



## GATES OF HELL EXPANSION

### COMPONENTS:

- 1 Inner Board Overlay
- 13 Cards
- 2 Terrain Cards
- 5 Corrupted Character Cards
- 1 New Character Card
- 5 Alternate Ending Cards
- 1 Quick Rules Card
- 1 Rule Leaflet (this one)

### OVERVIEW:

The Gates of Hell have opened and the Princes of that fiery tormented domain have come forth to take control of the Realm of Talisman. Drawn by the power of the Crown of Command they intend to bring Hell upon Earth and only a mighty hero can defeat the rising tide of torture and mayhem.

As demons roam the Realm heroes must face unspeakable evil as they try to wrangle the Crown of Command from the talons of the Princes while trying to remain focused and uncorrupted on their journey, never succumbing to the corrupting power of Hell.

### SETUP:

- Set aside the Soldier of Abaddon and Sword of Abaddon cards for later use on the game;
- Get some sort of counters to manage Corruption tokens;

- Place the *Purification Through Pain* card on the *Temple* space;
- Place the *Geryon* terrain card on the Sentinel space and the *Succorbenoth* terrain card on the Portal of Power;
- Shuffle the *Spawn of* \* enemy cards and randomly place each one the following spaces: *City*, *Tavern*, *Chapel* and *Village*;
- Shuffle *Andras*, *Lerage* and *Vassago* and randomly place each one on the *Runes* spaces;
- Get a miniature or a placeholder to represent the *Deceiver* NPC and place it on the *Cursed Glade* space.

### PLACED CARDS:

Characters landing on a space with a card placed during setup must encounter that card, only exception being the *Purification Through Pain* – this only adds a new place description to the space and players must choose if they encounter the card effects or the space's effects.

The Terrain cards placed during setup effectively replace the space text and may not be destroyed, moved or replaced by any means (ignore Harbinger Expansion cards that affect those spaces).

### DECEIVER:

The Deceiver is a NPC Demon that moves around trying to corrupt the heroes in exchange of power, fame and fortune.

The Deceiver does not move until a player rolls a "6" for his move.

When this happens, the player must complete his turn as normal, but then must roll the die again and move the Deceiver according to the normal rules for moving a character, with the following exceptions:

- He may freely cross the Storm River at the Sentinel, or from the Temple to the Tavern (or vice versa), at the cost of a single movement point for either.
- The Deceiver will not cross the Portal of Power, as the Princes of Hell already control that region.

If a player forgets to move the Deceiver and the next player starts his turn, there is no opportunity to backtrack. The chance has been missed and the Deceiver does not move.

Whenever the Deceiver lands on a space containing one or more characters at the end of his movement, the player who moved the Deceiver must choose a character on that space for the Deceiver to visit.

- The player controlling that character then rolls one die and consults the chart on the Deceiver card to determine what happens to his character.

Characters who themselves land on the Deceiver's space do not encounter the Deceiver, nor can the Deceiver be affected by any Spell, Adventure Card, or special ability.

### **CORRUPTION:**

Due to various effects a character may gain Corruption tokens. Once a character reaches 7 Corruption tokens it becomes completely corrupted by the forces of hell.

The character becomes a *Soldier of Abaddon* and its sole purpose is to destroy the characters that are not corrupted.

A Soldier of Abaddon retain all bonus Strength and Craft point the character had, but loses all Gold, Fate, Objects and Followers.

He gains the *Sword of Abaddon* Magic Object (Weapon) and may not use or gain Fate.

A Soldier of Abaddon ignores all space text and may only encounter characters to battle with.

A Soldier of Abaddon may freely cross the River as if it has a *Raft*.

### **ALTERNATE ENDINGS:**

The Gates of Hell expansion comes with 5 Alternate Ending cards that can only be used with this expansion.

It is highly advised to only use these ending to potentiate the synergy between game mechanics.

### **USE WITH OTHER EXPANSIONS:**

The Gates of Hell expansion should be compatible with all other expansions except Dragon.

### **PERMA-DEATH:**

Once a character succumbs to the lure of evil and is turned into a Soldier of Abaddon, all deaths become permanent and a players whose character has been killed may not rejoin the table.

### **WAYS OF FINISHING THE GAME:**

There are three ways to finish the game:

- A character faces and resolves with success the ending at the Crown of Command.
- All players become Soldiers of Abaddon. They all lose the game.
- The Soldiers of Abaddon successfully kill all characters that haven't yet turned into Soldiers of Abaddon. The Soldiers of Abaddon all win the game.

### **CREDITS:**

#### **Expansion Game Design and Rules**

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#### **Art**

Please refer to the "Art-Credits.txt" file included on this expansion package.

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