

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.

RULES

Here there be Dragons.

The Dragonlands offer the bold adventurer a direct route to the Dragon King's Chamber, but only those possessing a Talisman may enter this dangerous province.

The Dragonlands count as part of the Middle Region and can only be entered via the **Runes** space.

Instead of encountering the Runes move directly onto the starting space on the Dragonlands board. Your turn ends there.

Movement is dictated by rolling the Realm dice. Characters may move backwards or forwards as in normal board movement.

You may not exit the Dragonlands board via the starting space. The only way out of the Dragonlands is through the Tower space at the far end of the board.

The spaces marked "**SAFE**" offer sanctuary from attack and no action is taken. These spaces represent thick woodland that large Dragons cannot travel through.

Unmarked spaces are occupied by **Dragons**.

On landing on an unmarked space you must draw a Dragon card. Combat will follow as normal using a **D6**.

Experience points are not taken in victory. Instead the player gains a Strength or Craft point when reaching or passing through Dragon Ridge. Place a Strength and a Craft point there as reminders. You will not obtain further Strength/Craft points by reversing direction.

Dead Dragons are removed from play and placed on the Dragonlands discard pile (if you run out of Dragons... re-use the discard pile).

Undefeated Dragons remain in their space. Only one Dragon at a time may occupy a board space.

On landing on **Dead Man's Road** and **Dragon Ridge**... roll a **D6** and follow the instructions at the top of the board.

If a Dragon occupies one of these spaces... he must be fought, in which case no dice roll is made... unless the Dragon is defeated and removed from the space.

On landing on the **Sacrificial Pit**... roll a **D8** and consult the chart overleaf.

A character is safe once the Tower space is reached. That player exchanges their Talisman (if they have one) for a Rod of Fire and immediately moves into the Dragon King's Chamber.

Rod of Fire

The Rod of Fire can only be used against Dragons (including the Dragon King and Dragon Prince).

It may only be used once and must then be discarded.

A player may own only one Rod of Fire at a time.

Each Rod counts as one object.

Instead of combat roll a **D6**.

1 or 2 - The rod fails and the character loses a life (Armour, Shields etc. may be used).

3, 4, 5 or 6 - The Dragon is killed (or loses a life if the Dragon is the Dragon King or Dragon Prince).

Strength or Craft points are not taken in victory if using the Rod of Fire.

Other Points

- ❖ Characters may encounter each other as normal... but if a Dragon card is present he must be fought after the character interaction.
- ❖ Objects, Followers or Gold that are lost or discarded on the Dragonlands board are lost forever (remove them from play).
- ❖ If a character loses their Talisman whilst in the Dragonlands they die instantly and are out of the game (unless special abilities dictate otherwise).

The Sacrificial Pit

You may not pass this dreaded place without first offering a sacrifice to the underworld spirits.

Roll a **D8**.

- 1 - Relinquish a Life.
- 2 - Relinquish a Follower or a Life.
- 3 - Relinquish an Object or a Life.
- 4 - Relinquish one Gold piece or a Life.
- 5 or 6 - Pass unharmed.
- 7 - Gain 3 Experience points.
- 8 - Gain 5 Experience points.



DRAGONLANDS

