

Gods of Talisman

"Crimson Archon"

1 Introduction

Talisman allows you to be a mighty hero, traveling the land, defeating monsters, and acquiring great treasures. But why be a mortal adventurer when you could be a god? Gods of Talisman allows some players to use divine power to affect the lives of the characters on the board instead of having adventurer characters of their own. They acquire Power and cards and then can them to influence the lives of the mortal world.

2 Equipment Needed

These rules 1 standard six-sided die per god character used all relevant god characters and mortal characters printed A set of 12 special Talisman cards added to the Adventure deck.

3 Starting the Game

1. All players pick (or randomly select) characters or god characters with at least one non-god character being used by a player and take a die.
2. Each player with a god character selects a different non-god character to watch over and protect.
3. Each player with a god character takes his four Miracle cards and places them in front of him.

4 Basic Terms

God Characters: special characters that use their abilities to help other characters instead of moving a piece of their own.

Mortal Characters: all non-god characters

Demon Characters: god characters that use their abilities to destroy mortal characters instead of moving a piece of their own. They only win if all mortal characters are destroyed.

Patron Deity: a god character that helps a mortal character is that characters

Patron Deity Servant: mortal character helped by a Patron Deity is that characters Servant GCP is just an abbreviation for God Character Player, any player that is using a god character. Power is the energy a deity has and is used to allow a GCP to play cards from his hand.

5 Turn Sequence for God Characters

God characters do not have a character of their own to move on the board and therefore have very different turns from mortal characters. GPCs have two different phases to their turn: Gaining Cards/Power and Spending Power/Cards.

5.1 Gaining Cards/Power

A GCP starts his turn either drawing a card, increasing his Power, or sacrificing cards to convert them to Power.

1. A GCP can draw a card from the Adventure, Timescape, or Dungeon deck and keep it and does not have to show it to other players until it is used. The maximum number of cards a GCP can hold depends on the god character he's using.
2. A GCP can decide not to draw a card but to instead increase his Power by 1. The dice are used to keep track of this Power which can range from 0 to a maximum of 6 for each GCP.
3. A GCP can decide not to either gain cards or Power as normal but can decide to discard cards and increase his Power by 1 for each card he discards to a maximum of 6.

5.2 Spending Cards/Power

A GCP can spend 6 power to take a card in his hand and use it on any mortal character on that cards board (Timescape cards for the Timescape board, Dungeon cards, for the Dungeon board, or Adventurer cards everywhere else). The adventurer immediately encounters that card as if he just moved to that space and drew that card. After this special encounter is resolved the game continues as normal.

1. A GCP can spend less than 6 Power depending on the type of cards played. The basic 7 god characters each have a specialization with at least 1 type of card that allows them to play those types of cards for least then 6 power.
2. A GCP also starts with 4 special cards called Miracles. These are exceptionally powerful cards that can only be used once each and then are removed from the game. The Power needed to use each card is on the card itself and overrides any bonuses a god has with a type of card.

6 Turn Sequence for Mortals

Mortal characters act (fight, move, etc) as normal the only three exceptions to this rule are Prayer, Sacrifice, and Divine Intervention. Prayer When a mortal character is in a space that allows prayer the GPC of his Patron diety can choose to spend 3 Power and pick the result the GCP wants without having to roll the die. If the GCP doesn't do this then he gains 1 Power instead and his servant rolls the die as normal.

6.1 Sacrifice

When a mortal character ends a turn in his starting space or any religious space (Temple, Shrine, Church, etc) he may sacrifice 1 gold to give his Patron god +1 Power.

6.2 Divine Intervention

When a mortal character has a turn his Patron God can cause him to miss a turn and spend 1 Power to change his alignment to anything he desires or spend 6 Power to move him to any space in the same region