

VAMPIRE'S KEEP

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Introduction

(Note - These are just the way Ken typed them, with a few adjustments in BOLD Type)

Long ago, in darker days, the Realm was overrun by hordes of Undead Armies. After many battles with the foul Vampires and their ken, the ancient Wizard devised a way to rid them from the land. Using the Crown of Command, he forced them into an ethereal plane of existence. No Vampire could resist the Crowns almighty powers.

Since the day they were banished, the Vampires have struggled to escape their otherworldly prison. With the Wizard long dead, their strength and numbers grew wildly. The most powerful, of the massive Undead Army, constructed a maddening Keep where they could plan their Invasion of the living realm. The only obstacle for them was the Crown of Command!

After untold years of plotting and planning, the Vampires have gradually been sending their soldiers and agents into the mortal plane. Though the Undead creatures could not touch the Crown of Command, they constructed a Tower in the Inner Region to keep watch over it.

In a desperate act to keep any would be conquerors away from the Crown of Command, the Vampires have recovered all of the mystical Talismans. Now, the only way to get to the Crown... Lies in the VAMPIRE'S KEEP!

1 Summary

The Vampire's Keep is designed to expand the world of Talisman dark new way. Throughout the course of the game, Characters may discover several points of entry to the Keep. If this expansion is used with the new accompanying rules, the only way a Character can successfully obtain a Talisman is through the bowels of the Keep. The Keep exists on a mysterious plane and is riddled with terrors, traps and treasure. Only the strongest adventurers may survive the perils of the Vampire's Keep!

2 Components The Vampire's Keep consists of the following:

- 3 Keep Boards (each signifies 1 Level)
- 36 Adventure Cards
- 10 Dungeon Cards
- 10 City Cards
- 55 Vampire's Keep Cards
- 12 Vault Cards
- 40 Teleport Counters
- 2 Page Reference Sheet (This has been incorporated into these Rules.)

Rules (In classic Games Workshop-ese.... You're reading them!!!)

3 Setting Up

- Set up the Main game and other expansions as normal.
- Place the Vampire's Keep boards beside the main board.
- Remove all Talisman cards from the Adventure deck.
- Shuffle the Adventure cards into the regular deck.
- Shuffle the Keep Cards and place them face down next to the 3 level boards.
- Shuffle the Talisman Vault deck and place them face down beside the 3rd Level board of the Keep.
- Place the Teleport Counters in a cup or similar opaque container.
- Ensure that you have the correct number of Adventure Cards etc. You will need 2 each of Sunrise, Midnight and Treasure Chest and 8 each of the Ethereal Portal and Teleport Tile. The Vampires are duplicated in the Keep, Adventure, City and Dungeon decks, but these are presented seperately.

4 Entering the Keep

There are several ways a Character may enter the Keep. Any Character that successfully reaches the Keep must start at the Keep Entrance and follow the instructions given on the space to proceed.

- **Ethereal Portal** After the new Adventure cards are shuffled into the deck, there will be 8 Ethereal Portal Cards. These allow Characters to move to the Keep Entrance.
- **Warlocks' Cave** If a Character visits the Warlock, they must roll 2 dice under their combined Strength and Craft. If the score is equal or less, he will guide the Character into his Cave to a magic portal that leads to the Keeps' entrance.
- **The Enchantress** The Enchantress will send any Character that brings her 1 Magic Object to the Keep Entrance with her awesome powers.
- **The Village Mystic** will transport any Character to the Keep that pays her 5 Gold
- **Other Adventure Cards and Locations** Any other Adventure Card (Strangers, Events, etc. from any deck) or board location (on any board) that allows a Character to take a Talisman will now transport the Character to the Keep Entrance.

5 Movement in the Keep

- The Keep board is divided into 3 Levels and represents a spiral, tower-like structure. The only way into the Keep is the first space, the Entrance. The final space is the Talisman Vault. Characters may only exit through the Keep Entrance or Talisman Vault. This is detailed below.
- Characters in the Keep follow the spaces in numerical order from the Entrance to the Talisman Vault. Each space is labeled 1-21. The die roll for movement is different than the Main board. Use the following chart to determine the amount of spaces a Character is allowed to move per turn in the Keep:
 - 1-2: Move 1 Space
 - 3-4: Move 2 Spaces
 - 5-6: Move 3 Spaces
- A Character may only move backwards through the Vault (towards the Entrance) under the following circumstances: - If instructed to so by the rules a Card or Space (also see rule 6); - When a Character is Fleeing the Vampire's Keep (See rule 7).

- No Characters movement can be altered by any Spell, Object, Special Ability or other means in the Keep. All Characters must use the Keep Movement Chart described in 5.2.
- No Character may take Horses, Horses and Carts or WarHorses into the Keep. Mules and Anti-Grav Platforms are allowed.

6 Teleport Tiles

- Several Teleport Tile Cards (Place 6) are in the Keep deck, there should be a total of 8. If one is overturned it is laid face up on the space from which it was drawn. The player that overturns the card must then draw a random Teleport Counter and place it on the card. The number on the Teleport Counter signifies what Space of the Keep a Character will be teleported to when the card is drawn or landed on. For example: A Teleport Tile is drawn in the Corridor 11 space of Level 2. Then, a Teleport counter is drawn bearing the number 2, which signifies the Hallway 2 space of Level 1. Any player that lands in the Corridor 11 Space must then move immediately to the Hallway 2 Space.
- Teleport Tiles on "Draw 2 Card" Spaces are handled in the following manner: If a Character lands on a Draw 2 Card space and chooses 2 Teleport Tiles they must immediately discard 1 of them. Only one Teleport Tile may occupy any Space in the Keep.
- If a Character Lands on a Draw 2 Card Space with a Teleport Tile and no other cards, they must draw an additional Keep Card. Teleport Tiles are always the last card encountered on any space. Example: A character lands on the Torchlit Corridor 9 Space and there is a Teleport Tile (Place 6) with a number 2 Counter on it. There are no additional cards in the space. The player then draws a second card. The player draws a Vampire Warrior (Enemy Monster 2). The Character must fight a round of Combat with the Vampire Warrior. When the Combat is over the Character must then encounter the Teleport Tile and move to the Hallway 2 Space.
- There is always the chance of creating a Teleport "loop" when there are more than one Teleport Tile cards on the board. A "loop" means there are 2 or more Teleport Tiles in play that will bounce Characters back and forth between certain spaces. If this occurs, it should be resolved in the following manner: - The Teleported Character ends their turn on the destination Tile. On their next turn,

they must roll 1 die. If the result is equal or less than the Characters Craft, they break free from the "loop" and roll for normal movement, proceeding forward from the Teleport Tile they are currently on. If the player fails to roll less than the Characters Craft, they must Teleport again.

Example 1: Freeing a Character from a Teleport Loop The Warrior lands on a Teleport Tile on the Hallway 6 Space with a #2 Counter on it. The Warrior is then Teleported to the Hallway 2 Space. The Hallway 2 Space has a Teleport Tile with a #6 Counter on it. The Warriors Turn ends here. On the Warriors next turn, the controlling player must roll equal or less than his Craft of 3 on 1 die. The result is 2. The Warrior has freed himself from the "loop" and now rolls for normal movement and begins his move from the Hallway 2 space.

Example 2: Failing to Free a Character from a Teleport Loop The Warrior lands on a Teleport Tile on the Hallway 6 Space with a #2 Counter on it. The Warrior is then Teleported to the Hallway 2 Space. The Hallway 2 Space has a Teleport Tile with a #6 Counter on it. The Warriors Turn ends here. On the Warriors next turn, the controlling player must roll equal or less than his Craft of 3 on 1 die. The result is 5. The Warrior is then Teleported back to the Hallway 6 Space and must attempt to free himself next turn.

If a Character cannot successfully break free of the "loop" in 3 turns, they are automatically freed and may roll for normal movement after the 3rd turn.

7 Encounters in the Keep

- Encounters in the Keep are dealt with the same way as encounters on the Main board.
- Special Abilities remain the same as when on the Main board in the Keep except for movement bonuses.

8 Special Spaces in the Keep

Much like the Main board, the Keep Level boards have special Spaces with instructions must or may be followed. The detailed rules for each Special Space are below in Bold Type.

Keep Entrance 1: Sealed by magic, the door to the Keep may not be too easy to open!

You must roll 3 dice. If the total is less than your combined Strength, Craft and Lives, you may enter the Keep on your next turn. If you fail, you must return to the space you just came from. You must take at least 1 turn outside of the Keep before you may re-enter it.

Sentry 4: The Sentry is a powerful soldier of the Undead Army. Those landing in his outpost will see that he is a formidable opponent.

He has a Strength and Craft of 5. Roll 1 die:

- 1: Safe. You sneak past the Sentry;
- 2-3: You must fight 2 rounds of Combat with the Sentry.
- 4-5: You must fight 2 rounds of Psychic Combat with the Sentry.
- 6: Give the Sentry 1 Magic Object, 1 Follower (place on discard pile) or 1 Life.

If you win at least 1 round of Combat or Psychic Combat, you may proceed as normal next turn. If you lose both rounds, you must move back to the Hallway 3 Space.

Tome of the Undead 10: This book of magic predates known history. No living or undead creature can resist reading from its' mystical pages!

You have entered the chamber containing the age old, Tome of the Undead! A magical force compels you to read a passage from this ancient book! Roll 2 Dice:

- 2: Cursed! Lose 2 Lives.
- 3: Hexed! Lose 1 Strength (below Starting Quota if necessary).
- 4: Spiritual Drain! Lose 1 Craft (below Starting Quota if necessary).
- 5: Blighted! Roll 1 die. The total is the number of Followers that leave you. Place them on the appropriate discard piles. If you have no followers, lose 2 Lives.
- 6-7: Reconstituted! Heal to your Starting Quota of Lives.
- 8-9: Empowered! Gain 1 Strength.
- 10-11: Enlightened! Gain 1 Craft.;
- 12: Blessed! Gain 2 Strength, Craft or Lives.

Vampire Wizard 14: The chief magic user of the Vampires is constantly working on ways to escape the accursed ethereal realm. If disturbed, he will attempt to unleash a rash of Spells!

You have caught the chief sorcerer of the Undead Army by surprise!!! He will attempt to cast the top

3 Spells from unused portion of the Spell deck at you and your party (The player on your right must perform this action.). If any Spells are moot (Invisibility, Water Walking, etc.) or beneficial to the caster or victim (Healing, Brainwave etc.), they must be discarded. The Wizard may use movement altering Spells. Be warned! The Wizard may not have a choice of Spells, but the Finger of Death could be next!!!

Ancient Coffin 17: As old as the Keep itself, the Ancient Coffin could contain Treasure or a deadly Trap!

If you choose to open the Coffin, roll 1 die: 1: Nothing but dusty bones. 2: You find 2 Gold! 3: You find a Spell Book! Take your full compliment of Spells! 4: Attacked by a Strength 7 Vampire! 5: Attacked by a Craft 7 Vampire! 6: Bitten by a Poison Spider! Lose 1 Life.

Sacred Obelisk 19: The Obelisk is a monument forged from the Vampires hatred for the old Wizard that banished them! Only the strong of will may pass its' powerful barrier.

Roll 2 dice and subtract your Craft from the total:

0-3: You successfully pass the barrier. You may stay here and roll for movement as normal next turn.

4-6: You are repelled back to the Corridor 18 Space.

7-9: You are repelled back to the Corridor 16 Space.

10-11: You Lose 1 Life and are blasted back to the 3rd Level Entrance 15 Space.

Fountain of Blood: Not only is the Fountain of Blood the source of the Vampires foul existence, but it is also a gruesome defense to keep would be intruders away from the Talisman Vault!

Upon entering the Fountain chamber, it releases an immense wave of Blood! Roll 2 dice and Subtract your Strength from the total: 0-3: You successfully "tread blood" and may move to the Talisman Vault next turn. 4-6: The Blood Wave rushes you back to the Corridor 18 Space. 7-9: The Blood Wave rushes you back to the Corridor 16 Space. 10-11: You lose 1 Life and the Blood Wave slams you back to the 3rd Level Entrance 15 Space.

Talisman Vault: An array of traps and villains riddle the sacred Talisman Vault! Intruders may have to rely on their strength, wit and luck to survive its' perils!

You've survived the perils of the Keep! Now you must face the challenges of the TALISMAN VAULT! Take a Talisman Card then Draw 3 Vault Cards. You must encounter all 3 Vault Cards. If you survive, you may keep your Talisman and Roll 2 dice to see where you begin your next turn:

2: Warlocks' Cave

3: Portal of Power

4: Temple

5: Cursed Glade

6: Oasis

7: Crags

8: Graveyard

9: Chapel

10: Ruins

11: Village

12: Forest

If you are killed, Place your Talisman, Objects and Followers in the Vault. Any Character landing here may take them...if they survive!

9 Leaving the Keep

- When you reach the Talisman Vault, take a Talisman Card and draw 3 Vault Cards. After you encounter all 3 of the Vault cards, in sequence, your turn then ends. If you survive, you may then leave the Keep by rolling the die and consulting the Exit Table above. If your Character is killed, place the Talisman Card, all of your Objects and Followers on the Talisman Vault space.

10 Fleeing the Keep

At any point, you may decide to have your Character retreat or Flee from the Keep. Once the Character begins to Flee, you cannot change your mind, but move all the way back to the Keep Entrance. Movement is the same as a rule 5.2. You must end your last turn on the Keep on the Entrance. You begin your next turn on the space in which you entered the Keep. In addition, you must take at least 1 turn on the Main board or City board before re-entering the Keep.

11 Spells in the Keep

- Characters in the Keep may cast spells as on the Main board with the following exceptions: - No Spells may be cast that alter or add a bonus to

Movement while in the Keep. - The Teleport Spell may not be used in the Keep. - Characters in the Keep may not cast Spells on Characters on the Main, City, Dungeon, Timescape or any other board.

- Characters in the Keep cannot be affected by Spells cast by Characters on the Main, City, Dungeon, Timescape or other board.

12 Events in the Keep

Characters in the Keep cannot be affected by any Event card from the Adventure, City, Dungeon, Timescape or other deck with the exception of Divine Intervention.

13 Special Abilities in the Keep

Characters in the Keep retain all Special Abilities except for those that enhance or alter movement. See rule 5.4.

14 New Cards

There are 2 new decks of cards that accompany this new Expansion.

- **VAMPIRE'S KEEP DECK** This deck consists of 55 cards and is used for normal encounters in the Keep. When a player is instructed to draw 1 or 2 cards in the Keep, they are taken from this deck.
- **TALISMAN VAULT DECK** This deck consists of 12 cards that are only drawn from when a Character is in the Talisman Vault Space.

15 Alternate Keep Rules

15.1 LEAVING THE TALISMAN CARDS IN PLAY

If you don't want to take all of the Talisman Cards out of the game, you can simply use the Vampire's Keep expansion as another option to acquire a Talisman. Follow all of the setup procedures, but leave the Talisman cards in the Adventure deck. If you choose this option, Characters should attempt to enter the Keep by visiting the Village Mystic, Enchantress or by drawing an Ethereal Portal Card only. See rules 4.3 - 4.5.

15.2 THE VAMPIRE TREASURE HOARD

Instead of a Character Gaining a Talisman, you can implement the Treasure Horde Table. When a Character has reached the Talisman Vault space, they roll 2 dice:

2. Gain 10 Gold
3. Gain 9 Gold
4. Gain 8 Gold
5. Gain 7 Gold & 1 Spell
- 6-7. Gain 6 Gold & 2 Spells
- 8-9. Gain 6 Gold, Armor & Sword
10. Gain 7 Gold & Sword
11. Gain Sword, Shield & Armor
12. Gain Sword, Shield, Helmet & Armor

After the Character gains their Treasure, they must then draw 3 Vault Cards. If the Character encounters all 3 Vault Cards and Survives, they may leave the Keep on their next turn. If the Character is killed, their Treasure, Objects and Followers are placed in the Vault and may be picked up by any Character landing there and kept if they survive!

15.3 VAMPIRES' KEEP as an ALTERNATE ENDING

The Keep can also be used to replace the perils of Inner Region. To implement this method, a Character that gains a Talisman and survives the Keep may then move immediately to the Crown of Command. This could make for a short and bloody game.

CREDITS

VAMPIRES' KEEP was created by Kenneth R. Picklesimer, Jr. 1998-1999.

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