

# Talisman Homebrewed Cards

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## 1 Special Rules

**Alien Infestation:** Even if you win, roll 1d6 for each item you carry and for each follower. On a 1-2 the item is destroyed or the follower is killed by the acidic blood of the creature. Discard any follower or item lost this way.

**Armourer:** The cost to repair any weapon or armour is 1 gold. The Armourer also sells the following items:

Sword - 2 gold

Axe - 3 gold

Helmet - 1 gold

Shield - 2 gold

Armour - 3 gold

Kite Shield - 4 gold

Great Axe - 4 gold

Two Handed Sword - 4 gold

Plate mail - 6 gold

Full face helmet - 3 gold

**Black Knight:** All female followers stay with the knight until he is defeated in combat. Once he's defeated, he will give up one of the followers at random to the victor. If there are no hostages on him you kill him. Also, if he's defeated his armour might save him. Roll 1d6. On a 1-2 the armour saves him he escapes with the hostages in tow. Roll another 1d6 and that is how many spaces he moves clockwise.

**Dwarven Hammer:** If used against a character you may only take a life.

**Excalibur:** If you are the Kings Champion, Knight or Questing Knight you may take this automatically, otherwise roll 2 dice under your strength, if you succeed, you have removed the sword from the stone and may now use it. While wielding this sword, you add 2 to your strength and if you encounter another player who has the Man at arms, archer, mercenary or champion, they will leave the other player and join your cause.

**Handgun, Carbine, Rifle and Sniper Rifle:** In order to use the ranged attack, you may NOT roll for movement and must remain in your current location without drawing any cards.

**Implode Grenade:** If this is used against a stranger or place, they are automatically destroyed and sent to the discard pile.

**Red Dragon:** If you lose a combat to the dragon, roll 1d6 and consult the following table:

1-2 Lose a life

3 lose all your gold

4 lose a magical item (randomly chosen)

5-6 lose a random follower to the dragon's hunger

If you are incapable of providing any of the above, simply lose a single life. All items and gold stay on the dragon until he is finally defeated in combat, the winner gets to take the dragons hoard.

**Rip in Time/Space:** This space cannot be changed for the rest of the game, as no events can change this space back to its original space. It will remain an open portal to the beginning space of the Timescape board, and a player can travel freely to the Timescape board on the beginning of his next turn if they so desire.

**Space Pirate:** All the gold the pirate takes stays with him until he is defeated. Once killed, the player can take the gold from this location.

**The Thing:** Once the fight is over, roll 1d6. On a 1 or 2, the creature has infected another one of your followers, and on the beginning of your next turn you have to fight it again. Each time you lose, lose a life. Keep this up until the thing is finally destroyed.

**Timescape Purchases:**

Pistol - CZ100 2 gold

Carbine - P90 3 gold

Assault Rifle - 5 gold

Sniper Rifle - 5 gold

Implo Grenade - 3 gold

Light Saber - 6 gold

Vengeance: This demon will attack any character or enemy of your choice. Fight a combat against strength or craft 12. If the demon wins, the enemy is destroyed, or the character loses TWO lives. If the enemy or the character wins, the caster loses one life instead.

Virgin: Additional rules - if you have any male followers while you possess this card, and use any of their special abilities (guide safely, fight for you, turn item into gold, etc) roll 1d6. On a roll of a 1-2 the virgin and male follower fall in love with one another and run off to live happily ever after in the discard pile. Also, if at any time you run into another person with the unicorn as the follower, you may automatically take it as your own as long as you have the virgin with you.

Weretiger: Any feline monster encountered will automatically become your follower and will fight for one combat using its strength instead of yours. Once the fight is over, regardless of outcome, the feline then heads to the discard pile. You may only control one feline at a time.