

# GUARD TOWER

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## Introduction

The Tower Guards expansion is for use with the Talisman 3rd Edition Dragon's Tower. This is meant to be used in conjunction with a Capture the Flag style game played by several teams on two or more boards, but can be used as an alternative way to end a normal game. While the Dragon's Tower expansion is from the Talisman Third Edition set, it is easily adaptable for the Second Edition. Cards for this expansion are provided in both the Third and Second Edition format.

## Rules

### Introduction

Once a Character has successfully taken the top space on the Tower, the Tower is presumed to be cleared of the Dragon's minions and replaced with Guards who are loyal to the new Monarch. Still, dangerous creatures may lurk within the Tower, attacking any and all without discrimination.

### 1 Setup

- 1.1 Remove any Tower cards from the Tower board.
- 1.2 Remove the Monarch card from the Guard Tower cards.
- 1.3 Shuffle the Guard Tower cards and place them next to the Tower or in a similarly accessible place.

### 2 Movement and Play

- 2.1 Movement is identical to the rules normally associated with the Dragon's Tower, with the exception that Characters must encounter each space on the way out if they choose to flee the Tower.
- 2.2 Spaces are encountered as normal, except that 2 additional cards are drawn beyond those already on or called for by any Tower space. There is no limit to the number of cards that any space can have, always draw at least 2 cards whenever the space is encountered.

### 3 Special Situations

- 3.1 Any time a Character faces Guards in Combat, that Character may surrender and be taken under arrest. Arrested Characters are stripped of all possessions and Followers and are taken to the Donjon in the City (2nd Edition City) the Guard Tower in the Village (2nd Edition Village) or sold into slavery to the Temple.
- 3.2 The Scepter of Authority (from my Cave set) grants the bearer the right to bypass any Guards without resorting to Combat or Psychic Combat. A Character with the Scepter may attack Guards as normal. If the Character is the victor, the defeated Guards will join the Character as Followers, adding their Strength (or Craft) to the Character's in Combat (or Psychic Combat).

### 4 The End

- 4.1 Upon reaching the top of the Tower, the invading Character takes the Monarch card. The Monarch can take Guards as Followers. All Combat against a Monarch is final; it results in the complete loss of all lives by the loser. Stand-offs count as victories on the part of the Monarch. Characters who defeat the Monarch in Combat may take the Monarch card. This excludes Lives lost to Spells, unless they deprive the Monarch of his or her final Life. If the Monarch card is ever unclaimed, a Character may claim it only by reaching the top of the Tower. Characters may lose the Monarch card either by choosing to do so at any time (abdication) or by another reaching the top of the Tower in their absence (coup), though they retain any Guards previously claimed as Followers.
- 4.2 A Monarch fleeing the Tower may go directly to the Plain of Peril space. Invading Characters must retrace their way through the Tower.

### 5 Notes

- 5.1 Characters may bypass the Portcullis by use of the Secret Passage.