

FANTASTIC DIVERSIONS

Read all instructions before proceeding. This PDF is intentionally undersized in dimensions to print cleanly on World A4 or USA Letter size.

Overview & Options:

Included are 9 cards (front and back) of a size equal to character and/or alternative ending cards in the commercial game.

Tools & Materials:

- Craft Knife, Cutting Mat, Large Triangle, & Metal Ruler.
- Satin or Semi-Gloss Card Stock.
- Glue Stick.

Printing:

OPTION: You may wish to take this PDF to your local print/copy shop and have it printed for you on the type of card stock mentioned in "Tools & Materials."

1. Open your printer's settings dialog and change the following (or similar):
 - Resize to fit:** off
 - Margins:** zero or full bleed
 - Position:** center
2. Do not print instructions unless needed.
3. Print page 2 on plain paper to test color; adjust as needed in settings panel.
4. Print one copy of Pages 2 to 10 on the blank/white cardstock.

Score & Fold:

1. Use craft knife and metal (edged) rule to lightly score once or twice between blue crop marks until there is a perceivable line.
 - Do not cut through!**
2. Fold the card along the score you made and crease. Open the sheet and lay it flat with the blank side up.

Glue & Dry:

1. Apply glue to the sheet's backside to the full area of the card. (Place sheet against a window pane for light through the sheet to better see the card image area.)
2. Folder the sheet again and carefully rub it to a smooth bond. Place it between two sheets of clean scrap paper and weight it with heavy books atop a flat surface. Allow to dry for at least 1 hour.

Final Crop:

1. Place the folded edge against a vertical surface (such as a countertop back) with the card front up. Place your triangle against the same vertical surface and line its other edge with one red crop marks.
2. Score the lightly and repeat for the other vertical red crop mark.
3. Line up metal ruler with the top two red crop marks and score again.
4. Using score lines, complete all cuts to finish the card.

Not for use in part or whole except as intended. Not for (re)distribution in part or whole except through Fantastic Diversions and/or authorized distribution points. See FantasticDiversions.com and its "shop" for further details. Please report all violations.

2D6 COMBAT

I. CONDUCTING COMBAT

1. All participants in combat (Battle or Psychic Combat) roll and add together two dice instead of one.
2. All participants allowed to roll one or more extra dice in combat still do so and then choose which two dice to use.
3. All combat modifiers indicated by cards, spaces, special rules, or other circumstances are applied as normal.

Advantages:

- Automatic wins / loses decrease; the game remains challenging in all phases.
- Low Strength/Craft adventurers facing unwinnable combats in the game's earlier phase gain a slight chance to win.
- High Strength/Craft adventurers facing auto-win combats in the game's latter phase have a slight chance to lose.

Disadvantages:

- Extra 6-sided dice may be needed.
 - Minor extra game time may be needed.
- NOTE:** play-testing in 30 games showed a maximum increase of 20% and an average increase of 7% in play time.

2. OPTION: AUTO-WIN/LOSE

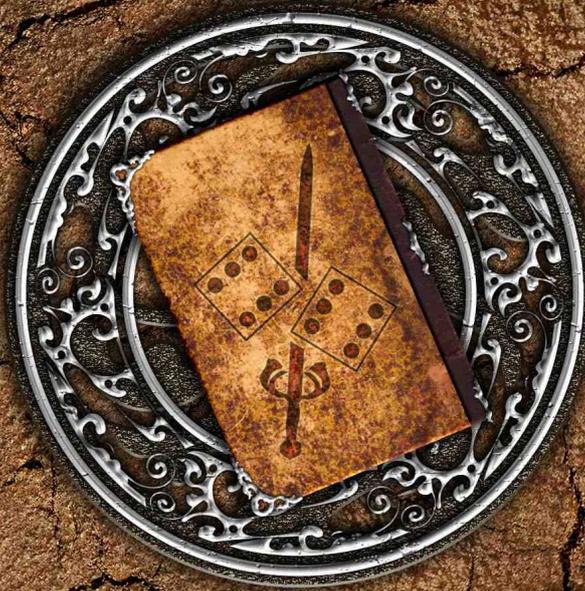
1. A participant in combat rolling a natural 2 (2.8% chance) automatically loses, even if it has the higher total.
2. A participant in combat rolling a natural 12 (2.8% chance) automatically wins, even if it has the lowest combat total.
3. Any tied rolls of natural 2 or 12 (0.08% chance each) are resolved as follows:

Adventurer vs. Enemy

- *Double Loss:* the combat is a draw or standoff per the normal rules.
- *Double Win:* the adventurer loses a Life and/or suffers any other effects from the Enemy as if defeated, but it then keeps the trophy and proceeds with its turn as for victory.

Adventurer vs. Adventurer

- *Double Loss:* the combat is a draw or standoff per the normal rules.
- *Double Win:* both lose a Life and may not choose any other option for victory. The adventurer who initiated combat (made the *attack*) proceeds with the rest of its turn.



BATTLE BREAKAGE

Weapon and Armour breakage in *Talisman* past editions occurred via card draws. Some players prefer a direct connection to Battle, where breakage truly occurs.

I. CHANCE OF BREAKAGE

1. Weapon or Armour may be rendered unusable when:
 - a. **In Battle** a natural 1 is rolled while using one or more Weapons. [If using "2D6 Combat," on a roll of 2 or 3.]
 - b. **In Armour use** a natural 1 is rolled while attempting to save a lost Life.
2. If any of these occur, the affected Object or Magic Object must make a Breakage Roll. If more than one Weapon was used in Battle, the adventurer chooses which one makes the roll.

2. BREAKAGE ROLL

1. Rolls depend on whether the Armour or Weapon is an Object or Magic Object:
 - a. Object: roll one die; on a 1 it breaks.
 - b. Magic Object: roll two dice; on a 2 or 3 it breaks.
2. A broken Armour or Weapon is unusable and must be discarded unless kept for (1) repair or (2) use when a later Object

discard is required. They are not left on a space.

3. REPAIRS

1. The Blacksmith may repair Armour and Weapon "Objects" for half of their Purchase price rounded down (min. 1G).

Examples:

- "Shield," $3G / 2 = 1.5$ (= 1G to repair).
- "Armour," $4G / 2 = 2$ (= 2G to repair).

2. Only the Enchantress may repair Armour or Weapon "Magic Objects." Miss a turn and pay twice the Purchase price of an equivalent Object (Sword, Shield, etc.). Those without an equivalent cost 7G.

4. OPTIONS: LIMITS

- Weapons may be repaired once; mark them with a token. On a second break, they must be discarded.
- If using Stackable Armour or the "Graduated Armor System":** when an Armour breaks, you may not attempt further Armour rolls in the current Battle.



CARD-LESS TROPHIES

Lack of Trophies for defeated creatures without a card to take has bothered some players, since the risk and supposed experience in combat is rationally the same. The common example is the "Cave" Place card.

Upon entering the Cave (optional in Talisman 2E), a die is rolled to see what waits therein. Aside from no treasure (gold) found when something is there (yet gold is there when it is empty), a Trophy is not gained if an opponent is defeated. This is likely part of why the Cave is now a forced encounter in Talisman 4ER, otherwise few would bother with it. The 2E Cave was seldom sought out unless a character was desperate for gold; that was rare with gold just lying about to be drawn. The card was most often ignored or removed by Spell or Ability to free another space for drawing Adventure cards. That is still the case in 4ER, though it need not be.

Other cards and spaces have these same issues, but specific to Trophies, Talisman has no mechanic to track card-less victories. The following rules allow a compromise without need of a Trophy "card" or fiddling about with spare tokens in exchanges for Craft and/or Strength points.

1. TEMPORARY TROPHIES

1. Upon defeating a creature generated or designated by a non-Enemy card or a board space, the player may count the Craft and/or Strength of the defeated creature as a Trophy during the current turn.
2. If the creature's Craft and/or Strength is sufficient to exchange for a Craft and/or Strength point, the character may do so.
3. If the creature's Craft and/or Strength is insufficient for exchange, the character may use Trophies already gained to make up the difference.
4. The exchange for Craft and/or Strength points must be made by the end of the current turn according to rules 1.2 and 1.3 above. If not, any card-less Trophy points are lost and cannot be claimed later.

2. EXCEPTIONS

1. The following creatures cannot be claimed as cardless trophies if generate / listed for:
 - a. the Inner Region,
 - b. passing between Regions,
 - c. a Realm's (expansion board's) end/exit,
 - d. or an Alternative Ending.



CLAIMING ATTACK

Special Abilities related to Battle & Psychic Combat limit use to when you “attack” another “character.” However, the same used against Enemies and creatures has no such limitation. A character is considered to be *always* on the “attack” (vs. being “attacked”) when encountering anything but another character. This has led to imbalance in game play and player abuses.

Such abilities accelerate trophy acquisition, Strength/Craft growth, potency vs. expansion board end “guardians,” and easier wins (vs. other characters) against Alternative Ending opponents. The Assassin’s “assassinate” ability is the most often cited example but not the only one.

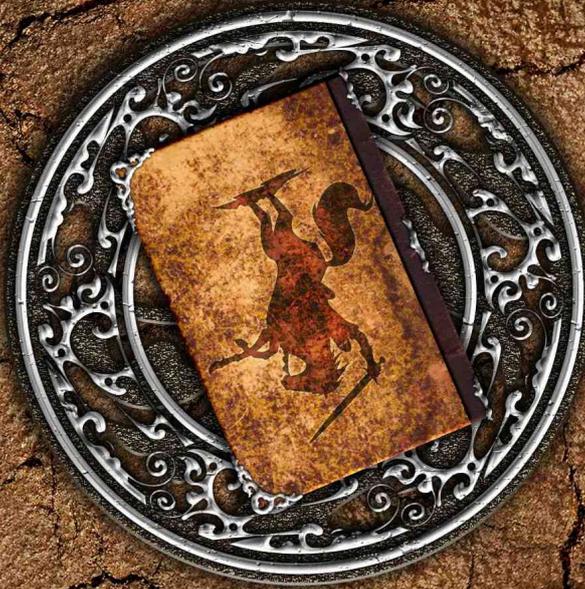
The assumption is that there is no way to determine when Enemies and creatures “attack” rather than are “attacked”; **this is false**. The premise of awareness or “foreknowledge” of an attack can be determined.

I. CLAIMING “ATTACK”

1. A Special Ability or option requiring “attack[ing]” may not be used for combat against Enemies and creatures unless the character has “foreknowledge” of the opponent before encountering it. This

standard is used for exceptions not covered by the following rules.

2. A character is “attacked” (not “attacking”) when encountering:
 - a. an Enemy just drawn,
 - b. an Enemy moved to its space with the intent of attacking the character,
 - c. any creature generated through a die roll on a non-Enemy card or board space,
 - d. a newly drawn Enemy after the option to discard a previously drawn card.
3. A character is “attacking” or on the “attack” when encountering:
 - a. an Enemy face-up on the board,
 - b. an Enemy card chosen in a multi-card draw,
 - c. a chosen space through non-rolled movement listing an opponent (but not one generated by a die roll), or
 - d. an Enemy card previewed through an option or Special Ability and then drawn before the end of the player’s current turn.



DEFENSIVE COMBAT

Defensive Combat is not the same as *evade*, which avoids Battle (or Psychic Combat) before it begins. It is used as an alternative in Battle when and where:

- the *evade* ability is not possessed or requirements for its use cannot be fulfilled, or
- the chance of defeating an opponent is slim or clearly none.

Even so, Defensive Combat has a price for a chance to survive Battle unscathed.

I. DECLARING "ON DEFENSE"

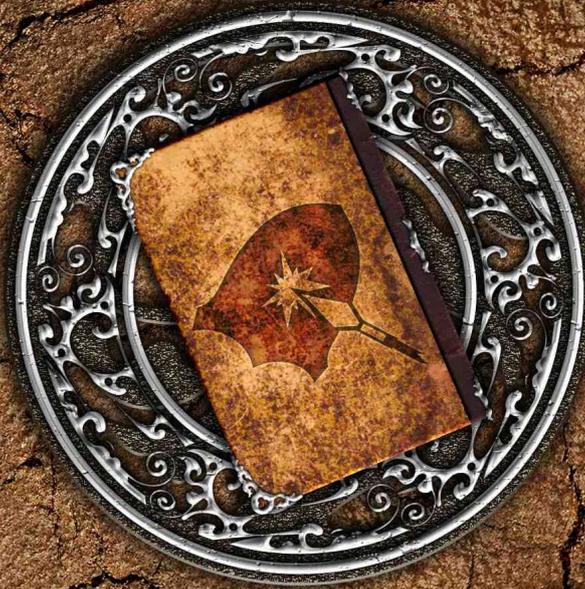
1. An adventurer may declare "on defense" when *attacked* in Battle. It forfeits a potential for victory for extra bonuses and a chance to avoid loss of a Life.
2. An adventurer may *not* declare "on defense" in any turn in which it has used a Special Ability, Magic Object, Object, or Spell to affect an Enemy or another adventurer. It has already gone on the offensive in an alternative fashion.
3. All standard Strength and "in Battle" modifiers from any applicable source still apply. Add the following bonuses as well:

- +1 for a *Weapon* wielded (only one).
- +1 for a "Shield" wielded (only one).

4. Only Objects and Magic Objects on an adventurer and readied for combat are counted for "on defense" bonuses; those in baggage or carried by Followers may not be brought into use.

2. DEFENSIVE COMBAT

1. Roll for Battle and...
 - *If the adventurer wins*, the Battle is a draw, though additional conditions apply (see 2.2 below).
 - *If the adventurer loses*, it may use *Armour* to save a Life lost but not with a Shield used in "on defense."
2. Regardless of the outcome...
 - a. If the current turn is the adventurer's own, its turn ends immediately.
 - b. The adventurer may take no further action in the current turn except to face another assault via Spell, Special Ability, Psychic Combat, or Battle.



FULL ENCOUNTERS

A character may engage either encounters, one other character, or both in a space it lands in. Because both types of encounters are now possible in the same turn, the following special conditions are necessary for when, if, and how one character chooses to encounter another present.

I. GENERAL RULES

1. A board space is not an encounter. Its instructions may generate encounters through cards, a die roll, or other instructions. A board space is the environment in which these (and other) encounters occur.
2. A space may have influences or effects upon both encounters and/or characters, such as found on the Desert, Runes, Cursed Glade, etc. All characters on a space are subject to all influences and effects listed.
3. A character may not ignore any space effects or instructions because it intends to encounter another character present.

2. ENCOUNTER ORDER

- A. Follow all space instructions not related to drawing cards.

B. Follow all space instructions related to cards. Standard card encounter order still applies with the following additions.

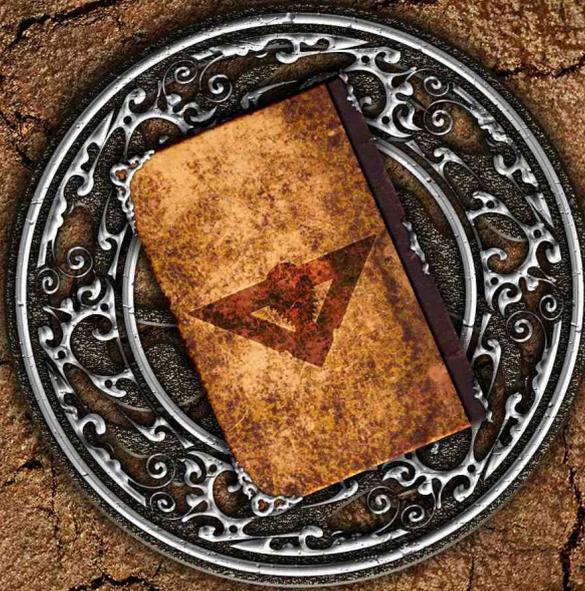
1. Events.
2. Enemies, Strength-based.
3. Enemies, Craft-based.
4. Strangers.

4.1 You may choose one character on the space to encounter by one of the following methods: Special Ability, Battle, or Psychic Combat (if allowed). Spells and other accessory options apply normally.

5. Followers, Objects, and Magic Objects.
6. Places.

3. OPTION: TRADE

Trade is an encounter option in addition to those listed under rule 2.4.1. The character in its turn may offer to buy, sell, or trade 1 Magic Object or Object, or a Follower that also exists in Purchase card format ("Mule," "Horse & Cart," etc.) The other character encountered may accept, reject, or counter-offer once. If no trade is then achieved, the encounter ends.



GRADUATED ARMOUR SYSTEM

Often mistaken as “stackable” armour, the G.A.S. requires successive rolls for *Armour* be made in descending order of best to least protection. Failure—not success—for the first *Armour* rolled is what triggers use of the next one. If the least protective *Armour* is used first, such as in other “stackable” armour house rules, then:

- 1) chance of saving a Life may decrease slightly in some combinations,
- 2) more rolls by the odds must be made during game play, and
- 3) chance of multiple equipment loss increases when using the “Battle Breakage” house rule.

I. USE OF MULTIPLE ARMOUR

1. Adventurers may use multiple *Armour* when attempting to save a Life lost in Battle. This does not apply to similar protective Magic Objects for saving a Life lost in Psychic Combat (Psychic *Armour*, so to speak).
2. All *Armour* or other protection to be used during Battle must be readied (on the adventurer). Once combat begins, *Armour* or other like Objects or Magic Objects stored in baggage and/or carried by

Followers may not be brought into use.

3. Only one *Armour* of any type may be used (usually determined by its title). For example, two of a “Helmet” or “Helm” cannot be used at the same time.

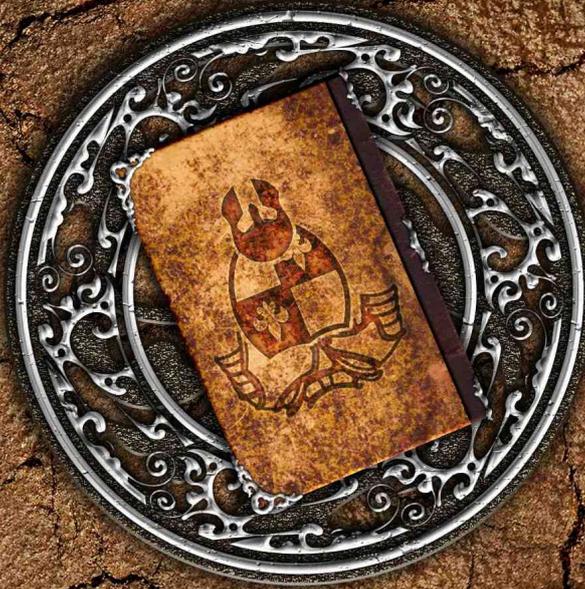
2. ORDER OF ARMOUR ROLLS

1. Armour rolls are attempted in descending order of protectiveness by their count of target numbers that save a lost Life.

Example: “Armour” has three target numbers (4, 5, & 6), while a “Shield” has two (5 & 6); the “Armour” is thereby rolled first.

2. If differing *Armour* objects have the same count of target numbers, then the adventurer chooses which to roll before the other(s).

Example: the Warrior is defeated in Battle but has “Armour,” “Helmet,” and “Bracers” readied on him. The “Armour” fails, and both “Helmet” and “Bracers” save a Life on one target number (a 6). The Warrior chooses to try the “Helmet” first and then the “Bracers,” if needed.



THE SEEK

In myth and legend, adventurers sometimes abandoned wandering when dire need required reaching a location known throughout the land. *Talisman* lacks movement rules or mechanics for this (other than luck of a roll or a spell), even when a space represents such a well-known destination.

I. EXECUTING A SEEK

1. At the end of your turn, declare to *seek* one uniquely-named, *non-draw* space in the Outer or Middle Region.
2. On your following turn, if your character is allowed to move, then roll movement normally. You may apply modifiers based on Special Abilities, Spells, Followers, Objects, etc.
3. Move along the shortest, most direct route (by count of spaces) toward the declared destination. **The character must continue a seek until the declared destination is reached, regardless of changes in the land seen by its player.**
4. If movement takes your character to or beyond the destination, then you must stop short on that space. You may not use movement results to move farther to a different space. The *seek* now ends.

2. ALONG THE WAY

Because of your hurry and the advantages of a *seek*, there are sacrifices.

1. **Required Space Instructions** must be applied, but you may not use options of choice unit reaching the destination.
2. **Other Characters** met may not be encountered by choice. However, they may encounter you in their turns.
3. **Spells & Special Abilities** may only be used for what you do encounter directly.
4. **Drawn Cards** are always encountered, including keeping Objects, Followers, etc. that you draw during your turns.
5. **Enemies in play** on a space are always encountered unless you can evade them.
6. **Objects, Magic Objects, & Followers in play** on a space, or any card that can be kept by choice, cannot be taken unless required (Poltergeist, Hag, etc.). You do not have time to find them in your rush.
7. **Strangers & Places in play** on a space are encountered if required (Cave, Witch, etc.). All others offering opportunities of choice cannot be encountered.



TRUE FATE

Fate is destiny, large or small, placed upon all individuals by "higher" influences. In the *Talisman* world, these influences might be considered the Powers of the Alignments. After all, anyone in the land can pray to them to gain benefits... including Fate.

I. USE OF FATE POINTS

1. One Fate may be used to alter a die roll for an adventurer's own action, such as:
 - Movement,
 - Combat (Battle or Psychic Combat),
 - Rolls against Strength or Craft,
 - Special Abilities,
 - Praying or Invoking,
 - or optionally some Spells.
2. Fate may also be used to alter rolls for general encounters on cards or spaces where no named or titled persona is mentioned as the source of the roll, such as the Cave, Forest, Crags, Tavern, etc.
3. Fate may *not* be used to alter the rolls of other adventurers or (re)action rolls of named or titled personas on cards or spaces, such as the Enchantress, Mystic, Witch, etc. They have their own destiny.

2. "LUCK"

1. Spend one Fate to re-roll one die for rolls designated in rule 1.1.

3. "DESTINY" (TRUE FATE)

1. Spend one Fate before a roll designated in rule 1.1 to roll one extra die, and then choose one die to discard and not use.
2. This willful demand upon one's Fate has a price: you may not use another Fate until your next turn.

4. OPTION: FATED SPELLS

- Any Spell requiring a single roll of one or more dice is rolled by the caster—not the target. The caster may apply Fate by Luck or Destiny to the roll.

This applies to "Randomize" and all similar Spells with a single roll of effects outside of the target's control.

- SUB-OPTION:** if the caster does apply Fate to a single roll Spell, the target of that spell may then apply Fate by Luck to re-roll one die involved.

