

TALISMAN - PRISON OF AL ZAHBAR

WELCOME

I hope you enjoy my 13 component mini expansion for Talisman that I have titled Prison of Al Zahbar.

COMPONENTS

This mini expansion contains 13 new components.

- This Rules Sheet
- 1 Board
- 1 Key Token
- 1 Alternate Ending Card
- 1 Spell Card
- 8 Adventure Cards

EXPANSION RULES

When playing Talisman with the Prison of Al Zahbar expansion, the basic rules of playing Talisman are unchanged. This rules sheet explains a new concept - Imprisonment.

WHILE IN PRISON

You may not teleport out of the Prison by any means and remain where you are even if directed otherwise. When you are imprisoned, no mounts or carrying followers can accompany you and remain on the place where you were before being imprisoned.

LOCATIONS

There is a change to two locations when playing the Prison of Al Zahbar expansion. When you are directed to be enslaved while at the Temple, you are instead imprisoned in Al Zahbar. At the Tavern if you fight the farmer and kill him you are also imprisoned.

The beginning point of the Prison is the Dank Cell and players move around the board one location at a time in the direction indicated until they reach The Jailer and their (possible) freedom. Players may not move backwards when in the Prison. Any keys gained that allow an exit past The Jailer are discarded upon use.

ADVENTURE CARDS

If there are no players in the Prison any creatures, items, followers, strangers or locations are discarded.

ALTERNATE ENDING

When a player is facing the Grand Vizier and if he is spell casting the player to the left draws any spells and casts them as appropriate.

G.H.Pilmore



TORTURE CHAMBER

ROLL 1 DIE

- 1) Lose 1 Life.
- 2) Miss 1 turn.
- 3) Lose 1 Follower.
- 4) Sneak by safely.
- 5) Gain 1 gold.
- 6) Gain 2 gold.



STORAGE ROOM

DRAW 2 CARDS

If there are already any cards in this space, draw only enough to take the total to two.



GUARD BARRACKS

ROLL 1 DIE

- 1) Caught - return to the Dank Cell.
- 2-3) Fight a Guard Strength 3.
- 4-5) Gain 1 gold.
- 6) Gain a key token.



SPIRAL STAIRS

DRAW 3 CARDS

If there are already any cards in this space, draw only enough to take the total to three.



DANK CELL

IMPRISONED

You must make your way to the Prison exit. You may only move 1 space per turn in the Prison.



STONE CORRIDOR

DRAW 2 CARDS

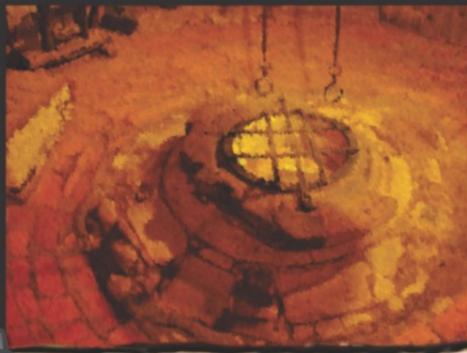
If there are already any cards in this space, draw only enough to take the total to two.



OUBLIETTE

ROLL 1 DIE

- 1) Caught - return to the Dank Cell.
- 2) Miss 1 turn.
- 3) Lose 1 random item.
- 4) Sneak by safely.
- 5) Gain 1 gold.
- 6) Gain a key token.



WASTE PIT

DRAW 4 CARDS

If there are already any cards in this space, draw only enough to take the total to four.



THE JAILER

Bribe (pay 3 gold) or Fight the Jailer - Strength 9 & Craft 9. If you win gain your freedom and move to the Castle. If you have a stand-off, remain here and fight again next turn. If you lose remove 1 life and roll 1 die.

- 1) Return to the Dank Cell.
- 2) Lose 1 follower or 1 life.
- 3) Stunned Miss 1 turn.
- 4-5) Remain and fight again next turn.
- 6) Gain 1 gold.

TULWAR



Object

Weapon
Add 1 to your Strength during battle.
Add 3 to your Strength during battle if you are on a mount.

3



MEDALLION OF DEFLECTION



Magic Object

Trinket
If you are about to be imprisoned by any means you may deflect the imprisonment to any other player. The medallion then turns to dust.

4



DUST VORTEX



Event

A Magical Dust Vortex rips across the land (not the inner region). Each player must roll under their Craft on 2 Die or be imprisoned.

1



SKELETON KEY



Object

Trinket
The Skeleton Key allows you to bypass the Jailer in the Prison of Al Zahbar without having to fight or bribe your way past him.

4



THIEVES HIDEOUT



Place

You come upon a thieves hideout. The Thieves hideout will remain here for the rest of the game. Roll 1 die to determine what you find.

- 1) Caught! you are imprisoned.
- 2) Fight a Thief Strength 3.
- 3) You find nothing.
- 4) Gain 1 gold.
- 5) Gain 2 gold.
- 6) Gain 3 gold.

6



FORTY THIEVES



Stranger

The Thieves capture you. They demand 3 gold or you are imprisoned in Al Zahbar. The Thieves remain on the board until they have imprisoned a player.

3



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



CAMEL



Follower

The Camel can carry an extra four Objects for you. If you lose the Camel, leave any surplus Objects of your choice in the space you are in. You do not lose a life in the Desert.

5



IMPRISONED



Spell

Cast at the start of your turn, before you move. The target of this spell must roll under their Craft on 2 dice or be imprisoned in Al Zahbar.



THE GRAND VIZIER



A character on the Crown of Command must attack the Grand Vizier using Strength or Craft. If a character chooses to fight the Grand Vizier with Craft then battle as normal. If a character chooses to fight the Grand Vizier with Strength roll 1 die for the Grand Viziers extra action which occurs before rolling for combat.

- 1) Magical Dust Vortex - all players in the inner region must roll under their Craft on 3 Dice or be imprisoned.
- 2) Imprisonment - The attacking character is imprisoned.
- 3) Disintegrate - 1 random item of the attacking character is destroyed.
- 4) Cast 3 spells.
- 5) Cast 2 spells.
- 6) Cast 1 spell.

If a character wins the combat he must immediately attack again. If a character has a stand off or loses his turn is ended.

If a character removes the Grand Vizier's last life, they win the game!

If there are no characters on the Crown of Command, the Grand Vizier heals all his life.

Strength: 9 **Craft: 15** **Life: 5**

