

And now for something completely different...

# Talisman - the Quest for the Holy Grail

## Disclaimer

Talisman-the Quest for the Holy Grail is a non-profit project, by fans for fans of Talisman the Magical Quest Game.

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I do not have all of the expansions and therefore some situations may not apply 100% to how you play the game. If any rule problem should pop up, make any House Rule you like.

## Opening Credits

This Expansion was created by Thomas Erix

With the assistance of Oskar Lindberg's computer

In the year of 2006

And what a bloody good year that was!!!

The Expansion is mostly inspired by the Monthy Python movie Quest for the Holy Grail.

Great movie, isn't! Still holds its ground after all these years!

I apologize for the silliness in the Opening Credits. Those responsible have been sacked.

Røten nik Akten Di

Ecky- ecky- ecky- ecky- pikang- zoop- boing- goodem- zoo- owli- zhiv

Wi nøt trei a høoliday in Sweden this yør ?

Mynd you, møøse bites Kan be pretty nasti...

OK, that's enough! I just realized that I am the only one working on this, so sacking me turned out to be a really bad idea. I have now rehired myself on a purely consulting basis.

## Setup

At the start of the game, shuffle the Quest Adventure card in to the Main Adventure deck and... uuh, sorry? What did you say? There already is a Holy Grail Expansion? Well, of course there is! I knew that! Who do you take me for, some ignorant bloody peasant? Now, if I could just explain to you...

"GET ON WITH IT!"

..Oh, yes, right...

As I said, shuffle the Quest card into the Adventure deck, suggestedly (hey, is that even a word?) somewhere not in the absolute direct immediate bottom of it. Put the Grail Adventure deck where it can be easily accessed by everyone (except peasants and French people).

If the original Holy Grail Adventure card (the Magic Object) has already been discarded when the Quest card is drawn, shuffle it back into the deck, suggestedly (hey, there's that word again!) somewhere in the middle or lower part of the deck.

## Rules

It's quite simple, really. When the Quest card is drawn from the Adventure deck, the Quest starts. From then on, Players may choose to draw Grail cards instead of ordinary Adventure cards.

When instructed to draw more than one card, you cannot draw some Adventure cards and some Grail cards. The cards you draw must be from the same deck.

...hey...come to think of it, 2006 isn't over yet...I suggest that you...

"OH, GET ON WITH IT!"

..all right, all right, no need to get all jumpy about it..

## The Bridge of Death

If you have a Special Ability, Follower or anything else that says you're Safe at the Chasm space, you can ignore the Bridge of Death.

## The Black Knight

The Black Knight's space is treated differently when the Quest begins:

None shall pass!

The Black Knight will now fight any Player who lands on or passes his space. Even if you have Movement left, you must stop there and fight him. His Strength is 6, and you must win 4 Combats in a row to be declared the winner. If you win, you can complete your Movement if you had spaces left when you stopped.

If you lose any of the 4 Combats, you lose one Life and must end your turn!

The Black Knight never dies (he's had worse wounds) but is always here to fight every Player.

## Winning the Game

To win the game, you must first find the Holy Grail. Without it you cannot enter the Inner Region. Should you be awarded a Teleport or any other transport to the Inner Region and you do not have the Grail, you can not make that move.

If a Player is already in the Inner Region when the Quest card is drawn, God kicks him back to his starting space (unless he is a lucky bastard that just happens to have the Grail already!)

When a Player has used the Grail to pass the Portal of Power, or by any other means entered the Inner Region, roll 1D6 as on the Quest card to see where it goes.

If a Player in possession of the Grail is moved to the Inner Region unvoluntarily, it doesn't matter. The Grail is still lost.

### EVIL PLAYERS

When the Quest card is drawn, Evil Players can carry the Grail but they do not gain 1 Craft and they cannot save a Life in the Desert.

## King Arthur

The King Arthur Player is always Good. If you are Evil when you become the King, you become Good. If the one who becomes King Arthur is a female Player, God transforms you into a man and you lose any Special Ability that has anything to do with being a female. You keep all other Special Abilities.

## The Holy Handgrenade

When used against another Player, it is possible to use Shields and Armours to protect the Life. But you must deduct 1 from the roll. Helmets cannot be used against it, except if there are Magic ones.

## The Grail Card

There is only one (1) Holy Grail. That is the ORIGINAL Holy Grail card from the 1<sup>st</sup> or 2<sup>nd</sup> Edition. Other Grail cards in the different expansions (I know I have seen at least one somewhere), are to be treated like the False Grail card in the Grail deck:

"The next time you visit the City, Chapel, Village, Tavern, Temple or Castle, you are beaten up by an angry mob and must lose one Life and one turn.

Then it is discarded."

## Alternative Ending

This is optional.

When the Quest card is drawn, continue the game as normal, except you can draw Grail cards as mentioned above.

Exclude "The Holy Grail" card from the Grail card deck and ignore any other instruction in this expansion or others that says you can take the Grail.

Instead, place the original Grail Magic Object card on the Crown of Command space when the Quest card is drawn. If a Player has it, if it has been discarded or if it is face up in a space doesn't matter; it goes to the Crown space.

The Player who first reaches the Crown of Command space takes the Grail and moves back towards the Middle Region, one space at a time, until he reaches the Portal of Power. From there he can roll the die for Movement as usual.

When the Player delivers the Holy Grail to the Chapel (Good and Neutrals) or the Graveyard (Evil) he has won the game. Other Player can take it as a result of normal encounter.