

Talisman - The Land Of Ice

Djeryv Tar

This is an expansion to the popular game Talisman. The Land of Ice is on the far reaches of the world that few dare to walk as the bitter cold could kill the hardest soul. There are some who settled in this harsh region, such as the Hamlet and Gypsy Camp. There are some dangers as well, such as the Ice Mage and Demon Gate. The most dangerous of these places is the great Citadel to the north. Few have left there with their lives.

The board is made up of Regions. From center outward we have the Inner, Middle, Outer, Far Outer (*thanks to Rob Wingrove for the concept of the Far Outer Region*) & Frozen Regions.

The way to travel between the Regions is to land on a space that has a bridge. If you land on the Fields space below, and choose to go to the Frozen Region, you may move into the Frozen Region for your next move (*and vice versa*). This method is different from normal play because you would normally just keep moving in the same direction you were going, but would just hop over the bridge as you went.



Components:

- Game Board (Main Land)
- Game Board (Citadel)
- 40 Adventure Cards
- 20 Timescape Cards
- 173 Citadel Cards
- 40 Spell Cards
- 24 Character Cards
- 24 Character Pieces
- 3 City Rule Sheets
- 6 Experience Table Cards

Game Board (Main Land)

The Inner Region has the same rules as Epic Talisman (*see Djeryv Expansion*). With the many expansions, and the size of this one, it makes the game more worth while to explore these expansions.

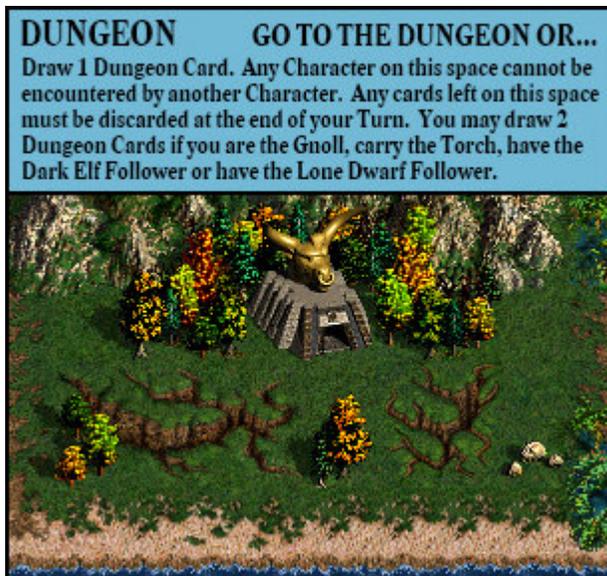
The Far Outer Region is slightly different from Rob Wingrove's. There are two new spaces on the board...



WARP GATE GO TO THE TIMESCAPE OR...
Draw 1 Timescape Card. Any Character on this space cannot be encountered by another Character. Any cards left on this space must be discarded at the end of your Turn. The Space Pirate may choose not to draw a Card here. The Astropath may draw 2 Cards, as may the Character who has the Warp Belt (*discarding one of his choice*).

The Warp Gate can be used a couple of ways. You may mix the Timescape cards from this expansion into your Timescape deck. No Timescape board is used. You may shuffle and put the deck on this space. If you do this, players would follow the directions on the space. All Timescape characters would start here. You can also have this space take you to the Warp Gate on the Timescape board. The way you play it is up to you.

This space is like the Warp Gate space above. You may go to the Dungeon board from here, or you may shuffle the Dungeon deck and set it on this space. Players would then follow the directions on this space.



DUNGEON GO TO THE DUNGEON OR...
Draw 1 Dungeon Card. Any Character on this space cannot be encountered by another Character. Any cards left on this space must be discarded at the end of your Turn. You may draw 2 Dungeon Cards if you are the Gnoll, carry the Torch, have the Dark Elf Follower or have the Lone Dwarf Follower.

The City space is different on this board as well. The City Rule Sheet is included to allow players to visit the City locales without having to use the City board...



This will either take you to the City board or you can follow the directions on the space. You would shuffle the City deck and place it on this space. Players that land here must draw a City card before they can interact with any location in the City. Players can reference the City Rule Sheets for the City locale information. There are also some rules that explain what to do with some cards you may draw.

To allow players to play the Dungeon, Timescape and City this way, help with some games where table space is limited or you want to keep all the players on one game board. You have the option to do either.

Frozen Region – The Frozen Region is treacherous. All players must subtract 1 from their Movement die roll when in this Region (*minimum Movement of 1*). The Ice spaces give Enemies +1 to their Combat rolls, so beware these areas. Cards that affect the Outer or Middle Regions *do not* affect the Frozen Region. If someone draws the Pestilence card in the Frozen Region, it will *only* effect the Outer Region (*Far Outer as well*).

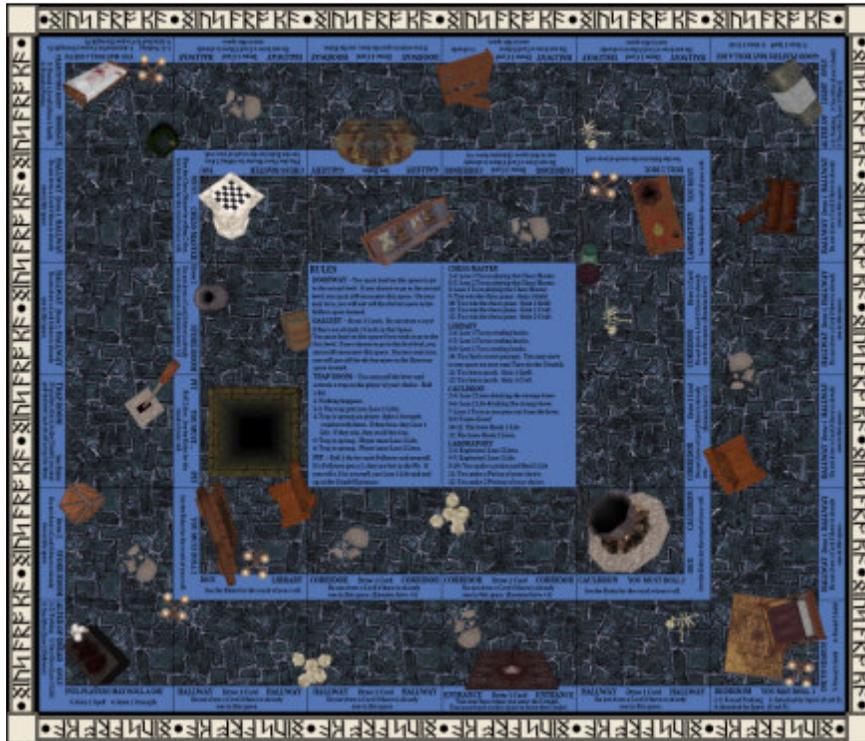
The ancient Citadel awaits adventures in the Frozen Region. The space is similar to the ones mentioned above. You may go to the Citadel board or draw a Citadel card. The creatures in the Citadel can be dangerous. It is wise to have some experience before entering.



The Frozen, Far Outer, Outer and Middle Regions are all separated by rivers. The normal Raft and Water Walking rules apply. There are many Woods spaces to construct Rafts.

Game Board (Citadel)

Travel in the Citadel is similar to the Main Board. You roll a die and move in a direction of your choice. There are two floors (*accessible by one door*) to explore. Standard Dungeon rules apply with Character Special Abilities (*such as the Leprechaun and Amazon*).



Experience Tables

Each player gets an Experience Table card. When players slay Enemies (*Craft or Strength*) they can save them to gain Levels. When a Character gains a new Level, they may add 1 point to their Strength or Craft. To gain higher Levels, you will need more points (*as shown in the table*). The back side of the card has Experience Table II. This table has higher point values needed to gain Levels. This table is used for Characters that start out a little stronger than others (*like the Frost Giant*). Although they start out strong, it is harder for them to gain Levels. The Experience Table rules are optional, but it provides a newer way to play.

Experience Table I	
Level	Points
1	7
2	14
3	21
4	28
5	35
6	42
7	49
8	56
9	63
10	70

Frequently Asked Questions

Q – Can the Bard or Fugitive use the Inn Place card the same as the Inn space?

A – Yes. The Inn Place card replaces the space it is on. Treat it just like the Inn space.

Q – If I play the Fugitive, and I can never lose my Warrant, how do I get out of the Donjon?

A – You need to lose 2 turns at the Donjon. After that, you escape and move on your way.

Q – Can the Ghost Character become a Specialty Character like the High Mage?

A – No. He may only be a Ghost for the entire game.

Q – If I get a Magic Object charged (*like the Ring of Scales*) and I lose it to another player, do they have to get the Object charged again?

A – No.

Q – If I am told to draw Adventure Cards at the Warp Gate space, can they affect players on the main board?

A – No. The Timescape rules apply.

