone Explosion by sacrifice a magic object to the discard pile as they exit. WarpStone Explosions caused in this way are fully contained in the Lair and will not harm the Character that caused the explosion.

If there any Characters in a SKAVEN LAIR when it is destroyed, by any means, they will lose 1 life and must automatically exit the Lair using the normal rules. They will move normally on their next turn.

Combat in the SKAVEN LAIR

The fetid tunnels of a Lair are dark and twisting with many changes in size and style of construction, they are also saturated with WarpStone. Due to this the following combat restrictions apply.

Whilst in a SKAVEN LAIR you may not attack or combat using a shooting or throwing attack (magic spell attacks are still permitted).

Magic in the SKAVEN LAIR

Due to the high WarpStone content of the Lair casting magic spells is not always a safe option. Every time you cast a Spell of any type, roll a dice to test for WarpStone events, if you roll:

- 1 – You spark of a WarpStone explosion (see that section) the spell fails and you must discard it.
- 2 – The Spell fails, discard it.
- 3/5 – The Spell works normally.
- 6 – The Spell is immediately cast twice, at either the same or different targets (your choice).

Skaven Plague

Once 6 SKAVEN LAIR cards are in play, the Talisman world is infested and the Skaven Plague is unleashed. Whilst the Plague is in effect:

- ☠ Characters are weakened – If a Character on an infested board loses a life for any reason they automatically lose a second life.
- ☠ Strangers - All Strangers are ill. All Strangers on the infested board are discarded and any new Stranger Cards drawn are automatically discarded before being encountered.
- ☠ Animal followers – All animal followers on the infested board die from the plague and are discarded.
- ☠ Objects – Any food or water is tainted. Characters on an infested board must discard any food or water type cards e.g. water bottle. Magic Objects are immune to this effect.

An Infested board is any board with a SKAVEN LAIR, or with a Skaven or rat-like enemy card on it.

The plague can only be completely lifted by destroying SKAVEN LAIRS until there are less than 4 in play.



WarpStone

WarpStone is the pure essence of the changing power of magic solidified into a glassy jet black stone that seems to glow with an inner cold dark flame. Minute particles are found everywhere in the Talisman world and are what mages call upon every time a spell is cast. The extreme concentration of magic found in WarpStone can lead to madness, mutation and local instability in space, time and reality itself. The Skaven always build their lairs near natural sources of WarpStone. WarpStone's mutagenic power lead to the creation of the Skaven species and they use it to invigorate them, cast mighty spells, power arcane devices and to create monstrous creatures such as the Rat-ogres.

It is highly valued and all in the Talisman world seek to collect it for its power speaks to the very soul of a being and none may refuse its draw.

Collecting WarpStone

If you come across any WarpStone you **must** pick it up, even if this results in a WarpStone explosion (see below). Your character **must** carry the WarpStone, you may not give it to any followers etc. to carry. WarpStone does not count towards the number of items carried. If at any time you are carrying more than 7 fragments of WarpStone you will suffer a WarpStone explosion (see below).

Many Skaven carry WarpStone, if you defeat them in combat you **must** take any they carry. You may also mine for WarpStone in a Skaven Lair.

Using WarpStone

WarpStone can be used to gain a Skaven Warp Spell or power some arcane Skaven devices it can also be sold in the City to the Alchemist for 3 Gold for each WarpStone fragment.

WarpStone Spells



WarpStone is powerful, but can be dangerous, only those truly hungry for power will risk its use.

At the start of your turn you may trade 5 WarpStone fragments for a WarpStone Spell card. These Spells can only be cast as specified on the card. You can carry up to three WarpStone Spells but you cannot cast more than one WarpStone Spell in any players turn.

If you try to carry a fourth WarpStone Spell you will suffer a WarpStone Explosion.

WarpStone Explosion

If you at anytime have more than 7 fragments of WarpStone you will suffer a WarpStone explosion. All WarpStone you are carrying is destroyed and you must discard all WarpStone Spells and any other Spells you are carrying. Also any cards not related to the Skaven expansion in the space you are in are destroyed by the blast and discarded. In addition you must roll a dice to see if there are any other effects:

- 1 – Skip in time – lose all followers and non-magic objects and move to your Characters starting space.
- 2 – Rip in space – go to starting space in Talisman Timescape.
- 3/4 – WarpStone Mutation – Draw a WarpStone Mutation card.
- 5 – Lucky break – No other effects.
- 6 – WarpStone blessing – The power of WarpStone invigorates you, gain 1 Craft, Strength or Life

WarpStone Mutation



If you gain a WarpStone Mutation you must draw a card from the WarpStone Mutation deck and see what effects you have gained. Mutations can only be removed by means of a 'Destroy Magic' Spell.

I hope you like this Expansion please circulate for free and if you improve post comments onto http://games.groups.yahoo.com/group/talisman_2nd_ed/

Alex