**Talisman: Atlantis**

Calamity has befallen the fabled continent of Atlantis. The mystical Atlante golems, who once raised the continent from the sea, have gone mad. Seizing the opportunity, the Lord of the Dead has thrown open the gates of the Underworld and marches against the living. Only blood and sacrifice will hold Atlantis together. In these desperate times, the gods of Atlantis search far and wide for new champions to save their realm.

**Talisman: Atlantis** is a fan-made expansion for Talisman: The Revised Fourth Edition board game. You will also need **Talisman: The Firelands** expansion, which provides the needed Terrain Cards and fireland tokens. **Talisman: Blood Moon** would also be useful for the Day Card but is not necessary, as long as you have some method of keeping track of whether it is Day or Night in the game

**Setup:** In this expansion you will be exploring a new Atlantean Region, which is constructed using the Terrain Cards from **The Firelands** and those added by **Atlantis**. The Terrain cards are placed in a 5x5 grid, with Atlantis itself in the center. In one corner, place the Port Terrain, then continuing clockwise, place the following Terrains in each corner: El Dorado, Temple, and Temple Town. Next, take a Fields, Hills, Jungle, Plains, and Woods Terrain from the Terrain deck, along with 15 random Terrains and shuffle these together. Place them randomly throughout the rest of the Atlantean Region.

**Movement to and from the Atlantean Region:** Whenever a character rolls a 1 while praying, the Atlantean gods teleport them to Atlantis. Various Adventure cards and Spells provide alternative routes to Atlantis. As an optional rule, you may place the second Port Terrain on a Fields in the Outer Region to ensure access to Atlantis.



Credits: Design – Reedstilt, Card Template – abubu, Card Art – A whole lot of people whose work I found online.

**Movement in the Atlantean Region:** There is a single path through the Atlantean Region, spiraling from Atlantis to the Port, clockwise. Characters may move in either direction.

**Missing Terrains:** Throughout the game, Atlantean Terrains will need to be discarded. Unless otherwise specified, the current player choses which Terrain to discard. The corner Terrains (Port, Temple Town, El Dorado, and Temple) can only be discarded if only five Terrains remain in the Region. Atlantis can only be discarded if instructed or if it is the only Terrain remaining. When a player ends their move on an Atlantean space without a Terrain, they lose a life and place a Terrain at random, which they immediately encounter.

**New Keywords:** Some Followers new include the **Steed** and **Draft** keywords. **Steed** Followersare animal followers that you ride. This includes the Riding Horse and Warhorse. **Draft** Followers are animals that carry additional Objects for you. This includes the Mule, Horse and Cart, and Camel. If you lose a **Draft** Follower, you must ditch any excess Objects of your choice.