

Talisman Tournament



What is it?

Talisman Tournament is an unofficial expansion to Talisman 2nd edition. It consists of game board and three decks of cards; Tournament, Knights and Wildknights.

How to start a Tournament

The Grand Talisman Tournament can start in a two ways. The first way is by the Adventure card 'Talisman Tournament'. The second way is when someone ends his move on the Castle space in the middle region. That person may request for the Tournament to start. Roll 1D, on a 6 the Tournament starts.

Unless everyone agrees to, there can only be one Tournament per Talisman Game. As soon as the Tournament is over ignore the Talisman Tournament adventure cards and do not roll at the Castle anymore. If you agree to allow more Tournaments you must also decide if players keep their dueling levels or start from scratch when entering another Tournament.

As soon as the Talisman Tournament has begun all players in the outer and middle region must immediately move to the Open Ground space on the Tournament board. (If the Far Outer region is used they must also move to the Tournament.) If there are players in other realms they are not affected until they end up in the middle or outer region whereby they are immediately transported to the Open Ground space in Tournament.

As soon as a player reaches the Tournament they should get a Tournament Event Level card to keep track of any experience they gain during the tournament. Use counters or glass beads or anything appropriate to mark the levels. All players start at level 0 (no marker on the sheet).

No player can leave Tournament until it is over (unless instructed so by a card).

The tournament last for 20 round. At the end of the round of the player who activated the tournament move the time marker one step. As soon as the time marker reaches the 20th circle the Tournament ends. All activities on the tournament board are closed down and it is time to crown the Tournament champion.

Movements

On the Talisman Tournament board you do not roll for movement. Instead you just place your character where you want him to be during your turn. The only restriction is that if you leave an event you cannot directly enter another event. But you can choose to stay where you are and encounter the space you are standing on again, even events.

If you ever lose any card when in the Tournament they should be placed in their respective discard pile, never placed on the Tournament board

There are 8 places to be on the Tournament board, 5 of them are events and 3 are general.



Board Area	Effect
Open Ground	Starting space, draw 1 Tournament Card
Royal Doctor	Heal wounds
Royal Smithy	Sells and purchases items
Jousting	Event
Sword fighting	Event
Archery	Event
Poetry	Event
Courtship	Event

Events

The 5 events are where you duel other Knights and players. In a duel you roll 1D, add your appropriate attribute and your level in the skill. Another player then rolls for the knight or, if you challenged another player, that player rolls for himself. If you win you gain a level in that event. Move the marker on your Event Level card. If you challenged another player who wins, that player gains a level in the event.

Event	Attribute	Note
Jousting	Strength+Craft	If you lose you also lose a life.
Sword fighting	Strength	If you lose you also lose a life.
Archery	Strength	
Poetry	Craft	
Courtship	Craft	If you lose you lose a follower. If you had a duel with another player give him the follower.

When you walk into an event:

- ♦ If another player is already there you have to duel that player. Roll as normal. The winner gains a level in that event. The loser must move to the Open Ground. In case of a tie no one gets a level and both players must move to the Open Ground.
- ♦ If the event is empty you may either draw a Knight card or a Wildknight card. You must duel that opponent. If you win you gain a level in that event and may stay where you are. If you lose or tie you must move to the Open Ground and the Knight/Wildknight is put on the discard pile

When dueling in an event certain restrictions on craft and strength gained from items and followers may apply.



Event	Restrictions
Jousting	You may only add craft and strength gained from armour and lances. Armour may protect you from losing a life as in normal combat.
Sword fighting	You may only add strength gained from armour and swords. Armour may protect you from losing a life as in normal combat.
Archery	You may only add strength gained from bows and crossbows.
Poetry	You may only add craft gained from items.
Courtship	You may only add craft gained from followers.

General spaces

Open Ground Here you draw a Tournament Card. You cannot encounter any other players who are here and no card ever stays on this place.

Royal Doctor The Royal Doctor will heal one wound for 1 gold up to your starting quota. If you do not have any gold you may still be healed but must miss one turn for each wound healed, paying by helping the doctor.

Royal Smithy You can buy and sell items here. If you sell an item you get 1 gold less than the purchase value. Sold items go to their respective discard pile or the purchase deck.

Dueling Sword — 1G
Helmet — 1G
Sword — 2G
Shield — 2G
Armour — 3G
Jousting Lance — 3G
Jousting Horse — 4G

End game

Tournament Champion

The player with the most total levels in the 5 events might be the winner of the tournament. In case of a tie between players they must both pick cards as below until all or all but one fail.

Shuffle the Knight cards and the Wildknight cards with their respective discard pile. That player must then roll a die to either pick a Knight or a Wildknight card.

1D	Card
Odd	Wildknight
Even	Knight

Total the levels of the card. If the player beats the card he has won the Tournament and is rewarded the Tournament Champion character card, otherwise the Knight of the card wins the Tournament.

Monetary awards

The player, or players, with the highest total levels receive 10 gold and a Talisman each, the second highest 5 gold and the third highest, 2 gold.

Winning the game

If any player has 3 or more levels in each of the 5 events he is the winner of the Grand Tournament and actually wins the Talisman Game.