

TALISMAN



Places

Many places in the Talisman world long to be explored - more than simply accepting the cards at face value, now you can fully explore some of these locales. Now getting lost can be a little more of a problem than just missing a turn...but who knows what might lurk in these unexplored places or what else you may find...

Components

6 Mini-Boards

Printing & Construction

Print the six boards on heavy cardstock or regular paper and affix to heavy cardstock.

Setting Up

Set the new boards aside until they are needed.

Game Play

During the game, if the Arena, Cave, Market, Marsh, Maze or Shrine place cards are brought into play, any character who encounters these cards (*instead of following the text on the cards*), moves immediately to the Enter space of that board.

In the case of the Shrine board, the player may choose which of the two Enter spaces to begin at.

The player immediately rolls to move on the new board. Players roll 1 die for movement on the new boards. (*Please note: some boards have special movement requirements or rules as listed in the center of each board.*)

A character may not leave the new board until he ends his turn on – and encounters – the Exit space of that board, at which time; his token is moved back to the main board – to the space which contains the appropriate place card.

If at any time, you are required to draw a card – draw cards from the Adventure Deck.

In the event that the place card for a new board is removed from play and characters are on those boards, they are immediately moved back to the main board – to the space where the place card was. Any cards left on the new boards are discarded and out of play.

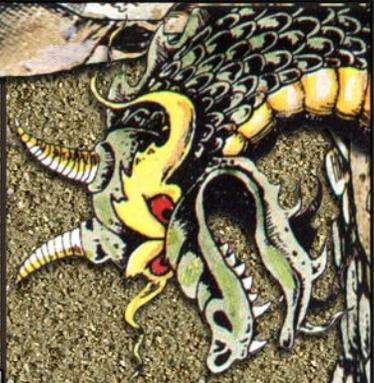
Any event which affects the region where the place card exists, also affects characters on the new boards (*such as Pestilence, Evil Darkness, Blizzard, etc.*).

<p>GOBLIN LAIR</p> <p>Attacked by Goblin (Strength 2) Fight one Combat against the Goblin.</p>	<p>GOBLIN LAIR</p> <p>Attacked by Goblin (Strength 2) Fight one Combat against the Goblin.</p>	<p>DRAGON LAIR</p> <p>Attacked by Dragon (Strength 7) Fight one Combat against the Dragon.</p>
<p>PASSAGE</p> <p>Do not draw a Card if there is already one in this space.</p>	<p>Talisman Places</p> <p>If you roll a 6 for movement on this board, you are lost. You must remain in the same space you were on - but you do not encounter it.</p> <p>Cave</p>	<p>PASSAGE</p> <p>Do not draw a Card if there is already one in this space.</p>
<p>PASSAGE</p>	<p>ENTER/EXIT</p> <p>DRAW 1 CARD</p> <p>ENTER/EXIT</p> <p>If you end your turn on this space, move to the main board.</p>	<p>PASSAGE</p>

13: Gain 1 Gold 3-4: Gain 2 Gold 6: Gain 3 Gold

ROB 1 DIE TREASURE STASH

TREASURE STASH



Talisman Places

If you roll a 6 for movement on this board, you are lost. You must remain in the same space you were on - but you do not encounter it.

Cave



PASSAGE **ENTER/EXIT** **DRAW 1 CARD** **ENTER/EXIT** **PASSAGE**

If you end your turn on this space, move to the main board.

EXIT
If you end your turn on this space, move to the mainboard.

HOBGOBLIN CAMP

SERPENT LAIR

Attacked by Hobgoblin (Strength 3)
Fight one combat against the Hobgoblin.

Attacked by Serpent (Strength 4)
Fight one combat against the Serpent.

Talisman Places

Before you move, roll 2 dice.
If you roll less than your Strength, you may roll 1 die to move. Otherwise, you are stuck and must encounter the space you are currently on.

Marsh

MARSHLAND
Do not draw a Card if there is already one in this space.

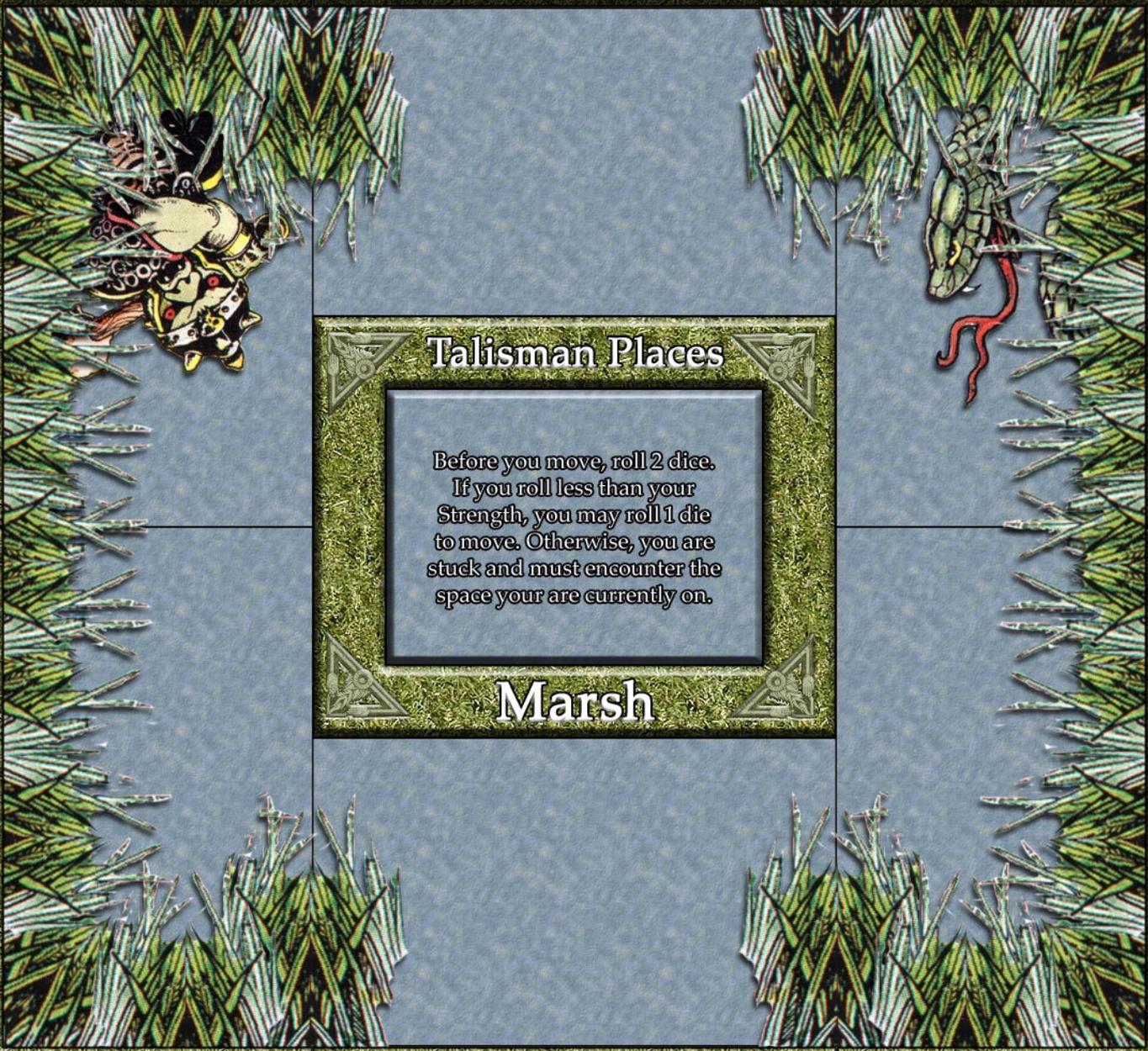
MARSHLAND
Do not draw a Card if there is already one in this space.

MARSHLAND

ENTER

ENTER

MARSHLAND





EXIT EXIT EXIT
If you end your turn on this space, move to the main board.

WRAITH'S TOMB

SPECTRE

Attacked by Spectre (Craft 3)
Fight one Psychic Combat against the Spectre.

Attacked by Wraith (Craft 5)
Fight one Psychic Combat against the Wraith.

Talisman Places

Before you move, roll 2 dice.
If you roll less than your
Craft, you may roll 1 die
to move. Otherwise, you are
lost and must encounter the
space you are currently on.

Maze

SPECTRE
PASSAGE
Do not draw a Card if there is already one in this space.

WRAITH'S TOMB
PASSAGE
Do not draw a Card if there is already one in this space.

PASSAGE

ENTER

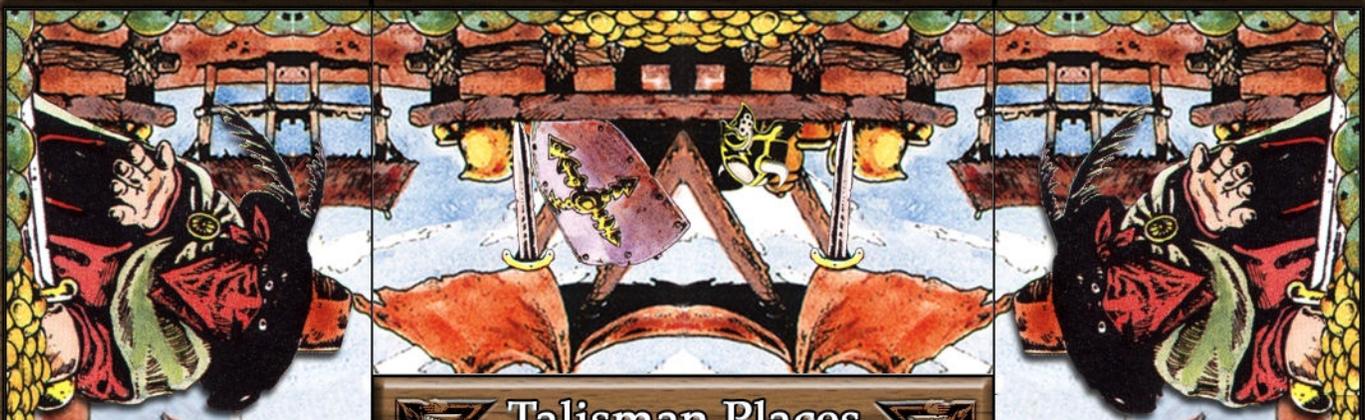
ENTER

PASSAGE

DRAW 1 CARD

You may purchase a Helmet or Sword for 1G or Shield for 2G.

BANDIT BLACKSMITH'S BOOTH BANDIT



Attacked by Bandit (Strength 4)
Pay 1 Gold or fight one Combat against the Goblin.

Attacked by Bandit (Strength 4)
Pay 1 Gold or fight one Combat against the Bandit.

Talisman Places

If you roll a 6 for movement on this board, you are lost. You must remain in the same space you were on - but you do not encounter it.

Market



BANDIT

BANDIT

PEDLER'S BOOTH
You may purchase a Water Bottle for 1G or Ruff for 3G.

PEDLER'S BOOTH
You may purchase a Mule for 2G.

PEDLER'S BOOTH ENTER/EXIT DRAW 1 CARD ENTER/EXIT PEDLER'S BOOTH

If you end your turn on this space, move to the main board.

 <p>DEVIL If you are Evil, gain 1 Life. If you are Good, lose 1 Life.</p>	<p>ENTER/EXIT If you end your turn on this space, move to the main board.</p>	<p>ANGEL If you are Good, gain 1 Life. If you are Evil, lose 1 Life.</p> 
<p>Talisman Places</p> <p>If you roll a 6 for movement on this board, you are blessed. You may move to any space on this board and encounter it.</p> <p>Shrine</p>		
<p>SHRINE OF GOOD 1-2: Ignored 3: Gain 1G 4: Gain 1 Spell 5: Gain 1 Life</p> <p>If Good or Neutral, Roll 1 Die</p>	<p>ENTER/EXIT If you end your turn on this space, move to the main board.</p>	<p>SHRINE OF EVIL 1-2: Ignored 3: Gain 1G 4: Gain</p> <p>If Evil or Neutral, Roll 1 Die 1 Spell 5: Gain 1 Life 6: Teleport to any space in region</p>



SERPENT BATTLE

SUMMON CHARACTER

SUMMON CHARACTER

DRAGON BATTLE

Summon any character here from the Middle or Outer Region.

Attacked by Serpent (Strength 4)
Fight one Combat against the Serpent.

SERPENT BATTLE

LIZARD BATTLE

Attacked by Lizard (Strength 3)
Fight one Combat against the Lizard.

Talisman Places

Win 1 Gold for each battle that you win while on this board. If you roll a 6 for movement, re-encounter the same space but win 3 Gold if you win.

Arena

LIZARD BATTLE

ENTER/EXIT

ENTER/EXIT

GOBLIN BATTLE

If you end your turn on this space, move to the main board.

Attacked by Dragon (Strength 7)
Fight one Combat against the Dragon.

DRAGON BATTLE

GOBLIN BATTLE

Attacked by Goblin (Strength 2)
Fight one Combat against the Goblin.