

Mr X's Changes

"Mr X"

1 Rule Changes

1.1 SPELLS

You may cast only 1 Spell per turn plus every defensive Spell. One Spell is considered defensive if its use can prevent the loss of any Object or attribute.

1.2 EXPERIENCE

You may save for STRENGTH or CRAFT Experience only Card-Enemy and not those from Cave, Crag, etc.

1.3 MAGICAL STORM

This rule has been introduced after an 8 hours match! You may decide a time limit for the game so, after the time has come, magic clouds cover the sky and first Player must start a 3 turns countdown. During these turns, the clouds make themselves more and more threatening until the Storm breaks out. Every player who stays in the Outer or Middle Region suffer Storm effects (lose 1 Life). This effect may be avoided by casting Spells like COUNTERSPELL, REFLECTION, DESTROY MAGIC, RESTORATION, ecc. If a Player loses all of his Lives during the Magical Storm, he cannot restart the game and must be treated as he were killed by Command Spell.

1.4 CROWN OF COMMAND

Command Spell effect is too weak to force other Players to enter into the INNER REGION, so changes have been made:

1-3 Nothing

4 Lose 1 Life forever

5 Lose 2 Lives forever

6 Lose 3 Lives forever

1.5 GAINED LIVES

Every time you are instructed to gain 1 Life, that Life is gained forever, so you may be HEALED even beyond your 4 starting Lives.

2 New Ways to Play

2.1 Gems of Power

2.1.1 PREPARATION

- You must select first Player as normal and then proceed clockwise.
- Every Player "choose" his Character. The Player to his right shuffle the Character Deck and when he is stopped, he counts starting from first card of the deck until a number chosen by the Player. The Character so determined will be Player's Character.
- Each Player extract one gem from the purse and one power associated to the gem color (powers are normal Talisman Characters Special Abilities divided by "power alignment").

2.1.2 PROSECUTION

- A Gem is a Special Object, doesn't count for encumbrance and cannot be taken by RAIDERS, WHIRLWIND or CYCLOPS.
- You may consider every Gem like a MAGIC OBJECT but you cannot be forced to do that.
- A Gem (and its power) can be STOLEN from a Player with ACQUISITION, winning a combat without using Special Ability, Object, Follower, ecc. or SWAPPING it with another Gem of the same color.
- Gems of the same color DISTURB themselves (they use same harmonics) and then, every time you use a Gem having at least another one of the same color, roll a die: 1) One of the Gems is DESTROYED (discard it). 2,3) Gem Power doesn't work. 4,5,6) Gem Power works.
- A Gem and its Power may be left on the BOARD and it will count as a card for every Player who lands on it. If a GOOD (EVIL) GEM is left in the GRAVEYARD (CHAPEL) or thrown in the CHASM, it will be DESTROYED.

- A TOAD doesn't lose any Gem nor can collect them.
- The GOLDEN STATUE cannot prevent the loss of one Gem because it counts only for Objects.
- If you will be found guilty by the JUDGE you may lose: one Gem, one Turn or one Bag of Gold.
- The ROD of RUIN can destroy one Gem of another Player instead of its normal effect.
- The MAGICAL VORTEX causes the loss of one Gem to every Player.
- The WARLOCK gives one TALISMAN or one Gem to whoever execute one of his missions.
- You may gain one Gem if you roll 1 visiting: SHRINE, MYSTIC, ENCHANTRESS and WITCH (but you won't become toad).
- One Gem could be asked to the FAIRY, PHANTOM, ENCHANTER and DEMIGOD instead of their normal effect.
- One Gem could be chosen instead of TWO BAG OF GOLD or one TALISMAN.

2.2 Quest for a Hero

2.2.1 PREPARATION

- In this changing you won't use normal Characters. Every Player receives one SPECIAL ABILITY CARD (Talisman Character Special Abilities) for every type: POWER (orange), SKILL (blue), COMBAT (red), MOVEMENT (green) and SPELL (yellow). You may discard maximum 3 of these cards during first turn, two during the second and only one during the third.
- Then you must select a Character conformed with your choices. Character's alignment is that present in the greatest number on your SPECIAL ABILITIES CARDS. All Heroes start on the Character card STARTING PLACE. Starting STRENGTH and CRAFT must be chosen at the beginning of the game so that their sum is 6. (Ex. 3-3, 4-2, 5-1).

2.2.2 PROSECUTION

- The Game takes place as these Characters normally exist. In some cases, when a combination of 2 powers seems too powerful, that Player cannot use two or more Special Abilities at the same time. (Ex. roll again the die for the movement and steal the turn to other Players).

- When a Character dies proceed as described in preparation paragraph.

2.2.3 FORBIDDEN COMBINATIONS

- You can't steal one turn using movement Special Abilities to another Player who just loses it.

2.3 War of the Parties

2.3.1 PREPARATION

- You must select first Player as normal and then proceed clockwise.
- Every Player "choose" his Character. The Player to his right shuffle the Character Deck and when he is stopped, he counts starting from first card of the deck until a number chosen by the Player. The Character so determined will be Player's Character.
- Then you must place all other Characters on the Board, but not those excluded by at least TWO Players. The Characters must be placed on their Starting Places. (Ex. KNIGHT must be placed on the CHAPEL).
- The game takes place as normal but all Players start with 10 BAGS OF GOLD.

2.3.2 PROSECUTION

- You may take every Character you land on giving him 1 BAG OF GOLD. This will satisfy that Character for 4 turns then you must drop him in the space you are in. Then you move as normal and you cannot taking that Character again in any case for 1 turn but he may be taken by another Player.
- The "mercenaries", during their 4 turns of service, aid their leader with every power they have (you may use them as they were yours). No Negative Abilities of your mercenaries is applied unless you want. Lives losed in combat must be EVER losed by you.
- Each ability is cumulative with others and some combinations are extremely positive, so the Players will learn to use them in the best way.
- There can't be any mercenary left in the INNER REGION. If one of them will be left there, he returns immediately to his starting place.