

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.

Points to note

- ❖ On drawing the Manticore Adventure card - place the card directly onto the discard pile. Then... place the Trapdoor on that space. It will remain there for the rest of the game. No other Adventure cards may be drawn on that space. Any other Adventure cards already on this space will tumble through the Trapdoor and be lost forever. The adventurer is then placed on the Manticore board. Any player subsequently landing on the Manticore Trapdoor **MUST** move directly onto the Manticore board.
- ❖ If a second Manticore Adventure card is drawn... the Trapdoor moves to that new location.
- ❖ A normal **D6** is used in combat against the Manticore.
- ❖ The Staff of Mastery has no effect on the Manticore.
- ❖ The Spell of Teleportation will not work as you have no idea in which direction you should travel.
- ❖ Character interaction happens as normal on the Manticore board.
- ❖ Once The Genie is encountered, he will remain on the board. If subsequently landing on the Genie, characters must encounter him instead of encountering the space.
- ❖ Once The Slime Monster or Pumpkin Head are encountered, they will remain on the board unless defeated. Do not roll a dice on **What Lies Beneath** if a monster is already present.
- ❖ On reaching the space at the North East corner... you must move directly through the doorway and into the Dragon King's Chamber.

LAIR OF THE MANTICORE



Rules

Somewhere in the dark catacombs of the underworld lurks the malevolent Manticore. His sinister iron walkways are the last barrier before Hell and all its horrors.

You will wander directionless in the darkness... never knowing if your next step will be your last.

Will you find the doorway to the Dragon King's Chamber?

Will you be content with mere escape?

Or will you perish down a pit without end?

Should you find yourself within this grim domain...

Place your character at the "X" on the Manticore board.

Take a **Magic Compass** counter.

Roll the Directional Dice and move your character accordingly.

If you are unable to move in the direction indicated by the dice, roll again... and again... until you are able to move onward.

Magic Compass

A Magic Compass will allow you to move in the direction you wish instead of rolling the directional dice.

They can only be used once before crumbling to dust (discard the compass after using it).

You may possess no more than **2** compasses at a time.

Compasses are small and therefore do not count as objects.

The Manticore's Chamber

This is the dark chamber at the far end of the board containing the points of the compass symbol.

You must fight the Manticore. He has a Strength of 8.

If you are victorious... you spare the Manticore. He gives you a Talisman and 8 Experience points. Move to the Runes on your next turn.

If defeated... lose a Life. If you are still alive... the Manticore will drag you to the Doom Pit and hurl you through the portal below. Move there directly.

In the event of a draw... fight another combat immediately.



Hell's Gate

If you have no Talisman you plummet to your doom into the ghastly depths of Hell. Your character has been killed... and is out of the game.

If you have a Talisman... roll a **D6**.

On a roll of **1, 2 or 3** you are sucked into Hell's Gate (see above).

On a roll of **4, 5 or 6** you resist the evil.

You may move on as normal on your next turn.

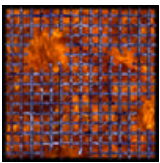


The Doom Pit

You fall into the pit and pass through a portal.

Roll a **D6** to see where you exit... and move there immediately.

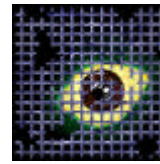
- 1 - The Bone Collector.
- 2 - The Desert.
- 3 - The Gallows.
- 4 - The City Jail.
- 5 - The Spined Wurm.
- 6 - The Mortuary.



The Fires of Hell

The flames of Hell rage all around you. Roll a **D6**.

- 1 or 2 - Burned. Lose a Life or a Follower.
- 2 or 3 - Singed. One Object is destroyed (you must choose which).
- 5 or 6 - Unharmd.

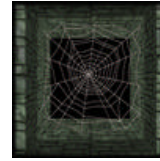


What Lies Beneath?

Roll a **D6** to find out what kind of creature attacks you.

1, 2 or 3 - The Hideous Slime Monster (Strength 7).

4, 5 or 6 - The Evil Pumpkin Head (Craft 7).



The Void

To traverse the void you must add you Strength to your Craft. This is your agility score.

Roll 3 **D6** and add your agility score to the total.

17 or more... You cross the Void. Move on as normal on your next turn.

Under 17... You fall into the Void (see the Doom Pit).



The Pit of Deliverance

You fall into the pit and pass through a portal.

Roll a **D6** to see where you exit... and move there immediately.

- 1 - The Tavern.
- 2 - The Hall of Enlightenment.
- 3 - The Sword in the Stone.
- 4 - Treasure Island.
- 5 - The Clearing.
- 6 - The Throne Room.

The Genie

You encounter a moody Genie. Roll a **D6**.

- 1** - He calls you a very rude name and teleports you straight to the Manticore. Move there immediately.
- 2** - He doesn't want to be disturbed and as punishment takes from you either 1 Gold piece or an object. You must decide what to give him.
- 3** - You try to strike up a conversation with him, but he thinks you are a gibbering idiot... and ignores you.
- 4** - He is very busy at the moment, so to get rid of you he gives you 1 Gold piece.
- 5** - He likes the cut of your jib. He gives you either a Compass or a Spell. You may choose which.
- 6** - You tell him it is your birthday today. As a gift he grants you a wish. You may have one of the following: A Strength point, a Craft point, a Life, a Spell or teleportation to the Village on your next turn.

You must encounter empty spaces.

Encounter Spaces - Roll a **D12**.

- 1** - You stumble in the dark. Lose a Life.
- 2** - You find yourself at the Fires of Hell.
- 3** - You find yourself back at the starting space... **X**.
- 4** - Clumsy. You drop one Gold piece. Leave it here.
- 5** - Darkness. Miss a turn.
- 6** - The Genie.
- 7** - The Genie.
- 8** - The Genie.
- 9** - You find one Gold piece.
- 10** - Shaft of light. Take another turn.
- 11** - You find a Magic Compass.
- 12** - You may leave this place **if you wish** (see the Pit of Deliverance).