

TALISMAN – THE ADVENTURE CONTINUES

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1 Introduction

Talisman – The Adventure Continues is an unofficial expansion of Games Workshop's Talisman - The Magical Quest Game. Its theme is drawn from the Alternative Endings originally presented in the Talisman – The Adventure expansion set.

To use these new cards, either with the original Alternative Endings, or simply by themselves, choose from one of the three following options:

1. **HIDDEN RANDOM ENDING.** Shuffle the Alternative Ending cards and choose one randomly. Place it facedown on the Crown of Command space at the center of the board. The first player to reach this space reveals the card upon crossing from the Valley of Fire, and should then refer to the appropriate rules section below.
2. **OPEN RANDOM ENDING.** Shuffle the Alternative Ending cards and choose one randomly. Place it face-up on the Crown of Command space at the center of the board. The first player to reach this space reveals this space reveals the card upon crossing from the Valley of Fire, and should then refer to the appropriate rules section below.
3. **PREDETERMINED.** Get all the players to agree on which ending to use.

2 The New Endings

2.1 BATTLE ROYALE

The first player to get to the Throne space rolls three dice: one each for Craft, Strength, and Adventure cards. The character gets the amount of Craft and Strength rolled and draws as many Adventure cards as rolled, too. The Adventure cards may be disposed of in any way the player wishes: throw them at other characters, discard them, keep them, encounter them, et cetera. After this, all characters are brought up to the Throne space and are trapped there for the rest of the game. The player who reached the Throne first challenges another player to a duel (Combat or Psychic Combat, if allowed) to the death. No objects or Gold may be taken instead of a Life (e.g. you may not

use the Golden Statue!) although Spells which keep the contestants going or Followers who can fight in their place might. Spells, items, Followers, or Special Abilities which might prevent an encounter are not usable (dueling characters may not Evade each other) although those that preserve or increase Lives may be employed. After the duel is resolved, play passes to the next player who must nominate someone to fight and repeat the process, and so on, until only one character survives.

2.2 CROWN PRINCE

Upon ascending to the Crown of Command you have found that another Character has beaten you in the race to get there, and has assumed the title of Crown Prince. In order to claim the Crown for yourself, you must eliminate this upstart Character.

Draw one Character at random from the deck and give it ten Gold and its starting quotas of Strength, Craft, Lives, and Spells. In the course of questing it has also gained experience, Objects, and Followers:

Roll 3 dice each to determine additional Strength and Craft. Look through the Adventure deck and take the next four Objects (not including Bags of Gold) that the Character is allowed to take. Also, give the next four Followers in the deck to the Character. Again, any restrictions that would prohibit a Character from using a particular Follower simply mean that another Follower must be drawn (the Ninja is just out of luck, though!). Give the Character any additional Spells gained from the Objects and Followers.

You must then fight this Character each turn that you are at the Crown of Command until one of you is dead, or until you choose to flee the Throne Space. The other players in the game determine if and when the Character uses their special abilities and Spells if they have any. If you completely reduce the Character utterly you win the game.

2.3 GODDESS OF NEUTRALITY

You have almost reached the Crown of Command only to discover that the Goddess of Neutrality has chosen to intervene. She takes all Characters from all Regions and areas, not including the Timescape, alters

their Strength and Craft total base values (not including Magic Objects or Followers) to 15 of each. She then grants everyone the Special Ability to have at least one Spell at all times, and teleports all to the Ruins. Finally, she removes the enchantment that prevented those without a Talisman from entering the Valley of Fire. After this, the Goddess leaves, satisfied with the equalized chances of the Characters.

2.4 HERMETIC ASCENSION

An ancient hermit has ascended to the Throne Room and taken possession of the Crown of Command! However, he is not interested in being the ruler of the Land. He offers you a chance to prove your worth. Take one Quest card, fulfil the quest, and you will win the game.

Make sure that the available Quests match the expansion sets being used.

Upon reaching the Crown of Command space, Characters must draw a Quest card. A Character may have one and only one Quest. Quests are public affairs: you must let all other players see what you are up to. To win the game, a Character must fulfil the terms of the Quest and return to the center of the board.

Characters that have different victory conditions may take up a Quest (the Vampire King). If they do so, they must give up their alternate victory conditions.

2.5 MAGIC MIRROR

An evil Magician has taken over the Crown of Command, and conjures up a Mirror Image of yourself to stop you. The Image is an exact copy of yourself and all your possessions and Followers. It has the same Strength, Craft and Lives as you do.

Each turn you will fight the Image in a Combat or Psychic Combat (your choice). However, if you lose the battle, you must lose one Life and one random object. If you lose your Talisman as a result of this you must leave the Crown of Command space. In the event that you lose all of your Lives, you are killed and the Image will await the next Character to do battle once more. The Image will be created anew to match the new arrival.

Anything that effects the Image has an identical effect on you, and vice versa. So, if you cast a healing Spell on yourself, you also Heal your opponent. No spells may be cast on you by other players whilst you are fighting the Image at the Crown of Command space. No other players may pass the Valley of Fire whilst you are fighting the Image. You may choose to flee the Image at any time, but this will result in it simply regenerating to the statistics of the next Character

to challenge it. If you beat the Image, it fizzles out and the Magician disappears in a puff of smoke never to be seen again. . . well until next time.

2.6 SPIRIT OF THE LAND

The Spirit of the Land itself has risen up against you in protest at your ascendancy to the Crown of Command. It summons all upturned Enemies and Enemy Spirits in all Regions and areas of the Land to the Crown of Command to band against you as a single Horde.

Total all of their Strength and Craft to give a single figure for each attribute. The Horde will attack you once with its strongest attribute for each turn you stay in the Crown of Command. You may use Spells against the Horde, but they will only affect a single Enemy or Enemy Spirit unless the Spell expressly says otherwise. If you are successful in the combat, you may choose which Enemy or Enemy Spirit in the Horde that you have killed and remove it.

If another Character ascends to the Crown of Command whilst you are battling the Horde, the Land will summon any new Enemies and Enemy Spirits that have appeared to reinforce the Horde, and the new Character will also be attacked by the Horde on its turn.

Once the Horde is completely defeated, if a single Character remains on the Crown of Command it is the winner. If more than one remains, they must fight repeatedly (as a single turn) until only one, the winner, remains.