

# TROLL MOUNTAINS

A Talisman Expansion created by Peter Hansson

## General Information

The **Troll Mountains** is an expansion to the 2nd edition of the Talisman game by Games Workshop. It's is meant to be used together with the **Faerieland** expansion but it can be used in it's own too. See the rules below for using as a stand alone expansion.

This expansion, the Faerieland expansion and other Talisman related items can all be found on the internet at <http://www.randomdice.com/games/talisman/>

## Entering Troll Mountains

In this expansion there are several cards in play that will take you to the Troll Mountains. Not only Adventure cards but also cards meant to be used with various other expansion.

They other way to enter the Troll Mountains is from the Faeriland board. Whenever you are about to start your move from the Goblin Mountains space you may instead move to the Cave Entrance space on the Troll Mountains board.

## Movement

Once you have entered the Troll Mountains there is only one way to get out (by movement) and that is to reach the space Escape Routes'. You always move counterclockwise through the board.

Rolling for movement though is special in the Troll Mountains. If you roll a 1 through 4, that's how many step you move. If you roll a 5 you do not get to move at all and must encounter the space you are currently on again. If you roll a 6 you have found a secret path to the Troll Treasure Hall.

## Treasure Hall

The Treasure Hall is where the Troll store all the good stuff they create or steal. It is not easy to find a way into the halls but once

### STAND ALONE

If you (for some strange reason) do not have the Faerieland expansion or do not wish to use it, you can still use The Troll Mountains expansion on its own.

Use the Chasm space on the main board as substitute for the Goblin Mountains space on the Faerieland board. Whenever you are to move out from the Chasm space you may move to the Cave Entrance space.

Ignore all cards that refer the the Faerieland expansion and reroll all results that have to do with it.

When you leave the Troll Mountains board by movement use this table below to see where you end up.

| 1D | Space         |
|----|---------------|
| 1  | Crags         |
| 2  | Ruins         |
| 3  | Forest        |
| 4  | Cursed Glade  |
| 5  | Hidden Valley |
| 6  | Chasm         |

### MOVEMENT ROLL

| 1D | Move                 |
|----|----------------------|
| 1  | 1 space              |
| 2  | 2 spaces             |
| 3  | 3 spaces             |
| 4  | 4 spaces             |
| 5  | No space             |
| 6  | To the Treasure Hall |

you are there you may draw one Troll Treasure card. As you next move you must move back to the same space as you came from and encounter that space again. If you for some reason entered the Treasure Hall from a space on another board you must roll on the Leaving the Treasure Hall table to see where you end up.

#### LEAVING THE TREASURE HALL

| ID | Space         |
|----|---------------|
| 1  | Rock Quarry   |
| 2  | Mines         |
| 3  | Labyrinth     |
| 4  | Dark Halls    |
| 5  | Flaming Chasm |
| 6  | Fungi Forest  |

## Leaving Troll Mountains

If the movement roll takes you past the Escape Routes you have exited the Troll Mountains. Roll on the Escape table to see where you end up.

#### LEAVING TROLL MOUNTAINS

| ID | Space              |
|----|--------------------|
| 1  | Crags (main board) |
| 2  | Chasm (main board) |
| 3  | Rotten Marshes     |
| 4  | Forgotten Swamp    |
| 5  | Misty Mountains    |
| 6  | Whispering Peaks   |

## Special Characters

There are some extra rules to a few of the original characters from the game. These rules only apply when the character is on the Troll Mountainsboard.

### TROLL

You may evade any **Enemy-Troll**. You may be healed up to your starting quota for free in the Troll Town. You do not need to roll in the Labyrinth and the Dark Halls.

### HOBGOBLIN

You may evade any **Enemy-Troll** card on a 4+.

### ORC

You may evade any **Enemy-Troll** card on a 4+.

### DARK ELF

You do not need to roll in the Labyrinth and the Dark Halls.