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THE COUNT HAS A NEW CASTLE.

Across the realm, chilling portents abound of a dark liege's ascension to power. The name of the self-proclaimed Ruler of the Night has travelled in whispers and screams: Count Dracula. His followers have seized the Crown of Command—erecting a foreboding, spired fortress and launching assaults in every corner of the world. Undead monsters stalk through the night, abducting influential figures and humble serfs without discrimination to sate their taste for blood. But the people have not been complacent. Despite their valiant efforts to hunt this foul new order, few have been successful in killing the Count's minions. And the Count himself? Invincible...or so it seems.

Meanwhile, Mina Harker dwells a dimension away in England. She awakens in a cold sweat. Was it a dream, or a vision in which she saw Count Dracula plaguing yet another world? She leaves her sleeping husband and child with a hastily scrawled note, dons her cloak, and calls on her former companion, Abraham Van Helsing. Van Helsing encourages her to follow the call of her vision, and together they are guided to the crypt of Lucy Westenra.

The sight they behold in front of the crypt's door is one out of storybooks—an iridescent, triangular portal with an inviting aura sheds light upon their faces. Mina starts at the sound of her deceased friend Lucy's voice in her mind: "*Go,*" Lucy whispers. "*You are the one they need. Go, or all will be lost.*" After exchanging apprehensive glances with Van Helsing, Mina reaches for his hand—and together, they take their first steps into a world unknown.



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OBJECTIVE:

AS YOU WOULD IN A GAME OF TALISMAN® 5TH EDITION, BEGIN YOUR ADVENTURE ON THE GAMEBOARD'S OUTER & MIDDLE REGIONS TO BUILD UP STRENGTH, CRAFT, AND LIVES. WHEN YOU FEEL YOU ARE POWERFUL ENOUGH, FIND A TALISMAN AND REACH DRACULA'S CASTLE TO DEFEAT COUNT DRACULA. THE FIRST PLAYER TO DO SO WINS THE GAME!

WHAT YOU WILL FIND INSIDE:



2 Place cards

6 Object cards

2 Follower cards



7 Enemy cards

1 Stranger card

7 Spell cards



5 Ongoing Event cards



Fanged Toad figure



Investigator (Mina Harker) figure

3 Character cards



Vampire King (Dracula) figure

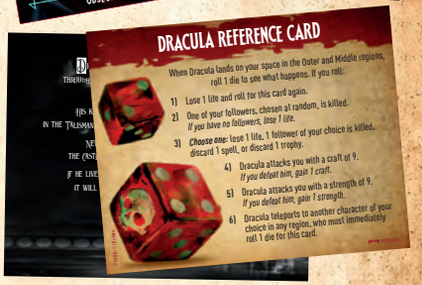




Professor (Van Helsing) figure



Dracula's Castle Board Overlay



Dracula Reference card

WHAT YOU'LL NEED FROM TALISMAN 5TH EDITION

Set up Talisman 5th Edition as you normally would with a few additional steps (see **SET UP**, pg. **7**)

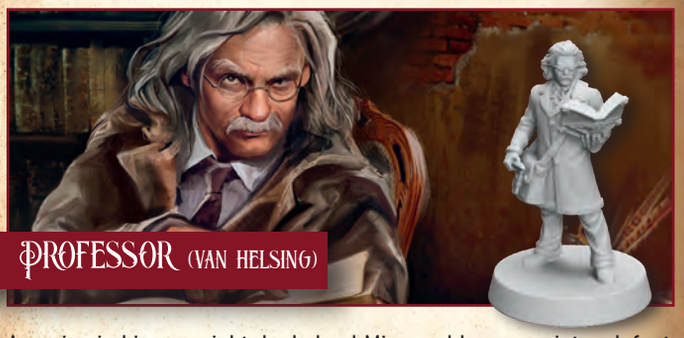
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MEET THE NEW CHARACTERS



INVESTIGATOR (MINA HARKER)

Mina was part of the group of brave individuals who defeated Dracula in Europe years ago. In the process, she was bitten and now bears a psychic connection to the Count.



PROFESSOR (VAN HELSING)

A genius in his own right, he helped Mina and her associates defeat Dracula in the past. He always suspected this day would come—but hoped he wouldn't still be alive to see it.



VAMPIRE KING (DRACULA)

He was killed long ago by Quincey Morris and Jonathan Harker, but has returned to plague the world of Talisman. It is only the first on a long list of realms that he seeks to gain dominion over.



FANGED TOAD

Was it bitten by a vampire? Is it Dracula's twisted pet? Little is known about the Fanged Toad, beyond that it is to be avoided at all costs.

WHAT'S DIFFERENT ABOUT TALISMAN SAGAS: CROWN OF BLOOD?

You will add 23 Dracula-themed Adventure cards and 7 Spell cards to the base Talisman®: 5th Edition decks, keeping your journey fresh—and horror-fuelled.

You will add 5 Ongoing Event cards to the base Adventure deck. Once you place an Ongoing Event card on the board, discard it only when a new Event or Ongoing Event has been drawn and placed. See: **NEW: ONGOING EVENTS** (pg. **8**)

Mina Harker and Van Helsing are now playable characters, bringing new personalities and special abilities to the world of Talisman.

You may now use the alternate ending: Dracula's Castle, a board overlay that covers the Crown of Command space. When using this alternate ending, you must venture to Dracula's Castle and defeat Count Dracula to win the game.

Dracula is the antagonist, ever-present on the gameboard. When you roll a 1, you will be able to move him and interact with other players. See: **MOVING DRACULA/ ENCOUNTERING DRACULA** (pg. **8**).

Dracula can be used as a playable character unless the alternate ending: Dracula's Castle is on the board.

The Fanged Toad offers an alternate form of gameplay, in which the toad takes Dracula's place as the antagonist. This allows you to use Count Dracula as a playable character and still have a vampiric foe moving around the board. See: **ALTERNATE WAYS TO PLAY** (pg. **9**).

SET UP TALISMAN SAGAS

1. Shuffle the **23 *Crown of Blood* Adventure** cards in with the 5th Edition Adventure cards.
2. Shuffle the **7 *Crown of Blood* Spell** cards in with the 5th Edition Spell cards.
3. Be sure to include Mina Harker and Van Helsing as options when choosing characters. While Dracula can also be used as a playable character, you may only do so when the Dracula's Castle alternate ending is not in use.
4. Place the Dracula's Castle board overlay on the Crown of Command space.
5. Place the Dracula figure on the Graveyard space. He starts on this space whether he is being used as the antagonist or as a playable character.
6. Place the Dracula Reference card next to the gameboard and near the Graveyard.

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PLAY

How to Win

Reach Dracula's Castle in the centre of the gameboard and defeat Dracula to win the game.

Moving Dracula

When you roll a 1 for movement, complete your turn as normal. Then roll the die again and move Dracula using standard movement rules with the following exceptions:

- You may move Dracula freely across the Storm River at the Sentinel space without challenging the Sentinel.
- You may not cross the Portal of Power with Dracula using this movement.
- You may not end Dracula's movement on the Chapel.
- If you move Dracula into a space with one or more characters, you must end his movement in that space and encounter one of those characters.

Encountering Dracula

Whenever you end Dracula's movement on a space containing one or more characters, you must choose one character on that space to encounter. The chosen character then **rolls one die and looks at the Dracula Refence card** to determine what happens.

If your character lands on the same space as Dracula, you cannot encounter him. You will encounter the space or another character as you normally would.

As soon as a character lands on the **Dracula's Castle** space, move Dracula to that space. Dracula will remain in his castle for the rest of the game and is not moved when a player rolls a 1.

To defeat Dracula, land on the Dracula's Castle space and follow the instructions on the board overlay.

Using Fate With Dracula

- If you use fate to change your roll result of 1 to another number, you must still roll and move Dracula at the end of your turn.
- You cannot use fate to change Dracula's movement roll.
- You may use fate to reroll when rolling for the Dracula Reference card.
- You may use fate when being attacked by Dracula, or when attacking Dracula on the Dracula's Castle space.

New: Ongoing Events

When you draw a new *Crown of Blood* Event card (labeled **EVENT – ONGOING**) and place it on your current space, **the Event card remains there and in effect** until the next Event card is drawn. In other words, an Ongoing Event card is not discarded until another regular or Ongoing Event is drawn and placed by any character.

There can only be one Ongoing Event card on the board at a time. Ongoing Events count toward the number of cards on the space.

Blood Loss

If you have less life than your starting value, you have suffered Blood Loss. Your Blood Loss value is determined by subtracting your current life from your starting life. When you face off against Dracula while on the Dracula's Castle space, your Blood Loss value will be added to his attack.

End Of Game

The game ends when a player reaches Dracula's Castle in the centre of the gameboard and defeats Dracula—banishing him from this world, and ushering in an era of relative peace.

Begin Your Haunted Quest!

Look up information about Dracula. See: **MOVING DRACULA** (pg. **8**), **ENCOUNTERING DRACULA** (pg. **8**), **ONGOING EVENTS** (pg. **8**), and more as you go!

ALTERNATE WAYS TO PLAY

Dracula as a Character

You can use Dracula as a playable character if you are not using the Dracula's Castle board overlay.

Fanged Toad

Use the Fanged Toad as the antagonist instead of Dracula! The Fanged Toad can only be used if you are not using the Dracula's Castle board overlay.

- The Fanged Toad starts on the graveyard space.
- Move the Toad one space at the start of each turn instead of only moving it when characters roll a 1 for their movement.
- When you move the Toad onto the same space as one or more character, choose a character to encounter. That character then rolls and uses the rules on the Dracula Reference card to determine what happens.
- You may not cross the Portal of Power with the Fanged Toad.
- You may move the Fanged Toad freely across the Storm River at the Sentinel space without challenging the Sentinel.
- If your character lands on the same space as the Fanged Toad, you cannot encounter him.

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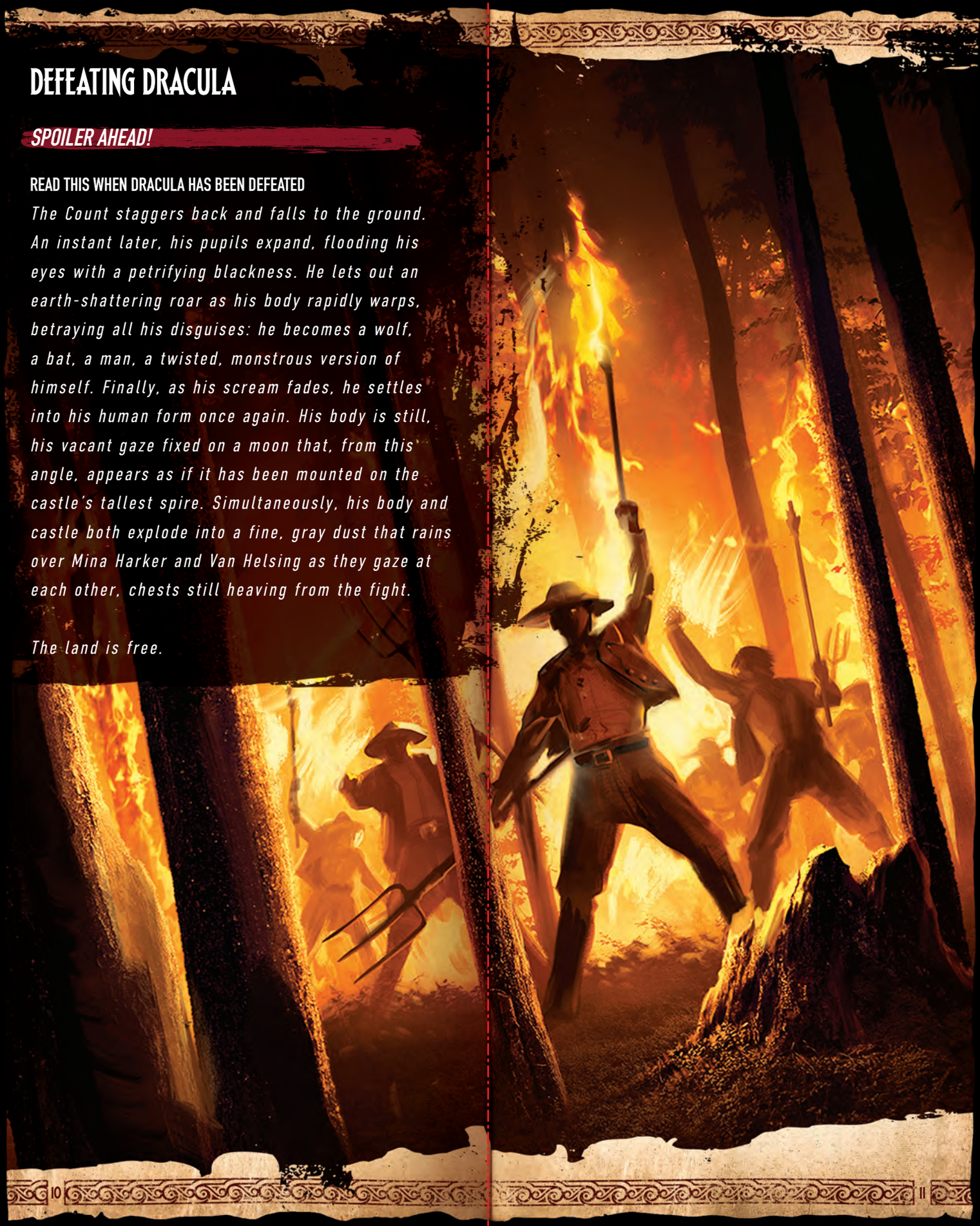
DEFEATING DRACULA

SPOILER AHEAD!

READ THIS WHEN DRACULA HAS BEEN DEFEATED

The Count staggers back and falls to the ground. An instant later, his pupils expand, flooding his eyes with a petrifying blackness. He lets out an earth-shattering roar as his body rapidly warps, betraying all his disguises: he becomes a wolf, a bat, a man, a twisted, monstrous version of himself. Finally, as his scream fades, he settles into his human form once again. His body is still, his vacant gaze fixed on a moon that, from this angle, appears as if it has been mounted on the castle's tallest spire. Simultaneously, his body and castle both explode into a fine, gray dust that rains over Mina Harker and Van Helsing as they gaze at each other, chests still heaving from the fight.

The land is free.



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