



TALISMAN

THE MAGICAL QUEST GAME

REVISED 4TH EDITION

GRAND MASTER SLAYERS

INTRODUCTION

Throughout the past years we have been constantly getting more and more great expansions for Talisman Revised Fourth Edition. We now have a extra corner region on all four corners of the board, an alternative base board and heaps of other great mechanics from other small expansions. But it has become increasingly difficult to play a game with all expansions in it (it is especially hard to combine The Dragon with some of the others, and you can't play with both base boards at once). Mixing and matching just some of the expansions for different game sessions can be fun but I'm a completionist and I want to play with all of them. Another thing is that I find that in games where the ending is to defeat a "big bad" monster such as the dragon kings, characters get so strong that they defeat it without difficulty. Also with the multiple regions, characters tend to stick to one or two regions and there is not much incentive to travel all of them. So I wanted a a custom ending that encourages characters to get really strong, travel all over the board and then fight a big bad that is incredibly tough and not necessarily guaranteed to win. So I present Grand Master Slayers, an alternative ending that combines all expansions together and creates some epic baddies for the end. Be warned, this is not for the faint hearted, It will be very difficult and has potential to take a very very long time. So you may need to set aside a whole day (if not 2). Enjoy!

STORY

The land of Talisman is in great turmoil. The end of the world is coming, the Harbinger warns of a great fiery Armageddon. But this cataclysm will be so great the it has rent the very fabric of time. Many of the momentous events in the land of Talisman are now all happening at once. The three Draconic lords seek control of the land and battle one another, the Forstmarch has appeared on the horizon bringing monsters and great frosts, the Ifrit have erupted from the earth breaking the land and spreading their flames, all while the signs of armageddon wreck havoc on the world. On top of this a portal has been ripped open to the future, to a time after the cataclysm as the world is healing. But this means the past and the future are now irrevocably linked, with events from each spilling into the other. The Dragons control from their tower in the future and travel trough the portal to subjugate the past, meanwhile the tragic events of the Cataclysm trickle through the portal into the future. Many other great beings of power have risen up and seek to subjugate the land, ruling over the neighbouring regions and vying for the Crowd of Command, these Grand Masters are not to be trifled with. The inhabitants of the land are travelling through the time portal to seek refuge but nowhere is safe, past or future. As time unwinds only the greatest ever heroes can save the land. Truly great characters must rise up, they must travel the entire land, past and future and defeat the great enemies. They must ascend to the Crown of Command and only once they have vanquished the tyrant there can they be called the Grand Master Slayers!!



SET UP

In order to play this ending all the current expansions must be used (The Reaper, The Dungeon, The Frostmarch, The Highland, The Scared Pool, The Dragon, The Blood Moon, The City, The Nether Realm, The Firelands, The Woodland, The Deep Realms, The Harbinger and The Cataclysm). Set up for each expansion is as is described in the rulebooks except for the following amendments.

- Place both the base board from the main game and the base board from The Cataclysm expansion on the table next to each other. From now on the main game board is referred to as the *Past* board and the Cataclysm expansion board is referred to as the *Future* board. Connect the Dungeon, Highland, City and Woodland boards and the Deep Realms to the *Past* board. Place the replacement board space 'Future Portal' on the 'Fields' Space between the 'Village' and the 'Graveyard' on the *Past* board. Place the replacement board space 'Past Portal' on the 'Fields' Space between the 'Village' and the 'Graveyard' on the *Future* board. Place the Demon Lord alternate ending on the 'Crown of Command' on the *Past* board. Place the Alternate ending card for Grand Master Slayers on the 'Crown of Command' on the *Future* board. Shuffle the adventure cards from The Cataclysm, The Blood Moon and the base game into a separate stack (alternatively you can use two base game stacks and shuffle in one for the *future* and one in for the *past*). This is the adventure Deck that is drawn from on the *future* board. All other adventure cards from the other expansions are shuffled into a stack that is drawn from on the *past* board.
- Place the Dragon Tower board on the table somewhere beside the main boards. Put the replacement board space 'Tower' on the 'Plains' space that is halfway between the 'City' and 'Tavern' spaces in the *Future* Outer Region. Put the replacement board spaces 'Tower Entrance' and 'Tower Summit' over 'Plain of Peril' and the 'Crown of Command' spaces on the Dragon Tower board.
- The Werewolf starts on the forest on the future board. The Reaper starts on the portal of power on the past board

- When creating the Omen stack use all 4 Omen Stacks together, Take all 4 'Seventh Omens' and shuffle them together, then take all 4 'sixth omens' and shuffle them and place them on top, then the four 'fifth omens', etc... Continue in this manner to the first omen, but just put one prophecy card on the top (The 'Armageddon' prophecy works best).
- Deal each player five character cards from which they pick one to play with and discard the rest. If they don't like any of those they can discard them and draw a new four. If they don't want any of those they can discard and draw three. They can continue this until they draw just 1 in which case they must take that character. Once every has picked, shuffle the discards back into the stack. Characters may start on their starting space on either board.

RULES AMENDMENTS

All rules from all expansions take effect except for the following amendments:

- The Outer, Middle and Inner Regions on the *past* and *future* boards are treated as separate Regions. Characters may move directly from the 'Past Portal' to the 'Future Portal' as if they were adjacent spaces if they have enough movement (counts as 1 space of movement) and continue moving. Any cards or effects referring to all regions apply to the Outer, Middle and Inner Regions on both boards, but if it says it doesn't apply to the Inner Region then that is for both Inner Regions. Any cards or effects that refer to the Outer, Middle or Inner Region or a particular space in them only apply to that region or space on the board that the active player is currently on or directly connected to (e.g: When you are in the Dungeon, Highland, City or Woodland Regions or the Deep Realms, then all references to Outer, Middle or Inner region or a particular space apply to the *Past* board). All references to specific spaces on omen cards refer to the past board. The Reaper and Werewolf can move through the portal.
- Characters can enter the 'Valley of Fire' on the *Past* board without a talisman, all other rules for the Inner Region remain the same. When a



character reaches the 'Crown of Command' on the *Past* board they must fight the Demon lord. He is counted as having only one life. If the Character defeats it he gains a Talisman or a Quest Reward. Then he must move to any space in the Outer or Middle Regions on the *Past* Board. If the Character is defeated he must move to the Portal of Power Space on the *Past* board.

- The Dragon Tower is a separate region. Characters may move directly from the 'Tower' space to the 'Tower Entrance' as if they were adjacent spaces if they have enough movement (counts as 1 space of movement). Movement in the Dragon Tower is the same as described in The Dragon rulebook. When a Character reaches the 'Tower Summit' space he must fight the current dragon king as described in the rulebook however the Dragon King is counted as having only one life. If the Character defeats it he takes any one Object or Follower from the current Dragon King's deck or discard pile. He then shuffles the deck and discard pile together. Then he must move to any space in the Outer or Middle regions on the *Future* board. If the Character is defeated he must move to the 'Tower' Space. Regardless the Dragon Lord that was fought does not die and stays in circulation to become king again and be fought again. The Werewolf and Reaper cannot go into the dragon tower.
- On the Dungeon board at the Treasure Chamber space, ignore the "8+" result that says go to the "Crown of Command", instead treat the "7" as "7+: Plain of Peril".
- The cost to increase Strength or Craft is the same amount of points of trophies as the aspired counter, to a minimum of 7 points. So, for a character to gain his ninth strength counter, he must pay nine Strength points of trophies. To gain anything before his eighth counter will still cost 7 points.
- Do not move the Werewolf and Reaper on a movement roll of 1, do not move the Harbinger when events are drawn and do not draw a dragon token at the start of each turn. Instead each Character rolls a die (the Special Action die) at the start of each his turns before doing anything else. He consults the following chart

and does as instructed. That character then takes his turn as normal.

- 1: Move the Harbinger to the Characters space
- 2: Roll and move the Reaper
- 3: Roll and move the Werewolf
- 4-6: Draw a Dragon token.

Do not roll in either Inner Region, either of the Deep Realms or the dragon tower. All the rules for drawing dragon tokens and changing the king are the same as in the rulebook. If the Reaper or Werewolf are rolled follow the normal rules for moving them and encountering characters.

- The Limited Resources rule does not apply in this game. Use alternate tokens if the supply runs out.
- In the *future* Inner Region attack rolls can **Explode** for both players and enemies. If a 6 is rolled, the dice explodes, Add 6 to your attack score and roll again adding the new result as well. This can happen multiple times in a row.
- When a Character has a combined total strength and craft of 15 or more he is now considered 'Buff'. He must take a 'Buff' token and put it on his Character card as a reminder. When a Character is Buff, for each draw card space in the Outer and Middle Regions on both boards he must draw one additional card to the amount printed on the space. For example: If a draw one card space had no cards on it he would draw two and encounter both, if it had one card on it then he would draw another and encounter both, and it had 2 on it then you wouldn't draw any and encounter both. This is cumulative with other effects that draw additional cards but does NOT apply when drawing Dragon cards or Harbinger cards.
- When a Character has a combined total strength and craft of 25 or more he is now considered 'Epic'. He must take a 'Epic' token and put it on his Character card as a reminder. When a Character is 'Epic' the 'Buff' rule still applies. Additionally whenever he encounters any draw card space he must also draw an additional Nether card and add it to the space. This DOES apply when drawing Dragon and Harbinger cards.



CHARACTER STASIS SYSTEM.

With a game this large and long it is likely not all players will be able to stay the whole time or other players will want to join in part way through. These optional rules help manage that

- New players can jump in at any time. They pick a character as per the rules in the set up. They then pick a spot to sit at the table. When the order of play next comes around to them they place their character token on either starting space and have their first turn.
- If a player has to leave they have two choices for their character:
 - **Retire:** A player should choose this option if they are leaving for good and not returning. If their character has only one life remaining and no way to heal then that character is considered to be Killed, follow the normal rules for this. Otherwise their character is *retired*. Their character token is removed from the board. All their cards are discarded and tokens put away (objects, followers etc are discarded, not left on the space). The character card is put back in the box and cannot be used for the rest of the game.
 - **Stasis:** This option is useful if a player is planning to return later or if there is likely to be another player to show up to continue their character. The character is temporarily removed from the game and put into *stasis*. Take their character token off the board and put it on their character sheet. All cards, tokens, gold, etc stay with that character, they cannot be taken, stolen, discarded or lost in any way while the character is in *stasis*. The character is not considered part of the game for the purpose of card effects and abilities while in *stasis*. When the player returns or another player wishes to take up that character, they wait until the turn order gets around the table to them, they then take the character token and place it on either of the characters starting spaces. They then take their turn and the character is now considered part of the game again.

ENDING RULES

- This ending uses Slayer Tokens. When a Character earns a Slayer Token he places it on his Character card. Slayer Tokens cannot be stolen or lost in any way. When a Character dies he can keep the Slayer Tokens with his new character. A Character can only have 1 of each of the unique Slayer Tokens.
- When a Character defeats any of the Creatures listed below he may take a Slayer token that lists that enemy in addition to any normal reward. A Character can only ever get one slayer token from each unique Creature even if he fights them again.
 - The Lord of Darkness (at the 'Treasure Chamber' Space)
 - The Eagle King (at the 'Eyrie' Space)
 - Queen Mab (at the 'Mab's Lair' Space)
 - The Rat Queen (at the 'Rat's Nest' Space)
 - The Wraith Lord (at the 'Throne Room' Space)
 - The Dragon King (Cadrous, Varthrax or Grilipus at the 'Tower Summit' Space)
 - The Demon Lord (at the 'Crown of Command' space on the *past* board)
 - The *Past* Sentinel (at the 'Sentinel' on the *past* board)
 - The *Future* Sentinel (at the 'Sentinel' on the *future* board)
 - Werewolf (by rolling a 4 on the Werewolf card)
 - Demon (Craft 10 - *Future* Adventure Deck)
 - Ancient Lich (Craft 10 - *Future* Adventure Deck)
 - Infernal Legion (Strength 10 - *Past* Adventure Deck)
 - Heavenly Host (Craft 10 - *Past* Adventure Deck)
 - Battle Hulk (Strength 10 - Dungeon Deck x 2)
 - Gate Keeper (Craft 10 - Dungeon Deck)
 - Dracolich (Craft 10 - Green Dragon Deck/ Tunnel Deck)
 - Ancient Dragon (Strength 10 - Yellow Dragon Deck)
 - Titan Wraith (Craft 13 - Nether Deck)
 - Altas Ogre (Strength 12 - Nether Deck)
 - The Beast (Strength/Craft 18 - Harbinger Deck)
- In order to access the ending a character must get to the Crown of Command on the *future* board.



- In order to enter the *future* Crown of Command a Character must have 9 or more Slayer Tokens.
- At any time there is one Character alone on the *future* Crown of Command and there is no Grand Master card on the ending card, that character must draw a random Grandmaster card and place it on the ending card. Place an amount of life tokens on the card equal to the Grandmasters total lives.
- At any time there is no Characters or more than one Character on the *future* Crown of Command and there is a Grandmaster card on the ending card, the Grandmaster card must be discarded and the life tokens put away.
- In his turn, a Character alone on the *future* Crown of Command must attack the Grandmaster. If he wins they take a life off the Grandmaster and their turn ends. If that was the last life he wins the game. If he loses, he suffers the effects on the Grandmaster card and his turn ends.
- In his turn, a Character who is on the *future* Crown of Command with one or more other Characters must attack another Character on the *future* Crown of Command.
- Any objects gold and followers lost on the *future* Crown of Command are discarded and not placed on the space.





GRANDMASTER CARDS

Tatania and Oberon United

You can choose to face Tatania and Oberon United in Battle or Psychic combat.

If you are defeated lose 1 life and lose 2 fate. If you have no fate then lose an additional life instead.

Strength/Craft: 15 + the total number of Fate in play (owned by characters and on the board)

Lives: 6

The Three Dragon Lords

You can choose to face The Three Dragon Lords in Battle or Psychic combat. Dragon scales do not given a benefit in this battle

If you are defeated lose 1 life and lose 1 follower, 1 spell and 1 object. If you have none of 2 of those things (objects, followers, spells) then lose an additional life instead. Alternatively you can discard a Red Dragon scale instead of losing a follower, a yellow dragon scale instead of losing an object, and a green dragon scale instead of losing a spell.

Strength/Craft: 10 + the total number of followers, spells and objects you have

Lives: 7

The Ancient Dragon King

You can choose to face The Ancient Dragon King in Battle or Psychic combat.

If you are defeated lose 1 life and lose 3 gold. If you have no gold then lose an additional life instead.

Strength/Craft: 10 + the total number of Gold in play (owned by characters and on the board)

Lives: 7

The Lord of Darkness Arisen

You must face the Lord of Darkness Arisen in Battle.

If you are defeated lose 1 life and lose 2 objects. If you have fewer than 4 objects lose an additional life as well.

Strength: 5 + the total number of objects carried by all characters

Lives: 7

Queen Mab Transformed

You must face Queen Mab Transformed in Psychic Combat.

If you are defeated lose 1 life and lose 1 spell. If you no spells lose an additional life instead.

Craft: 15 + the total number of spells in play (owned by characters, on objects and on the board)

Lives: 6

The Eagle King Enraged

You must face the Eagle King Enraged in Battle.

If you are defeated lose 1 life and lose 2 followers. If you have fewer than 3 followers lose an additional life as well.

Strength: 5 + the total number of Followers owned by all Characters

Lives: 7

The Wizard Reborn

You must face The Wizard Reborn in Psychic Combat.

If you are defeated lose 2 lives.

Craft: 7 + the total number of life possessed by all characters

Lives: 8

The Ifrit Lord of Flames

You must face Ifrit Lord of Flames in Battle.

If you are defeated lose 1 life and lose 2 Strength. If your Strength is lower than your Craft lose an additional life as well.

Strength: 25 + difference in strength and craft of your character

Lives: 5

The Freezing Ice Queen

You must face The Freezing Ice Queen in Psychic Combat.

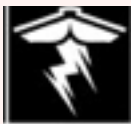
If you are defeated lose 1 life and lose 2 Craft. If your Craft is lower than your Strength lose an additional life as well.

Craft: 25 + difference in strength and craft of your character

Lives: 5



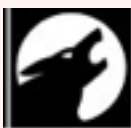
SPECIAL ACTION DIE



1: Move the Harbinger to the Characters space



2: Roll and move the Reaper



3: Roll and move the Werewolf



4: Draw a Dragon token.



5: Draw a Dragon token.



6: Draw a Dragon token.

SLAYER TOKENS: OVER PAGE



The Lord of Darkness
(at the 'Treasure Chamber' Space)



The Eagle King
(at the 'Eyrie' Space)



Queen Mab
(at the 'Mab's Lair' Space)



The Rat Queen
(at the 'Rat's Nest' Space)



The Wraith Lord
(at the 'Throne Room' Space)



The Dragon King
(Cadrous, Varthrax or Grilipus at the
'Tower Summit' Space)



The Demon Lord
(at the 'Crown of Command' space on
the *past* board)



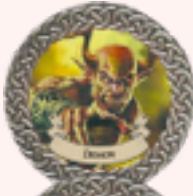
The *Past* Sentinel
(at the 'Sentinel' on the *past* board)



The *Future* Sentinel
(at the 'Sentinel' on the *future* board)



Werewolf
(by rolling a 4 on the Werewolf card)



Demon
(Craft 10 - *Future* Adventure Deck)



Ancient Lich
(Craft 10 - *Future* Adventure Deck)



Infernal Legion
(Strength 10 - *Past* Adventure Deck)



Heavenly Host
(Craft 10 - *Past* Adventure Deck)



Battle Hulk
(Strength 10 - Dungeon Deck x 2)



Gate Keeper
(Craft 10 - Dungeon Deck)



Dracolich
(Craft 10 - Green Dragon Deck/
Tunnel Deck)



Ancient Dragon
(Strength 10 - Yellow Dragon Deck)



Titan Wraith
(Craft 13 - Nether Deck)



Altas Ogre
(Strength 12 - Nether Deck)



The Beast
(Strength/Craft 18 - Harbinger Deck)