Introduction

While playing a board game one day, one of my daughters looked over my shoulder and said "Daddy, what's that?" and pointed to my old Talisman 2nd Edition. I remembered all the great times I had playing that game, so excitedly I set up Talisman and we played.

It was horrible.

Not because talisman is a bad game, but because of the same things that years ago made the game awesome. My girls hated fighting each other, something that Talisman is balanced around. This meant they also hated casting spells most of the time since like 75% of the spells were centered on messing with the other players. For instance, they refused to mesmerise their sister’s followers or steal an object with Acquisition. They also didn't like that the game took 3+ hours to play and quickly saw how ineffectual the Crown of Command could be.

We tried a number of variants (without spending money on new boards), but the game designer in me took over and decided that the only way Talisman was going to work for my family was to fundamentally change it. What follows is not simply an expansion for Talisman. It is a re-design and re-balancing of how it works at a basic game play level for people that are looking for a more family friendly version of Talisman. My girls hated the idea of "Commanding people to die", so we needed a new way to win that didn't involve fighting each other. They won't attack each other so I had to design cards that would interaction with followers and objects. They won't cast spells on each other, so I handpicked a few re-prints and then re-designed as many spells as I could. While I was under the hood I took the opportunity to modify a couple of other things as well, such as how armour works. I also introduce a new card type, "Aura".

How to Win the Game

1. Land on the Crown of Command.
   1. Just landing on it is good enough to win. No casting the Command Spell.
2. Obtain X Victory Points.
   1. We used 10 but it can be whatever number you like.
   2. You gain Victory Points in the following ways:
      1. Whenever you trade in experience.
         1. For every seven you trade in of Strength or Craft you gain a Victory Point.
      2. Whenever you defeat an Enemy with a Victory Point value.
         1. Some Enemies have a Victory Point value. When you defeat one of these enemies, claim a Victory point.
      3. First to defeat the Sentinel.
         1. First Character to defeat the Sentinel claims a VP.
      4. First to break down the Portal of Power.
         1. Break down the portal first to claim a VP.
      5. Whenever you turn in a quest.
         1. See the section on Quests for a lot more detail.
      6. Obtain a Follower with a VP value.
         1. Some followers have a VP value. As long as they are your follower you have that VP.
      7. Obtain a Magic Object with a VP value.
         1. Some objects have a VP value. As long as you have that object you have that VP.
      8. There is one spell that grants a Victory Point.
         1. Path of Destiny. You burn it after casting.
      9. There is one Aura in the Adventure Deck “Renown” that grants a Victory point.

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Armor and Weapons

Armor and Weapons each have a "+ %value%" now. For instance, ***Weapon + 1*** adds one to your die roll in battle. I never liked the extra die roll to prevent damage for armor, plus it took up so much text on the card it was hard to make armour that was interesting. The way it works now is tied directly to the battle rolls initially made against you in combat. The + %value% on armour is how much higher the enemy has to roll to make you lose a life. You are still defeated, but they have to roll that much higher to make you lose a life. For instance:

Warrior rolls a total of 7 in battle, with an Armour bonus of + 2. A Dragon Str 7 defeats him with a roll of 1, but he doesn't lose a life unless the dragon’s total roll was at least 10. In order for a STRENGTH battle to cause you loss of life, your enemy has to roll higher than your battle roll plus your armour bonus. Armour + 1 means if they needed to roll a 6 to beat you, and they rolled a 7, you lose the battle but not a life. If they had rolled an 8, you would have lost a life as well as the battle. If you have an Armour Bonus of + 4 (armour bonuses are cumulative), they if you totaled 10, your enemy would have to total of 15 to cause a loss of life.

**Quests**

Quests take on a major focus for this version of Talisman. Each player starts the game with 3 Quests. They are secret, unless no one cares. When you have satisfied the criteria for a quest, you turn it over for everyone to see. This is called "Completing a Quest." In order to claim the reward for the quest (most of which are a Victory Point) you must return to your starting location. When you land there, you either encounter the square or "Turn in your quests." You can turn in as many as you want. When you turn them in, you can draw that many new ones. I used the Starting Location to complete quests to make Starting Locations matter more.

Most of the quests are just re-prints of existing ones. Minus the ones that attack other players.

**Auras**

Some Events and Spells now have the word "Aura" on them. They are literally placed on your character when you cast or draw them, essentially "enchanting" you. They provide bonuses or curses depending on the card. Curses generally say how to discard them and there are a number of ways to manipulate attachments either through spells or events that punish or bonus if you have an aura attached to your character. Events have “Aura” added to their type line. Spells have it right in the rules text.

**Movement**

This is not a new idea by any means, but I added a new "Rules Word" to the game called "***Movement***" which is a place holder on cards for "Whenever you would roll a die for movement, you may roll an additional D6 for each instance of Movement you have and pick the one you want." So if I had a follower and an object with Movement, I could roll 3 dice and pick the one I wanted. I created Purchase items (Compass, Machete, and Riding Horse) and spells, objects, characters and followers that have Movement. You can use 1 instance of Movement for each type of card you have that has the Movement keyword. For instance, only 1 object with Movement, 1 follower, 1 aura, etc...if you have 2 objects with Movement, only 1 of them comes into play when determining how many dice to roll. The most dice you can roll is 3.

**New Purchase Items**

Leather Armour 1 Gold

Sword 2 Gold

Compass 2 Gold

Backpack 2 Gold

Chain Mail 3 Gold

Machete 4 Gold

Plate Mail 5 Gold

Riding Horse 5 Gold

**Trophy Cards**

No one liked it when they fought an Enemy that was generated by a card, such as the Cave, but got no experience for it, and denying them that experience just slowed down the game. The issue was that it was hard to keep track of what XP you had without a trophy to back it up. We printed Trophy Cards that are trophies you gain with a Str or Cft value on them to remember and give you a trophy to use. 2 of each from value 1 through to 7 is likely good enough.

**Experience Counters**

Some objects or abilities can grant you Experience counters. These are beads that represent 'generic xp' you can use towards either Str or Cft as you see fit whenever the time comes to trade in XP.

**Unique Abilities**

Some Characters have a Unique Ability. It is an ability that can only be used once per game. They are powerful abilities that are meant to compliment or bolster characters with weaker overall abilities. Some of the Characters Unique Abilities allow them to create or summon powerful object or followers, known as Legendary Cards.

**Legendary Cards**

Legendary Cards are cards that can only be brought into the game through the use of a Characters Unique Ability. As of this release, that is the Mage, Warlock, Warrior and Paladin. Legendary Cards can’t be discard or stolen from the Character unless they wish it to be. All this being said, these cards could just be shuffled into the Adventure Deck if that’s what you want to do instead.

