

## **A set of homemade expansions for Talisman 3<sup>rd</sup> Edition**

These expansions work on the assumption that all the official expansions are already in place - *City of Adventure, Dungeon of Doom and the Dragon's Tower.*

A selection of dice will be required. You will need -

- Normal D6 (three per player is useful)
- The Realm Dice
- D8
- D12
- D20
- Compass Dice (N, S, E, W, NE, NW, SE, SW)

Models or counters will be required to represent -

The Ghost in the Haunted Castle

The Genie in the Lair of the Manticore

The Hideous Slime Monster in the Lair of the Manticore

The Evil Pumpkin Head in the Lair of the Manticore

The Trap Door into the Lair of the Manticore

Cards, boards and counters will have to be printed and glued together for the new expansions.

Board sections need to be mounted on stiff cardboard.

Cards are double sided (a front and a back). I use glossy photo paper and 3M Photomount glue spray.

Counters have only one face. Photo paper again... mounted on stiff cardboard.

The rules booklets are designed to be printed on normal A4 paper and then folded in half for an A5 booklet.

The larger booklets (Endgame in particular) are specifically designed to fit together in a certain way.

Text should be printed on both sides of the pages.

-----

In this game of Talisman there are certain rule changes as outlined below.

Characters may never have more than 4 Lives.

The Adventure card deck has been expanded by using selected cards from a second Talisman set.

The Ferryman and the Arena cards have been removed from the Adventure deck.

The Spell deck consists of two complete sets of Spell cards.

There are also two sets of plastic tokens present.

Continued...

If a character loses all of his/her Lives... he/she is dead and out of the game. All possessions and followers are lost and placed onto their respective discard piles. Strength, Craft, Gold, Spells and Experience points are retained and passed onto the new character subsequently chosen by the player.

On reaching the Dragon King's Chamber... the player chooses one Talisman Endgame card at random.

Once drawn Endgame cards are **not** shuffled back into the Endgame deck.

Only one player at a time may occupy the Dragon King's Chamber. We haven't as yet encountered a situation where there are two or more players in there simultaneously.

The Staff of Mastery has no influence over the Dragon King or the Dragon Prince.

A Talisman is required to enter the Dragon's Tower and the Dragonlands. A player's Talisman must be surrendered on entering the Dragon King's Chamber (if they own one). There are several ways of reaching the Dragon King's Chamber without owning a Talisman.

The Manticore Adventure card is no longer treated as an enemy. It is used as the entrance to the Manticore expansion board.

There are three Manticore Adventure cards in my set up.

No Adventure cards are drawn on the new Gallows space. Instead, roll a D12 and consult the chart. The Gallows are situated next to the Graveyard (City Gates side).

The dice roll chart for the Tavern has been modified.

New rules apply for when a player defeats the Eagle King in the Mountains realm. A dice roll will be required. A chart is supplied. There are rules specifically for the Ice Queen of Kislev (a new character) printed on the reverse of this chart.

Any anomalies that may crop up during play... let common sense prevail.



# Talisman Endgame

Reference booklet



Talisman Endgame Unofficial Expansion... 2006.

**IMPORTANT NOTE**

If you own a Talisman you must discard it on reaching the Dragon King's Chamber and not at the Portal of Power space.  
A Talisman is still required to enter the Tower (and the Dragonlands).

Abandon hope...

## The Dragon King

*Ever had one of those days?*

*You are now in the company of greatness.*

*The Dragon King has been watching your progress with interest. Your many trials and tribulations have impressed his majesty. But alas... your questing days are at an end.*

*As the Dragon King's titanic frame towers above you... in that sickening but fleeting moment you think you see him smile... just a little... although you are probably mistaken.*

*Then... with a few swift and merciless movements the Dragon King devours each and every one of your followers... before fixing his menacing gaze upon you.*

*The last things you see are his unforgiving eyes and his blood spattered teeth.*

No objects or spells can save you.

Your character has been eaten and is out of the game.

## The Chest of Wonders

*The Dragon King is nowhere to be seen. You notice an ornate wooden chest covered in magical symbols lying in a dusty corner. You attempt to break the ancient looking padlock.*

*Roll a **D8** to reveal the secret of this mysterious box.*

**1 - PLAGUE** - Both you and your followers are struck down by a dreadful plague. All is lost. Your character dies a thoroughly unpleasant death and is out of the game.

**2 - FLOOD** - You unleash a raging torrent upon the kingdom. All cards on all boards are swept away. All characters lose one life. You and your followers are washed up on the first space along the Skeleton Coast.

**3 - WHIRLWIND** - A violent wind sweeps you and your followers up and into the sky. Disgruntled but intact, you and your party are unceremoniously dropped onto the Causeway.

**4 - LOCKED** - You struggle to break the rusting lock. Roll again immediately.

**5 - GAS** - The room is filled with a sweet smelling aroma. You fall into a deep, dream-filled sleep. Feeling disorientated but refreshed... you wake up inside the Warlock's Cave. Gain 2 Strength, 2 Craft and 2 Lives.

**6 - TIMESHIFT** - Time is not on your side... or is it? You slip back in time and find yourself entering the Dragon King's Chamber as before. You must draw another Endgame card immediately.

**7 or 8 - CROWN OF COMMAND** - You find an ancient scroll and a golden crown. The wording on the scroll reads -

*“Oh weary traveller, what you seek is what you find. Rejoice your majesty, for these lands are your gardens.”*

Congratulations, you have won the game.

## THE CROWN OF COMMAND

*Tales of your courage, strength and cunning had already reached the ears of the Dragon King. Fearing your imminent coming, he fled the kingdom in a blind panic.*

*You find the chamber deserted.*

*Weary from your travels you slump into the unoccupied throne. A high window sheds light upon a shimmering crown. Your quest is at an end. The Crown of Command is yours... at last.*

Congratulations courageous adventurer, you have won the game.

## The Quest

*The Crown of Command is missing.*

*Is this some kind of cruel joke, you think to yourself as you hunt around inside the deserted Chamber?*

*You discover what appears to be a Treasure Map... which shows three locations... each marked with a small crown.*

The race is on to find the Crown of Command hidden somewhere in the Kingdom.

Roll a **D12** to discover the three locations. If the same number is rolled twice, roll again until you have three different locations. Place a Crown of Command counter on each of these three spaces.

- 1 - The Enchantress.
- 2 - The Inner Sanctum.
- 3 - The Sword in the Stone.
- 4 - Karak Doom.
- 5 - The Clearing.
- 6 - The Wraith Lord's Lair.
- 7 - The Treasure Chamber.
- 8 - Lair of the Eagle King.
- 9 - The Magic Portal.
- 10 - The Throne Room.
- 11 - The Volcano,
- 12 - Dragon Ridge.

Your character makes a hasty exit from the Tower. Place your character on the Causeway space. Do not draw a card or encounter any other cards or characters already on that space.

You must now take the first turn in the Quest for the **genuine**

Crown of Command, but be aware that one or two... or perhaps all three of the Crowns may be bogus.

## The Sleeping Dragon

*You're in luck. The Dragon King is asleep.*

*Sshhhhhhh.....!!!*

*But your clumsy footsteps and cheerful whistling awaken the slumbering monster.*

*Your luck just ran out. You try to do the same but find yourself trapped. There is no escape.*

*The mountainous beast rears up and unleashes his fiery breath upon you.*

*You lose one life as the intense flames consume all of your intrepid followers.*

*Should you survive this inferno, you must then fight the Dragon King in a bitter and bloody battle... to the death.*

*Now you know what it is to be alone... with just the stench of death for company.*

*The Dragon King is both merciless and wise and attacks you using your weakest ability.*

*He has a strength of 12, a craft of 12 and 3 lives.*

*Combat will be decided by rolling a **D8**.*

If you lose all of your lives, your character is slaughtered and out of the game.

Should you slay this fearsome creature, the Crown of Command will be yours.

Your heroics will become the stuff of folklore and legend.

You will truly be a bold and mighty ruler.

## The Poisoned chalice

*There are no dragons here. All is quiet; all is still.*

*A golden chalice sits before you... and inside this chalice is an ominous looking black liquid.*

*You must drink from the chalice if you are to be crowned sovereign of these lands.*

*Alternatively... you may choose not to partake of the poison and return from whence you came.*

*Will you sip from the cup... or will you flee like a wretched poltroon?*

You may drink from the chalice knowing that it contains a deadly poison... or you may leave the chamber and live to fight another day.

If you drink... choose a number from 1 to 8 and roll a **D8**.

If you correctly call the number... the poison has no effect and you may take the Crown of Command.

If you fail to roll the number you call... you must lose one Life.

You may continue to drink from the chalice as long as you have at least one Life left.

Your body grows more immune to the poison with every mouthful you swallow... and your chances of calling the correct number increase accordingly.

**1<sup>st</sup> roll** - You may choose one number.

**2<sup>nd</sup> roll** - You may choose two numbers.

**3<sup>rd</sup> roll** - You may choose three numbers.

**4<sup>th</sup> roll and beyond** - You may choose four numbers.

You may decide to leave the chamber at any time, for if you lose all of your lives... your character is killed and out of the game.

If you choose to leave the chamber you must exit onto your starting space and continue your turn from there.

On landing upon a Crown counter the player must roll a **D6** to ascertain if the Crown is genuine or fake.

**1, 2, 3 or 4** - The Crown is a fake and the game continues.

**5 or 6** - The Crown is genuine and the game is over.

### Points to note

All normal rules for movement apply.

Crown counters take precedence over any other cards or instructions on the spaces they occupy. They must be encountered first. If a Crown is a fake, the space must then be encountered as normal.

Crown counters cannot be acquired using the Acquisition Spell.

Should a player make their way back to the Dragon King's Chamber during the Quest, they will find the entrance blocked. They must move to the Causeway space instead of entering the Chamber.

If all three of the Crowns prove to be fakes, the Quest is over and the game continues as normal. Another Endgame card must be sought by the players.



## The Wheel of Fortune

### *Curses!*

*You fail to find the Crown of Command. Instead you are confronted by a sinister looking wheel adorned with indecipherable symbols. You are about to encounter the mythical Wheel of Fortune... and it is waiting to deliver your fate.*

You must turn the wheel. Roll a **D20** and consult the outcome chart. The first turn of the wheel costs you nothing and you may choose to leave the Chamber after this turn.

If you have Gold you may turn the wheel again. It will cost you one Gold piece for every turn of the wheel you take. As long as you have Gold you may take another turn of the wheel.

Your last turn of the wheel is your manifest destiny... and you must accept it.

- ❖ **1 - DEATH** - Your character dies and is out of the game.
- ❖ **2 - PLAGUE** - You lose two lives and infect your followers with a terrible affliction. They die an unpleasant death. If you survive you must exit onto the Gallows space. Move there now.
- ❖ **3 - SICKNESS** - You become gravely ill. Lose a life. If you survive you must exit onto the Gallows space. Move there now.
- ❖ **4 - DESERTION** - Your followers desert you and head for the beach. Place them on the Sea Maidens space. If you have no followers... lose a life. If you survive you must exit onto the Gallows space. Move there now.
- ❖ **5 - LOSS** - You lose all of your objects. Place them on the Coppice space along the Secret Path. You must exit onto the Gallows space. Move there now.

- ❖ **6 - POVERTY** - You are penniless. Discard any Gold you have. You must exit onto the Cursed Glade. Move there now.

## THE Dragon Prince

*The Dragon King has sent his son to greet you.*

*The Dragon Prince is a ferocious and malevolent creature who loves to do battle with anything and anyone. You cannot retreat and must fight him... to the death.*

*You engage him in combat using strength and then craft in successive rounds of combat.*

*The Dragon Prince has a strength of 10, a craft of 10 and 2 lives.*

*Combat will be decided by rolling a **D8**.*

If you lose all of your lives, your character is killed and out of the game. All of your followers are then slaughtered by the cold hearted beast.

Should you defeat the Dragon Prince, the Dragon King flees and the Crown of Command is yours... your most gracious and noble majesty.

## The Pit

*You foolhardy adventurer, did you really believe that you would be triumphant?*

*The Dragon King has set a sneaky magical trap. Both you and your followers plunge headfirst into the murky abyss.*

Roll a **D8** to learn of your fate.

- 1** - You plunge into nothingness and continue to fall for all eternity. Your character and followers are lost forever and are out of the game.
- 2** - You land with a bone shattering bump on the Gallows space. Lose two lives or two followers... or one life and one follower. If you survive you must then face judgement.
- 3** - You are deposited onto the Runes space. Lose a life and two objects (you may choose which two objects are lost. Place them on the discard pile).
- 4** - You are knocked unconscious as you land on the Temple space. Do not roll a dice to pray and miss your next turn whilst you recover.
- 5** - Bruised but alive you land safely on the Causeway with all of your followers dishevelled but intact.
- 6 or 7** - You and your party scramble to safety. You find yourself on a dark staircase. You climb the steps which take you back into the Dragon King's Chamber. Draw another Endgame card immediately.
- 8** - Something soft and squishy breaks your fall. You land upon the slumbering Dragon King... but he doesn't stir. You have slain the mighty Dragon by accident!!!

The Crown of Command is yours... and you have won the game.

- ❖ **7 - THEFT** - You are the victim of crime. The player on your right must take one object or one Gold piece from you (their choice). You must exit onto the Cursed Glade. Move there now.
- ❖ **8 - NOTHING** - You lose nothing and you gain nothing. Your journey has been a waste of time and effort. You must exit onto the Cursed Glade. Move there now.
- ❖ **9 - HEALTH** - You are healed back up to your starting quota of Lives. You must exit onto the Village space. Move there now.
- ❖ **10 - CHOICE** - Gain a Spell **or** three Gold pieces. You must exit onto the Tavern space. Move there now.
- ❖ **11 - EXPERIENCE** - Roll a D8 and take that many Experience points. You must exit onto the Temple space. Move there now.
- ❖ **12 - WHEEL OF FORTUNE** - You may turn the Wheel again free of charge. If you choose not to... you must exit onto the Wharf space in the City. Move there now.
- ❖ **13 - GIFTS** - You may choose two objects from the Purchase deck. You must exit onto the Tavern space. Move there now.
- ❖ **14 - RICHES** - You are prosperous. Take eight Gold pieces. You must exit onto the Tavern space. Move there now.
- ❖ **15 - APTITUDE** - Gain one Craft and a Life. You must exit onto the Runes space. Move there now.
- ❖ **16 - MIGHT** - Gain two Strength and a Life. You must exit onto the Runes space. Move there now.
- ❖ **17 - REWARD** - Take any Special card you wish... including those held by other players. You must exit onto the Runes space. Move there now.
- ❖ **18 - MAGNIFICENCE** - Gain one Strength, two Craft and a Life. You must exit onto the Runes space. Move there now.
- ❖ **19 - SECOND CHANCE** - Draw another Endgame card immediately.
- ❖ **20 - CROWN OF COMMAND** - The Crown is yours and you are victorious.

## The Bridge of Souls

*The Dragon King is nowhere to be seen and his shadowy chamber is bare. There is no one to greet you... no glistening treasure... and no Crown of Command.*

*You discover a secret passageway which leads you out into the cold night air and onto a narrow ledge.*

*Below you is an echoing precipice, so deep and dark that you dare not look downwards for fear of being sucked into the blackness.*

*Stretching out before you lays the Bridge of Souls... and across the Bridge of Souls sits the Crown of Command.*

You must cross the Bridge, but to do this you must first succeed in three trials. Draw three Trial counters at random. Face each of the three Trials drawn in numerical order.

Should you fail just one of the Trials, the bridge collapses and you plummet into the Abyss. Should you fall... roll a **D8** and consult the reference sheet for the Pit. The Pit card will remain in the Endgame deck if it has not already been drawn.

If successful in all of your three Trials... you cross the Bridge, the Crown of Command is yours and your quest is at an end.

**COMBATS** - Combats are decided by rolling a **D6**. Followers, Spells and Objects may be used in these combats. No Experience points are gained.

**1 - Bribery** - A Guardian stands in your way. Roll a **D6** and bribe him with that many Gold pieces.

**2 - Foretelling** - Can you predict the future? You have four chances to roll the number you call. Choose a number from 1 to 6 and roll a **D6**. You may choose a different number each time if you wish.

**3 - Sacrifice** - Blood must be shed if you are to succeed. Roll a **D8**.

You may lose lives, followers or any combination of the two. If you fail... your character is dead and out of the game.

- **1** - Lose 5 lives/followers.
- **2** - Lose 4 lives/followers.
- **3 or 4** - Lose 3 lives/followers.
- **5 or 6** - Lose 2 lives/followers.
- **7** - Lose 1 life or 1 follower.
- **8** - You pass with no sacrifice made.

**4 - Barbs** - You must avoid the poisoned thorns that shoot up through the Bridge. Only the most agile of adventurers will pass. Add your Strength to your Craft. This is your agility score. No Spells, Objects or Followers may assist you. Roll four **D6**... one at a time. The total rolled must be **equal to or under** your agility score.

**5 - Lycanthrope** - You must defeat this monster in combat. The Lycanthrope has a Strength of 9. In the event of a draw... fight again.

**6 - Ghoul** - You must defeat this spirit in combat. The Ghoul has a Craft of 9. In the event of a draw... fight again.

**7 - Wyvern** - You must defeat this monster in combat. The Wyvern has a Strength of 10. In the event of a draw... fight again.

**8 - Daemon** - You must defeat this spirit in combat. The Daemon has a Craft of 11. In the event of a draw... fight again.

*Remember... if you fail in just one Trial, the Bridge of Souls collapses and you fall into the abyss.*