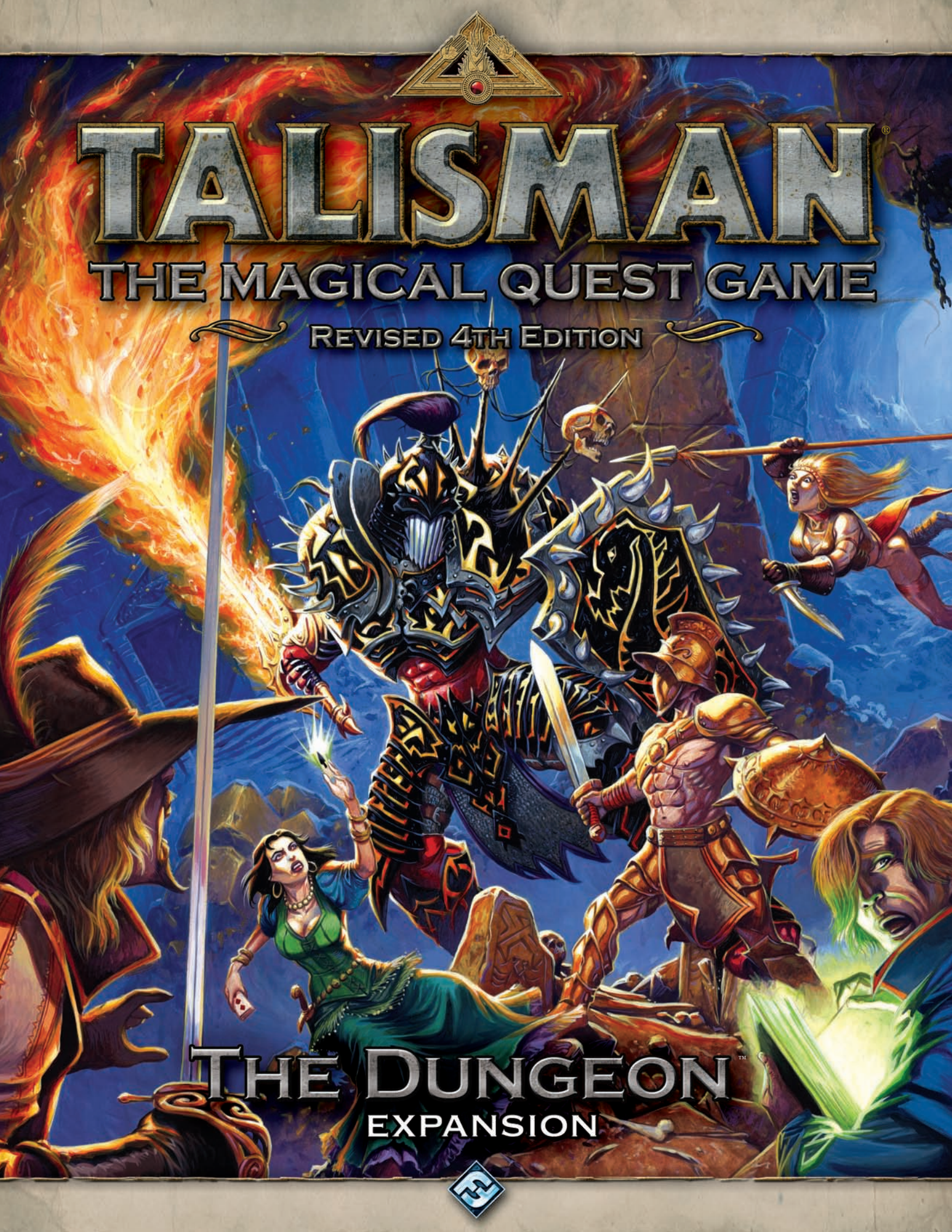




TALISMAN

THE MAGICAL QUEST GAME

REVISED 4TH EDITION



THE DUNGEON

EXPANSION



THE LEGEND OF THE LORD OF DARKNESS

Eons ago, a crafty wizard dared to pit his arcane arts against the infernal powers of the Lord of Darkness. The battle raged for days until finally, to the demon overlord's outrage and horror, the wizard trapped him within his own dungeon and stole his diabolical powers.

Using the power he had taken from the Lord of Darkness, the wizard enslaved mysterious spirits and compelled them to forge a magical crown for him in the Valley of Fire. While he wore this Crown of Command, no one dared challenge the wizard's absolute rule over the land of Talisman.

But that was centuries ago. Time finally accomplished what no army could do, and laid the wizard low. In his final days, he hid the Crown of Command in the most perilous part of the most dangerous land in his realm. He set around it the most fearsome guardians that his most powerful spells were able to command, to wait for the day when a champion with sufficient strength, wisdom, and courage will take his crown and rule in his stead.

But the Lord of Darkness still remains locked in his dark prison, its murky precincts home to all manner of loathsome and vicious creatures who do his nefarious bidding. The demon's undead legions infest its depths, eager to devour the hapless souls who wander or become trapped there. The Goblin King and his thieving minions also lurk in the subterranean maze, filling the dark lord's treasure room with untold wealth and powerful artefacts. And everywhere tread the evil one's iron golems, destroying all who cross their path.

EXPANSION OVERVIEW

Surrounding the land of Talisman are four great kingdoms known as **REGIONS**. Each Region offers great opportunities, as well as terrible dangers, for adventurers brave enough to enter them. This expansion allows you to enter one of these extraordinary areas – the Dungeon Region ruled by the dreaded Lord of Darkness.

OBJECT OF THE GAME

The object of the game remains the same as the *Talisman Revised 4th Edition* base game. Characters must reach the Crown of Command in the centre of the board and then, by casting Command Spells, force the other characters out of the game. However, the Dungeon Region offers a new way to reach the Crown of Command via the Treasure Chamber space (see "Treasure Chamber" on page 7).

THE DUNGEON ICON

Cards in *The Dungeon* expansion are marked with an **EXPANSION SYMBOL** to differentiate them from the cards in the base game.

Additionally, some of the new Adventure Cards are only used if the Dungeon board is being used. In addition to the expansion symbol, these cards are marked with a **DUNGEON ICON**, which appears next to the card's title. If the Dungeon board is being used, players encounter these cards as normal. If the Dungeon board is not being used (see "Setup" and "Using Only Portions of The Dungeon" on page 4), cards marked with a Dungeon icon next to their title are discarded when drawn, and a replacement card is drawn from the top of the Adventure deck. (Alternately, all cards with a Dungeon icon can be removed from the Adventure deck before the game begins if the Dungeon board is not being used.)



COMPONENTS

The Dungeon expansion includes the following components:

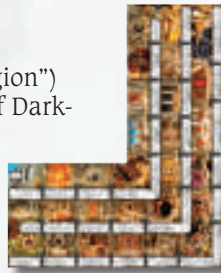
- This Rulebook
- 1 Dungeon Board
- 128 Dungeon Cards
- 20 Spell Cards
- 10 Adventure Cards
- 10 Treasure Cards
- 5 Character Cards
- 5 Plastic Character Figures

COMPONENT OVERVIEW

Below is a brief description of each game component.

DUNGEON BOARD

The Dungeon board (referred to as a “Region”) depicts the domain and lair of the Lord of Darkness. The Dungeon Region holds many dangers, but also offers great riches and powerful Treasures to those characters bold enough to enter.



DUNGEON CARDS

There are 128 Dungeon Cards, featuring new Events, Enemies, Strangers, Objects, Followers, and Places. Dungeon Cards are similar to the Adventure Cards in the base game, but are encountered by characters exploring the Dungeon Region.



ADVENTURE CARDS

The 10 new Adventure Cards feature new Events, Enemies, and Places. Most of the Adventure Cards work exactly like those in the base game. Adventure Cards with a Dungeon icon next to their title are only used if the Dungeon board is being used (see “The Dungeon Icon,” on page 2).



SPELL CARDS

There are 20 new Spell Cards, detailing Spells characters may cast during the game. These Spell Cards work exactly like those in the base game.



TREASURE CARDS

The 10 Treasure Cards are Magic Objects characters may obtain by killing the Lord of Darkness in the Dungeon’s Treasure Chamber (see “Fighting the Lord of Darkness” on page 7).



CHARACTER CARDS

The five new Character Cards work exactly like those in the base game, and offer players an even larger selection of heroes to play.



CHARACTER FIGURES

Each of the new heroes have a plastic figure used to represent that character on the board.



SETUP

When playing with *The Dungeon* expansion, add the following steps to the base game's setup:

1. Shuffle the new Character, Adventure, and Spell Cards into their respective decks.
2. Take the new Dungeon board and place it next to the main Talisman board as shown in the diagram below. Shuffle the Dungeon deck and place it next to the Dungeon board.
3. Leave the new Treasure Cards in the game box until they are needed.



USING ONLY PORTIONS OF THE DUNGEON

While *The Dungeon* expansion is intended to be used as a whole, players are welcome to play *Talisman* using only some of the elements of the expansion. Specifically, the new Character and Spell Cards may be used without including the new Dungeon, Treasure, and Adventure Cards or the Dungeon board.

DRAWING CARDS IN THE DUNGEON

When characters in the Dungeon Region are instructed to draw cards, they always draw Dungeon Cards rather than Adventure Cards. This is true even when, for example, cards and special abilities specifically instruct the player to draw one or more "Adventure Cards."

MOVEMENT IN THE DUNGEON

Movement in the Dungeon follows the normal movement rules; characters roll one die and move the indicated number of spaces.

Each space on the Dungeon board is marked with an arrow. These arrows point in the direction characters should move in order to reach the Treasure Chamber. Characters may choose to move against the arrows if they wish. However, doing so takes them farther away from the ultimate prize, and closer to the Dungeon Entrance.



EXPANSION RULES

When playing *Talisman* with *The Dungeon* expansion, the basic rules of playing *Talisman* are unchanged, and the game is still won by reaching the Crown of Command and eliminating all other players. The only new rules needed are for entering and exploring the Dungeon Region. These are found below.

ENTERING THE DUNGEON

The Dungeon is connected to the main *Talisman* board at the main board's Ruins space. A character may enter the Dungeon Region simply by moving directly from the Ruins space on the main board to the Dungeon Entrance space, if his movement die roll provides him with sufficient movement.

Entering the Dungeon through the Ruins space is optional. Characters may choose not to enter the Dungeon, and travel around the Outer Region instead.

While characters travel around the main *Talisman* board, they may also discover Adventure Cards that allow them to enter the Dungeon Region. Rules for entering the Dungeon by means other than through the Ruins space are detailed on the specific Adventure Cards providing these means.

Note that characters *must* move either *directly with* or *directly against* the arrows when in the Dungeon. The Dungeon map is a linear path, and characters may *not* move in other directions, such as across a Dungeon space's text box. For example, a character could *not* move directly from the Library space to the Hall of Darkness space.

The diagram to the right illustrates the path characters should follow through the Dungeon to reach the Treasure Chamber. The red arrow highlights the path leading to the Treasure Chamber.



EXAMPLE OF ENTERING THE DUNGEON

The Gypsy begins her turn on the Tavern and rolls a “5” for her move. She decides to move clockwise to the Ruins and explore the Dungeon, by moving to the Dungeon Entrance.

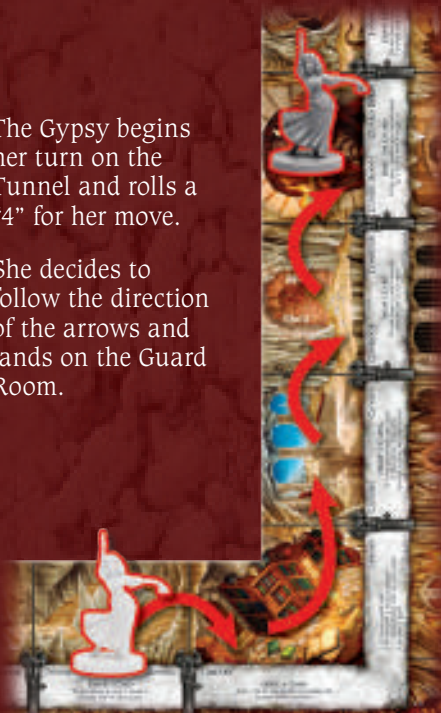
The Gypsy then continues her move in the Dungeon, and finally lands on the Tunnel.



EXAMPLE OF MOVING IN THE DUNGEON

The Gypsy begins her turn on the Tunnel and rolls a “4” for her move.

She decides to follow the direction of the arrows and lands on the Guard Room.



EXAMPLE OF LEAVING THE DUNGEON

The Gypsy begins her turn on the Tunnel and rolls a “4” for her move. She decides to leave the Dungeon by moving against the direction of the arrows. The Gypsy exits the Dungeon via the Ruins and continues her move on the main game board.



The Gypsy decides to continue her move counterclockwise in the Outer Region, finally landing on the Fields.



Alternatively, the Gypsy could have decided to continue her move clockwise in the Outer Region, finally landing on the Plains.



LEAVING THE DUNGEON

Some Dungeon encounters grant characters the opportunity to exit the Dungeon and return to the main game board. Other than these encounters, the only ways to leave the Dungeon are to reach the Treasure Chamber (see “Treasure Chamber” on page 7) or to exit to the Ruins via the Dungeon Entrance space. When exiting via the Dungeon Entrance, a character with sufficient movement to continue past the Ruins must choose between continuing his movement clockwise or counterclockwise in the Outer Region.

EMERGE FROM THE TREASURE CHAMBER

After a character kills the Lord of Darkness, has a stand-off, or is defeated, he must leave the Treasure Chamber and determine where he emerges on the board.

To determine where the character emerges, subtract the Lord of Darkness's attack score from the character's attack score and consult the chart on the Treasure Chamber space. The greater a character's attack score, the closer he emerges to the Inner Region. If a character's attack score beats the Lord of Darkness's score by eight or more, he emerges directly on the Crown of Command! If the Lord of Darkness's attack score is greater than the character's attack score, the character must use the "0" result on the Treasure Chamber's chart.

Characters that emerge on the Crown of Command do not need to have a Talisman to enter the space.

If a character kills the Lord of Darkness without resolving an attack (such as by casting the Finger of Death Spell), the character must use the "0" result on the Treasure Chamber's chart.



EXAMPLE OF RESOLVING THE TREASURE CHAMBER

The Gypsy begins her turn on the Summoning Circle and rolls a "6" for her move. She moves to the Treasure Chamber and must end her move there, even though her movement roll was more than the two spaces between her and the Treasure Chamber.

The Gypsy chooses to fight the Lord of Darkness in psychic combat instead of battle. She has a total of 13 Craft in psychic combat and rolls a "3" for her attack roll. This brings her attack score to 16. The Lord of Darkness rolls an attack roll of "2," bringing his attack score to 14.

Since the Gypsy's attack score is higher, she kills the Lord of Darkness and chooses one Treasure Card from the Treasure deck as a reward. If her attack score had been equal to or less than the Lord of Darkness's attack score, she would not have killed him or received a Treasure Card.

The Gypsy determines where she emerges on the board when leaving the Treasure Chamber by subtracting the Lord of Darkness's attack score of 14 from her own attack score of 16, which corresponds to the "2" result on the Treasure Chamber space. She immediately moves to the Chasm and encounters that space.

OTHER RULES

This section clarifies rules regarding new cards, special abilities, and space instructions for the Dungeon Region.

MOVING FORWARD

Some cards or spaces in the Dungeon instruct a character to **MOVE FORWARD** a number of spaces. If a character is instructed to move forward, he must move the indicated number of spaces in the direction indicated by the arrow on each space.



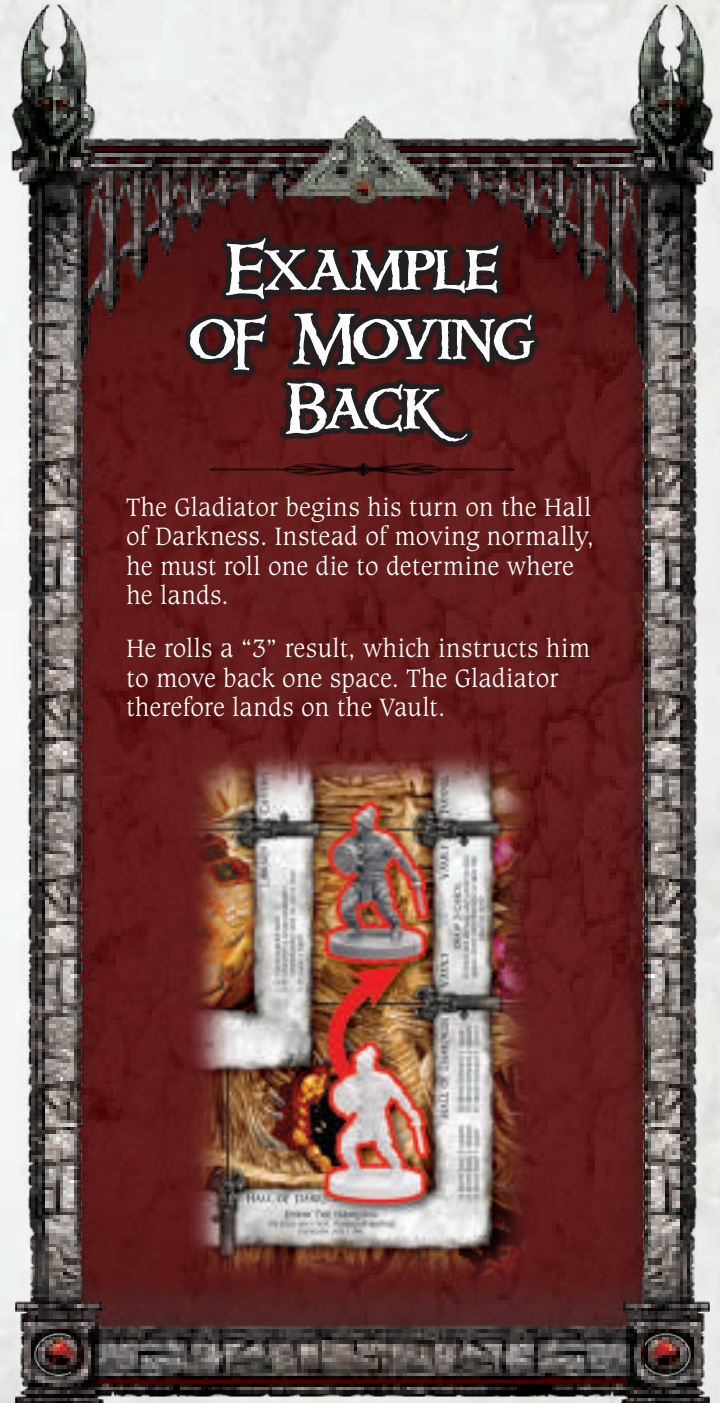
EXAMPLE OF MOVING FORWARD

The Gladiator begins his turn on the Hall of Darkness. Instead of moving normally, he must roll one die to determine where he lands.

He rolls a "4" result, which instructs him to move forward one space. The Gladiator therefore lands on the Tunnel.

MOVING BACK

Some cards or spaces in the Dungeon instruct a character to **MOVE BACK** a number of spaces. If a character is instructed to move back, he must move the indicated number of spaces against the direction indicated by the arrow on each space.



EXAMPLE OF MOVING BACK

The Gladiator begins his turn on the Hall of Darkness. Instead of moving normally, he must roll one die to determine where he lands.

He rolls a "3" result, which instructs him to move back one space. The Gladiator therefore lands on the Vault.



MOVING CLOCKWISE OR COUNTERCLOCKWISE

If a character or card is instructed to **MOVE CLOCKWISE**, it must move following the direction indicated by the arrows on each space.

If a character or card is instructed to **MOVE COUNTERCLOCKWISE**, it must move against the direction indicated by the arrows on each space.

MOVING AFTER DEFEAT

If a character is defeated and is instructed to land on a space, the character must move to that space and immediately end his turn. A defeated character may not encounter the space he lands on, nor may he encounter a character on that space.

TREASURE CARDS

Treasure Cards are treated in all respects like Adventure Cards once they are in a character's possession, except that if they must be discarded, they are removed from the game instead of being placed in the discard pile. Such cards do *not* return to the Treasure deck and they are *not* available to characters who later kill the Lord of Darkness.

Treasure Cards may be ditched, discarded, stolen, or sold like other Objects.

SPECIAL ABILITIES INVOLVING ADVENTURE CARDS IN THE DUNGEON REGION

Special abilities and effects that apply to Adventure Cards behave differently when characters are in the Dungeon Region rather than the Outer, Middle, or Inner Regions. When used within the Dungeon Region, these special abilities and effects apply to cards from the Dungeon deck instead.

For example, the Prophetess's special ability states that whenever she draws Adventure Cards, she may discard one card of her choice and draw one more card to replace it. While the Prophetess is in the Outer, Middle, or Inner Region, her ability applies to cards from the Adventure deck. However, while she is in the Dungeon Region her ability applies to cards from the Dungeon deck instead.



ALTERNATIVE RULES

These are rules that players can include to add new experiences to the game. If players want to use any of the rules discussed here, they should make sure that everyone understands and agrees to the rules before the game begins.

WINNER TAKES ALL

This alternative rule replaces the regular victory condition. Instead of winning the game by reaching the Crown of Command, the first player to kill the Lord of Darkness wins!

SHORT DUNGEON GAME

This is an option allowing players to play a short game solely within the Dungeon. The main board and Adventure Cards are not used. All characters are set up in the same manner as in the base game, but begin together at the Dungeon Entrance. Characters cannot encounter each other on the Dungeon Entrance. Play follows the base game and expansion's rules, however the first character to reach the Treasure Chamber and defeat the Lord of Darkness wins the game. If a character does not defeat the Lord of Darkness, he suffers the normal penalties for losing the attack. He then remains on the Treasure Chamber and continues to encounter the Lord of Darkness until he succeeds or is killed.

FIGHT OR FLIGHT

Playing with this alternative rule imposes stricter movement rules in the Dungeon. Movement in the Dungeon follows the normal rules; characters roll one die and move the indicated number of spaces. However, characters must move in the direction of the arrows listed on each space. Characters may only move against the direction of an arrow under the following circumstances:

- The character is instructed to do so by the rules on a card or space.
- When a character is *fleeing the Dungeon* (see below).

FLEEING THE DUNGEON

A character may declare that he is fleeing the Dungeon at the start of his turn, before he moves. When a character is fleeing, he must move against the direction of the arrows listed on each space until he exits the dungeon via the Dungeon Entrance. Once a character has declared his intention to flee, he cannot change his mind and must continue moving toward the Dungeon Entrance until he leaves the Dungeon region and reaches the main board. A character does not have to stop moving when he moves back to the main board, and must move the full number of spaces indicated by his movement roll as normal.

RANDOM TREASURES

If a character kills the Lord of Darkness and gains a Treasure Card, he must draw one card from the Treasure deck randomly instead of choosing which Treasure Card he receives.

CHARACTER LORE

Who dares seek the rewards of the Dungeon? Behold those would tempt fate and risk all for such a prize. Look into their hearts, and learn the true nature of these brave adventurers!

GLADIATOR

A merciless and highly skilled combatant who lives only to prove that he is the mightiest fighter in the world.



AMAZON

A fierce and proud member of a sisterhood of warlike women, hesitant to trust outsiders and willing to do anything for the good of her clan.



SWASHBUCKLER

An adventurous, care-free daredevil who never backs down from a challenge or a chance to rescue a maiden.



GYPSY

A kind-hearted wanderer who lives outside the law and roams the land telling fortunes and peddling her magics.



PHILOSOPHER

An aloof and insightful scholar who shapes the ideas of those around him with his keenly honed intellect.





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