

Talisman: The Crown of Command

This is a fanmade addition to **Talisman 5th Edition** which adds back the Crown of Command of old. Only the base game is required to use this homebrew.

Components:

- 3 Crown of Command cards

Setup

- Select which Crown you would like to play with (See “Crown variants” below)
- Place the Crown of Command on the Crown of Command space.

How to Play

- The game plays as normal until a player slays the Elder Dragon. That player then takes the Crown of Command card.
- The Crown of Command is a magic object, and as such will take up a slot in the players inventory. They will have to drop an object if necessary.
- The Crown of Command can be stolen, so long as it doesn't leave the Crown of Command space (*for example, if a player in the outer region casts acquisition on the Crown, nothing would happen*)
- After the Elder Dragon is dead, players on the Crown of Command may choose to stay or turn back. If they turn back, the Crown cannot be taken with them and normal turning back rules are applied. If they stay, they must encounter another character if they're present. If none are, their turn ends.
- The instructions on the Crown of Command card must be followed (These will be different depending on which Crown you chose to play with)
- Once a player possesses the Crown, other characters may choose to surrender the game at the start of their turn. If they do, their play piece is removed from the board and they're out of the game. (Optionally, you may make them bow to the Crown-wearer for fun)
- Once all players have surrendered or are killed, the player with the Crown is declared the winner!

Crown Variants

There are 3 Crowns you can choose to play with depending on your taste.

- Modern Crown: Each player without the Crown loses 1 fate or 1 life at the end of their turns. They also cannot acquire more fate or life. This style removes random chance and sets all other players on a timer.
- Classic Crown: The player with the Crown casts the command spell at the start of their turn, just like in previous editions.
- Stygian Crown: The same as Classic style, but players can no longer heal or gain lives. This was a very common house rule in previous editions.

Clarifications

- Once the Elder Dragon is slain, it is gone for good. Other players do not need to fight it (For example, a player has killed the Elder Dragon and acquired the Crown. Another character shows up and kills them. They do not need to fight the Elder Dragon, as it's already dead. So they just take the Crown for themselves.
- When using the Classic/Stygian Crown and casting the Command Spell, another player cannot use *Counterspell* against it. In previous editions, this would work. But with the way 5th edition is written, the Command Spell isn't mentioned anywhere on cards like the Amulet. To remedy this, I added the text that the Command Spell cannot be blocked or prevented.
- If the player with the Crown is turned into a toad, they do not drop the Crown, but its effects are nullified until the holder returns to normal (Unless playing with Dire toad rules, in which the Crown is dropped like any other object.
- The Crown of Command doesn't have an encounter number. If other adventure cards are present, the Crown is always encountered last.

Art Credits

- The Crown of Command: Avalon Hill (Box art)
- Card back: AI generated