

Draw One Card

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1 INTRODUCTION

DOC (Draw One Card) cards are a new type of Talisman card with a new card back. They are the same size as Adventure Cards but have a completely different effect. DOC cards are used to modify standard "Draw 1 Card" spaces by giving them extra effects and thus making the spaces a little more unique for the rest of the game.

2 RULES

1. Whenever you land on a "Draw 1 Card" space (for Adventure cards only) that has no additional instructions for the cards (e.g., Runes is exempt but the Portal of Power and Sentinel space aren't), you must first draw a DOC card unless one is there already.
2. A DOC card's effects always take place when the space is encountered, if applicable. DOC cards remain on the board until the end of the game and affect all characters who land on them and encounter the space.
3. A DOC card cannot be removed by a spell or Adventure card unless it states that it affects ALL face-up cards on the board (or affects ANY type), or specifically says that it affects DOC cards.
4. A DOC card is NOT drawn for a "Draw 2 Cards" or "Draw 3 Cards" space, only for a "Draw 1 Card" space.
5. If using a player-made expansion where some "Draw 1 Card" spaces only have a chance of drawing an Adventure Card and also a chance of nothing, only draw a DOC card if you actually DO draw an Adventure Card for that space.
6. Likewise, if using a player-made expansion where some "Draw 1 Card" spaces may result in not drawing a card, any DOC card that says to draw additional cards only applies when you DO draw an Adventure Card for that space.
7. There are currently 25 different DOC cards (although some cards are similar). This should be plenty for a regular Talisman game, but if you use

player-made expansions such as the Land of Ice and/or Far Outer Region which add a significant number of additional "Draw 1 Card" spaces, you'll probably need to include two of each DOC card for a total of 50 DOC cards in the DOC card deck.

DOC CARDS

Good Vibes When fighting Enemies, Good characters add 2 to their Combat or Psychic Combat roll, Neutral characters subtract 1 from their roll, and Evil characters subtract 2 from their roll.

Bad Vibes When fighting Enemies, Evil characters add 2 to their Combat or Psychic Combat roll, Neutral characters subtract 1 from their roll, and Good characters subtract 2 from their roll.

Vibes When fighting Enemies, Neutral characters add 1 to their Combat or Psychic Combat roll, and Good and Evil characters subtract 1 from their roll.

Benevolence Instead of drawing 1 card, draw 2 cards and discard the lower numbered one. If both have the same number, choose which to discard. If there's already a card here, draw a 2nd card and discard one as above. If there's 2 or more cards here, do not draw additional cards.

Malevolence Instead of drawing 1 card, draw 2 cards and discard the higher numbered one. If both have the same number, choose which to discard. If there's already a card here, draw a 2nd card and discard one as above. If there's 2 or more cards here, do not draw additional cards.

Benefactor Instead of drawing 1 card, draw 3 and discard the card of your choice. If there's already 1 or 2 cards here, draw a 2nd or 3rd card and discard one as above. If there's already 3 or more cards here, do not draw additional cards.

Quid Pro Quo 1 Before encountering cards, you may swap one card on this space for any face up card up to 3 spaces away.

Quid Pro Quo 2 Before encountering cards, you may swap one card on this space for any face up card up to 5 spaces away.

- Uncaged** Before encountering cards, you may swap an Enemy you have saved for experience (but not redeemed) for an Enemy card on this space. The type of Enemy exchanged (Strength or Craft) doesn't matter, but after swapping you may only keep Craft Enemies for experience if you could normally do so.
- Barter** Before encountering cards, you may swap any one Object or Magic Object that your character is carrying for any Object or Magic Object on this space.
- Temp Agency** Before encountering cards, you may swap any one of your character's Followers for a Follower card on this space.
- All That Glitters...** Before encountering cards, add 1 Bag of Gold counter to this space even if 1 or more Bags of Gold are already here. All Enemies add 1 to their Combat or Psychic Combat rolls for each Bag of Gold counter here (but not for Bag of Gold cards).
- Spirit Spells** Before encountering cards, draw 1 Spell and place it face down on this space unless one is already here. The spell may only be claimed after Enemies have been defeated and other cards dealt with, but only if your character has sufficient Craft, otherwise it must be left face down.
- Gift Horse** Before LEAVING this space (by any means), you must leave behind your choice of: 1 Bag of Gold, 1 Object or Magic Object, or 1 Follower. If you have nothing to leave, you leave nothing.
- Sardines** Before encountering cards, draw a card for this space even if there are already cards here, no matter how many.
- Salt and Pepper 1** Before encountering cards (if any are here), swap all points gained above your character's starting Strength with all points gained above your character's starting Craft. This change is permanent.
- Salt and Pepper 2** Before encountering cards (if any are here), swap all points gained above your character's starting Life (usually 4) with all points gained above your character's starting Strength. This change is permanent.
- Salt and Pepper 3** Before encountering cards (if any are here), swap all points gained above your character's starting Life (usually 4) with all points gained above your character's starting Craft. This change is permanent.
- Next!** Each time you win a Combat or Psychic Combat against an Enemy (or multiple enemies if they fought together) on this space, draw a card: if it's an Enemy, immediately encounter it, otherwise encounter it in the normal card order. If there are other Enemies of the same type here (Strength or Craft), the Enemies will fight you together as usual.
- Soothe the Savage Beast** You may choose to Evade any or all Enemies encountered on this space.
- Healthy Heart** If you win a Combat or Psychic Combat against an Enemy in this space, immediately gain an extra Life.
- Curse of Pebo** If you lose a Combat or Psychic Combat against an Enemy in this space, lose an extra Life. This extra Life loss cannot be prevented by any Object, Magic Object, Follower, Spell or Special Ability.
- Jinx of Soca** If you lose a combat against an Enemy in this space, in addition to regular losses, lose a point of Strength for a Combat or Craft for a Psychic Combat. As normal, you cannot go below your starting Strength or Craft.
- Claddagh Reward** If you win a combat against an Enemy in this space, immediately gain a point of Strength for a regular Combat, or Craft for Psychic Combat.
- Mercurial Reaction** If you won any combats against Enemies in this space, did not lose any combats, and are still on this space at the end of your turn, you may immediately make another move up to the number of points you won the combats by, e.g., if you fought two combats, won one by 2 points and one by 3 points, you may move up to 5 spaces.