



TALISMAN[®]

THE MAGICAL QUEST GAME

REVISED 4TH EDITION



THE SERPENT EXPANSION



THE STORM RIVER SERPENT

Mamlambo is a creature of legend. A water-goddess that takes the form of a giant serpent and patrols the waterways of the *Talisman* world. Whenever an adventurer is foolish enough to cross the Storm River without using the safer option of a bridge, or battles an Enemy, she may awaken and seek to punish those that disturb her slumber.

Mamlambo does not concern herself with the vagaries of magic spells, psychic combat, or the petty squabbles of characters that seek to fight amongst themselves.

THE SOUNDS OF BATTLE

Whenever a character in the Outer Region is about to engage an Enemy in battle, roll 1 die and refer to the *movement chart* on her card. If she wakes, move Mamlambo around the Outer Region, along the shoreline of the Storm River. If she reaches the space, she will end her movement and attack with a Strength value of 10, joining with the Enemy in battle.

If she wins the battle, the character must lose 1 life and the Enemy is dragged into the Storm River to be eaten and is discarded.

If Mamlambo loses the battle, the character takes the Enemy as a trophy as normal, and gains 1 Strength counter for defeating her. She is not killed, but instead retreats to her starting space to recover from her wounds.

RIPPLES ON THE WATER

Whenever a character is about to cross the Storm River in either direction by Raft, Barge or Ferry, roll 1 die and refer to the *movement chart* on Mamlambo's card. If she wakes, move her around the Outer Region. If she reaches the space, she ends her movement and attacks the character with a Strength value of 10.

If Mamlambo wins the battle, the vessel capsizes and the character must lose 1 life. If the character has any *Armour*, he must lose an additional life, or discard the *Armour*.

The character must also roll a die for each of his Followers. If a 1 or 2 is rolled, the Follower is eaten by Mamlambo in her feeding frenzy and is discarded.

If she loses the battle, the character continues across the Storm River unharmed, and gains 1 Strength counter. Mamlambo then returns to her starting space.

CREDITS

Expansion Design: Katie B

Talisman Revised 4th Edition and Expansion Design: Bob Harris, John Goodenough, Samuel W. Bailey, and Jon New

Cover & Interior Art: Hoarwell River Serpent by Ducos Guillaume for The Lord of the Rings: The Card Game published by Fantasy Flight Games



MAMLAMBO



THE SERPENT SLEEPS

At the start of the game, place the Mamlambo playing piece in the middle of the Storm River between the Desert space to the right of the Oasis space and the Hills space, then place this card faceup next to the game board.

MOVEMENT CHART

Roll 1 die to see how Mamlambo reacts:

- 1) She moves directly to the space that the character is in and attacks!
- 2-3) She moves clockwise to the Village space.
- 4-5) She moves clockwise to the City space.
- 6) She remains in her current space and continues her slumbers!

TREAD CAREFULLY

If a character lands on Mamlambo's space, roll 1 die. If a 6 is rolled, she attacks the character with a Strength value of 10!

If she wins the battle, the character must lose 1 life.

If Mamlambo loses the battle, the character gains 1 Strength counter. She then moves to her starting space.

LEAVING THE CITY

If a character attempts to leave the City board by Barge via the Wharf space, Mamlambo only needs to travel to the City space in the Outer Region in order to attack.



MAMLAMBO



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