



# FOREVER TALISMAN

*Advanced rules on Talisman setup and game play*

## NOTE ON PLAYING WITH TALISMAN EXPANSIONS:

- The Forever Talisman rules are designed to be played with most of all the current expansions of Talisman.
- When playing Forever Talisman all Talisman expansions have to be used if owned.
- All cards from each expansion are shuffled into their corresponding decks no matter if their expansion board is being played with or not in the game.
- If a Talisman expansion is not owned then there is no chance it can be played.
- When a player draws a card that targets a space from an expansion board not being played with in this Forever Talisman game then the card's effect that targets the space in question is ignored and the rest of the card is played as is.
- The "Light and Dark Fate" rules from the Woodlands expansion are always used even if the Woodlands expansion is being used or not in the game (even if not owned).
- The Limited Resources rule has changed depending on how many players are playing in the Forever Talisman game. The following is a counters/token breakdown to the amount of players.

12 strength counters, 12 craft counters and 12 life counters per player  
6 fate tokens and 5 gold coins per player.

## THE EXPANSIONS (AND RULES) INCLUDED BEFORE START GAME DRAWS ARE:

The Base Game  
The Frostmarch  
The Reaper (without Reaper figure) but with the Warlock Quest Cards  
The Sacred Pool  
The Bloodmoon  
The Firelands  
The Nether Realm

## THE EXPANSION BOARDS AND RULES THAT CAN BE RANDOMISED ARE:

The Dungeon  
The Highlands  
The City  
The Woodlands  
The Harbinger  
The Deep Realms  
Revealed Endings instead of Hidden Endings



## HOW TO START A FOREVER TALISMAN GAME.

The phases that are needed to be done to setup a Forever Talisman game are done in a strict order the order is set out as follows:

1. WHO HAS FIRST TURN?
2. CHARACTER SELECTION.
3. DRAWING START CARDS
4. EXPANSION INCLUDED AND DRAWING ENDINGS.
5. DECIDING OMENS
6. REVEALED ENDING AND HIDDEN ENDINGS
7. CHOOSING CHARACTERS
8. REVEALING CHARACTER PLACING MINIATURE AND TAKING TOKENS.

### 1. WHO HAS FIRST TURN?

First all players take a seat (or place) around gaming table (area) then every player rolls a die (1d6) and the highest roll is the player that has the first turn (rolling off drawn highest numbers until one player has the highest number on their die). That player goes first followed but the first player clockwise around gaming area no matter what die roll number they rolled.

### 2. CHARACTER SELECTION:

Starting with the player who won the right to go first “Who has first turn?” phase each player draws two character cards plus one more character card if at least one of the four following Talisman is owned – The Highlands, The Dungeon, The City or The Woodlands. Each player is free to look through their character cards (keeping them secret from all other players) Character cards are placed “facedown” until the “Choosing Character” phase.

### 3. DRAWING START CARDS

Before drawing any cards take all the Revealed Endings you own and remove The Gauntlet and the Dawn of Dragons Revealed Endings if you own them. Reshuffle the Revealed Endings deck as normal and draw as per normal rules when needed. No start game card can force the discarding of both The Gauntlet and the Dawn of Dragons Revealed Endings unless a player has already chosen them to be included in this Forever Talisman game.

A Forever Talisman game is randomised using an 18 card start game deck. Each player draws a number of start game cards biased on how many players are playing the Forever Talisman game see list as follows:

- 2 Players = 6 start game cards each.
- 3 Players = 4 start game cards each.
- 4 Players = 3 start game cards each.
- 5 Players = 2 start game cards each but the player who won the right to go first and the last player in the “Who has first turn?” phase gets 3 start game cards.
- 6 Players = 2 start game cards each.

These start game cards are drawn at random (starting with the player who won the right to go first “Who has first turn?” and continuing clockwise until all players have drawn their number of start



game cards) and each player turns their start game cards face up in front of them in the start game cards draw order.

- **NEW CHARACTER CARD POOL**

Anytime a player is asked to draw a character card from the New Character Card pool they draw one card from another special made character card pool from a deck of other characters that are allowed to be player with in a Forever Talisman game these are a number of characters that are included in the Digital Edition of Talisman (made by Nomad games Pty Ltd). These characters can be downloaded from Talismanisland.com and currently include:

The Devil’s Minion, The Exorcist, The Courtesan (amended), The Genie, The Martyr (amended), The Gambler (amended), The Black Witch, The Apprentice Mage (amended), The Shape Shifter (amended), The Ninja (amended), The Pirate (amended), The Shaman (amended).

Note: The amended versions are included after these rules: of course players are free to play with the amended versions or the normal downloadable versions. Plus players are free to add more characters if they think they are fair and all players agree so before the Forever Talisman game.

The New Characters come with movement cut outs but of course miniatures can used in their place.

**4. EXPANSION INCLUDED AND DRAWING ENDINGS.**

All players now decide if or not they will include their start game cards effects in the Forever Talisman game in turn order (starting with the player who won the right to go first “Who has first turn?” phase). Each player decides to include their first drawn start game card first then once chosen they decide to include their second then the second player in turn order goes next until all the start game cards drawn have been decided to be included or not by the player who drew them. Once a player chooses they cannot change their mind so every player must choose carefully. If a Talisman board has been chosen to be included then all start game cards that give the same option drawn later give the play no choice to include that expansion board.

The following is a list of all the start game cards and their effects.

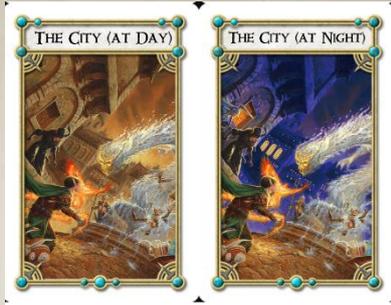


**Fight or Flight & The Dark Lord:** The player may decide to include The Dungeon board to the Forever Talisman game. If the Fight or Flight start game card was drawn then the special Fight or Flight rule has to be used in this Forever Talisman game. The special Fight or Flight rule is the same as the Fight or Flight Alternative Rule (page 11 Dungeon Rulebook).

**Hostile Land & Frozen Bridge:** The player may decide to include The Highlands board to the Forever Talisman game. If the Hostile Land start game card was drawn then the special Hostile Land rule has to be used in this Forever Talisman game. The special Hostile Land rule which is as follows:

*Before the game starts but after phase 5 the player who has the last turn from the “Who has first turn?” phase draws one relic from the relic deck and removes it from play without revealing the relic to nay player.*





**City (at Day) & City (at Night):** The player may decide to include The City board to the Forever Talisman game. The game must use the special City (at Day & Night) rule. The special City (at Day & Night) rule is as follows:

*If The Blood Moon expansion is owned then the Time Card is replaced by The City (at Day & Night) card – When its Day The City (at Day & Night) card is placed over The Rogues Guild, Academy, Apothecary, Sorcerer and Magic Emporium spaces, these are*

*considered closed until it becomes Night. No character may move into the shops for any reason and the shops game text is ignored When its Night The City (at Day & Night) card is moved to be placed over The High Temple, Soothsayer, Armoury, Menagerie and Stable spaces these are now considered closed. No character may move into the shops for any reason and the shops game text is ignored.*

*If The Blood Moon expansion is not owned then The City (at Day & Night) card is placed over the shops listed above according to the start game card drew when The City board is chosen, all rules still apply from above when The City (at Day & Night) card is placed like this (without the Time rules from The Blood Moon expansion).*

If The Blood Moon expansion is owned and both the City (at Day) & City (at Night) start game cards are drawn then the special Total Law rule must be used in this Forever Talisman game. The special Total Law rule is as follows:

*The City Watch Enemy cannot be evaded while it's Day. The "Night Guard" Enemy cannot be evaded while it's Night.*

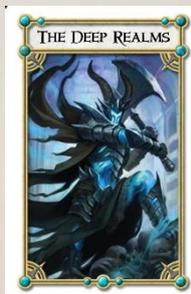
**Titania's Land:** The player may decide to include The Woodlands board to the Forever Talisman game. The game must use the special Titania's Land rule unless another player drew the Oberon's Realm star game card. The special Titania's Land rule is as follows:

*All Characters never gain any increases in values from Destinies.*



**Oberon's Land:** The player may decide to include The Woodlands board to the Forever Talisman game. The game must use the special Oberon's Realm rule unless another player drew the Titania's Land star game card. The special Oberon's Realm rule is as follows:

*All Characters never use any special abilities from Destinies.*



**The Deep Realms:** If the Dungeon board and the City board are included then the Deep Realms expansion is also included. The player may decide to look though all the Endings and remove three from play (face-up, excluding the Horrible Black Void Hidden Ending if owned).

**Open War:** The player may decide to include the special Open War rule in this Forever Talisman game. The Open War special rule is as follows:

*Terrain Cards do not change the space type if any character currently in play has the space type as their starting space. In effect the space is both the space and the Terrain Card type. This still removes all space abilities printed on the starting space. Ignore any character that does not have a unique starting space type (e.g. any space in the Middle Region or any space with another character).*



Also the player may draw one randomly drawn character from the New Character card pool. The player may pick this character to play in this Forever Talisman game just as if it was a normal character drawn normally if the character is not picked it is returned to the New Character card pool facedown.

The Open War start game card also makes players reveal their character choices all at the same time in Phase 8 (see phase 8 Revealing Character, Placing Miniature and taking tokens).



**Bloodbath:** The player may decide to include the Talisman Bloodbath Alternative Rule (page 21 Main Rulebook) for this Forever Talisman game. If the player decides not to include Talisman Bloodbath Alternative Rule the player may decide to look though all the Endings and remove one from play (face-up, excluding the Horrible Black Void Hidden Ending if owned) instead.

**The Grim Reaper:** The player may decide to include The Grim Reaper figure for this Forever Talisman game. Also the player may decide to look though all the Endings and remove two from play (face-up, excluding the Horrible Black Void Hidden Ending if owned).



**Revealed Endings:** The player may decide to include one Revealed Ending, draw as normal. This is done now if the player decided to include a Revealed Ending.



**Dawn of Dragons:** The player may decide to include The Dawn of Dragons from The Dragons expansion for this Forever Talisman game.

**The Gauntlet:** The player may decide to include The Dawn of Dragons from The Dragons expansion for this Forever Talisman game.



**The Lady:** The player who drew The Lady can choose what Omens are used (if The Harbinger expansion is included, see Deciding Omens) and the player can choose the Revealed Ending used if there is more than one drawn (see Including more than one Revealed Ending).

**The Doom Bringer & End of Days:** Once all start game cards are drawn if only one of these two start game cards is drawn by a player then the player may decide to include The Harbinger expansion for this Forever Talisman game.

If both start game cards are drawn then the Harbinger expansion must be included. See Deciding Omens to see what Omen is used.



## 5. DECIDING OMENS

When the Harbinger expansion is included the player who drew The Lady start game card chooses what Omen Card will be used in this Forever Talisman game. If no player has drawn The Lady start game card then the player who choose to include the Harbinger expansion chooses the Omen Card that will be used in this Forever Talisman game. If both The Doom Bringer & End of Days start game cards are drawn the player who drew the End of Days start game card chooses what Omen Card will be used in this Forever Talisman game. In all cases the Omen is chosen now before play continues to “Including more than one Revealed Ending”.

## 6. REVEALED ENDING AND HIDDEN ENDINGS

The following phase decides what type of Ending is going to be used from what Endings have been chosen already and which one is used in this Forever Talisman game. Normally if one Revealed Ending is chosen (or drawn) that Revealed Ending is used but sometimes more than one can be chosen (or drawn) or none can be chosen (or drawn) if this is the case these rules apply:



### INCLUDING MORE THAN ONE REVEALED ENDING

If more than one player chooses (or draws) a Revealed Ending to include in this Forever Talisman game, then all the chosen (or drawn) Revealed Endings are placed in a pile and the player who drew The Lady start game chooses one of them to be used in this Forever Talisman game. If no player drew The Lady start game card then all the chosen (or drawn) Revealed Endings are shuffled into a pile and the player who won the right to go first in the “Who has first turn?” phase) draws one at random to be used in this Forever Talisman game.

### INCLUDING NO REVEALED ENDINGS

If no Revealed Endings are chosen (or drawn) then this Forever Talisman game will include Hidden Endings and the Ending is drawn now as per the normal Hidden Ending rules but including the following extra rule:

*If the number of Hidden Endings and Standard Endings to draw from is two or less at the point of drawing the Hidden Ending then no Hidden Ending is drawn this Forever Talisman game (using the standard crown of command rules printed on the crown of command space).*

## 7. CHOOSING CHARACTERS

Every player now looks through their character cards from the “Character Selection” phase. All players secretly pick one character card from the pile to play as in this Forever Talisman game. All players keep their pick hidden until the “Revealing Character, placing miniature and taking tokens” phase. All the unchosen characters are returned to the character card pile “facedown” with the pile facedown to draw from at a later time.

## 8. REVEALING CHARACTER, PLACING MINIATURE AND TAKING TOKENS.

All players now reveal their one chosen character card (starting with the player who won the right to go first “Who has first turn?” unless a player drew the Open War start game card then all players reveal their characters at same time) then starting with the player who goes first then continuing clockwise around gaming table every player takes their Fate and Life tokens and gold and Spells, special tokens if they start with them and items etc., then their miniature is placed on their starting location. Then and only then does it then move to next player who does the entire same thing etc.

The only things not done in this order is:

**The Spy:** who waits until all players have put their miniature on their starting space then places his on one space with another Character.

After phase 6 the game starts as normal with all the rules generated.



## OTHER RULES FOR FOREVER TALISMAN:

- Treat the “War of Seasons” Ending as a Revealed Ending.
- The Revealed Ending “Lightbearers” is removed from the deck when players are choosing a Revealed Ending.
- If a Revealed Ending is being used in this Forever Talisman game and it requires an expansion then that expansion board is added to play if not already.
- The player who has the first turn draws the hidden ending needed for play (still not looking at Hidden Ending when drawn of course).
- Just like a normal Talisman game if a player makes it to the crown of command and any player dies they lose the game.
- If all other players are killed the last player still has to complete the game. They do not win automatically.
- Any special ability or effect that allow a player to use the special ability or effect at “anytime” or “anytime this round or turn” cannot interrupt another special ability or effect unless it says it can in its rules e.g. (counter spell).
- Buying items (at shops) and healing or any other effect of spending gold for a gain is a buying effect in the game and thus cannot be interrupted unless the special ability or effect says it can see above.
- Every chance has to be given to the player whose turn it is to allow them the opportunity to use any special ability or effect before another player can use a special ability or effect.
- Special ability and effects between players out of their turns is first in first use given no other player can interrupt another special ability or effect unless written as such in the special ability or effect rules (and only after the rule above).
- Spells are considered effects for the above purposes. Same goes with encountering cards or players and ditching cards.
- Any effect that makes one player pass cards to another player may be done even if the player who gets the card has to ditch the card. Cards and tokens passed to Toads are treated just like if the character had the cards, tokens when transformed. Cards that become followers (but are not followers) can never be passed to another character.
- Only cards that say “Draw” in its game text trigger any effect keyed to “Draw” (e.g. The Blood moon Time Card flipped when one or more events are “Drawn”).
- When a player loses a turn they do not have a start of turn or an end of the turn. Moving Werewolf is allowed if losing a turn.
- There is no taking back turns if an effect or ability is forgotten and its passes the phase in which it was meant to be done its effect is lost.
- All cards from The Nether Realm expansion can never be burnt.
- If it’s needed a player chooses the direction they are moving before teleporting to a space.
- If a player travels to the crown of command by teleporting and they encounter an Ending in which they do not have the right cards to fulfil the Ending they teleport to the portal of power instead.
- Being a Werewolf and the Battle Royale Ending: players on the Crown of Command and attacking each other ignore their Lycanthrope card effects.
- Feral Hunger causes enemy that roll two dice for their attack strength to roll two sixes instead of one.
- The Valkyries “resurrect” ability only effects followers that say “Killed” in game text effects.
- The game includes the amended rules for the Grim Reaper in the “Grim Reaper HQ” pdf.
- The Relic Card: Arnkell cannot be used to teleport if the player has a cursed follower.
- If a character is asked to lose a Strength or a Craft they have to lose at least 1 of either if possible.