

# Call of Chaos

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## 1 Warrior of Chaos

Yes, Talisman is a great game but there is at least one change I recommend.

The Warrior of Chaos Character is too powerful. I know in tournament play the Prophetess is not used but I feel this is unwarranted. I do feel the Warrior of Chaos needs to become a Master Level Character.

To wit I present this Event Card allowing someone to become the Great & Powerful Warrior of Chaos.

## 2 Master Level Characters

Everyone on the web has added characters to the game but very few have added Master Level Characters. So here's the first of what may be tons to come.

## 3 Mirrored Image

If one encounters the Mirror of Duality and you have at least 2 Lives, you may choose to pass through and to a duplicate Character. In essence you are creating a second Character. The Mirror Image is the opposite of your Original Character. For example, if your Original Character has a Strength of 3 and a Craft of 5, the Mirror Image will have a Strength of 5 and Craft of 3. The Mirror Image receives no Gold, but does receive half the amount of Lives of your Original Character.

### 3.1 Movement

On your turn roll the die for Movement as you normally would, however, you may move either your Original Character or the Mirror Image.

### 3.2 Trading

If either Character lands on the other you may choose to Encounter them. You may have them trade any Possession. You may not trade Strength, Craft or Lives.