

CANTRIPS SAMPLER

ARCANE WAYS 1A FOR TALISMAN "REVISED" 4TH EDITION

by J.C. Hendee, January 2012, www.FantasticDiversions.com



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- FantasticDiversions.com
- TalismanIsland.com
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Card Template

The frame of the card back and parts of the card front matching the game's standard cards were taken from templates made available through Jon New of [Talisman Island](http://TalismanIsland.com) with the gracious assistance of [Fantasy Flight Games](http://FantasyFlightGames.com). All other aspects of the card template are the original design of J.C. Hendee and may not be (re)used in part or whole in any way other than in printing this material for personal home use.

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GENERAL SAMPLER NOTE:

Most cards herein do not have illustrations. Their concepts are so simple that illustrating them might thereby be difficult in finding appropriate CF, RF, NCU, or PD imagery. In a future expansion of this base set, the cards may be redesigned to not use illustrations at all. Input and suggestions concerning illustration are welcome via the contact page at <http://www.FantasticDiversions.com>.

Introduction

Arcane Ways is a concept series developed for adaption to varied fantasy board and card games. The Cantrips sampler for *Talisman* 4ER is autonomous and requires little to no physical integration (based on player preferences) with other game components. It can be used or not from one game to the next. It is designed to provide:

- Low powered “spells” of one time use that are not governed by Craft or Spell Limit (in most ways).
- Increased “magical” capabilities for Characters inside the game versus Players outside the game.
- Increased tactical choices in the moment for seeking the game’s chosen goal, standard or alternative.

What is a “Cantrip”?

can·trip [kahn-trip] (Dictionary.com)

1. *Chiefly Scottish.* a magic spell; trick by sorcery.
2. *Chiefly British.* artful shamming meant to deceive.

Origin: 1710–20; apparently dissimilated variant of Old English *calca-trippe*; see *caltrop*

This is the common watered-down and colloquial definition. It does not address the specific and much older use of the term in arcane and occult communities. The latter is as well far different than the fuzzy and wildly varying meanings in fantasy gaming and fiction, though that is where its fantasy use was acquired. An alternative syllabic pronunciation (cant·rip) might point to a better understanding for those interested in such. If not, skip ahead to the rules and making of the cards and then play them.

A “cant” is a dialect, phraseology, or way of speaking that is specific to a profession, group, caste, etc. It can also be associated to the ways in which the verbal side of “magic” is conducted. For either of these, it is obvious that a dictionary or game brings little meaning to the term anymore. To “rip” or pare down

that “cant” in practice is sort of what a cantrip is about.

A cantrip is not merely a small or simplistic spell other than that a simple spell is about all that can be used effectively to create a cantrip. It is an embedded spell that can be triggered by even the unskilled. The effort to embed a spell as a cantrip is extensive, so the spell itself is usually of limited effect, or the effort grows to an unmanageable magnitude. But doing so takes less time, and is less costly, than an enchantment (as in “to chant into”).

Embedding can be done within a living being, a place, an object, or even a moment in time as the “anchor” for the cantrip. The embedded spell is then triggered by a word, gesture, thought, process, external component, etc. This is also dependant on what was designed into the cantrip at the time of embedding. Once the cantrip is triggered, its effect is initiated once and is depleted; it is a one-time use only versus most forms of enchantment.

The most typical (and cliché) embedding in the fantasy genre is in a document. A sheet of parchment is used (more brittle over time and more difficult to make than paper); it is not a scroll. A parchment (made from animal skin and not pulp) is typically rolled because you don’t want it to crack; and thereby, in the case of Cantrip, the inking would crack and the embedded spell would be broken and rendered unusable.

NOTE: A “scroll” is a form of bound text, like a book, folio, tablet, planked sheaf, etc. It is not a rolled piece of parchment, paper, papyrus, or cloth. A scroll is more durable than a rolled piece of parchment but also bulkier. Scrolls and other forms of magical texts may be dealt with in a later phase of *Arcane Ways*.

Both the document and ink used must be specially prepared, sometimes specifically for the individual spell in question. Creating a cantrip this way is the most convenient method for anchoring the spell to be triggered, but it is still costly in a mundane rather than magical way.

Rules for Cantrips

1. Document as Object subtype

- 1.1. All Cantrips are *Documents*. In being delicate and important if not always dangerous, they must be stowed with care. [There are other types of *Document* Objects besides Cantrips.]
- 1.2. Carrying one *Document* does not count against your Object Limit.
- 1.3. All further *Documents* you carry individually count against your Object Limit.
- 1.4. All other rules that apply to Objects apply to *Documents* as well.

2. Gaining a Cantrip

- 2.1. Whenever you may *gain* a Spell through any option other than Special Abilities (see rule 3.3), you may draw a Cantrip instead.
- 2.2. There is no Craft requirement for Cantrips. If you do not have the necessary Craft to *gain* a Spell, you may draw a Cantrip instead.
- 2.3. Spell limit does not apply to Cantrips, as they are Objects. You may have as many Cantrips as you can acquire and carry.

3. Acquiring/Purchasing a Cantrip

- 4.1. You may purchase or otherwise acquire Cantrips anywhere that Spells are available.
- 4.2. The cost of a Cantrip is the same as for purchasing a Spell at that same location.
- 4.3. You may not use Special Abilities to acquire a Cantrip in place of drawing a Spell, *unless you miss a turn to do so*. The missed turn is the time it takes you to create the Cantrip.
- 4.4. You may only create a Cantrip if you have a Special Ability that lets you

draw a Spell when you have used your last one.

4. Casting a Cantrip

- 4.1. A Cantrip may only be cast at targets in your current space or your current space itself.
- 4.2. During an encounter designated by a card, space, or another Character, you may only cast a Cantrip that you are carrying yourself or one that is in a *Baggage* Object (see rule 5) that you are carrying.
- 4.3. During an encounter, you may not cast a Cantrip carried by a Follower, or in a *Baggage* Object carried by a Follower.
- 4.4. At any other time outside of an encounter, you may cast any Cantrip you possess, including one carried by a Follower or in a *Baggage* Object carried by a Follower.

5. Baggage as Object Subtype

- 5.1. *Baggage* is an Object used to carry additional Objects. Individual *Baggage* cards usually include reasonable hints as to the size, type, and explicit number of other Objects they can hold. See individual cards for details.
- 5.2. Objects inside of *Baggage* generally do not count against your Object Limit. The *Baggage* Object itself does count against your Object Limit in most cases. See individual cards for details.
- 5.3. Followers that can carry Objects may not use *Baggage* to increase their Object Limit. *Baggage* and all Objects within them count against such a Follower's Object Limit.

Special Cards Included

There is several *Baggage Purchase* cards included that are specific to the use of Cantrips as *Document* Objects. Each *Purchase* card in

this package has two additional features, as the game itself covers only commercial Objects, where they can be acquired, and how.

In the lower left corner you will see a gold coin with a number on it. This is the standard price of the Purchase Object. Next to this, and across the bottom of the card's description area, are listed one or more Strangers, Places, and/or board space Personas. These are the locations where the specific Purchase card can be acquired for the listed price.



When visiting one of these locations to purchase such an Object, doing so is an option of choice; thereby you may not choose other additional options at that location. If a board Persona or a Stranger requires a reaction roll (such as the Enchantress), you do not have to roll if you are purchasing an Object offered there.

It's that simple. Given time in play, you and yours will soon know what and where additional Purchase cards can be acquired. Before your first game with these cards, let all players have a look at them, so they know their details before play begins.

Questions and Errata

If you have questions or discover something that seems amiss, please feel free to submit such through the "Contact" page found at FantasticDiversions.com. Make sure you have carefully read everything within this document first.

Creating Your Cards and other Components

The included PDF for cards (and possibly other graphical components) is for printing at home or through your local copy/print shop. You should print the cards on stiff photo paper or photo cardstock if you prefer. Standard printer paper or cardstock can be used, but clarity of print will suffer, and printer “paper” is thinner than photo paper and flimsy for making cards.

On the other hand, print out fan made materials in B&W on plain paper is sometimes better. It is a cheaper way to try them out before the expense of making a more permanent version to add to your game.

NOTE: Since this is a sampler pack, and the number of cards is few, consider printing at least two sets of the enclosed PDF. This should give you enough cards of each kind for play with 2 to 4 players.

Printing the Card Sheets

Always do a test print of one page, or part of a page, to make sure the output is suitable. Print quality varies from one printer to the next, including those at a copy/print shop. All home printers, and certainly commercial machines, are capable of adjusting print output. Check your printer’s settings and/or preferences in the interface that pops up when you print. Due to variations among controls offered by various printer interfaces, there are only general recommendations that can be made. For adjusting inadequate print results:

1. Use “Gamma” adjustment first, if available; this will shift all colors uniformly, though it may lighten blacks as well.
2. As an addition to, or alternative to, “Gamma” adjustment, look for the availability to adjust by “Curve.” This will uniformly allow lightening or darkening of the middle range of color and contrast without

radically changing the darkest and lightest areas of cards.

3. Use “Lightness/Darkness” options as a last resort, for this will affect quality more radically than the other two options.

Print another test and check your results for personal satisfaction. Remember or save your settings so that you can match them for any future cards you print.

Cutting the Sheets

There are two types of crop/cut marks: black and red. There are two methods for cutting your cards with these. Always first score lightly along all lines indicated by crop/cut marks without cutting all the way through. This way, as you begin cutting away the unneeded parts of a sheet, *including some crop marks*, you will know where to make the rest of your cuts.

Method 1: Fully cut backs and fronts

Separate all card fronts and backs by cutting along all lines between both black *and* red crop marks.

In some cases, card backs must be matched to card fronts. Be careful to keep the fronts and backs of each card properly paired. If you mismatch fronts and backs, the deck may not work right during play, or you may mix card backs improperly from differing decks.

Method 2: Foldable backs and fronts

Do a final cut *only* along lines between the black crop marks. *Do not cut through scores between red crop marks.* You will end up with finished pieces where a card’s front and back are one piece. Fold along the score that remains in each piece (from the red crop marks) so the back and front make one card.

Making the Cards

You will need card sleeves for this as the best option. Some groups have used the “foldable” method above and then a glue stick to adhere the folded card into one unit; results have varied based on skill.

If using sleeves, always use ones that are clear on both sides. Do not use sleeves with pre-print art backs, as with some custom decks you will need to see the card backs for the deck to be played properly.

Card sleeves come in two thicknesses: light (about 40 microns) and heavy (80 to 100 microns). Typically, if the thickness is not listed for a particular sleeve, the heavy ones are priced the same as the light ones but come in packs of lesser count.

Durability testing over years of play in various games has shown that heavy sleeves do not make much difference. Save money and increase the number of sleeves you get for the price by using the lighter ones. Even if one tears or breaks, they are thereby less costly to replace.

Card sleeve size is also an issue. At most game accessory vendors, if you search for sleeves by a game's name, you may find more than one size offered. This indicates a loose or tight fit by the sizes presented, which will be very close to one another. Measure your actual card; do not rely on card dimensions mentioned in a game's content.

The slightly smaller sized sleeves are the tighter fit. A tight fit makes for a more manageable deck, including shuffling. A loose fit is easier to sleeve homemade or commercially made cards but makes for a little more difficulty in shuffling.

[MayDay Games](#) (or their products through Amazon and other vendors) has always been the source of choice for many players who frequent FantasticDiversions.com. They offer competitive prices, savings on bulk orders, and their card accessories are found in many game shops. Of course you should buy from whatever source you prefer.