

SIRENS CALL

Event

The Sirens Call is heard throughout the lands. Each Player must make their way by the most direct route to the Sunken Ruins for the next 3 turns.



TRIDENT OF THE DEEP

Magic Object

Weapon

The Trident of the Deep grants the Water Breathing ability.

Add 1 to your Strength during battle.

Add 3 to your Strength during battle in Underwater Locations.



OLD PIRATE

Stranger

An Old Pirate remains here spinning tall tales of hidden treasure. The first player who visits the Old Pirate then lands on the Tropical Island gains 8 Gold. The Old Pirate departs to the discard pile once his treasure has been collected.



POTION OF WATER BREATHING

Magic Object

Trinket

You may discard this Potion at any time to give yourself the Water Breathing ability.



MERMAID

Follower

While your follower the Mermaid grants you the Water Breathing ability. The Mermaid will not leave you due to any spell, other character special ability or even if you are a toad.



HELM OF THE DEEP

Magic Object

Armour

The Helm of the Deep grants the Water Breathing ability.

If you are defeated in battle and just lost a life, roll 1 die. If you roll a 6, the Helm of the Deep protected you and you did not lose that life, though you still lost the battle.



ATLANTEAN RUINS

Place

The Atlantean Ruins will remain here for the rest of the game and this Location is now Underwater.

You read the inscriptions on the stones. Roll 1 die.

- 1) Teleported to the Sunken Ruins
- 2) Teleported to the Tropical Island.
- 3) Gain 1 Gold.
- 4) Gain 1 Craft.
- 5) Gain 1 Spell.
- 6) Gain the Water Breathing ability.



TRITON CENTURION

Strength: 3

Craft: 3

Fate: 2

Gold

Life: 4

Special Abilities

The Triton Centurion has the Water Breathing ability.

The Triton Centurion may evade creatures and characters in any Underwater Location.

Instead of a normal movement the Triton Centurion may swim across the river in either direction between the middle and outer regions.

The Triton Centurion may pay a tribute to the Triton King at Atlantis instead of combat. Pay 3 gold or 1 follower and take 1 Treasure card or the first Magic Object card from the top of the adventure deck.

Start: Triton Outpost * Alignment: Neutral

Objects

Followers

WATER BREATHING

Spell

Cast as required. This spell grants the recipient the Water Breathing ability.

If the caster is not the target the range of this spell is any character within two spaces of the caster.



SANDY BEACH
DRAW 1 CARD
Do not draw a card if there is already one in this space.

TROPICAL ISLAND
CANNIBALS
Cannibals decide to make a meal of you. Pay 1 Life or Sacrifice 1 Follower.

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

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SHIP WRECK
ROLL 1 DIE
1) Attacked by a Great White Shark with Strength 7
2) Attacked by a Drowned Sailor Zombie with Craft 5

SHIP WRECK
ROLL 1 DIE
3) Lost for 1 turn
4) Gain 1 gold

DEEP TRENCH
CROSS THE TRENCH
Choose Strength or Craft and roll 2 die. If you roll under your chosen skill you may move on. If you do not succeed the underwater current washes you back 1d6 spaces.

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The Triton King has Strength 10 and Craft 10. If you win gain 1 treasure card and move to the entrance of The Deep. If you have a stand-off or lose you are unceremoniously dumped on the Tropical Island.

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UNDERWATER CAVES
ROLL 1 DIE
1) A Giant Octopus Attacks with Strength 6
2-3) Lost - Lose 1 Life or 1 Follower
4-6) Dolphins guide you through safely

TRITON OUTPOST
ROLL 1 DIE TO TRADE
1-2) Ignored
3-4) You may purchase a water-breathing potion for 3 gold
5-6) You may purchase a water-breathing potion for 1 gold

SUNKEN RUINS
ROLL 1 DIE
1) Sirens lure you - miss your next turn
2) You search and find nothing
3) Gain 1 gold
4) Gain 2 gold
5-6) You gain waterbreathing from reading an ancient inscription.

TALISMAN - THE DEEP

WELCOME
I hope you enjoy my 13 component mini expansion for Talisman that I have titled The Deep.

COMPONENTS
This mini expansion contains 13 new components.

- This Rules Sheet
- 7 Action Cards
- 1 Spell Card
- 1 Game Board
- 1 Character Card
- 1 Character Token
- 1 Water Breathing Token

EXPANSION RULES
When playing Talisman with The Deep expansion, the basic rules of playing Talisman are unchanged. This rules sheet explains a couple of new concepts - Underwater Locations and Water Breathing.

The new areas that are Underwater Locations are marked with this symbol

Players that finish their turn on an Underwater Location must either have the Water Breathing ability or they lose 1 life due to drowning. The Water Breathing ability may be gained during the turn a player lands on an Underwater Location but they must have the ability at the end of their turn or lose 1 life.

The Water Breathing ability can be gained through spells, encounters and wielded items. A Water Breathing token is placed on a character who gains the ability.

G.H. Pilmore

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CHOOSE ONE
Gain 1 Fate or 1 Life

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