

Denizens of the dark Dimensions

Lorenzo Bocchio

Rules to control the abuse of magic in Talisman

1 Rules

1. You can only cast spells as specified on the card; if you cannot meet the requirements on the card you cannot cast the spell until you do.
2. Any Character that has an ability or object etc. that means they always have a certain number of spells can only use this ability to gain new spells, to bring them back up to their normal quota, at the start of their turn.
3. You cannot combine two or more spells to get a special or additive effect.
4. You cannot just drop spells in an attempt to cycle through the spell deck.
5. Whenever you cast a spell you are disturbing the fabric of reality and you can run the risk of something crossing over from the dark dimensions, see the table below. Check the number of spells you have cast since the start of your turn and take the appropriate action.

Spells Cast	Action
1	No Effect
2	Roll a Die: 1-5: No Effect, 6: Draw a Denizens of the Dark Dimensions card
3	Roll a Die: 1-4: No Effect, 5-6: Draw a Denizens of the Dark Dimensions card
4	Roll a Die: 1-3: No Effect, 4-6: Draw a Denizens of the Dark Dimensions card
5	Roll a Die: 1-2: No Effect, 3-6: Draw a Denizens of the Dark Dimensions card
6	Draw a Denizens of the Dark Dimensions card

Tab. 1: Spell Casting Table