

A set of homemade expansions for Talisman 3rd Edition

These expansions work on the assumption that all the official expansions are already in place - *City of Adventure, Dungeon of Doom and the Dragon's Tower.*

A selection of dice will be required. You will need -

- Normal D6 (three per player is useful)
- The Realm Dice
- D8
- D12
- D20
- Compass Dice (N, S, E, W, NE, NW, SE, SW)

Models or counters will be required to represent -

The Ghost in the Haunted Castle

The Genie in the Lair of the Manticore

The Hideous Slime Monster in the Lair of the Manticore

The Evil Pumpkin Head in the Lair of the Manticore

The Trap Door into the Lair of the Manticore

Cards, boards and counters will have to be printed and glued together for the new expansions.

Board sections need to be mounted on stiff cardboard.

Cards are double sided (a front and a back). I use glossy photo paper and 3M Photomount glue spray.

Counters have only one face. Photo paper again... mounted on stiff cardboard.

The rules booklets are designed to be printed on normal A4 paper and then folded in half for an A5 booklet.

The larger booklets (Endgame in particular) are specifically designed to fit together in a certain way.

Text should be printed on both sides of the pages.

In this game of Talisman there are certain rule changes as outlined below.

Characters may never have more than 4 Lives.

The Adventure card deck has been expanded by using selected cards from a second Talisman set.

The Ferryman and the Arena cards have been removed from the Adventure deck.

The Spell deck consists of two complete sets of Spell cards.

There are also two sets of plastic tokens present.

Continued...

If a character loses all of his/her Lives... he/she is dead and out of the game. All possessions and followers are lost and placed onto their respective discard piles. Strength, Craft, Gold, Spells and Experience points are retained and passed onto the new character subsequently chosen by the player.

On reaching the Dragon King's Chamber... the player chooses one Talisman Endgame card at random.

Once drawn Endgame cards are **not** shuffled back into the Endgame deck.

Only one player at a time may occupy the Dragon King's Chamber. We haven't as yet encountered a situation where there are two or more players in there simultaneously.

The Staff of Mastery has no influence over the Dragon King or the Dragon Prince.

A Talisman is required to enter the Dragon's Tower and the Dragonlands. A player's Talisman must be surrendered on entering the Dragon King's Chamber (if they own one). There are several ways of reaching the Dragon King's Chamber without owning a Talisman.

The Manticore Adventure card is no longer treated as an enemy. It is used as the entrance to the Manticore expansion board.

There are three Manticore Adventure cards in my set up.

No Adventure cards are drawn on the new Gallows space. Instead, roll a D12 and consult the chart. The Gallows are situated next to the Graveyard (City Gates side).

The dice roll chart for the Tavern has been modified.

New rules apply for when a player defeats the Eagle King in the Mountains realm. A dice roll will be required. A chart is supplied. There are rules specifically for the Ice Queen of Kislev (a new character) printed on the reverse of this chart.

Any anomalies that may crop up during play... let common sense prevail.

THE HAUNTED CASTLE



RULES

Are you a courageous or foolhardy adventurer?

The forbidding castle is home to a repugnant undead daemon; good and sensible folk seldom venture near. Anyone reckless enough to set foot within those screaming walls risks all. The ghost will stalk his prey relentlessly... from one shadowy room to the next. Favour and fortune lie concealed inside the gloom, but... beware...the **Dark**.

Entering the castle

The Haunted Castle is situated beyond the Village.

You may enter the Castle by ending your move on the Village space.

Move directly onto the Stairwell and stop there.

Roll a **D12** and place the ghost on the room space corresponding with the number thrown.

If the Ghost is elsewhere... roll a **D8** to see what happens here.

Movement

The Realm Dice is used for movement.

You may only move forward in the castle.

You are safe on the corridor spaces; no cards are drawn or dice rolled.

Encounters happen as normal.

Sequence

Movement - Ghost roll (ghost combat) - Encounter/Cards - Room.

Room spaces

When moving onto a room space - Roll a **D12** to see where the Ghost materialises.

If the Ghost is elsewhere consult the room sheet and follow the instructions.

If the ghost materialises in the same room combat ensues.

Rooms cannot be encountered if the ghost is present unless he is defeated in combat or fought to a stand-off.

Treasure Room - Roll a **D8**.

1, 2, 3, 4, 5 or 6 - Dragon Guardian attacks (Strength 7). See notes.
7 or 8 - Dragon Guardian asleep. Roll a **D6** and take that many Gold pieces

Throne Room - Roll a **D8**.

1 - The Dark. The Dark consumes you. Nothing remains. All is lost. (See notes on The Dark).

2 - A dimly lit passageway leads you down... into the Lair of the Manticore. Move there on your next turn.

3 - At least you find something. Take any object you wish from the Purchase deck.

4 - You find a Talisman and two Gold pieces.

5 - Having navigated your way to the Throne Room your wisdom increases. Gain one Craft and a Talisman.

6 - Fortune favours the brave. Gain one Strength and a Talisman.

7 - King's Champion. Take the King's Champion card and a Talisman.

8 - Secret passage to the Dragon King's Chamber. Move there on your next turn.

Note - The Treasure Room - If a character defeats the Dragon Guardian Experience points may be taken, but no gold is found. After every defeat the Dragon Guardian regenerates to welcome the next adventurer.

Note - The Dark - The character is dead. All followers and objects are lost. The player must start again with a new character. Craft, Strength, Gold, Spells and Experience points are retained.

ROOMS

Stairwell - Roll a **D8**.

- 1 - You think better of it... and head back to the Village to visit the Mystic.
- 2 - You fall down the stairs. Miss a turn or lose an Object (leave it here).
- 3, 4, 5 or 6 - Roll for the Ghost again.
- 7 - You skip down the stairs without a care. Take another turn.
- 8 - You find a secret door that takes you into the Mausoleum. Move there immediately.

Mortuary - Roll a **D8**.

- 1 - Ghost. The Ghost materialises in this room.
- 2 - Attacked by a Banshee (Craft 5). Experience points may be taken in victory.
- 3 - Trapdoor... into the Lair of the Manticore. Move there immediately.
- 4 - An attack of the jitters. You run back to the Stairwell. Move there now.
- 5 or 6 - An attack of the jitters. Miss your next turn whilst you pull yourself together.
- 7 - You search the dead bodies and find one Gold piece.
- 8 - Secret door to the Temple. Move there immediately.

Kitchen - Roll a **D8**.

- 1 - You eat some poisoned meat. Lose a life.
- 2 - You eat a stale pie. Miss a turn whilst you find a bathroom.
- 3 or 4 - You do a good deed and wash the dirty dishes. Gain one Experience point

5 or 6 - You cook yourself a gourmet meal. Gain two Experience points.

7 or 8 - You find a Pastry.

Necromancer's Study - Roll a **D8**.

- 1 - Ghost. The Ghost materialises in this room.
- 2 - Attacked by a Zombie (Strength 4). Experience points may be taken in victory.
- 3 - You hide from the Necromancer under his table. Miss a turn.
- 4 or 5 - You find a long and winding passageway which leads you to the Gallows. Move there now.
- 6 - You read a few old scrolls. Gain one Experience point.
- 7 - You hurry past this room. Take another turn.
- 8 - You find one spell.

Temple - Roll a **D8**.

- 1 - Beguiled. Miss your next turn.
- 2 or 3 - You donate one Gold piece.
- 4 - You find the collection plate and steal one Gold piece.
- 5 - Secret door to the Bedroom. Move there immediately.
- 6 - You are blessed. Take one Blessing card.
- 7 - You are blessed. Roll a **D6** and take that many Experience points.
- 8 - You are blessed. Roll two **D6** and take that many Experience points.

Mausoleum - Roll a **D8**.

- 1 - Ghost. The Ghost materialises in this room.
- 2 - Secret door back to the Stairwell. Move there immediately.
- 3 - A dark passageway leads you down... into the Lair of the Manticore. Move there immediately.
- 4 or 5 - You *are* afraid of ghosts after all. Miss a turn whilst you tremble.
- 6 - You find a secret passageway that leads to the Gallows. You may move there now if you wish.
- 7 - You run through this room like a scared mouse. Take another turn.
- 8 - You have no fear and start to rummage around inside the coffins... where you find a Talisman.

Armoury - Roll a **D8**.

- 1 - Ghost. The Ghost materialises in this room.
- 2 - You find a Helmet.
- 3 - You find a Shield.
- 4 - You find Armour.
- 5 - You find a Broadsword.
- 6 or 7 - You find a Battleaxe.
- 8 - You find a Rune Sword.

Bedroom - Roll a **D8**.

- 1 - You fall through a trapdoor into the Lair of the Manticore.
- 2 - You rest on the bed and fall into a deep sleep. Miss your next turn.
- 3 or 4 - You rummage in the wardrobe and find one Gold piece.
- 5 or 6 - Beds are for sissies. You continue your quest. Take another turn.
- 7 - You have forty winks on the comfortable bed. Heal one Life.
- 8 - Secret door to the Treasure Room.

Wishing Well - Roll a **D8**.

- 1 - You drop a coin. Leave one Gold piece on this space.
- 2 - You fall down the well. Miss your next turn whilst you scramble out.
- 3 - Nobody is looking... so you relieve yourself into the well.
- 4, 5 or 6 - You wish for gold. Gain one gold piece.
- 7 - Your wish is granted. You gain four experience points.
- 8 - You are blessed. Take one Blessing.

Apothecary - Roll a **D8**.

- 1 - You drink poison. Lose one life.
- 2 - A follower drinks a potion and cannot move their legs. Leave a follower in this space (if you have one).
- 3 - You experiment... and reverse Alchemy. Lose one Gold piece.
- 4 - You fall down a chute which delivers you into the Necromancer's Study. Move there now.
- 5 - Sleeping draught. Miss your next turn.
- 6 - Healing balm. Gain one life.

7 - Muscle ointment. Gain one Strength.

8 - Magic potion. Gain one Craft.

Combat with the ghost

The Ghost is treated as a Spirit and should be dealt with like any other Spirit.

The Ghost attacks with a Craft of 8.

Combat is decided by rolling a **D6** as normal.

Should you win the combat, you gain 1 craft and the Ghost retreats. Remove the Ghost from the board (until the next Ghost roll). You must then encounter the room space.

In the event of a draw, the Ghost remains and you must encounter the room space.

If the Ghost is victorious, you lose 1 life. You are ejected from the Castle and dumped into the Village. Continue your turn from there by visiting the Healer or the Mystic.

If the Ghost materialises in a room containing another character, that player must fight the Ghost on his/her next turn. After this combat he/she may move on as normal... unless defeated and ejected into the Village.

Exiting the castle

Having encountered the Throne Room, characters exit into the Village on their next turn (unless otherwise instructed) where they may visit the Healer or the Mystic.