

TALISMAN

THE TAVERN

What follows is another take at the Tavern space on the main board, created to give worthwhile location for characters to spend their gold - if they don't booze it away first. This modification contains 5 elements: Tavern space instructions to place on the existing space, a Gambling Den card to leave beside the Tavern space, 5 *One More Go* Event cards to add to the Adventure deck and a *Tavern Locals* reference card.



TAVERN YOU MUST CHOOSE

GAMBLING DEN: Night only. Roll 1 die to gamble and another player roll 1 die for the house. Highest roll wins. You win, take the pot. You lose, pay 1 Gold to the pot or if you rolled a 1 pay all your Gold. If you have no Gold lose 1 life instead. Both dice results are equal, take 1 Gold from the pot.

ONE OF THE FOLLOWING

CAROUSE: Roll 1 die: 1) You get mixed up in a bar room brawl (lose 1 Life or 1 Gold to the Gambling Den). 2-3) You get blind drunk and collapse in a corner (Miss a Turn). 4-5) You are offered one of the following services from a local: Farmer for 0 Gold, Ale-Wife for 1 Gold, Barge Captain for 1 Gold, Gypsy for 2 Gold, Hunter for 2 Gold, Poacher for 2 Gold, Ferryman for 3 Gold. 6) After a very merry night you are offered one of the above services for free.

TAVERN

Locals offering their services: Farmer: you work the Gold. Ale-Wife: you give 1 Gold. Gypsy: you work 1 Turn. Poacher: take 1 Turn from any service at a Price.

TAVERN LOCALS



Tavern

Locals offering their services;
Barge Captain: teleport to an Outer Region space of your choice as your next move.
Hunter: a character of your choice not in the Inner Region must lose 1 Life or 1 Follower.
Ferryman: go to the Temple as your next move.

TAVERN LOCALS



Tavern

Locals offering their services;
Farmer: you work the fields, miss 1 turn and gain 1 Gold.
Ale-Wife: heal 1 Life.
Gypsy: replenish 1 Fate.
Poacher: take 1 *Animal* from any space as a Trophy.

GAMBLING DEN



The Pot

Store the Gold earned by the Gambling Den on this card.
 There is always at least 1 Gold in the pot.



ONE MORE GO



Event

A bad night for gambling folk.
 Add 3 Gold to the Tavern Gambling Den pot.

1



ONE MORE GO



Event

A bad night for gambling folk.
 Add 2 Gold to the Tavern Gambling Den pot.

1



ONE MORE GO



Event

A bad night for gambling folk.
 Add 2 Gold to the Tavern Gambling Den pot.

1



ONE MORE GO



Event

A bad night for gambling folk.
 Add 2 Gold to the Tavern Gambling Den pot.

1



ONE MORE GO



Event

A bad night for gambling folk.
 Add 1 Gold to the Tavern Gambling Den pot.

1

