

Talisman

The Magical Quest Game

The Magical Storm variant

Version

The version of this rule set is: 1.0

Contents

This rules detail a set of house rules that have been extensively playtested and go by the name of "The Command Spell" variant. To play you have to print the EXTRA cards and the POWER cards. The use of EXTRA and POWER cards will be specified later.

Creating your character with the POWER cards

The POWER cards are a set of cards that describe five types of powers for each character: Green Power cards describe movement skills, Yellow Power cards describe Spell related powers, Red cards describe generic powers, Blue cards describe generic skills and finally Orange cards describe various Combat skills.

Before game starts each player rolls a die and all players receive five Power Cards. The player that wins receives 5 Power Cards first, one of each type (color), so the character receive a description of his movement, spell, combat, skill and power. They are chosen randomly from each colored pile. Then next player (clockwise) receives 5 cards and so on. Then the first player may discard up to three Power Cards and receive one card randomly of the same color for each one discarded. Power Cards are discarded in a different pile and are not available. Then next player (clockwise) may discard up to 3 cards and so on. Then the first player may discard up to two Power Cards and receive one card randomly of the same color for each one discarded. The same for other players. Finally the first player may discard one last Power Card and receive one of the same color.

Now each player must choose a character that best represent his powers from the character pile and he will start from the location described on the character card. The character won't have any of the powers described by the card, card; he will have only the ones listed on the Power cards randomly drawn. The alignment will also be chosen with the Power cards, checking which one prevails. For example if he has 2 EVIL cards, 2 GOOD cards and one Neutral he will be of Neutral alignment.

Finally he must choose his score in Craft and Strength for a total sum of 7, so he may have 1 Strength and 6 Craft or 4 Strength and 3 Craft. Normal rules for Spells cards apply on Craft score.

Playing with the EXTRA cards

The Extra cards (named also Black cards from the color on their back) are like normal Adventure cards, but usually more powerful or more dangerous. The game goes on as usual, and players draw Adventure cards, but each time a Character moves he must roll a die. There is a chance that he must interact with one Extra card, see following table for details.

Die rolled for movement ->	1	2	3	4	5	6
Strength or Craft or Lives score from 5 to 9	Extra	-	-	-	-	-
Strength or Craft or Lives score from 10 to	Extra	Extra	-	-	-	-

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Strength or Craft or Lives score from 15 to 19	Extra	Extra	Extra	-	-	-
Strength or Craft or Lives score from 20 to 24	Extra	Extra	Extra	Extra	-	-
Strength or Craft or Lives score from 25 to 30	Extra	Extra	Extra	Extra	Extra	-
Strength or Craft or Lives score from 31+	Extra	Extra	Extra	Extra	Extra	Extra

Note that each time the character moves is different from each time the character "rolls for movement". Even in the Inner Region the character moves and must roll to check if he must interact with an Extra card. An Extra card (or more) may occupy any space on the Talisman Board, even the Chapel, Village, City and Tavern and spaces in the Inner Region.

Interaction with Extra cards happens as usual, but they are NOT Adventure cards, so if you have the Power to evade any Event it should be related only to Adventure (Green) card events. In general any Power and Skill drawn is only related to Adventure cards.

There is a special class of events in Extra cards: Seasons. Each Season alters one rule of the game, and changes the game from the time is drawn until next Season is drawn. Only one Season may be in play at any time.

The Command Spell and the Magical Storm

When a character enters the Crown of Command, passing through the Valley of Fire and holding at least one Talisman, he may cast the Command Spell. He must choose another character as target and he must roll one die:

Rolls 1, 2 or 3 for Command Spell	Target loses no Life
Rolls 4	Target loses 1 Life
Rolls 5	Target loses 2 Lives
Rolls 6	Target loses 3 Lives

When the first character enters the Valley of Fire a special event suddenly happens: The Magical Storm. This storm will cause any character in Outer and Middle region to lose a Life at the end of his turn. Characters in the Inner region or in the Cursed Glade will be unaffected. A character may not lose a Life for the Magical Storm on one single turn using a Counterspell or another similar Spell as the Storm is considered a sort of Spell. This rule is very useful to let the game end quickly enough.

Thanks

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Questions

Any questions or comments please contact lordyupa2004@yahoo.com