

Ray's Alternate Endings

Ray Johnson

1 Introduction

I guess by now I should explain how to use these alt endings. There are 3 ways, naturally, the first being to just mix them in with the other alts.

The second is to use them only if everyone is using characters from a specific expansion. Everyone has Dragons characters, use the Dragon alts, everyone has Timescape chars, then use the Timescape alts. Easy. Even expansions like Dungeon and City have characters made for them (excluding the master levels) by members of our humble group.

The next is to use the endings if you enter the crown from a specific expansion. The Dungeon opens to the Crown? Then use the Dungeon alts. The void send you to the crown? Use the Timescape alts. Simple.

Of course it is your choice how you want to use them, if you use them at all, so I'm just giving you options.

2 The Cards

2.1 Apocalypse

You have made it to the only safe spot in all the realm, as an interdimensional conflict takes place. Everything outside of the CoC space has been wiped out. You now rule an empty world.

2.2 World Mind

The Crown has been a ruse. It doesn't exist. The truth is the world you live upon is artificial and sentient. It's old mind is dying, and it needs a replacement. You can make the world yours by giving it your mind. You will become all powerful, but first you must defeat it's 15 Craft to prove you can handle the job. If you succeed the world and you become one, failure means your brain has been wiped out and you lose. Once this card is drawn you must combat the world.

2.3 You are Caught in the Matrix

Upon arrival at the CoC you learn that you live in a false world, where you are a slave. But have hope. You COULD be the ONE. If you are you will free your

people and have control of reality. Roll 1 die. Add the result to your unenhanced Craft score. Now multiply by 2. If the result is more than 30 then you are the ONE. If not you are ejected from the CoC and cannot return until you gain 1 Craft to try again.

2.4 Dragon Queen

If you are evil Takhissis takes a liking to you, she gives you complete control of all dragons on the board and any that will be drawn. Their STR's are doubled. If you are good she attacks you with a 25 Craft. Defeat her and you win.

2.5 BIO Genetic enhancements

You stumble into a forgotten laboratory. In seconds, the machines that have been awaiting a subject sedate you, and alter your very DNA. You awake to find that you have undergone genetic and bionic enhancement. Here are your new abilities:

1. Ultra Vision: You can see foes cloaked invisibly or with chameleon suits.
2. Your STR and Craft are increased 10 points each. These are your new starting attributes.
3. Your current lives become your starting attribute, and the nanites in your system heal any wound within 1 Turn.
4. You are ultra durable, your body acts like Plate Armor.
5. You are swift as the wind, you can move up to double your roll.

2.6 Battle Droid

You discover an abandoned military complex. Attaching a neural connector to your head, you lose 2 lives, but activate an ancient Battle droid. The Droid has 6 lives. It can fly to any space in 1 Turn. It is double plate armored, so for it to take damage it must fail an armor roll twice. The Droid cannot be attacked by craft. It's STR is 25. If the droid is destroyed the neural connection takes an additional 2 lives, the complex is

destroyed, you are ejected to the middle region, and a new card takes it's place.

2.7 SALADs

You uncover a hidden military complex that has been long forgotten. It houses an ancient defense system, the Satellite and Laser Automated Defense system. You can use it to fire one shot at any enemy, on any board (since the satellite floats interdimensionally and can acquire targets up to 10 miles underground), once per turn. The Laser blast have a STR of 15, and they ignore all armor.

2.8 Time Machine

You discover a working Time Machine. You now travel back to the start of the game, all characters return to their starting points and are reduced to their original stats. You may now fight them before they have even begun their quest.

2.9 Celestial Dragon

You meet a Celestial Dragon. Roll a Die, if the results are even it has taken a liking to you, and transforms you into one of its kind. You are now immune to all Spells and have a STR and Craft of 25. You may fly to any space on the board.

2.10 Temporal Loop

You have entered an area in quantum flux. Chronal particles are repeating their patterns over and over again for infinity. You have, unfortunately, become a part of that pattern. You are now doomed to enter the Crown of Command area over and over again for eternity, without ever making it inside. You lose. Place another card in this slot.

2.11 Mother Ship

You were expecting to find something, what you discovered is a Mother Ship. Roll a Die to see what happens:

- 1-2 You are deemed an unworthy specimen and are ignored.
- 3-4 You interest the aliens, they abduct you and you are never seen again. You lose.
- 5-6 The aliens are impressed at you obvious superiority, and bow before you. They make you their leader. You now rule their world as well as the realm of talisman.

2.12 Botched Biogenetic experiments

You stumble into a forgotten laboratory. In seconds, the machines that have been awaiting a subject sedate you, and alter your very DNA. You awake to find that you have undergone genetic and bionic enhancement. Unfortunately for you, the enhancements didn't take. You have less than a week to live, but because your mind has been altered you believe yourself to be invincible. Your STR and Craft are lowered 10 points. Whenever you should lose 1 life you lose 2. You can, and must, teleport to a character each turn until killed. You can no longer heal lives.

2.13 Inhuman Experiment

You stumble into a hidden laboratory, where an inhuman experiment is taking place. Too bad, the monster that has been created has decided to kill you first. To win the game you must defeat this inhuman beast. It has a STR of 20, Craft cannot be used against it.

2.14 Wormhole

You enter a hole in space and fall for an indefinite amount of time. Roll a d6, this is how many turns you lose while falling. Now roll another d6. These results tell you where you land. 1) Timescape 2) The Dungeon 3) The City 4) Dragons 5) Any other created expansion of choice 6) Your starting space

2.15 Sorcerer's Apprentice

The Wizard that owned the crown had an apprentice, now he's here to collect what is rightfully his to claim. If you want the Crown of Command you will have to fight him for it. He has 4 Finger of Death spells, 3 Lightning Bolts at a STR of 15, and 3 Fireballs STR 20. Winner gets the crown. If the Apprentice wins he will endeavor to slay all other characters. He has 4 lives.

2.16 Book of Spells

There never was a Crown of Command, just a spellbook with an unlimited number of Finger of death spells. To use it you must be a Spellcaster, or have a total craft of no less than 15.

2.17 Hidden Trap

The wizard was cautious, even after death. He has booby trapped his home, and now you must roll to see what happens.

1. You are completely disintegrated by waiting spells and eliminated from the game.
2. You are trapped in a mystical prison that requires a STR of 18 to free yourself. If you are unable to free yourself you are permanently stuck.
3. An eldritch blast drains 2-12 lives. Then you find the crown if you survive.
4. It is a teleportation trap, you are instantly sent back to your starting space.
5. The trap has weakened from neglect, lose 1 life if you roll an odd number. If you survive the crown is yours.
6. The trap has dilapidated over time and fails to spring, the Crown is yours. Once the trap is sprung use another card.

2.18 Crown of Illusions

The rumors of the Crown's powers have been misleading. Placing this crown upon your head all other characters on the board may, 1 time, command you as if they actually held the crown. Once each character has given a command the Crown of illusions fades, draw another alt ending.

2.19 Dragon Portal

This portal opens into a gateway between worlds, the world from which dragons come. Roll a die, even means you have opened the portal and encountered a good dragon, STR 25, who will give you the power of the Crown if you are good. If you are evil it will attack automatically. An Odd roll means an evil dragon greets you and acts in the manner of the good dragon.

2.20 Dragon Orb

The dragon orb, it is ancient. Only People with a Craft of 13 or more may use it. It grants the user the power to control all dragons on the board. They may be used however you see fit.

2.21 Tiamat

Mother of all Dragons, Tiamat, has made this space her home. She has 7 heads and attacks with each, one per turn. First attack is Fire (STR 15), Second is Ice (roll to see if you are frozen, odd results means you are a Popsicle), third assault is acid (odd result means all equipment is destroyed). Fourth attack is Electrical in nature (STR 12), 5th is a Finger of death breath, 6th she gases you (odd rolls means you fall asleep

and become a meal for her), and 7th she Bites with a 19 STR. She has 1 life per head.

2.22 Galactus

Sadly, you have made it to your goal only to find the Planet Devourer already there. You blink in disbelief as he begins to consume you and your world to sate his hunger. Everyone loses.