

Dragons' Lair

Dave Katleman

1 Credits

This expansion set was created through the hard work of several people. Please let them know if you like it!

David Katleman - Original concept and design

Carsten Both - Artwork: Ettin, Bugbear, Rust Monster, Xorn, Mummy, Group of Skeletons, Giant Undead Rat, Mindflayer, Prayer Beads of Antioch, Bottle of Dragon Wine.

Ken Picklesimer - Artwork: Umber Hulk, Stone Golem, Rogue, Expert Assassin, Insane Priest, Trio of Ghouls, Barbed Devil, Spelunker, Dragon Slayer, Dragon Droppings, Poisonous Vapors, Plea for Assistance, Gate to the Netherworld, Bracers of Defense, Javelin of Lightning, Wererat.

Sam Wallace - Editing and Project Coordination; Artwork: Stirge, Fire Beetle, Piercer, Beholder, Wraith, Shimmering Pool, Pit with Spikes, Altar of Dark Magic, Ring of Poison Resistance, Amulet of Spell Storing, Spectacles of Prophecy, Dragons Bones, Leather Backpack, Scroll, Dragon Scale Shield, Ingot of Mithral, Pouch of Gemstones, Dragon Pies, Flying Carpet, Wyvern, Peryton, Bone Devil, Dragon's Roar, Manticore, Assassins Guild. Misc: Cardbacks

DungeonQuest illustrations were used on: Cave-In, Secret One-Way Passage.

2 Summary of Play

The Talisman Dragons' Lair is designed for use as an expansion of Games Workshop's Talisman boardgame, and cannot be played without the Talisman rules. While traveling around the conventional board, players may discover Entrances to the Lair. Those who choose to do so may then enter and seek the Dragons in their Lairs around the edge of the board. To get there, they must first pit Strength or Craft against the denizens of this underground region. It is easy to get lost underground, so be sure to come well prepared or you will end up facing the wrath of the incredible Chromatic Dragon alone.

3 Components

1 Rule sheet (which you are reading)

- 1 Game board
- 52 Dragons' Lair cards
- 4 Adventure cards

4 Setting up

1. Set up the main game as normal. Add the new Adventure cards to the deck and shuffle them in.
2. Place the Dragons' Lair board next to the main board.
3. Shuffle the Dragons' Lair cards and place them face down next to or on the Dragons' Lair board.

5 Finding Dragons' Lair Entrances

1. When a Dragons' Lair Entrance card is drawn from the Adventure deck, it is treated as a Place card and placed face up on the space where it was found. When there are two Entrance cards on the board, any subsequent Entrance cards that are drawn are ignored; they are placed on the discard pile and new cards are drawn in their place.
2. Dragons' Lair Entrance cards are not affected by the Destruction Spell or the Earthquake card: they remain on the board when these cards are played.
3. Alternate rule: No more than one Dragons' Lair Entrance, Cave Entrance or Dungeon Doorway may be found in either the Outer or Middle Regions. When an additional Dragons' Lair Entrance is found in a Region, it can either be discarded or replaced by a Dungeon Doorway or Cave Entrance, and vice versa.

6 Entering the Lair

1. You must land on one to enter. At the start of the next turn, you may move your Character to the entrance space on the Dragons' Lair board. Moving into and out of the Dragons' Lair is considered to take one turn.

2. Mules may be taken into the Dragons' Lair. Horses, Warhorse, and Horse and Cart must remain outside (may be discarded at the option of the owner, upon entering).
3. The Dragons' Lair is considered to be a separate Region.
5. If the Character survives the breath of the mighty Dragon, it must immediately fight a Combat with it. If victorious, the following applies:
 - (a) You may immediately apply the Strength of the Dragon to your Strength, adding to any other Enemies you might have in your possession. The value of the Dragon may not be retained as with Enemies, so if it cannot be used immediately, it is lost.
 - (b) You find a quarter of the Dragon's Strength, rounded up, in Bags of Gold.
 - (c) Roll a die and add 7 to the result. If the total is less than the Dragon's Strength, you have found an Object. Draw cards from the Dragons' Lair deck until you find an Object or Magic Object.
 - (d) Alternate Rule: If desired, Treasure cards from Sam Wallace's Cave may be drawn if an object is to be drawn.

7 Movement in the Lair

1. Movement in the Dragons' Lair is quite random, for the most part, without the proper equipment or Followers. For movement: roll one die and move one space in the direction indicated by the space you are currently on.
2. Torches from the Dungeon work the same way in the Dragons' Lair.
3. The Gyro Compass from Timescape allows you to re-roll your movement, but is not usable in addition to a Torch or Spelunker.

8 Encounters in the Lair

Encounters in the Lair are dealt with in the same way as those on the main board, with the following exceptions:

1. Any ranged weapons are limited to adjacent spaces.
2. Spells that are restricted to a number of spaces are limited to adjacent spaces in their results.
3. Characters within a particular Dragon's Lair may not be affected in any way by another Character until they have left the Lair.
4. All Dragons Breath prior to Combat. Results are resolved as for a Psychic Combat, though Armor, Shields, et cetera may be used to prevent the loss of Life. Following is a summary of the different Dragons who have laired on the board (Note: there is more information printed on each of the Lairs).
5. Regardless whether you defeat the Dragon or not, your Character is placed on any one of the upturned cards in the Lair (your choice) or at the Entrance if none are currently upturned.
6. If an Object or Bag of Gold is placed in a Dragons' Lair, it is considered to be additional treasure, claimable if that Dragon is defeated. Exception: any living Object will be eaten.
7. Any Follower left alone in a Lair is immediately devoured, with the exception of the Dragon Slayer and Dragon Master. These Followers are not encountered until the Dragon is defeated.

9 Events in the Lair

1. The Blizzard has no effect on Characters in the Cave.
2. For the Region the Lair falls into, see 6.3 above.
3. Nothing may remove a Lair Entrance from the Board once it has been played. It can be moved but not removed.

10 Special Abilities in the Lair

Amazon, Centaur: You may not use your special movement ability in the Lair.

Assassin: You may not assassinate a Character in a Dragon's Lair. You may subtract one from the price of a contract at the Assassins Guild. You may also take the Expert Assassin as a Follower, adding one to your Craft.

Dragon	Base Str/Cra	Breath
Red	6+1d6	Fire
Blue	5+1d6	Lightning
Green	4+1d6	Poison
Black	3+1d6	Acid
White	2+1d6	Cold
Chromatic	8+1d6	Special*

* Roll 1d6 1-3 = One Breath, 4-5 = Two Breaths. Roll to determine type.

- Dwarf: You may alter any die roll you make in the Lair by one.
- Gypsy, Philosopher, Prophetess: You may not look at Lair cards in advance and are affected by all you draw.
- Hobbit, Thief, Master Thief: You may attempt to steal one Treasure from a Dragon. 5-6: successful, take the top Object (or Treasure Card if using alternate rule 7.10) and leave the Lair.
- Inquisitor: You may not imprison other Characters while in the Lair.
- Leprechaun: Teleporting works while in the Lair.
- Martial Artist: You may only use your Killer Blow against other Characters while in the Lair.
- Merchant: You may not trade with the Dragons.
- Minstrel: The Dragons will attack you.
- Necromancer: You may not evade the Dragons.
- Ninja: You must encounter all the spaces you land on and may not Evade Enemies while in the Lair.
- Orc: A Wolf does not allow you a movement bonus while in the Lair.
- Swashbuckler: You gain no extra turn from successful Combats while in the Lair.
- Witch Doctor: You may not use your Evil Eye while in the Lair.
- Space Marine: You may use your Bolt Gun while in the Lair, but it is restricted in range (see 8.2).
- Cyborg: You may add one to the die when rolling for movement in the Lair.
- Astropath: Your illusions will not allow you to evade the Dragons.
- Archaeologist: You may fire your Pistol while in the Lair, but it is restricted in range (see 8.2).
- Dragon Slayer: If you succeed in defeating a Dragon, you may choose which Object to take rather than drawing for it.
- Dragon Priest: You proceed as if you had defeated the Dragons when visiting their Lairs, once per Lair. However, you do not fight a Combat or Psychic Combat while there and thus do not gain any experience for the encounter. If you enter a Lair after having gained your reward from it, you still do not face the Dragon there in Combat or Psychic Combat, but you can only gain cards already on the space.
- Dragonrider: You may not take the Dragons in the Dragons' Lair as your Followers.
- Questing Knight: You must fight any of the Dragons in their Lairs regardless of what the difference is between your respective statistics. You may not attempt to evade them.
- Samauri: You may fire your bow while in the Lair, but it is restricted in range (see 8.2).