



TALISMAN[®]

THE MAGICAL QUEST GAME

REVISED 4TH EDITION



THE SERPENTS OF
THE STORM RIVER
EXPANSION



THE STORM RIVER SERPENTS

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.

It is said that No'Pa No'Tu was once a man, transformed into an enormous snake by the Mystic in the Village. Trapped in this form he constantly searches for his next meal, and will take interest in any adventurer attacking an Enemy near his home in the Storm River.

The Serpents of the Storm River do not concern themselves with the vagaries of magic spells, psychic combat, or the petty squabbles of characters that seek to fight amongst themselves.

COMPONENTS



2 SERPENT SHEETS & TOKENS



2 SERPENT FIGURINES*

*Not included

THE SERPENTS WAIT...

At the start of the game, place the Mamlambo playing piece adjacent to the Storm River outlet next to the City space, and the No'Pa No'Tu playing piece adjacent to the Storm River inlet next to the Village space. The playing pieces should be alongside their likenesses on the board as shown. Then place the large NPC cards faceup next to the game board.



Starting position for Mamlambo



Starting position for No'Pa No'Tu



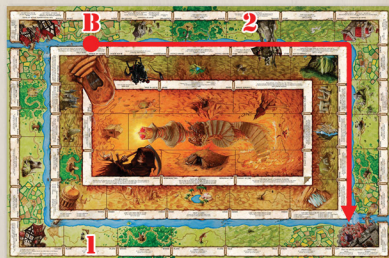


EXAMPLES OF SERPENTINE MOVEMENT

In the example scenarios below, a character is assumed to be crossing the Storm River or battling an Enemy on either the Tavern Plains space, or the Sentinel space. One of the Storm River Serpents rolls for movement, and travel towards the indicated destination, but will stop in the space occupied by the character and attack if they pass that particular space.



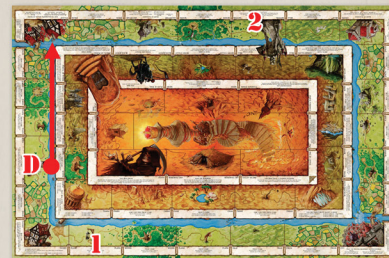
Mamlambo is at point A, rolls a 2 and must travel towards the Village.



No'Pa No'Tu is at point B, rolls a 5 and must travel towards the City.



Mamlambo is at point C, rolls a 4 and must travel towards the City.



No'Pa No'Tu is at point D, rolls a 3 and must travel towards the Village.

In example A, Mamlambo would stop at position 1 and attack the character there. If the character was at position 2 however, she would finish her move at the Village and the character would escape her wrath!

In example B, a character would be safe at position 1, but a character at position 2 will not be so fortunate and will enjoy an encounter with No'Pa No'Tu.

Example C is unlucky for both characters, as Mamlambo would reach either of the positions on her way to the City space.

Finally, in example D, both characters would seem to have been visited by Lady Luck, as both positions would fortunately avoid an encounter with the fearsome snake.





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 character's 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**, they 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 is able to continue their journey across the Storm River unharmed, and gains 1 Strength counter. Mamlambo then returns to her starting space.

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 No'Pa No'Tu's card. If he is alerted, move No'Pa No'Tu around the Outer Region, along the shoreline of the Storm River. If he reaches the character's space, he will end his movement and attack with a Strength value of 10, joining with the Enemy in battle.

If he 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 No'Pa No'Tu loses the battle, the character takes the Enemy as a trophy as normal, and gains 1 Strength counter for defeating him. He is not killed, but instead retreats to his starting space on the Storm River to recover from his wounds.

CREDITS

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Further Development and Graphic Design: Jon New

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

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Fire Made Flesh by Jake Murray from A Game of Thrones: The Card Game by Fantasy Flight Games

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The Serpents of the Storm River
TMktb01c



NOT FOR SALE



NO'PA NO'TU



THE SERPENT HUNGERS

At the start of the game, place the No'Pa No'Tu playing piece adjacent to the Storm River inlet next to the Village space, then place this card faceup next to the game board.

MOVEMENT CHART

Whenever a character in the Outer Region enters into battle with an Enemy, roll 1 die to see how No'Pa No'Tu reacts:

- 1) He moves directly to the space that the character is in and attacks!
- 2-3) He moves clockwise towards the Village.
- 4-5) He moves clockwise towards the City.
- 6) He remains in his current space and waits for an easier meal.

WATCH YOUR STEP

If a character lands on No'Pa No'Tu's space, they must appease him with an offering of 1 trophy (discard).

If the character has no trophies, they must lose 1 life or 1 Follower instead.



MAMLAMBO



THE SERPENT SLEEPS

At the start of the game, place the Mamlambo playing piece adjacent to the Storm River outlet next to the City space, then place this card faceup next to the game board.

MOVEMENT CHART

Whenever a character attempts to cross the Storm River by Raft, Barge or Ferry, 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 towards the Village.
- 4-5) She moves clockwise towards the City.
- 6) She remains in her current space and continues her slumbers!

TREAD CAREFULLY

If a character lands on Mamlambo's space, they must appease her with an offering of 1 gold (discard).

If the character has no gold, they must lose 1 life or 1 Object instead.

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.

