

GODS OF TALISMAN

1 Introduction

Gods of Talisman (GoT) is a modification of the original Talisman game. Now the Crown of Command is NOT abandoned, it still rests on the head of Ghaurian, a despot whose cruelty has angered the gods themselves. Now instead of all the players controlling characters some are gods and use their divine abilities to strengthen their champions to defeat the tyrant and wisely rule in his place.

2 EQUIPMENT

- 4 God Characters
- 6 (different) God Character Cards
- 4 Divine Power markers

3 SETTING UP

There needs to be an even number of players in the game, half will be characters, the other half gods. All players that will be gods select a God Character card either specifically or at random and then takes the related God Character card. Each God Character player selects a character to aid during the game. The character a God player selects is called his champion, the God Character player a champion can expect aid from is called his patron. Each God Character player can only have 1 champion.

4 BRIEF OUTLINE OF PLAY

Each God Character players will control a different God Character and takes the appropriate God Card. As listed on the Divinity Card each God character has certain unique Special Abilities that can be used during the game, usually by spending Power. The God Character players do not have a piece on the board but instead influence the game by their Power and the cards in their hands.

5 OBJECT

The character players goal is unchanged: to get to the Crown of Command. The God Character players goal is linked to this: if a champion of a god character wins then the God Character player is wins the game as well.

6 RULES CONCERNING GODS

6.1 GOD CARDS

Each God Character player picks a different God Character card. Each God Character is different from the others and has his own special abilities. God Charactrs do not have a Strength, Craft, Lives, or Gold attributes but begin the game with Objects and Followers. Gods do have an attribute called Power which increases over time and decreases as they expend it to improve their champions chance of victory and weak that other other characters.

6.2 POWER

Power represents a gods ability to influence the game. Gods are vastly more powerful than characters but only use a fraction of their abilities so as not to anger other gods and to ensure that their champion is proven worthy by meeting challenges on his own. A God Character's Power is recorded by placing appropriate a Power Counters beside the appropriate number on his God Sheet. The maximum amount of Power a God Character may possess depends on the individual God Character and is listed on his Divinity Sheet.

6.3 CARDS

When a God Character player draws cards he does not encounter them but instead holds them and may spend Power to have them affect characters, the board, or some other aspect in the game depending on the card itself. The maximum numbers of cards a God Character player may hold depends on the individual God Character he is using during the game

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6.4 A GOD CHARACTER'S TURN

God Character players take turns just like characters but instead of moving a character piece on the board they may either increase their Power by 1 or draw card (assuming neither their current Power or number of cards is at their maximum). When a God Character acquires a card he doesn't automatically play it but instead may Power to his cards to influence the game.

6.5 PLAYING EVENTS

A God Character may spend Power to use Event cards in his hand... He may spend 1 Power to play the Event as if his champion originally drew the card He may spend 3 Power to have the Event only affect his champion He may spend 6 Power to have the Event affect other characters but his champion

- Event cards played by the Gods cannot be ignored by the Prophetess, their powers vastly dwarf her own.

6.6 PLAYING MONSTERS AND SPIRITS

A God Character may spend Power to use place a Monster or Spirit card in a space on the board... He may spend 1 Power to place the card in any unoccupied space He may spend 3 Power to place the card in the same space as his champion He may spend 6 Power to place the card in a space occupied by another character

- If a god places a Monster or Spirit in a characters space that character immediately encounters that Monster/Spirit even if it is not his turn. The game proceeds as normal after this encounter.
- Placed Monsters cannot be Evaded.

6.7 PLAYING STRANGERS AND PLACES

A God Character may spend Power to use place a Stranger or Place card in a space on the board... He may spend 1 Power to place the card in any unoccupied space He may spend 3 Power to place the card in the same space as his champion He may spend 6 Power to place the card in a space occupied by another character

- If a god places a Stranger or Place in a characters space that character immediately encounters that Monster/Spirit even if it is not his turn. The game proceeds as normal after this encounter.
- He may spend an additional 2 Power to make this Stranger or Place receptive only to his character, no other characters can interact with it.
- If the card placed is a Place he may spend an additional 2 Power to make this Sacred Ground, characters can pray here as if they were at the Temple space.

6.8 PLAYING OBJECTS

A God Character may spend Power to use place an Object card in a space on the board... He may spend 1 Power to place the card in any unoccupied space He may spend 3 Power to give the object to your champion

- BAGS OF GOLD If the object are bags of gold them the god must spend 1 Power per bag to give it directly to his character.

6.9 PLAYING MAGIC OBJECTS

A God Character may spend Power to use place a Magic Object card in a space on the board... He may spend 1 Power to place the card in any unoccupied space He may spend 6 Power to place the card in the same space as his champion

- A champion may take an object placed by his god immediately even if it is not his turn.
- If A character engaged in heroic activity by defeating a Monster or Spirit with a Strength or Craft of 6 or greater then the Power cost of this ability is half normal.

6.10 PLAYING FOLLOWERS

A God Character may spend Power to use place a Follower card in a space on the board... He may spend 1 Power to place the card in any unoccupied space He may spend 3 Power to place the card in the same space as his champion He may spend 6 Power to place the card in a space occupied by another character

- If a god places a Follower in a characters space that character immediately encounters that Follower even if it is not his turn. The game proceeds as normal after this encounter.

- If the Follower will follow the champion of the God player that placed it, alignment is not a consideration.
- Followers placed by Gods are loyal and immune to Mesmerism or any other effect that steals Followers although they may still die.

7 INFLUENCING CHARACTER TURNS

Gods may also act during a their champions turn in four circumstances: Divine Battle, Fate, Prayer, or Transformation.

7.1 Divine Battle

Divine Battle is Combat or Psychic Combat between...

- two champions of different gods
- a champion and a Monster/Spirit placed in his path by a God that is not his patron
- a champion fighting a Minion of Ghaurian the Tyrant.

- If the Divine Combat is between two champions then the god with the greatest power gives his champion a +2 bonus to Combat or Psychic Combat.
- If the Divine Combat is between a champion and a Monster/Spirit placed in his path by a God character then the god with the greatest power between that of the champions god or the god placing the Monster/Spirit his champion. Monster, or Spirit a +2 bonus to Combat or Psychic Combat.
- If the Divine Combat is between a champion and a Minion of Ghaurian the Tyrant then if the god has 6 Power or greater his character has a +2 bonus to Combat or Psychic Combat otherwise the Minion gives this bonus instead of him.

7.2 Fate

Whenever a character rolls a die for any reason a god may spend 2 Power to give him a +1 bonus to the die roll. Any bonus given must be paid for before a die is rolled.

- This bonus is cumulative so a god could spend 4 Power for a +2 bonus, 6 Power for a +3 bonus, etc.
- This bonus cannot be used at the Treasure Chamber in the Dungeon or in Combat or Divine Battle (except as noted in the case of Divine Battle above) otherwise champions would lack for real challenges.

7.3 Prayer

When a champion prays his patron God Character player decides how to respond: Accept Praise, Bless, Convey, Demand Sacrifice, Empower, Fix Alignment, Guidance, Heal Champion, or Ignore.

- Accept Praise: The champion doesn't get to make a prayer roll but his patron increases his Power by 1 (it feels nice to be appreciated).
- Bless: The champion's patron spends 1 Power, the champion rolls for prayer as normal but he gains a +1 or +2 bonus if desired.
- Convey: The champion's patron may place in in any space on any board except those in the Inner Region or the Crowd of Command. 5.3.5 Demand Sacrifice: The champion is forced to sacrifice a bag of gold, Object, or Magic Object and his patron gains 2 Power (one sacrifice per turn only).
- Empower: The God Character may spend Power to increase his champions amount/number of Strength, Craft, or Spells but the Power spent depends on the individual god and what is increased.
- Fix Alignment: The champion's patron spends 1 Power to make his champions Alignment anything he wishes.
- Guidance: The God character spends 1 Power and for 1 minute of game time the champion and his patron may talk secretly and the God player may also reveal which cards he holds to his champion.
- Heal Champion: The God character may spend 1 Power to heal his champion 1 Life up to his normal maximum of Lives.
- Ignore: The God Character doesn't respond at all and the champion rolls a die as normal.

7.4 Transformation

If a character is transformed into a Toad or a corpse (killed) his patron may spend 2 Power to de-Toad him or 6 Power to restore him to life in his starting space.

- A resurrected Character loses everything his character formerly possessed which is left in the space in which he originally died.
- A resurrected Character loses all his increases to Strength and Craft as well and begins with his base amount.

GOD CHARACTER - XAROS, Max Cards CRUEL REWARD: You may give

ONLY THE STRONG SURVIVE (8): You may discard a Monster or Spirit and force all characters to immediately fight such a creature. They treat the Combat or Psychic Combats as normal.

GOD CHARACTER - GIANA STRENGTHEN BEASTS (4): You may place 2 Strength counters on any Aniaml or Dragon card on thge board to increase its Strength by an equal amount.

GOD CHARACTER - ADOR, Max Power FORGE-MASTER: You only have to spend 1 Power to give an object to your champion.

GOD CHARACTER - JACITHIA LADY OF MYSTERY: You may make a Stranger or Place you place on the board available to your champion for only 1 Power. REWARD HEROISM: You may place a Magic Objects as normal but only spend half normal Power.

8 WINNING

The Winner is the last Character left in the game.

CREDITS

Game Designer: Roy Smith

9 GOD CHARACTERS

9.1 JACITHA THE ANCIENT

1. Your champion has a +2 bonus to Craft during Psychic Combat and may hold one more spells than normally allowed.
2. You may spend 1 Power to draw a Spell card instead of a regular card.
3. You may spend 2 Power to cancel any spell cast on your champion or prevent him from losing any spells for any reason.
4. You may spend 4 Power to
5. You may spend 8 Power to give your character as many of your Spell cards as you desire.
 - DIVINE EVENT - MAGIC RAIN
 - DIVINE MAGIC OBJECT -
 - DIVINE FOLLOWER -

Fountain of Wisdom, Magic Portal, Magic Stream, Market, Marsh, Maze, Pool of Life,

EMPOWER Champion (+1 STRENGTH, +1 CRAFT, +1 SPELL DETOAD ENCHANTRESS - WITCH

9.2 ADAR THE MIGHTY

1. Your champion has a +1 Strength bonus.
2. You may spend 1 Power to send your champion any weapon, Armor, Shield, or Helmet you possess.
3. You may spend 2 Power to give your character a +1 Strength bonus during Divine Combat for a single turn.
4. You may spend 4 Power to
5. You may spend 8 Power to

9.3 DROMAI THE SAGE

1. Your champion has a +1 Craft bonus.
2. You may spend 1 Power to cancel his champion becoming lost or losing a turn to the Maze or Marsh.
3. You may spend 2 Power to give your champion a +2 Strength bonus during Combat if his Craft is great than his opponents Strength until the end of his turn.
4. You may spend 4 Power to
5. You may spend 8 Power to

9.4 PEO THE WIND

1. Your champion can roll a die if he is defeated in Combat or Psychic Combat and are result of 5 or 6 suffers no penalty.
2. You may spend 1 Power to give your champion a +1 bonus to his die roll for movement (a maximum of 7 spaces) before the die is rolled.
3. You may spend 2 Power to
4. You may spend 4 Power to to move your champion from any space in the Outer or Middle region to any space in the same region.
5. You may spend 8 Power to to change a die roll of your champion to any result to with (between 1 and 6).

9.5 GRARGA THE BEAST

1. Your champion begins the game with 5 Lives and can be healed up to 5 Lives.
2. You may spend 1 Power to place a Strength token on any Monster to boost it's Strength.

3. You may spend 2 Power to
4. You may spend 4 Power to
5. You may spend 8 Power to give your champion +8 bonus to a single Combat or Psychic Combat roll.

9.6 CARNAEIS THE VOICE

1. Your champion takes the top Follower in the discard pile if he enters the City, Village, or Royal Castle spaces.
2. You may spend 1 Power to have your champion gain two Followers with the Mermerism spell or to prevent his losing a Follower to it.
3. You may spend 2 Power to allow your champion to discard the Hag, Poltergeist, or Fool Follower.
4. You may spend 4 Power to allow your champion to make a Stranger he encounters his Follower with full access to his abilities.
5. You may spend 8 Power to give your champion a +1 Strength and a +1 Craft bonus for every Follower he possesses until the end of his next turn.

9.7 XAROS

Max Cards

CRUEL REWARD: You may give

ONLY THE STRONG SURVIVE (8): You may discard a Monster or Spirit and force all characters to immediately fight such a creature. They treat the Combat or Psychic Combats as normal.

9.8 GIANA

STRENGTHEN BEASTS (4): You may place 2 Strength counters on any Animal or Dragon card on the board to increase its Strength by an equal amount.

9.9 ADOR

Max Power

FORGEMASTER: You only have to spend 1 Power to give an object to your champion.

9.10 JACITHIA LADY OF MYSTERY

You may make a Stranger or Place you place on the board available to your champion for only 1 Power. REWARD HEROISM: You may place a Magic Objects as normal but only spend half normal Power.