

# TALISMAN SPACE DECK ACCESSORY

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I made up this deck of cards illustrating all the spaces on the outer and middle regions. I was never able to find the time to perfect the variant I had in mind for these cards, but I thought it could be useful as an accessory for any number of variants. Below, I will suggest some possible variants for such a deck of cards, and it is my intent in making this file available that other Talisman players will find other interesting ways to use it.

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## **Variant: Concentrating Creatures**

One concern among those of us that own all the Fourth Edition expansions is that the deck becomes diluted and that the game could bog down as players try to find encounters to earn XP. One variant would be to concentrate creatures on randomly selected spaces:

- Quickly find 10 creatures from the Adventure Deck and shuffle them together.
- Deal 5 spaces from the Space Deck
- Put 2 creatures face down per space on the board.
- When a player lands on those spaces, they draw from the face-down cards before drawing from the deck.

You can increase/decrease the number of spaces and creatures to your preference.

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## **Variant: Increasing creature odds for Random encounters**

This variant is the similar to the one above, except you put piles of non-creature cards on the board spaces. This way a player is more likely to meet creatures in the other spaces, and have more safe havens.

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## **Variant: Cooperative game (or solo adventure)**

This variant is what I designed the cards for, but never had the time to fully play test. I offer this up as a draft so that others can flesh it out with their own gaming groups. It would essentially play like "Pandemic" or "Defenders of the Realm", where adventurers are trying to keep the forces of chaos at bay while preparing to reach the Crown of Command. The suggested numbers below are based on some of testing I have done, but they likely need adjustment. Some of the difficulty may have to be adjusted to the number of players, or it may automatically adjust itself based on the number of die rolls per player.

## Set-up:

Seed the board by drawing three cards from the Space Deck and putting three Adventure cards face down on each of those spaces on the board. Draw three more cards and place two Adventures cards on those spaces, then draw three more cards and place one Adventure card on each. Place those nine Space cards to the side as a discard pile.

## Game play:

- each player on their turn rolls an extra die of a different colour along with their normal movement die.
  - If the result is adds up to seven (7), draw a card from the Space Deck and place an Adventure card face down on that space, then put the Space card in its discard pile.
  - If the result is four or less, draw a card from the Bottom of the Space Deck, place three Adventure cards face down on that space, and then shuffle that Space card and the rest of the discards, putting them back on TOP of the Space Deck.
- When a player lands on a space with face down cards, he/she draws from those cards before drawing from the Adventure deck.
- If a board space already has three (3) face down Adventure cards when it is about to receive another, that space's two neighbours receive a card instead. This "explosion" could cause a chain of exploding spaces, but a single space can only ever explode once per turn.

## Game Ends:

- Every time a Seven (7) is rolled, or a space "explodes" into other regions, place a marker next to the board. When there are ten (10) markers next to the board, the game ends immediately and all players lose. The game also ends in defeat when every space on one side of the outer region, or two sides of the inner region, have a face-down Adventure card on them.
- Rather than just have the game end, you could have some game-ending creature fight everyone.
- All players win if a player reaches the Crown of Command before the game ends.















