

Talisman House Rules

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Some of these are not play tested very well; others are not tested at all. Talisman has always had the problem of being a random game engine that needed you to focus on the end game like it was a strategic contest. Not all of these are going to fix things, some may make it worse, but I hope they make it more interesting.

While the game can be fun it also can drag on as players attempt to optimize their character or simply lose sight of the goal of winning the game. Making a few things easier to do helps keep the game lively.

1) Balance of power: A character cannot more than double their starting Strength and Craft by gaining experience. Strength and Craft can still be increased by items, followers and temporary Magical effects. Permanent Magic affects (magic pools, the Temple...) count towards your maximum.

2) One Step: You can always opt to move just one space.

3) Alignment change: When a character's alignment changes, for any reason, all followers are left in the space where the alignment change happened. They can be taken again if the character lands their move there on a later turn. Only the Hag, Poltergeist, Jester and enslaved creatures remain with the character.

4) Small Objects: Some items will not count towards the limit of 4 that a character can carry. These are items that can be worn. Hats, belts and rings are primary examples. Armor and shields still count towards a character's total limit of 4 items.

5) Talismans of Power: Talismans have more uses now. A) You may discard a Talisman to pass the Sentinel. B) If you are in the 'Runes' you may teleport to any middle region space. C) Talismans may be discarded in an Inner Region space to avoid its effects. D) Certain quests may allow additional powers to the Talismans.

6) Elemental Talismans: These are given out by the Warlock for completing one of his quests. Earth= acts as a Shield, Air= +1 Psychic combat, Fire= +1 Physical combat, Water= Evade by rolling 2d6 below your characters Craft.

7) Heavy Gear: A character can wear a Helm, Armor and carry a Shield. Roll for the best one and add one for each other piece you are wearing.

The Gods of Talisman

Each player takes on the role of a god in the world of Talisman. Rather than drawing a card from the deck when your character lands on a space each player has the opportunity to play a card from their hand on you.

1. After all characters are selected and the game is set up each player is dealt 5 Adventure Cards.

2. When a character lands on a space the player whose turn it is selects one of the other players to get a card from. The player chosen may select any card in their hand to play on the space. If a space calls for multiple cards they all come from the player selected unless they do not have enough cards. In this case the player whose turn it is may select another player to take a card from.

3. A player may not draw more cards until they have used all of the cards in their hand, then they draw 5 more.
4. A player may not play cards on their own character.
5. Characters with the ability to make a second draw from the Adventure deck may refuse the card of one player and choose another. They must accept this card.

Talisman...Quick Games

These are timed games of 2 hours but the players may decide on more or less time as they like. Choose the scenario after characters have been chosen.

1) A Grant of Land: The King needs to appoint a new Baron to protect the borderlands. He has set a challenge to find a worthy subject. The first character to arrive at the Castle with a Talisman is given the title Baron and is the winner of the game.

2) In Service to the Crown: The Queen seeks a champion. Characters adventure for the pre-set amount of time. At the end all are teleported to an arena to fight a tournament. No followers may be used in the combats but spells and items are allowed.

Each character takes turns fighting each other character once, until all have fought each other. The character with the most victories wins. The winner of a combat has the option of taking an item or a life from the vanquished.

3) The Great Hunt: The character that has the most total 'Strength' in animal and monster cards at the end of the time wins. Any cards turned in for increased Strength do not count towards victory. Dead animals count as one object when carried.

4) Treasure Hunters: The character with the most total value of items at the end of the time wins the game. Magic objects are worth 2 times their total of Strength plus Craft bonuses or 2 gold, if they do not have a specific bonus. Talismans are worth 5 gold. Gold is worth...1 gold...duh. Common items and animals do not count in a treasure hunt.

5) Cult of Personality: Total each player's number of Followers. Also total the number of items that the Character posses that can only be used by their alignment, Neutral characters can add any of these they have towards Neutral. The one with the most followers wins the game for their character's alignment, Good, Neutral or Evil. If a Good character is in the Chapel they can multiply their total by 2. If an Evil character is in the Graveyard they can multiply their total by 2. If the Character is on the Crown of Command space they may multiply their total by 3.

6) An Unexpected Rival: Someone has gotten to the Crown before any of the players. Draw one unused character and place it on the Crown of Command space. Roll 1d6 for its Strength, Craft and Lives. At the end of each round roll for the CoC against all players. If a player gets to the CoC before they are eliminated they may fight the Rival for control. If the player defeats the Rival they win the game. If all players are eliminated there is no winner.

Talisman Quests

At the start of the game, after all characters have been chosen and the game set up a Quest card is drawn. This is the goal to win the game. Below are the details of each possible quest. These are from the Talisman Adventure expansion. These should be fun because sometimes the Quest comes to get you!

Conquer the World: This is the original quest of the game. To make the game a bit quicker the game ends immediately when a character enters the Crown of Command space, unless there are other characters in the Inner Region. These characters may be attacked using the

Crown of Command. The game continues until only one character remains or no characters are in the Inner Region.

Heroes Challenge: Place the Belt of Hercules on the crown of command space. A character possessing it will add 5 to their Strength and Craft and they gain one life. Once a character possesses the 'Belt' the game stops and all players enter into a battle. Each character will take turns battling the wearer of the belt. Whoever wins the combat has the belt; the loser is out of the game.

Close the Horrible Black Void: A void has opened and is ravaging the world of Talisman. If a Talisman is thrown into it the void will be sealed. When you arrive at the Crown of Command space you must roll below your Strength on 3 dice or be sucked to your doom. If you have a Talisman when you are sucked in the void is closed and the game ends.

During the game if a player rolls a 6 for movement they do not move their character, the Void comes to them (remember the part about it ravaging the world) and the character does not move...instead roll 1d6.

1) Lose one follower. 2) Lose one item. 3) Lose all gold. 4) all adventure cards in the nearest space of the same region as your character are sucked to the discard pile. 5) the Void is actually in the space occupied by another player, you chose which one and they now roll 1d6 on this guide. 6) No effect.

If you have a Talisman you may attempt to close the Void but must roll below your Strength on 3d6 or be sucked to your doom.

Lock Pandora's Box: Of course you must have a Talisman to lock the Box. Place Pandora's Box on the Crown of Command space. The Box is spreading trouble everywhere. During the game if a player rolls a 6 for movement, the player rolls 1d6 before they move their character....1) All enemies are at +1 in any combat until it is your turn again. 2) If you draw cards this turn you draw one more than required. 3) Draw the top spell card, it affects you as if cast by another player, if it cannot affect you it affects the nearest appropriate space in the same region. 4) The Warlock has a desperate plan and teleports you to him. If you have a Talisman he teleports you to the Portal of Power on your next turn, if you do not have a Talisman you may go on the Warlock's quest. 5) You may only move one space this turn. 6) All enemies are at +2 to any combat until it is your turn again.

1 and 6 are cumulative, if each player gets those results the enemies gain all of the bonuses.

Defeat the Demon Lord: The Demon Lord sits at the Crown of Command space, it has 10 Craft and 4 Lives. The Demon and all Spirits are very powerful. Even if you can automatically defeat a Spirit enemy you must still fight a psychic combat with it, you will still destroy it but you will lose a life if you lose the combat. The Demon Lord cannot be charmed or controlled by a player. During the game if a player rolls a 6 for movement, the player rolls 1d6 before they move their character....1) The nearest Spirit on the board immediately attacks you at +2. 2) All Spirits are at +2 until it is your turn again; this is cumulative for each player that rolls this result. 3) Demon Lord attacks you! You must fight a psychic combat, then the Demon Lord returns to the Crown of Command. 4) The Demon Lord brings you and your followers to him; there you must fight to the death. Each turn fight a psychic combat until one of you is defeated. 5) Possession. One of your followers attacks at +3 to their best possible combat mode. Whether they win or lose they flee to the discard pile. 6) Nightmares cause you to forget all spells...discard them.

Slay the Dragon King: Use only the bright green 'Dragons Deck'. The Dragon has 10 Strength and 4 Lives. When a player rolls a 6 for movement, roll 1d6 after moving but before drawing cards. 1) Attacked by the Dragon King, Fight one combat with him, after this he flies back to the Crown of Command space. 2) Blast of Fire, lose one life. 3) City under siege! The Dragon King sits on the City space until another action is called for or he is attacked. If he is attacked or this action is called for again he flies back to the Crown of Command space. 4) The Dragon King destroys the adventure card nearest you in the same region. 5, 6) Draw a card from the original Talisman deck.

Destroy the Evil Amulet: Remove the Amulet from the Adventure Deck and place it on the Crown of Command space, its power is affecting the entire world and it must be destroyed. No characters are affected by the following Spells, even if they would like them to: Healing, Preservation, Immobility, Acquisition, Paralysis, Hex, Random, Psionic Blast or Destruction. The character that reaches the Crown of Command space removes the Amulet and casts it into the Valley of fire, where it is destroyed.

The Un-Human War: An alliance of the Troll, Orc and Hobgoblin characters is leading the humanoid monsters against civilization. Players cannot use these characters in the game; they are instead placed on the Crown of Command space and have 4 lives each. No Humanoids (Orcs, Goblins, Trolls, Giants, Hobgoblins...) are retained for experience after a combat; they are placed immediately on the Crown of Command space as Minions.

If a player rolls a 6 for movement roll 1d6 before you move your character...1) All humanoids on the board, including a players followers are called to the Crown of Command space. 2) The strongest Humanoid on the Crown of Command space attacks you after you move. After the attack the humanoid returns. 3) All Minions on the Crown of Command space, except the three characters, attack you. If there are none assemble there treat this as #2. 4) RAID! For each monster on the CoC space draw one Purchase card and place it with them; the leaders will use them if they can. 5, 6) All of the Minions make camp in the Oasis until made to do something else.

The Arch Nemesis: After all players have their characters, draw one of the remaining characters, unseen, and place it on the Crown of Command space. Roll 1d6 for its Strength and 1d6 for its Craft and place the tokens with the card. The Nemesis also has 4 lives.

When a player rolls a 6 for movement, roll 1d6 for the effect before you move. 1) The fiend uses the Crown of Command on you. 2) AMBUSH! The Nemesis attacks you...and reveals itself. Fight a combat with the Nemesis; it will use its best attack mode. Another player should control the Nemesis. If the Nemesis is a character that would have started with a spell give it maximum spells according to its Craft. After the attack the Nemesis retreats to the CoC. 3) Assassin...your character loses a life or a follower. 4) Theft...your character loses an item or a life. 5) The Nemesis casts a spell on you; you are turned into a Toad for 3 turns. 6) You have followed a false trail and miss this turn.