

Properties

Earl Wynn

1 Introduction

This expansion (my second so far) contains 36 new adventure cards and 64 cards for a new deck (the property deck.) The property deck counts as a purchase deck (for game purposes) but cards are offered up for purchase randomly (taking the top card) unless specified by another card. Depending on the expansions you have worked into your game (I run almost 2000 adventure cards in my set) you may need to make multiple copies of the adventure cards that allow you to purchase or receive properties, as there may be no other way to get access to them during play.

2 Rules

Properties have a value (COST: X) that must be paid to purchase them. Owned properties do not count as inventory items, but are lined up on the table away from the board. They are immune to most cards that force characters to lose inventory items and to those cards that remove places/strangers/etc. from play. Only cards that specifically effect properties can cause them to be lost. If a character dies, his/her properties are deposited on the space where death occurred as if they were inventory items. Cards that destroy items on the ground leave the property cards on the space where they were lost untouched.

3 Endword

If you like this expansion, feel free to make additional property cards using the "relic" template in Strange Eons. I'd love to see your additional cards for this ex-

pansion on Talisman Island (one of my favorite websites.)

Also: A little note. None of this art was made by me (I wish I was that awesome) and all of it was obtained by galavanting around the internet like a scallywag and taking whatever I pleased. As such, it's all for personal use only. I just wanted to share the awesomeness with my Talisman friends. I'm only responsible for the game mechanics. :)