Talisman: The Gems of Power

**Talisman: The Gems of Power** is a fan-made expansion for ***Talisman: The Revised Fourth Edition***. It is best used with ***The Cataclysm*** official expansion as well and provides additional content for several other expansions. This expansion introduces a new Gem deck that contains the Gems of Power themselves. These are magical jewels that grow stronger with each one a character collects. It also includes new characters, Adventure cards, and other cards that make use of the Gem deck.

Components

* 5 Adventure Cards
* 5 City Cards
* 5 Dungeon Cards
* 5 Highland Cards
* 5 Woodland Cards
* 5 Remnant Cards
* 27 Gem Cards
  + 9 Bonus Gem Cards
* 1 Spell
* 1 Quest Reward Card
* 2 Characters Cards and Markers
* 1 Alternative Ending

Setup

When playing with ***The Gems of Power*** expansion, add the following steps to the base game’s setup and the setup for other relevant expansions.

1. **Set up Gem Deck:** Shuffle the Gem deck and lace the Gem deck facedown near the main Talisman board.
   1. **Other Expansions and the Gem Deck:** The core Gem deck can be used with just the base game. The 12 bonus Gems utilize mechanics from various expansions, including Digital Edition expansions and fan-made Expansions. These cards are sorted by their required expansions in the file folders.
2. **Set up Alternative Ending (Optional):** If players wish to use the Alternative Ending provided here, place it on the Crown of Command.

Acknowledgements

To my knowledge, the concept of the Gems of Power was originally introduced to Talisman in Bogusz Ostrowski’s fan-made expansion ***The Vision***. Later, Earl Wynn added many additional Gems of Power in several of his fan-made expansions. These can all be found at TalismanIsland. While Ostrowski and Wynn’s Gems of Power are compatible with one another, this expansion is intended to be used as an alternative to those rather than as a companion. I have adapted many of their Gems of Power and consolidated them into the Gem deck rather than placing them in the various Adventure decks. I highly recommend taking a look at their expansions and seeing which works best for your own game.

I’d also like to thank abubu for creating the “Infinity Stones” Adventure card theme which I’ve used used for the Gem deck.

Expansion Rules

When playing with ***The Gems of Power***, the following additional rules are in place or may be used optionally.

New Keyword: Gem of Power

All cards in the Gem deck have the new keyword “**Gem of Power.**” This keyword indicates that the benefits of the card grow stronger with each additional Gem of Power that the character owns. Some Enemies will also grow stronger when fighting a character who has Gems of Power.

Removing Cards from the Game

Several cards in this expansion are removed from the game after they have provided a character with a Gem of Power. When a character is instructed to remove a card from the game, it should be returned to the box rather than being placed in the discard pile. At the end of the game, these removed cards should be shuffled back into their original decks. **Optional Rule**: Instead of removing these cards from the game, you may discard them as normal if you find that this does not allow characters to gain Gems of Power too easily.

Using Gems of Power Without The Cataclysm

While this expansion is intended to be played alongside ***The Cataclysm*** expansion, you can use the Gems of Power without it. To do, make the following changes:

* The Crystallomancer character begins the game with one Spell, rather than Psychic Crystal
* Remove the Gem of Friendship from the Gem deck.
* Remove the Earth Gem from the Gem deck unless using ***The Firelands, The Harbinger*** or a fan-made expansion that adds Terrain cards.
* The Grim Gem cannot place Remnant cards; the five Remnant cards provided in this expansion are not to be used.