

Pyramid Expansion:

The PYRAMID OF KULKENCAMUN

A Talisman Expansion



Do you dare to begin a voyage back in the History of the World of Talisman? Thousands of years ago a great civilization ruled the world, and now the grave of their greatest King has been found. Visit the Pyramid of Kulkencamun in search of his fabulous riches, but beware of the dangers awaiting you in every corridor!



Greetings Adventurers!

The history of the World of Talisman is mostly unknown. Just a few months ago, Royal Scientists found an impressive monument in the Desert, built by an old and long forgotten race. The scientists were able to ban the magical wards, which surrounded the Pyramid, and from hieroglyphs at the outside of it they were able to learn that this Pyramid was built as the Tomb of Pharaoh Kulkencamun, one of the mightiest Kings who ever lived. They opened a portal and entered the Pyramid, but this was the last thing ever seen from these Scientists. They never came back to the entrance, and it's rumored that the Tomb of Kulkencamun is guarded by a host of terrible spirits, defending the quiet rest of the Pharaoh...

Now you can enter the Pyramid yourself, on your quest for artifacts and allies, which might prove valuable on the hunt for the Crown of Command. But beware, the corridors are dark and frightening creatures stalk the secret chambers!!!!

After this short introduction, I bid you welcome to my new expansion-set for Talisman. Actually, I didn't plan to do another expansion for the next months, but many visitors of these pages asked me to do something more. So I came up with the new expansion, based on the classic Games Workshop game "Curse of the Mummy's Tomb". I hope you will enjoy the new expansion!



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Tomb of Kulkencamun

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Pyramid

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This Booklet



The Rules

Place the Pyramid Board next to the Talisman Board. Then shuffle all Pyramid Cards and place them face down on the table. Also shuffle the Room Tiles for the Pyramid and pile them up face down next to the Pyramid Board.



Accessing the Pyramid

The Pyramid itself is considered to be standing in the Oasis in the Middle Region. A player ending his turn in the Oasis may decline to draw Adventure Cards there and instead place his Character into the starting room of the Pyramid. If a player is in the Pyramid, the great Portals of the Pyramid close behind the Player. Thus only one player at a time may be in the Pyramid.



Movement

During his turn, the player may move forward one room. If he enters a new room, he must first draw a new Room Tile for that room and place it onto the Pyramid Board. Then he places his Character onto the new tile, and if it bears a number he has to draw that many Pyramid Cards that turn. If the tile the player has moved to contains an *arrow*, the player has to move backwards on his next turn and afterwards the tile with the arrow is removed so that the player may move forward once again.



Pyramid Cards

There exist three classes of Pyramid Cards:



Traps: *This category of cards has to be dealt with first.*



Enemies: *These cards have to be dealt with after the traps.*



Objects and Followers: *The last category of cards - they may only be taken if the player has solved all Traps and Enemies.*

The cards have to be solved in the order given above, so that a player first has to outwit Traps and fight Enemies before he may take any Objects or Followers. If a player should lose against an Enemy, he must try again next turn or he may decide to leave the Pyramid. A player may leave the Pyramid for a number of reasons. He may be forced to do so by a Trap, he may flee from an Enemy or he may do so voluntarily. If a player has to leave, he must directly (not going back through the Pyramid) return to the Oasis, and he may not re-enter the Pyramid until his next visit to the Oasis. Whenever a player leaves the Pyramid, he may only take the Objects and Followers with him (unless he receives other instructions). All other cards (including slain Enemies) are *RETURNED* to the Pyramid Deck, which is reshuffled and placed next to the Pyramid to await the next visitor. In addition, all placed Room Tiles are removed from the board and returned to the pile of tiles.



The Key Room

An important stage in the Pyramid is the Key Room. Here the player still has to draw a Room Tile, but afterwards he may attempt to open the Portal to the Pharaoh's Tomb. He must roll under his Craft on 4 dice to do so. A player receives 2 chances to open the Portal to the Pharaoh's Tomb, one chance per turn. If the player fails both attempts he must leave the Pyramid. If the player should have a "Key of Osiris" from the normal Adventure Deck, he will succeed opening the Portal on a roll below his Craft on one die. But if he should fail this roll, the Key crumbles to dust and the player may only try the normal opening procedure in the two following turns.

If a player succeeds to open the Portal, then he has finally entered the Tomb of Kulkenamun. He will be awarded by two Objects of his choice from the following list:

- A Talisman
- 5 Gold

- A Potion of Strength: + 1 Strength
- A Potion of Wisdom: +1 Craft
- A Potion of Life: +1 Life
- Fighter's equipment: A sword, armor and a shield.
- A Spellbook: The player gains three spells, regardless of his Craft.

After he has chosen his rewards, the player leaves the Pyramid. The Pyramid is then prepared to await the next player.

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