

# TALISMAN

## THE ADVENTURE

**Talisman - The Adventure** is an expansion of *Games Workshop's Talisman - The Magical Quest Game*, and is compatible with both first & second editions of the game. You will need a copy of *Talisman* to use this exciting new expansion kit - it is not a game in its own right.

**Talisman - The Adventure** has over 60 new cards for *Talisman*, including brand new Characters to play, ghastly new Monsters to fight, and more Spells to zap things with! If that's not enough, there are also new Event, Object, Stranger, Follower and Place cards, to add more variety to your game. To use the new cards, simply shuffle them in with the cards from your *Talisman* game.

We've also added six Character Sheets you can use to keep track of your cards, gold and abilities neatly and easily, enabling you to devote all your time to trouncing your opponents and winning your quest. Place the Character Sheets on a suitable flat surface beside the game board and simply store your cards and counters in the appropriate sections on the sheet.

But that's not all!! **Talisman - The Adventure** adds several new, optional rules that subtly change the strategy of the game, and provide endless new gaming possibilities. Read on ... and happy gaming!!

## 1. RULE CHANGES

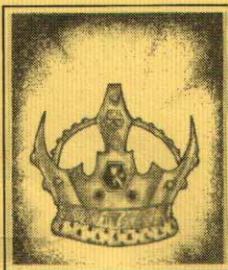
### 1.1 MULES

It is suggested that Mules be restricted to carrying eight objects. This introduces a balance with the new cards. Mark the Mule cards accordingly.

### 1.2 ALTERNATIVE ENDINGS

These cards are *optional* and should only be introduced into the game if all the players agree to their use.

Shuffle the six cards and pick one randomly; *without* looking at the card chosen place it face down on the Crown of Command space at the centre of the board. The first player to reach this space reveals the card when they cross from the Valley of Fire, and should then refer to the appropriate rule section below.



#### CROWN OF COMMAND

If alone, you *must* cast 1 *Command Spell* per Turn. Roll 1 die. If 4-6, victim must admit defeat or lose 1 Life. 1-3 means no effect.



#### DEMON LORD

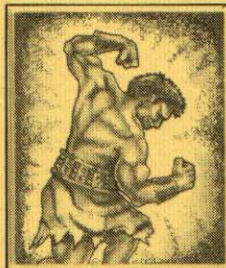
The Crown of Command has been destroyed by a huge and malevolent Demon Lord. You must defeat this spirit in Psychic Combat to win the game. The Demon Lord has a Craft of 12 and 4 Lives. To defeat him you must take all of his Lives. You may choose to flee from the Demon Lord at any time in which case you return to the Plain of Peril and the Demon Lord regains all his Lives. While you are fighting the Demon Lord an impenetrable mystic barrier prevents any other players from entering the Valley of Fire. If you are killed, the Demon Lord regains his Lives and awaits the next challenger.



#### PANDORA'S BOX

The Crown of Command has been replaced by a large magic chest. If you are *alone*, you may open the chest and use its power to defeat your rivals. Each turn the chest will give you spells and adventure cards to attack your opponents. Roll one die for the number of spells you pick up *each* turn and one die for the number of adventure cards you pick up *each* turn.

You must use these cards on the turn that you collect them. They may be used against any of the other players. You win the game when all your opponents have been killed.



#### BELT OF HERCULES

The Crown of Command has been replaced by a magic belt. If you are *alone*, you may don the belt. Only one player can wear the Belt at any time.

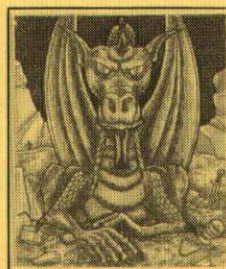
Upon donning the Belt the Character is transformed into a superhumanly strong Character with the power of Teleportation. While wearing the belt you have a Strength of 12 and 5 Lives. You must move to a space occupied by another Character and challenge them to a duel. Any Character who is killed *loses* the game. If the Character wearing the Belt is killed, it transports itself back to the Crown of Command space.



#### HORRIBLE BLACK VOID!

The first player to cross the Bridge of Fire is sucked into a seething mass of darkness and annihilated along with all their Followers, Objects, etc. They have lost this game!

After one player has been destroyed the Horrible Black Void moves to the discard pile and a new End card is placed face down on the Crown of Command.



#### THE DRAGON KING

Roll one die:

1: The Dragon King thanks you kindly for the meal, eats one of your Followers and throws you into the Plain of Peril. Try again!

2: You must fight the King's three younger brothers in normal combat; each one is a Strength 9 Dragon and you must fight each in turn. If you lose you are thrown into the Plain of Peril. Try again!

3: You must defeat the King himself to win the game. He has a Strength of 12, a Craft of 12 and 5 Lives. You must fight a normal Combat *and* a Psychic Combat against him at the same time. If you lose all your lives he has eaten you and all your Followers, etc. You lose this game!

4: The King decides he really likes you and promptly flies off to eat your opponents at your request. Each of the other players must fight the King or be eaten. He will only attack one player at a time and always gets his Lives regenerated between combats. If any player kills the Dragon King they win the game. If all the other players are killed the player on the Throne wins.

5: The Dragon King is soundly asleep atop his mountainous piles of treasure. Roll under your Craft to assassinate the King and win the game. If you fail your roll the King wakes and eats one of your Followers, throwing you into the Plain of Peril.

6: You are in luck, the Dragon King is out to lunch! You take possession of all his treasures and magic and win the game!





### 1.3 HENCHMEN

The inclusion of Henchmen in your game is *optional*. They should only be included if all players agree to their use.

Before the game starts the players must decide how many Henchmen are permitted to each player. The players may decide not to include any Henchmen or to permit only one Henchman per player. We recommend that players do not play with more than one Henchman each.

Players choose or draw Characters as normal, and then *randomly* draw additional Characters from the remaining Character cards for use as Henchmen. We suggest that players do not choose Henchmen characters as this could give an unfair advantage. Players whose main characters are not allowed Followers cannot have Henchmen.

*Henchmen are used in a number of ways:*

- The player can use any or all of the Henchman's special abilities as if they were the player's normal abilities. These must be abilities the Henchman could pass on or use for you. For example, you could not gain a Henchman's resistance to a Siren's song, but he could *steal* for you.
- At the start of any combat you can declare that your Henchman is going to fight on your behalf. Henchmen fight using the base values printed on their card for Strength and Craft. They gain no benefit from any Objects. Followers or extra Strength and Craft that your character may have acquired. They may benefit from magic spells cast on their behalf during or immediately preceding the combat.

#### CREDITS:

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Henchmen cannot themselves possess any Gold, Objects or Followers and they cannot increase their Strength, Craft or Lives. They can therefore never have more than 4 Lives. They are considered as Followers wherever the rules specify such. If they are killed, they are out of the game and may not be replaced.

### 1.4 CHAOS BLOODBATH OPTION

This rule is *optional*, and may *only* be used if all players agree to it before the start of the game. Use only *one* of the Talisman cards, instead of all four. In addition, any player whose character is killed immediately loses the game. The Chaos Bloodbath Option makes for a short, but *very, very* bloody game.

### 1.5 (AMENDMENT)

Any player who visits the TAVERN and loses at gambling but does not have any Gold must lose a Life instead.

### 1.6 (CHANGE TO RULES SECTION 13.2)

A Character *must* choose to Encounter either one Character of their choice who is in that space, or in the space itself, or to fire their bow (if they possess one) at a Character who is in range.

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