



## PRESENTING THE 7TH ANNUAL TALISMAN ADVANCED TOURNAMENT



*“Rise! Rise, I command you!” The quivering voice echoed throughout the caverns accompanied by the sounds of hissing, bubbling, and unearthly screams. The frail body could barely be seen in the scarce torchlight and the eerie glow from the cauldron it was hunched over. The figure was neither human nor beast; neither male nor female; neither alive nor dead. It had traded such elements of identity away for power many centuries before.*

*The King had asked his advisors numerous times whether to call upon the talents of the old wretch. They knew that if they did nothing that the elf that sat upon the throne would remain there for many generations. With an elf’s lifespan, even their great grandchildren would still be serving her. Times called for desperate measures and the black arts were as desperate as one could get. The King of the City knew that if the Throne of Command were to ever be taken by mankind again, it would have to be by secrets and shadows. So the Necromancer was called in.*

*“There will be a price,” said the evil one.*

*“Which is?” asked the King cautiously.*

*“Nothing that will affect you or your precious Throne. The Elf will die by my hand, though none will know it. But the Spells I plan to unleash will raise up a power that has remained hidden for many moons.”*

*“Whatever it takes, I don’t care,” the King said with the wave of his hand. The Necromancer was lead out of the royal court. The King didn’t care to know the price, frankly. This way he could sleep at night. He would send word out to all the adventurers of the land to once again, venture to the great mountain and claim the throne. That’s all he cared about. How the Elf that sat there now in all her piousness was removed, he really could not care less...*

*as long as she was gone.*

*The Necromancer spat out more unintelligible words in it's cave and began to cackle. At the same time, the Drow queen lost her grasp on the Crown of Command and fell over dead. Her guards found her body twisted in a permanent state of terror. And slowly, all over the Kingdom, mysterious books of old began to rise from the depths of the earth where they had been sleeping for centuries.*

*"Awake precious ones! AWAKE!" the necromancer screamed in triumph.*

**Attention all adventurers! The Drow Queen has met an untimely death and the throne lies empty. The time has come to begin another quest for the Crown of Command. Only the strongest, wisest, and sure of foot have a claim to the greatest treasure in the land. Who will reign during the rise of the Necromantic Texts and the foul Evil that they represent? Will you be able to stand for the forces of good and resist their temptations or will the Books control the next ruler of the land?**

**WHERE: Crawford's house**

**WHEN:** *July 21st, Friday Night - Setup and pre-night celebration to welcome out-of-towners. Barbecue, light games, and movies.  
July 22nd, Saturday 8:30 AM (Those needing rules briefing come at 8:00) Saturday - Talisman followed by group-vote gaming.  
July 23rd Sunday - Open to your gaming whimsy all day.*

**WHAT TO BRING:** For those just coming on Saturday, please bring one snack or drink item plus \$5 to \$10 for lunch and dinner. Compensation to the amount you feel (based on how long you stay) would be appreciated. \$10 average per person should cover most expenses. If you plan on staying for the full gaming weekend, extra would be greatly appreciated.

**Bring any electronic, board, or card games you wish to share with the group. We even have a backyard now worth hanging out in so some time with outdoor games could be a possibility for a summer weekend.**

**For those staying the night, it is suggested to bring pillow and/or sleeping bag. Crawfords can provide bedding up to the point that it lasts--first come first served!**

Hey Everyone!

Can you believe it's been 7 years? When Don, Scott and myself were playing this on my basement floor or at my grandmother's dining room table, who would have imagined the sheer emency of not only this game but of the gaming industry? Games are growing and they're getting more complicated in their designs. Yet Talisman still remains the guilty pleasure of many Adventure boardgame lovers world wide. This year the official Talisman group is approaching the landmark 1000 members. With the recently updated talismanisland.com more and more interest is being generated for this great classic game.

But keep in mind, this is more than just about the game. It's about all of us. Our little band of brothers. I look forward to seeing some of you for the first time in a year and some of you I look forward to seeing again even though it's been just a few weeks. All of you are a tremendous blessing to me in your own ways.

Here's to all the adventures to come,

Cameron

### **New Cards:**

- Necro Spell Deck
- Necro Text Object Cards in various decks.
- Updated damaged Armour Utility cards.

### **New Elements:**

#### **Mountain Pass Expansion**

The Pass will be retired this year until a larger board can be designed. Having close to 100 cards for a 20 space board, of which only two-thirds are draw a card spaces, meant for too easy of a way to get from outer region to middle region. Art must be produced and we just don't have the time for that.

#### **Forest Vale Expansion**

Close to 30 cards were omitted from the printing schedule last year. Although designed, they were just never printed. This has been remedied.

### **New Rules:**

**It is important that all players read the two new sections listed in the updated living rule book.**

#### **Damaged Armour**

In an effort to eliminate wasted turns (something that was funny in classic Talisman is sheer torture for some people now in 'wait 30 minutes between turns' Talisman), the Damaged Armour cards have been eliminated. However, they have not been merely thrown aside. There is a way to allow Players to elect to damage their Armour instead of taking wounds. In this case, the old Damaged Armour cards have been recycled to represent Armour that has been truly Damaged in Combat and are now Utility cards that remain available to all Players to

use whenever necessary.

### **Necromancer**

This year evil rules. And this time, it's not about Chaos warriors or Vampires. This is pure Evil. When I give the other side a chance in the spotlight it takes full advantage of it! The new Necro Spells are pure genius (I can say that since I adapted them, not created them) and offer magic users (albeit only the Evil ones) an alternative way to win the game. Let me say it again... PLEASE read the rules covering the new section on Necro Spells so no one can claim "You didn't tell me about that!"

### **Since some of you weren't around last year, here's a review of the changes made last tournament:**

#### **Favors**

Favors have become as important as Talismans themselves. A new constraint has been implemented that allows only 1 use of a favor for any 1 die roll. It may still be decided to use the favor after a die roll, but only to the limit of 1.

#### **A Not So Gentler Jupiter**

Since the arrival of Jupiter, I don't think we've seen too many uses of the basic good ol' Talisman trials of the Inner Region. Plus, people are able to power up at Jup', gain the Talisman, AND make it to the center. Frankly, why wouldn't all of us go that route? Now, when a character attempts the tasks, they have a choice of taking a reward listed on the task (remember these are NICE rewards-including a Talisman on a few) or moving on to the next Task. If at any time a player takes the reward, they are finished with the tasks. Once they are finished, then they face Jupiter. It's a small difference that means a player still has to build up a bit and possibly find a Talisman before going to Jupiter, rather than depending on Jupiter to meet all their needs.

#### **Vampire Lord**

Vampire Lord is unlike the Pharaoh and Caesar in that there is no way to gain a Talisman in and around his kingdom. He's also slightly weaker in Craft and Strength, which for a super natural being is weird. It was asked that he be given a Talisman, but I think instead he should just have higher stats and not be sent to Valley of Fire. The reasoning is this: 1. Players should have fun being the Vampire for a while. Sending him to the end game with the Talisman just one turn after becoming the Lord is, well, purposeless. It makes him not a cool 3rd level but rather a quick boost to your stats. 2. The point of the Vampire's abilities is to evade and perform well in battles. To emphasize this, he should spend some time looking for a Talisman but with the advantage of his new super strength body. 3. By not giving him a Talisman but dumping him in the Valley of Fire forces a player to either carry a Talisman all the way through the Keep, instead of much needed equipment and weapons necessary to survive, OR having to spend four turns going backwards in the Inner Region. Neither is much fun.

#### **Spells (Yet Again)**

Spells can only be cast once per every player's turn. Also, any character that is allowed to redraw cards can do so ONLY at the beginning of THEIR turn.

The Inner Region is its own Region. Therefore, only the Crown of Command Spell has the power to be cast in all three regions. If an adventurer makes it to the Portal of Power and into the Inner Region, THEN someone seated on the throne can attack that person with personal Spells, but not until that time. The exception is if the Spell itself says that it can overcome this rule, but that is rare and left up to the powerful Necro Spells.

### **Laws of the Land**

The City Statutes has been updated to include new Character types. Instead of listing specific Characters, it now targets race types and birth regions. To review these statutes see the Living Rule book where they have been posted publicly in triplicate.

### **Scarier Coliseum**

The Roman Coliseum has more varied strengths, pushing them up a level or two.

### **Board Restrictions**

Not a new rule, per se, just one that has never been an issue before. Only five expansion boards (not counting the corner boards of City, Village, Tavern, and someday the expanded Chapel) are allowed per game. With every expansion being limited to only four doorway cards in the main Adventure Deck, it will be harder and harder to see your favorite boards. Beware.