

TALISMAN WYCHWOOD



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Background

As long as any race can remember, the tales of the Wychwood Brewery has been told around drinking tables all over the Land. It is commonly believed that the art of brewing originally came into the world from this fabled place. However, the way it happened is wildly debated in Taverns and Inns. Some say that Oberon himself blessed the mortal world with his great wisdom in brewery. Others say that the secret was stolen by either an intruder or a traitor, and that the use of alcoholic drinks should have remained a luxury for the supernatural realms. Whichever the case, it is said that sometimes the Land is visited by creatures from this secret place, and even that mortals occasionally find their way there...

RULES

Mystic Brews

To use the Wychwood, you need the Mystic Brew expansion. The Faerieland and Troll Mountain expansions are also good to have. If not, you're in for a whole lot of House Rules-making...

Reaching the Brewery



The Wychwood Brewery is located in a separate dimension. Players can go there in two ways:

- 1: as a result of encounters with the cards in this set
- 2: from the Forest. If you do not lose a Life, Craft, Strength or turn, you may roll the die one more time. On a 6 you are teleported to the Brewery (you only roll to reach the Brewery, ignore any other result).

Players who reach the Brewery encounter it *on their next turn*.

In the Brewery

- 1: Players in the Brewery must follow the instructions on the Large Card. They may not do anything else on their turn there.
- 2: Players in the Brewery are not effected by anything that happens in the Land, and are out of reach from any Spell, Object, Special Ability and so on.

3: If two or more players are in the Brewery at the same time they can not encounter one another. They just follow the instructions in the normal order of play.

Leaving

1. You only spend one turn at the Brewery unless you choose alternative 1. As soon as your stay is over you must leave.
2. When a player leaves the Brewery he is always teleported to his starting place, unless he has been teleported somewhere else as the result of drinking a Mystic Brew. If instructed by a Mystic Brew to move clockwise or anticlockwise or in any other direction; do so from the Tavern space.

The Three Wyches card

All players who land here must give up one of the described items *before he can win the game*. The card cannot be removed from the game as long as at least one player is in the process of fulfilling a Wych's wish.

A player must give up the item as soon as he encounters the card, if he has one. Otherwise he must return later.

A player is only affected by the card once.

The Wych Followers

Neutral players can *not* have both the Black and White Wych as Followers.

If he has one and draws the other, he must decide which one to keep and leave the other on the space.

The Hobgoblin Character



The Hobgoblin Character may add or deduct 1 to any die roll when he encounters, or uses, Wychwood cards. Consequently, When he uses the Black Wych he can add up to 2. Also, he does not have to pay for any services at the Brewery.