

TALISMAN - BLOOD MOON

WELCOME

I hope you enjoy my 13 component mini expansion for Talisman that I have titled Blood Moon.

COMPONENTS

This mini expansion contains 13 new components.

- This Rules Sheet
- 1 Character Card
- 1 Character Figure
- 1 Lycanthropy Token
- 1 Alternate Ending Card
- 1 Day/Night Card
- 1 Spell Card
- 6 Adventure Cards

EXPANSION RULES

When playing Talisman with the Blood Moon expansion, the basic rules of playing Talisman are unchanged. This rules sheet explains a couple of new concepts - Day/Night and Lycanthropy.

DAY AND NIGHT

Included in this expansion is a Day/Night card, showing the Sun on one side and the Moon on the other. The card is placed by the game board and flipped over by the starting player each time a full turn has been completed, indicating the Day or Night cycle. Certain characters now gain special effects due to the Day or Night cycle.

LYCANTHROPY

Character may now become afflicted with the Curse of Lycanthropy in various ways during the game. If this occurs they turn into a Werewolf during the Night cycle, gaining 2 Strength but becoming Evil for the duration of the Night cycle.

A character who is Cursed with Lycanthropy can not change their Night cycle alignment from Evil with Abilities, Objects, Spells or if directed to by Events or Strangers. They revert back to their original Alignment during the Day Cycle.

During the Night cycle a Cursed character can not use any armour.

EXISTING CHARACTERS

The Vampiress and the Ghoul are not affected by the Curse of Lycanthropy. Also the Vampiress and Ghoul now both gain 2 Craft during the Night cycle but lose 1 Strength during the Day cycle.

LOCATIONS

One change to locations is that the Doctor in the City and the Healer in the Village now also offer an extra service. For 3 Gold, both can now cure a character of the Curse of Lycanthropy.

A character can choose this service instead of the healing option.

The Graveyard is also now much more dangerous at Night. Any Good or Neutral characters landing on the Graveyard space at Night suffer the normal effects but are also attacked by a Lycanthrope and must roll 1 die to see if they are afflicted with the Curse of Lycanthropy.

- 1-4) Cursed
- 5-6) Not cursed

FAQ

What happens if I am Cursed with Lycanthropy then turned into a Toad ?

At night you gain 2 Strength, 3 if you are the Lycanthrope Character. That's right - you are a Weretoad.

Does the Greater Werewolf get stronger at night ?
No the Greater Werewolf is at his full strength as listed on the Alternative Ending Card, Day or Night.

What happens if I attack or I am attacked by the Lycanthrope Character ?

If you combat the Lycanthrope Character, win or lose a psychic or normal battle, you must roll 1 die to see if you are Cursed with Lycanthropy.

What happens if I am the Lycanthrope Character and the Werewolf event occurs to me ?

Then one of your non-lycanthropic followers is revealed as a Werewolf, but they will not attack you and now follow the Lycanthrope Character ability for lycanthropic followers - giving you 1 Strength in combat, as well as any original abilities the follower had.

G.H.Pilmore

LYCANTHROPE



Special Abilities

You gain +3 STR at Night

Whenever you encounter any wolf or Lycanthrope you may take them as a follower without any combat. Followers gained in this way add 1 to your Strength in combat.

Your Daytime Alignment may change during the game but your Night Alignment is always Evil.

You may not use Armour at Night.

Your Lycanthropy can not be cured.

Strength: 3

Craft: 2

Fate: 3

Gold

Life: 5

Objects

Followers

Start: Village • Alignment: Evil



G.H. Pilmore

GREATER WEREWOLF



A character on the Crown of Command must choose whether to attack the Greater Werewolf using Strength or Craft. Each time he defeats the Greater Werewolf, he must remove one of the Greater Werewolf's lives and immediately attack again. If a character has a stand-off or is defeated, his turn ends and he must roll 1 die to determine what occurs:

- 1) Severely Wounded - lose 2 lives
- 2) Wounded - lose 1 life
- 3) Disarmed - player must drop 1 item at random
- 3) Bystander - 1 follower at random is killed.
- 4) Stunned - player can not cast spells next turn.
- 5) Cursed - player is Cursed with Lycanthropy.
- 6) Regeneration - The Greater Werewolf heals all his lives.

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If a character removes the Greater Werewolf's last life he wins the game!

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If there are no characters on the Crown of Command, the Greater Werewolf heals all his lives.

Strength: 12

Craft: 12

Life: 5



WEREWOLF DEN



Place

The Werewolf Den will remain here for the rest of the game. Roll 1 die for your encounter.

- 1) Fight a Werewolf Str 3/6
- 2) Fight a Wolf Str 2
- 3) Attacked - You are Cursed with Lycanthropy
- 4) The cave is empty
- 5) You find 2 Gold
- 6) You find something. Take 1 Object of your choice from the purchase deck.

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WOLF HUNTER



Follower

Add 2 to your Strength during battle at Night only.

Add 1 to your roll when checking against being Cursed with Lycanthropy.

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SILVER DAGGER



Magic Object

Weapon

Add 1 to your Strength and Craft during combat.

Add 3 to your Strength in combat against any Lycanthrope.

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THE BLOOD MOON



Event

The Blood Moon has risen over all the lands. For the next 5 rounds any Animals encountered in any region are considered to be Lycanthropes. After any encounter with an Animal roll 1 die to determine if you are Cursed with Lycanthropy.

- 1-4) You are Cursed with Lycanthropy.
- 5-6) You are not Cursed.

After 5 rounds the Blood Moon ends.

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LESSER WEREWOLF



Enemy - Lycanthrope

STRENGTH: 4
STRENGTH: 7 at Night

After a player encounters the Lesser Werewolf, they must roll 1 die to determine if they have been Cursed with Lycanthropy.

- 1-4) Cursed - You are now a Lycanthrope
- 5-6) Safe - You are not Cursed

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CURE LYCANTHROPY POTION



Magic Object

Trinket

You may discard this Potion at any time to cure yourself of the Curse of Lycanthropy.

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CURE LYCANTHROPY



Spell

Cast as required. This spell will cure 1 player of the Curse of Lycanthropy.

