

TALISMAN ISLAND

A Voyage of Discovery

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1 Prologue

The basic premise of Talisman Island is very simple - it was to introduce the idea of Questing on the High Seas, however crudely, to the most interesting game I have played.

I make no apologies for not using my own artwork, I am as good an Artist as I am an Astronaut. The images I have are taken from the Internet or scanned from Games Workshop publications or children's literature. If there is a problem with copyright, please let me know and I will change the offending item.

2 General Musings

2.1 Fire

The journey to Talisman Island is a requirement for all Characters in the game, not only because the Crystal Cave is the store for all Talismans, but also because of the new variant rule, whereby a Character loses any Special Abilities if they come into contact with Fire or Flame. This should stop some of the powerful Characters in the game over-running things.

Existing cards that will strip a Character of Special Abilities are the Fireball Spell and any encounter with an Enemy Dragon as when they fight they breathe fire.

When a Character is stripped of their Abilities they must take a Warning Card and place it over their Character card. I have now added the "Weapons of Very Severe Justice" cards required for dealing with any Rulebreakers. If anyone has had need to use these cards, please let me know!

Master Level Characters who are affected by Fire or Flame, rather than lose everything, merely revert back to their former Character.

2.2 Desert

The Desert space always puzzled me - how could you sustain all of your Followers etc with just one Water Bottle? This problem has now been addressed with the addition of the Bucket of Water. A highly technical device capable of carrying large quantities of water, even enough to quench the thirst of a Mule. From now

on if you venture into the Desert without one, your Followers and Animals will perish. A Water Bottle will only now sustain ONE person, Follower or Animal. There is now a magical version of the Bucket of Water called the Holy Pail. Not only will it save you in the Desert, but it will protect you in the event you are attacked with Fire or Flame.

2.3 Talismans

All Talisman Cards should be removed from the various decks and any cards or spaces which enable a Character to receive a Talisman should be treated as you see fit. Perhaps to gain another bonus or maybe don't use them at all and treat them as "Draw Card" spaces.

3 Amendments to existing Characters

- The Pirate may choose to avoid Shipping Hazards without use of Followers.
- The Priest and Monk may choose to convert The Natives on the Island and therefore evade them.
- The Woodsman does not have to miss a turn in order to repair his Ship, as he is quite handy with an Axe.

4 New Island Card Classes

- SHIPPING HAZARDS These are like Events at Sea, but they are ALL hazardous. Some new cards allow you to avoid them.
- SEA ANIMAL, SEA MONSTER As you would expect, these are Enemy cards, but Sea based.
- WEAPONS OF VERY SEVERE JUSTICE These are new to Talisman World. I have wondered many times about people who cheat in the game. What to do with them? Now you have these fearsome weapons, I doubt anyone would even be tempted to cheat.

- **SAILING SHIP - OBJECT** This revolutionary form of transport is helping Adventurers from all over the Talisman World seek out strange new worlds....

(ahem)

Each Ship starts with a total of 6 Ship Points, which are treated as Lives whilst you travel at sea. Encounters and Combat may reduce this total. See "Combat at Sea" below for details.

5 Spaces on the Island Board

5.1 THE DOCKLANDS

The beginning of the Board consists of the "Docklands". This has a Tavern where you first enter the Board, a Chandlers where you purchase new items and the Docks where you sail from.

(NOTE - The Tavern on the Island Board and The Tavern on the main Talisman Board are the same Space)

A Player encounters The Tavern - then on his next Turn may move to The Chandlers to purchase supplies and then rest at The Docks and await the tide. On the NEXT Turn after that he begins the voyage to Talisman Island.

There are new Objects which may be bought at the Chandlers -

- Sailing Ship - 6 Gold
- Iron Clad - 3 Gold
- Ship's Biscuit - 2 Gold
- Bucket of Water - 2 Gold
- Map of Talisman Island - 2 Gold

5.2 OCEAN SPACES

Movement on the voyage is via dice roll - on a 1,2 you move 1 Space, on a 3,4 you move 2 Spaces and on a 5,6 you move 3 Spaces.

When you land on any Ocean Space you draw an Island card and follow the instructions on it.

Island cards do not remain when they have been encountered, they are discarded and when they are all used they are shuffled back into the Island Deck. This takes away the need to duplicate Enemy Cards etc.

5.3 HALFWAY ISLAND

Halfway through your voyage you will come to Halfway Island - where you may rest a while and repair your

Ship or teleport back to your Starting Point, but without any possessions or Followers.

Once at Halfway Island, you may repair your Ship (thus "Healing" its Ship Points) by missing a Turn.

5.4 TALISMAN ISLAND

At the end of your voyage is the fabled Talisman Island - this consists of Encounter Spaces as in the Upper Region of the Main Board - but not as easy.

LANDFALL - This is the beach where you land your Ship - your turn ends here as you prepare yourself for the ascent to the Crystal Cave. Discard your Ship - there is no going back now (besides which - you can't carry it).

THE NATIVES ARE RESTLESS - You have attracted the attention of some unhappy Natives, and they look hungry too. Roll a die to see how they react -

- 1,2 They attack you 1d6 x Str 2 (if you lose you must encounter them again on your next Turn).
- 3,4 They will let you pass for a trinket - place an Object, Magic if you have one, on this Space and continue your Quest.
- 5,6 They think you are a God and shower you with riches - take 1d6 Gold and any Objects left here and move onwards and upwards.

ROPE BRIDGE - The ancient bridge will not support too much weight. Roll a die - You may only take a amount of Objects and Followers including yourself, totalling the score. EG - If you throw a 1, you are on your own.

THE POINT OF NO RETURN - You may halt here and deliberate on your fate - If you wish you may teleport back to your Starting Point (alone) or you may continue on your next Turn.

LEAP OF FAITH - Pray here for a moment and then JUMP!! Roll a die -

- 1,2 You drop everything.
- 3,4 You manage to grab your Objects but your Followers perish.
- 5,6 Wow! An acrobat - you made it (for the moment).

KEEPER OF THE CRYSTALS - The Keeper will let you pass after testing your spirit. The Crystals Of The Soul must be given up to the Keeper before you continue. Roll a die -

- 1,2 You are Impure and must return to Landfall.
- 3 Give up 2 Sapphires (Craft).
- 4 Give up 2 Rubies (Strength).
- 5 Give up 2 Emeralds (Life).
- 6 You are Pure - Move on to the Crystal Cave on your next turn without penalty.

THE CRYSTAL CAVE - Take a Talisman Card, restore your Special Abilities and return to a Space of your choice in the Middle or Outer Region on your next turn.

6 Combat at Sea

Combat at sea is like Physical Combat on land but damage is usually taken by the Ship instead of by the Character. This usually takes the form of 1 or 2 Ship Points of damage. When a Ship has exhausted all its Ship Points, it will sink. You then move to Halfway Island, having lost all Objects, Followers and Gold, where you can teleport back to your Starting Point.

If a Card instructs you to discard Followers but you have none, then lose a Life instead.

Enemies defeated in Combat at Sea are not killed outright and therefore may not be kept for Experience points.

If you pass by another Ship on your travels you may attack it, Combat is by Strength only - the loser must take 2 Ship Points of damage.