

# Talisman Un-Official Expansion: The Immortals

Immortals roam the realm freely. They seek each other out to fight to the death, for there can be only one! They seek to be the only one remaining, and to claim the Prize for themselves. Beware these strange persons who seem to defy death. But, perhaps, if you can find their weakness... they may lose their heads in anger!

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## 1. Summary of Play

*The Immortals* is designed for use as an expansion of Games Workshop's *Talisman* boardgame, and cannot be played without the *Talisman* rules and components. As an immortal a player may outlast all of his adversaries, or with the roll of a die, could lose his head. That is the risk one must take for immortality.

## 2. Components

This expansion consists of the following:

- 20 Adventure Cards
- 2 Spell Cards
- 6 Purchase Cards
- 7 Character Cards
- 7 Playing Pieces
- 1 Rule-sheet (you're reading it)

## 3. Setting Up

- 3.1 Set up *Talisman* as you normally would to play.
- 3.2 Shuffle the new Adventure cards into the main Adventure card deck.
- 3.3 Shuffle the new Spell cards into the main Spell card deck
- 3.4 Place the Purchase cards to the side with the other Purchase cards.
- 3.5 Mix the new Immortals Character cards with you current Character cards.
- 3.6 Add The Prize alternate ending card to your other alternate endings.

## 4. Rules for Immortals

- 4.1 At the start of your turn roll a die. 1 – 3 = nothing, 4 – 6 regenerate 1 life (you may not regenerate beyond 4 lives).
- 4.2 If you lose your final life you lay 'dead' until your next turn when you automatically regenerate 1 life. Any character that lands on the same space may take any or all of your possessions and/or followers.
- 4.3 If you lose in battle where the opposing character or enemy is using any type of sword, axe, or other weapon capable of cutting or slicing, roll a die, on a 1 you have lost your head and are out of the game, even if you have more than 1 life left. No regeneration is possible.

## **5. Alternate Ending**

- 5.1 The Prize: The Crown of Command has been replaced with "The Prize". You have been given the ability to know all that transpires, and affect the outcomes. While you are in the CofC space alone you may do either or both of the following.
- 5.2 Whenever any player is instructed to draw a card (Adventure, Spell, etc.) you will draw the required number of cards + 2. You will then decide which card(s) the player will get. You must give each player the number of cards they are entitled to. Discard the two remaining cards.
- 5.3 Battle any character of your choosing. That character is transported to the CofC space where you immediately fight a combat (you may choose psychic combat if you are allowed). The loser loses a life. The character is then transported back to the space he was on.