

Kingdom Hearts Talisman: Additional Rules

House Rules / Clarifications

Typos

- Element Ring = Inferno Band
- Keyblade Map = Keyblade Graveyard
- Keystone = Keyblade Graveyard

Cards

- Event cards are discarded once resolved.
- Verbiage
 - Magical Object means Magical Object.
 - Object means Object or Magical Object.
- Trinity
 - Anyone that lands on a space with a Trinity rolls 2 dice,
 - If either of them is a 3, take the card's effect.
- King Triton
 - The traded cards must be of the same type. (*ex. Object for Object*)
- Accessory Slot Pack
 - Players can hold multiple Slot Packs but only get 4 more item slots. They don't stack.
 - If a slot pack is lost or stolen, any items dropped due to lack of space cannot be picked up on that turn.

Board

- Encounter Type Priority
 - Boss → PvP → Adventure → Space
- Moogle Shop
 - You may sell Objects at the for 1 Munny each.
 - You may sell Keyblades for 2 Munny each. They return to the supply.
- Corridor of Darkness
 - When using a COD, move to the space with the shadow effect.
 - You may roll through the COD instead of just moving one.
- Battle of 1000 Heartless
 - 1 Munny is awarded for a successful battle.
- World Terminus
 - You may reduce your MAG by 1 to remove a single die. (*must be done before rolling*)
 - In addition to Fate, you may sacrifice follower(s) to reroll dice.

Movement

- Instead of rolling to move you can move 1 space forward.
 - If you did not roll on your previous turn and choose to not roll again and move 1, you must move in the direction you were heading. (*this prevents space camping*)
- If moved to a new space from an encounter, also perform the action(s) on the new space.
- Corner Spaces:
 - End corners are adjacent to each other. You can't go back and forth between them.
 - You can't return to the same corner zone you were just in. You must go to a new 1.

Players

- “You always have at least 1 spell” Character Abilities:
 - Spells do not replenish until the start of your turn.
- Anything gained as a Heartless is kept when you return to normal.
- You may drop items, but only after your movement roll.

Fate

- You may NOT use Fate tokens on the following:
 - Combat Type deciding rolls
 - Inner Region Left/Right roll (#2 “Die Roll” Variant)
 - Chernabog’s MAG double dice roll
 - Ansem Warship’s STR double dice roll
- You may use ONE Fate token on the following:
 - PvP Combat roll
 - Endgame bonus point roll

Limits

- You may possess any number of Keyblades.
- Your STR and MAG may not surpass 12.
- Keyblades count towards your object limit of four.

Drive Forms

- If a player gets 2 Keyblades then they draw a Drive Form card.
- 1 Drive Form card per player.
- If the second Keyblade is lost, discard the Drive Form. It goes back to the stock.
- Drive Forms cannot be stolen.
- Final Form – Recovered Spell card(s) cannot be used again until the start of your next turn.

PvP

- When you land on a space occupied by another player, you have the option to attack them.
- PvP battles take place before space encounters.
- Players in the Inner Region may not perform PvP combat.
- The winner of the PvP battle does one of the following:
 - Steals one object, magical object, follower, or munny from the other player.
 - Forces opponent to reduce one of their stats (*including HP*) by 1.

Combat Resolution

1. Roll a die to determine the type of combat.
 - a. 1-3: Strength
 - b. 4-6: Magic
2. Evade.
 - a. The defending character has the option to evade the combat.
3. Cast Spells.
 - a. Both characters can cast spells before the attack roll is made.
4. Determine Attack Rolls.
 - a. Both characters roll one die and add it to their Strength or Magic stat.
 - b. They also add any modifiers from objects or abilities.
5. Compare Attack Scores.
 - a. The character with the higher attack score wins.
 - i. Fate may be spent one time
 - ii. If one player spends fate to reroll, the other one must choose to keep their original roll or spend fate to reroll again.
 - iii. No more fate may be spent in the combat after step ii
 - b. Ties – nothing happens.

Heartless Players

- If either player is a Heartless in PvP combat, they draw the top-most Heartless card from the Adventure Deck.
 - They add that Heartless stat # to the combat (*regardless of if it's a STR or MAG combat*) before the player rolls their combat die.
 - After PvP combat, shuffle the Heartless card(s) back into the Adventure Deck.

Inner Zone Movement Variants

1. Standard:

- a. You may move in any direction in the Inner Zone.
- b. You do not need to resolve spaces when moving backwards.

2. Direction Roll:

- a. Player rolls a die before leaving “The End of the World” space:
 - i. 1-3 – You go left
 - ii. 5-6 – You go right
 - iii. You may not use fate on this roll.

3. Path Flip

- a. Anytime a 3 is rolled for movement flip the L/R token.
- b. The side of the token is the direction you must move in when leaving “The End of the World” space.
- c. You do not need to resolve spaces when moving backwards.
- d. Boss pawns do not adhere to these rules.

4. Direction Flip

- a. Anytime a 3 is rolled for movement, the player that rolled it may spend 1 Munny or 1 Fate to flip the CW/CCW token.
 - i. CW (clockwise)
 - 1. Movement in the inner region is clockwise.
 - ii. CCW (counter-clockwise)
 - 1. Movement in the inner region is counter-clockwise.
- b. Players do not have to repeat any space they have successfully overcome UNLESS they leave the Inner Region and come back later.
- c. Boss pawns do not adhere to these rules.

Roaming Bosses

- There are 7 roaming bosses that will travel around the map and attack players.
- Roaming Boss stat cards are found on the [KH Talisman BGG File page](#).
- Only 1 boss will be in play at a time.

Setup

1. Draw 1 of the 7 roaming boss cards.
2. Take its matching pawn and place it in its starting region.
3. If the boss shares a starting space with a player, they will not interact on the first round.

Encounters

- Any time a player rolls a 1 for their movement:
 - They move one space,
 - Resolve any PvP and/or Space encounters,
 - And then roll an additional movement die for the Boss.
 - They then move the Boss the number of spaces rolled either clockwise or counterclockwise.
 - Additionally, as the first movement, the active player can move the Boss into the adjacent space of another Region before completing any remaining spaces of movement in that Region.
 - This does not apply to the Door to Darkness.
 - It must be moved into from the Final Rest space.
 - Whenever the Boss lands on a space containing one or more Characters at the end of his movement, the player who moved the Boss must choose a Character on that space to engage with the Boss.
- Roll a die to determine the type of combat:
 - 1-3: Strength
 - 4-6: Magic
- Roll the attack die for the Boss and add that to its applicable stat.
- Roll the attack die for the player and add that to its applicable stat.
- Fate tokens, special abilities, and spells may be used at this time.
- Based on the results, resolve the Pass/Fail rewards/losses

Clarifications

- If a boss is defeated, remove them from play and draw a new boss card.
 - Place them on their new starting area.
 - If a player occupies that space, they do not perform an encounter.
- If a boss lands on a Corridor of Darkness or Empty Corridor and does not perform an encounter with a player:
 - Remove them from the game and draw a new Boss.
 - Place the boss on the Corridor space, not their starting space.
- If a player passes or lands on a space with the Boss pawn, the player must roll a 1-4 to evade them.
 - But they can also choose to willingly start the encounter and not perform the evade roll.
- Boss encounters must be resolved before PvP or Space encounters.
- If a player loses to a Boss, their turn ends immediately.
- Bosses can move freely through Corridors of Darkness, Gate to the Dark, and Battle of 1000 Heartless.
- If the boss is at the Door to Darkness space, any player that moves in there with a Keyblade must defeat the boss to end the game. If the boss is at the DtD with another player, the boss cannot leave that space.
 - If they lose, they suffer the Fail effect and have to try again on their next turn.

Speeding Up the Game

1. It only takes 4 trophy points to level up instead of 5.
2. Players start with +1, +2, or +3 stat points.
3. Add +1 to all Encounters:
 - a. All 1 Encounters are 2
 - b. All 2 Encounters are 3
 - c. All 3 Encounters are 4

Tie Breaker

1. If 2 or more players are tied in victory points, the winner is determined in this order:
 - a. Player with the most Talismans
 - b. Player with the highest STR + MAG stats
 - c. Player with the most Magical Objects
 - d. Player with the most Objects
 - e. Player with the most Followers
 - f. Player with the most Munny
 - g. Player with the most Fate
 - h. Players roll two dice for victory (*no Fate*)