Talisman: The Isles

Components

* 1 Isles Board
* 140 Isles Cards
* 16 Adventure Cards
* 15 Denizen Cards
* 25 Piracy Quest Cards
* 30 Piracy Tokens
* 20 Purchase Cards
* 15 Shipyard Cards
* 6 Shipwrecked! Cards
* 15 Spell Cards
* 10 Treasure Cards
* 6 Characters Cards and Markers
  + 2 Alternative Character Cards and Markers
* 3 Alternative Endings

Setup

When playing with ***The Isles*** expansion, add the following steps to the base game’s setup.

1. **Place Expansion Board:** Take the new Isles board and place it next to the main Talisman board so that Port Royal is adjacent to the Tavern. This will replace the Dungeon board.
2. **Set up the Isles Deck:** Shuffle the Isles deck and place it facedown near the Isles board.
3. **Set up the Treasure Deck:** Shuffle the Treasure deck (including those from ***The Dungeon*** expansion) and place it face down near the Isles board.
4. **Set up the Piracy Quest Deck:** Shuffle the Piracy Quest deck and place it face down beside the Isles board. Then take the top three cards from the Piracy Quest deck and set them faceup beside the deck.
5. **Set up the Denizen Deck:** First, remove the Shipwright, Trader, and Jeweler from the Denizen deck. Shuffle these three cards and one each, at random, the three Port spaces on the Isles board. Second, shuffle the remaining Denizens (including those from ***The Cataclysm*** expansion) and place them face down near the board.
6. **Remove the Astrolabe from the Adventure Deck (Frostmarch):** If you have ***The Frostmarch*** expansion, find the Astrolabe in the Adventure deck and return it to the box. New copies of the Astrolabe can be found in the Purchase deck and as the Golden Astrolabe in the Treasure deck.
7. **Set up Alternative Ending (Optional):** If players wish to use one of the optional Alternative endings, it chosen now and placed on the Crown of Command.

Expansion Rules

When playing Talisman with ***The Isles***expansion, the following additional rules are in place.

Entering the Isles

The Isles are connected to the main Talisman board through the Tavern. A character may move into the Isles by moving from the Tavern to Port Royal as part of their move. Entering the Isles is optional, and a character may pass through the Tavern and continue moving through the Outer Region as normal if they do not wish to enter the Isles.

When character enters the Isles, **their movement ends at Port Royal** rather t han continuing the full distance as determined by their movement roll.

**Movement in the Isles**

While moving through the Isles, characters are assumed to be crewed up on one of the main ships sailing through the archipelago – perhaps even their own ship. However, all ships are at the mercy of the wind and tides, restricting their movements.

All spaces within the Isles are linked by colored Trade Routes. While in the Isles, a character rolls 1 die for their movement as normal then moves one space along the appropriately colored Trade Route based on the result.

* 1-2: Red
* 3-4: Green
* 5-6: Black

Movement and Ships

If a character owns at least one Ship, they may add 1 to or subtract 1 from their movement roll as they set their own course rather than depending on the whims of another captain. Owning more than one ship does not provide any additional movement bonus.

Resolving Movement Bonuses

If a character has any other Ability, Follower, Object, etc., that allows them to roll more than one die for their movement, while in the Isles, they still do so, but they never add these dice together. Instead, they choose one unless specifically instructed to do otherwise in the Isles. Other Abilities, Followers, Objects, etc., that affect a character’s movement roll function normally. While it might not be immediately obvious how a Riding Horse or a Walking Stick assists in navigating the Isles, such things aid in the character’s exploration of the islands and ensure they return to their ship in time to catch the outgoing tide or a strong wind.

Moving Clockwise, Counterclockwise, and Back

If a character or card is required to move “clockwise” or “counterclockwise” while in the Isles, roll 1 die and move it along the appropriately colored Trade Route based on the result of the die. If a character needs to “move back” any number of spaces, they move once along the same trade route they moved earlier this turn.

Leaving the Isles

When a character on Port Royal rolls for their movement, instead of following the Trade Routes, they may exit the Isles. In this case, they pass back through the Tavern and move the number of spaces as indicated by their die roll.

**Optional Rule:** When a character begins their turn on the Shrine of the Deep Father, the Pirate Cove, or Lemuria, they may teleport directly to the Tavern instead of rolling for movement.

Using Highland Cards

Isles Cards are similar to Adventure Cards but are encountered by characters in the Isles Region.

Drawing Isles Cards

When a character in the Isles Region is instructed to draw cards, they do so from the Isles deck. This holds true even if the character has a special ability that instructs them to draw “Adventure Cards.”

Drowning Cards

While exploring the Isles, characters may be instructed to *drown* one or more cards. *Drowned* cards are placed in the Isles discard pile, regardless of whether they originally came from the Isles deck. Only cards with encounter numbers can by *drowned*.

Retrieving and Counting Drowned Cards

All cards in the Isles discard pile are considered to be *drowned*, even if they were put there by an effect that specifically referenced *drowning*. If a character has an opportunity to take a card from any discard pile, they may not take any *drowned* cards. However, *drowned* cards are still counted as cards in a discard pile for effects that take note of such numbers.

*Example:* While playing with **The Isles** and **The Cataclysm** expansion, a character draws the Tsunami event, which *drowns* all cards in the Isles and in the Outer Region. All Adventure Cards and Isles Cards in these regions are placed in Isles discard pile. Later a character encounters the Astral Spirit, which allows them to take a Stranger from the discard pile and add it to their space. In this case, they could not take any Strangers from the Isles discard pile because the Astral Spirit does not specifically rescue *drowned* Strangers.

At the end of the game, return all *drowned* cards to their appropriate decks.

Denizens

Merchants and travelers fill the ports of the Isles but rarely linger long. When a character on one of the Ports resolves the “Inn,” they must draw a card from the Denizen deck then encounter one Denizen in their space. For full rules on Denizens, see ***The Cataclysm*** expansion.

If you are not playing with the Cataclysm board, some of the Isles’ Denizens may end up on spaces in the Outer or Middle Regions without instructions to encounter Denizens. In such cases, treat the Denizens as though they were alternative instructions on the space, much like choosing between visiting the Mystic or the Blacksmith in the Village. You may either resolve the space’s instructions as normal or encounter one of its Denizens.

Piracy Quests

While exploring the Isles, characters may seek their fortunes through acts of piracy. Such acts come with the opportunity of great rewards but also hold numerous risks.

Gaining a Piracy Quest

Piracy Quests can most often be gained by visiting the Pirate Cove, located between Port Royal and the Maelstrom. At all times there should be three face up Piracy Quests near the board. When gaining a Piracy Quest from any source, a character may choose either one of the faceup Quests or draw the top card from the Piracy Quest deck.  
  
A character may only have one Piracy Quest at a time. If a character with a Piracy Quest would gain another, they may either discard their current Piracy Quest to do so, or ignore the instructions to gain the Piracy Quest.

Resolving Piracy Quests

Each Piracy Quest designates a specific target rumored to be laden with treasures. Most Piracy Quests will also mention the location in the Isles where this target can be found. After a character moves to the listed space, they may choose to attack their Piracy Quest instead of encountering the space as normal. When attacked, Piracy Quests count as creatures, but not Enemies. If they defeat the Piracy Quest, the character resolves the remaining instructions on the card and ends their turn.

If they are defeated or have a stand-off, the character loses 1 life and ends their turn. When a character begins their turn on the space where their Piracy Quest can be found, they may choose to attack it again immediately rather than rolling for their movement.

Patrols

The three Piracy Quests that target the Red Patrol, the Green Patrol, and the Black Patrol are notable exceptions. Each specify a Trade Route that the character must move along. Once the character moves along the appropriate Trade Route, they may choose to encounter the Piracy Quest instead of the space. Since these three Piracy Quests do not mention a specific space on the board, if the character fails to defeat the Patrol, they cannot attempt to attack them again at the start of their next turn. Instead they must wait until they move along the appropriate Trade Route again.

Piracy Tokens

After completing their Piracy Quests, the character will be instructed to gain 1 Piracy Tokens. These tokens represent the character’s growing infamy as a pirate and the crew they have accumulated in their adventures at sea. Each token provides the following benefits and penalties:

* When rolling for the Pirate Cove, you may add 1 to your result for each Piracy Token you have.
* You may discard a Piracy Token to add 1 to your attack score for each Piracy Token you have, including the one discarded.
* All Law and Fae Enemies add 1 to their attack score against you for each Piracy Token you have.

Ships

Ships may be purchased from the Shipyard deck when visiting the Shipwright Denizen in one of the Ports. All cards in this deck have the new type “Property” with the subtype “Ship.”

Properties

Properties are locations and structures owned by a character, rather than items they are carrying or companions that are following them. A character may have any number of Properties.

All Properties list their Cost on their card. This is the amount of gold that must be spent to acquire the Property from its deck. In this expansion, the only Properties available are Ships. Additional Properties may be found in the fan-made ***Hearth & Harvest*** expansion on TalismanIsland.com.

Ditching Properties

All Properties have an encounter number of 6, similar to most Places. If a character ditches a Property – most commonly after being killed – they are treated as Adventure cards in the space. Any character who encounters that space can take the Property, salvaging the Ship or seizing upon an abandoned title of ownership, without paying the Property’s Cost.

Any special ability, Spell, other cards, etc., that affects Places also affects Properties while they are on the board. Properties in the possession of a character are not affected by special abilities, Spells, other cards, etc., unless it specifically references Properties or the Property’s subtype.

Discarding and Drowning Properties

Properties cannot be drowned unless they are on the board. When a Property is discarded it is returned to its deck.

Ships and Movement

As mentioned earlier, if a character owns at least one Ship, they may add 1 to or subtract 1 from their movement roll in the Isles. Owning more than one ship does not provide any additional movement bonus.

Shipwrecked!

As characters adventure through the Isles, they may occasionally meet misfortune and become “Shipwrecked!” When this occurs, the character gains one of the Shipwrecked! cards and follows its instructions. They keep the card with them until they are instructed to discard it or until they leave the Isles Region by some other means.

A Shipwrecked character cannot be shipwrecked again until they have discarded their current card. They do not gain an additional Shipwrecked! card.

Treasures

Wondrous Treasures are hidden throughout the Isles and coveted by all factions that sail its waters. While exploring the Isles, characters may acquire these Treasures in several ways. The most common ways are these:

* **Make a Sacrifice:** A character may visit the Shrine of the Deep Father and pray. They must *drown* an Object or Follower to have any hope of being rewarded with a Treasure.
* **Fight the Pirates:** A character may visit the Pirate Cove and attack the pirates there. If they defeat them, they gain a Treasure.
* **Complete a Piracy Quest:** Instead of fighting the pirates, a character may join them and accept a Piracy Quest. When the Quest is finished, they may be rewarded with a Treasure. Each Piracy Quest the character has completed makes it more likely they will receive a Treasure as their reward.
* **Fight the Merlings:** A character may visit Lemuria and goad the merlings into attacking them by discarding a Fae trophy. If the character defeats the merlings, they gain a Treasure.
* **Collecting a Bounty:** Instead of fighting the merlings, a character may collect a bounty from them. To do so, they must discard a non-Fae trophy. A suitably impressive trophy will be rewarded with a Treasure.

Gaining a Treasure

Regardless of the method used, when a character in the Isles gains a Treasure, they may look through the Treasure Deck and take one card of their choice.

**Optional Rule:** Instead of choosing their Treasure, the character draws one at random from the Treasure deck.

Interaction with Other Expansions

If using other expansion for Talisman, there are several issues that must be addressed.

The Reaper and The Werewolf

If using the Reaper or the Werewolf NPCs from **The Reaper** and **The Blood Moon** expansions, respectively, these NPCs may move into the Isles. While in the Isles, instead of rolling for their movement, they always move 1 space toward the nearest character in the Isles. If there are no characters in the Isles, the Reaper and the Werewolf immediately teleport to their starting spaces.

Terrains

While using **The Firelands**, **The Cataclysm,** or another expansion that adds Terrains, they may only be placed on Islands, Archipelagos, and Reefs while in the Isles. If a Terrain is placed on any other space in the Isles, discard it immediately.

Fireland Tokens

Fires cannot burn long in these storm-wracked islands. While playing with **The Firelands** expansion, after a character loses a life to a Fireland token in the Isles, discard that token.