



## TALISMAN SPELL RULES

This spell system for Talisman allows characters to learn the spells they find and enter them into spell books. The following rules should be used, in order to do this and allow for balanced game play;

- 1) No character can cast more than 3 spells per turn, EVER!
- 2) When first finding a spell, the player may roll 1D6 to attempt to memorize the spell. For every 3 CRAFT the character has, you may add +1 to the die roll. A roll total of "6" or more is needed to learn the spell. This attempt counts as a spell cast. You may attempt to memorize the spell as many times as you have available castings after drawing it. Memorized spells are discarded, but may be referenced as necessary.
- 3) No character can memorize more spells than they have CRAFT, EVER! However, a spell may be conveniently forgotten (erased) to allow a new spell to take its place.
- 4) The total of Memorized spells + Spells in hand can never be more than the character's CRAFT score, EVER!
- 5) In order to cast a spell, the player must roll 2D6, adding the character's CRAFT. A roll total of "12" is successful!
- 6) A roll of doubles results in BACKFIRE! Roll on the backfire table below for your doom;



### SPELL BACKFIRE TABLE

- 1) Turned into a TOAD, until you roll under Toad Turn # on D6.
- 2) Lose 1 CRAFT (to character minimum).
- 3) Lose 1 LIFE !
- 4) Lose 1 TURN, you are knocked unconscious!
- 5) Spell turns on you, suffer effects as if cast on you, if possible.
- 6) Lose 1 magic item at random. If no magic items are in your possession, lose a regular item. The spell requires more energy to work, and uses one of your objects!