

MYHTHALIA

Rules by Geoff Thirlwell

Background

Mythtalia is a game variant that combines Talisman and Mythgardia. After returning the third crystal to the Wizards of Light they send you on an even more perilous mission to retrieve one of the fabled Talismans.

The Land of Talisman is an island called Mythtalia and is off the north-west coast of Albion. It isn't marked on the Mythgardia game map as it's simplified in order to allow you to play a game on it. All sorts of places in Mythgardia aren't marked on the game map like Berizond.

Whereas the Realms of Mythgardia have very distinctive identities in terms of the people and creatures that inhabit them, Talisman has everything: hobgoblins, dragons, imps, giants etc. In the past history of Mythgardia there was a massive civil war among a race of sorcerers. The sorcerous energies released around the island sucked in all sorts of things that wouldn't otherwise be found in the same place, and they remain there to this day. The sorcerous energies also opened up a portal into the Netherworld through which the ghosts, demons and other evil spirits emerged.

Components

This variant adds 4 Neutral Alignment cards for Talisman as well as 4 new Characters.

Setup

At the start of the game, each player should select their character at random from the Mythgardia deck. Search the Talisman Character deck and find the matching Character as shown on the table below:

Valtax	- Wizard
Widmark	- Rogue
Randolpho	-Minstrel
Palarandes	- Saracen
Morgant	- Barbarian
Mariel	- Sorceress
Fayt	- Assassin
Dyanna	- Zulu
Bertrand	- Swashbuckler

Place the Talisman character card to the side to be used later on in the game. After each player has taken their Talisman character card, the remaining Talisman character cards are shuffled.

Set up both the Mythgardia and Talisman boards as usual. The alternative ending cards for Talisman are not used; instead place the Great Portal ending card on the Crown of Command space.

Playing the game

Stage 1: Mythgardia

Initially, play Mythgardia as per the normal rules.

When you deliver your third crystal to the Wizards of Light, they then use the power of the crystals to transport you to the island of Mythtalia to accomplish an even more dangerous mission.

Stage 2: Talisman

You have to collect one of the legendary Talismans and bring it back to the Wizards of Light. The sorcerous energies used to transport you to Mythtalia have a varying effect on the appearance of your character, most noticeably for Dyanna!

Do not take any Life, Gold, or Fate counters as you would normally do at the start of a Talisman game.

For each point of Agility, Archery, Combat, Evasion and Stealth that you have gained during play, add 1 Strength counter to your Talisman character.

For each point of Charm, Magic, Perception and Wits that you have gained during play, add 1 Craft counter to your Talisman character.

For every 5 points (and fraction of 5 points) of Stamina you have, add 1 Life counter to your Talisman Character. Make a similar translation between Luck points and Fate tokens.

For every 50 Crowns you receive 1 Bag of Gold.

For each Event Card in your hand, you receive 1 Spell, up to the normal limit allowed by your Craft.

For each Mythgardia Item you get to take a card at random from the Purchase deck.

Take a Good Alignment card if your Character is one of the following: Valtax, Palarandes, Mariel, Dtanna.

Take a Neutral Alignment card if your Character is one of the following: Widmark, Fayt.

Companions and Allies remain in Mythgardia awaiting your return.

Set your Mythgardia character to the side for the time being.

You now have to make your way to the centre of the board as you normally do but instead of casting a Command Spell, you are transported back to Mythgardia via the Great Portal.

Champions

If your Character loses their last Life the Wizards of Light teleport you back to Mythgardia to heal your wounds and appoint a Champion to continue the quest on your behalf. Draw another Talisman Character as you would normally do if you were killed in a Talisman game. If your Champion reaches the Great Portal, they are teleported to Mythgardia to deliver the Talisman to your Mythgardia character before returning to the land of Myhtalia. Continue with the game just as if your original character had completed the mission themselves. You may have any number of replacement Champions should your Champion die.

Stage 3: Mythgardia

Set your Talisman Character to the side. You may now make use of your Mythgardia Companions and Allies as usual. Continue play with your Mythgardia character exactly as it was when you delivered your final Crystal. Other than gaining a Talisman, you do not gain or lose any abilities or cards for your Mythgardia character.

You draw a location card to see where you appear. At this stage, you cannot lose nor have the Talisman taken from you by any means. The first player to do all this and reach a Sanctuary wins the game.