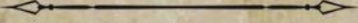


TALISMAN - LEGENDARY TREASURES

WELCOME

I hope you enjoy my 13 component mini expansion for Talisman that I have titled Legendary Treasures.



COMPONENTS

This mini expansion contains 13 new components.

- This Rules Sheet
- 6 Action Cards (Legendary Maps)
- 6 Treasure Cards (Legendary Items)

EXPANSION RULES

The new Legendary Treasure Maps can be integrated into the normal adventure deck or alternatively each player may get 1 at the beginning of the game.

The new maps lead to Legendary Treasures and require players to move to certain areas of the board in the correct order to determine where they will find their treasure.


Players must finish their normal movement on the Location indicated on their Legendary Treasure Map before they can continue to the next Location listed on the Map. Locations need not be visited immediately one after the other, but they must be checked off in the order on the Map.

The new treasure cards may be mixed with the treasure cards from the Dungeon Expansion or used as a stand alone deck.

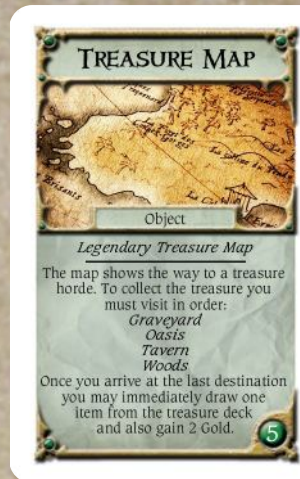
If a player loses a Legendary Treasure Map for any reason and then regains it he must start his treasure hunt from the beginning.

A player may only have 1 Legendary Treasure Map in his possession at a time.

Once a Legendary Treasure Map has been completed it is discarded.



G.H. Pilmore



HELM OF DEFLECTION



Magic Object

Armour

This helm protects the wearer from any spells cast by other players and deflects the spells to any other player of the helm wearers choice.

5



GLOVES OF DEXTERITY



Magic Object

Add 1 to your strength during battle.

Whenever you encounter a space, Objects in that space are considered to have an encounter number of 1 instead of 5

1



FLYING CARPET



Magic Object


When you roll for movement you may roll 2 dice and add them together.

Instead of your normal movement roll you may cross the Storm River.

4



DOWSING ROD



Magic Object

Whenever you are directed to draw more than 1 adventure card at a location and if you do not draw an Object, after successfully resolving the the drawn cards you may draw from the adventure deck until you get an Object, discarding any cards that are not an Object.

5



DISPLACEMENT CLOAK



Magic Object

Whenever you face 2 or more enemies that would normally fight together, you may choose to fight them individually in any order you choose.

5



CROSSBOW OF VENOM



Magic Object

Weapon

Add 2 to your Strength in battle.

If another player attacks you, you manage to fire off a round from the crossbow before any combat begins and the attacking player loses 1 life immediately.

5

