

## Day and Night

In Talisman the Blood Moon, a mechanic was introduced to add time-of-day mechanics to Talisman. This document will include instructions on how to incorporate that same mechanic into 5th Edition, with some adjustments.

### The Time Coin

You will need something to keep track of the time of day. This can take the form of any double-sided token, whether it be a card or coin. Files are included under the “Time Coin” for printing and making your own token.

Players may also opt for using the time card included in the Blood Moon expansion. But if you do, ignore the text which implies enemies get stronger at night and weaker during the day.

### Time Symbols

To properly use the new Day and Night mechanics, you will have to modify some of your Adventure cards. It is not recommended to permanently alter your cards, instead follow the below instructions on how alter your cards non-destructively:

1. Sleeve your cards
2. Open the “Symbols” folder to get access to the Sun and Moon symbols
3. Print out the appropriate symbols on sticker paper (Or alternatively you can use normal paper and scotch-tape)
4. Cut out each symbol and stick them onto the top-right corner of your card sleeves
5. If you ever want to play without the time-mechanics, you can switch your cards to normal sleeves or just ignore the symbols all together.



## **Passing of Time**

During the setup of your game, place your time coin sun-side up.

During play, whenever an event is drawn, flip the time coin. If the event has a symbol in its top corner, flip the coin to match the symbol. If the time coin already matches, don't flip it.

If multiple events are drawn at once, the time coin is only flipped once. The first event card drawn takes priority, and the rest are ignored (in terms of affecting the time coin).

## **Enemy Affinities**

Some enemies have an affinity for the night, while others have an affinity for the day.

Enemies with a Moon symbol add 1 to their attack score during the **night**, but subtract 1 from their attack score during the **day** (to a minimum of 1).

In contrast, enemies with a Sun symbol add 1 to their attack score during the **day**, but subtract 1 from their attack score during the **night** (to a minimum of 1).

Enemies without any symbol do not gain nor lose any power at any point.

## **Modifier List**

Add the appropriate symbols to all copies of the following cards listed:

- Market Day- Sun Symbol
- Dragon x3- Sun Symbol
- Siren- Moon Symbol
- Demon- Moon Symbol
- Wraith x2- Moon Symbol
- Ghost x2- Moon Symbol
- Spectre x2- Moon Symbol
- Shadow x2- Moon Symbol
- Lemure x2- Moon Symbol

As new expansions are released for 5th edition, this list will be updated.

## **Enchanted Expansion**

When printing my Enchanted expansion, there are alternative adventure cards with the appropriate symbols already on the cards. You can find them in the "Day and Night" folder with the Adventure cards. If you choose to use these cards, don't print out the versions without the symbols on them.