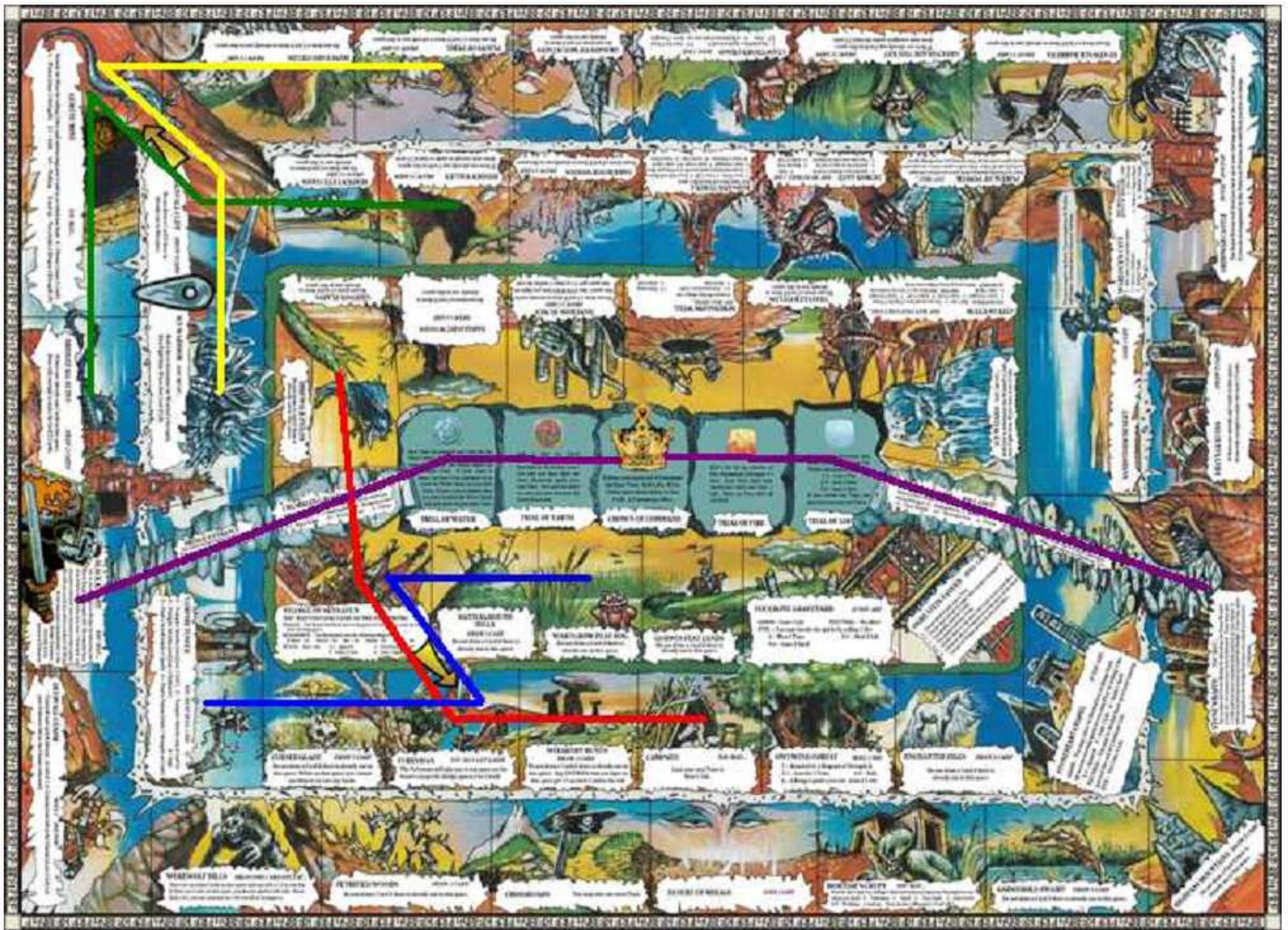


“Magical Sword” Board for Talisman

This is the board from the “Magical Sword” game that I converted to be used with my Talisman playing cards. The first thing you will notice is that the Regions are not laid out like the Talisman board. There are colored lines, in the picture below, that shows you how you would travel between the different Regions. I also created my spaces with unique names. Instead of a “Woods” space, I may have called it “Darkmoor Woods”. It still is considered a “Woods” space as far as Talisman is concerned. Almost all of the familiar locales are used on this board, but it just allows players to play Talisman with a different board with different artwork. Although you can freely traverse all the Regions (except the Stone Bridge), spell casting rules still apply when casting Spells on Characters in different Regions

The Stone Bridge works similar to the Inner Region of the official Talisman board, so it is up to you to carry over rules to treat it as such. An example of this would be the Assassin not allowed to use his power on the Pit Fiends or Werewolf, he should also not be allowed to use it when doing the “Trial of Fire” or “Trial of Earth”.



If you are using the “Land of Ice” or “Djeryv” expansion, they should pretty much work with this board. It would be up to you to use your best judgment from what is missing from those expansions. An example of this are some of the starting locations for the Characters that came with those expansions. You can simply substitute one location for another...

- Inn -> Tavern
- Tower of Ultimate Evil -> Graveyard
- Monastery of Pure Good -> Chapel
- Hamlet -> Village
- Catacombs -> Crypt