

THE TALISMAN

DUNGEON

The legends say that the wizard who ruled this land of old constructed a great Dungeon complex beneath his realm, filled with mysterious chambers and deadly traps. Anyone who entered the Dungeon might with courage and perseverance discover a route to the fabled Crown of Command. Now at last the long-lost entrance to the Dungeon has been found.

Let the new adventure begin!

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1. Summary of Play

The Talisman Dungeon is designed for use as an expansion of Games Workshop's *Talisman* boardgame, and cannot be played without the *Talisman* rules. While travelling around the conventional *Talisman* board, players may discover *Doorways* leading into the Dungeon. Those who choose to do so may use the doorways to enter the Dungeon, where they will find all manner of new perils and adventures. The Dungeon may lead them straight to the Crown of Command, or into terrible danger - that is the risk they take.

2. Components

This box should contain the following:

- 1 Dungeon Game Board
- 4 *Doorway* Adventure cards
- 36 *Dungeon* cards
- 14 Character cards
- 14 playing piece cards
- 1 rulesheet (you're reading it).

If any of these components are missing or damaged, write to us at the address below and we'll be glad to replace them.

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3. Setting Up

3.1. Set up the main game as normal, and shuffle the four *Doorway* cards into the deck of Adventure cards.

3.2. Place the *Dungeon* board beside the main board.

3.3. Shuffle the deck of *Dungeon* cards and place them face down beside the *Dungeon* board.

4. Discovering Doorways

4.1. When a *Doorway* 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 *Doorways* on the board, any subsequent *Doorway* cards which are drawn are ignored; they are placed on the discard pile and a new card is drawn in their place.

4.2. *Doorway* cards are not affected by the *Destruction* spell or the *Earthquake* card, and remain on the board.

5. Entering the Dungeon

5.1. To enter the Dungeon you must first land on a *Doorway*.

5.2. On your next turn you may move onto the *Entrance* space of the *Dungeon* board. You must stop there, and may carry on into the *Dungeon* on the following turn instead of carrying on round the main board. Entering the *Dungeon* is optional, and you may always choose to carry on round the main board if you wish.

5.3. The *Horse*, the *Warhorse* and the *Horse and Cart* may not be taken into the *Dungeon*; you must discard these cards when you enter the *Dungeon*.

6. Movement In The Dungeon

6.1. The *Dungeon* board is laid out in a spiral, with the *Entrance* at the outside of the board and the end of the *dungeon*, the *Treasure Chamber*, at the centre.

6.2. Characters in the *Dungeon* follow the spiral path to the *Treasure Chamber*, rolling one die and moving the indicated number of spaces in the same way as movement on the Outer and Middle Regions of the main board. Note, however, that in the *Dungeon* you may only move towards the centre, except under special circumstances as outlined below.

6.3. Movement in the *Dungeon* must follow

the spiral path marked out on the board; characters may not move through walls.

6.4. A character may only move backwards (away from the centre) under the following circumstances:

If the character is instructed to do so by the rules on a card or space;

When a character is defeated in combat or psychic combat, he or she must move towards the *Entrance* on the next turn *only*.

When a character is *fleeing the Dungeon* - see **9** below.

6.5. Some characters who have Special Abilities which alter their movement will find that these are modified while in the *Dungeon* - see **12** below.

7. Encounters in the Dungeon

7.1. Encounters in the *Dungeon* are dealt with in precisely the same way as encounters on the main board.

7.2. Some characters who have Special Abilities which affect fighting and spellcasting will find that these are modified while in the *Dungeon* - see **12** below.

7.3. When a character is defeated in Combat or Psychic Combat he or she must move towards the *Entrance* on the next turn. Roll the dice as normal, but move back towards the *Entrance* space. You must stop moving if you reach the *Entrance* space itself.

8. Leaving the Dungeon

8.1. When you reach the *Treasure Chamber*, you must end your move there. On your next turn you leave the *Dungeon* by rolling one die and consulting the *Treasure Chamber* table to see where you come out. Add 1 to the die roll for each character on the *Crown of Command* space, counting scores over 6 as 6. Leaving the *Dungeon* in this way constitutes your move for that turn, and you may not move further until the following turn.

8.2. You may not enter the *Dungeon* and leave it on the next turn - you must make a move as described in **6.2** above. However, if you find yourself back at the *Entrance* on any subsequent turn, you may leave the *Dungeon* on your next turn if you wish by moving to any *Doorway*

on the main board. Moving to the *Doorway* takes up your whole move. Once you have done this, you *must* move around the main board for at least the next turn.

8.3. You may leave the Dungeon via the *Tunnel* if you land on a space where the appropriate card is laid face-up.

9. Fleeing The Dungeon

9.1. At any time after you have left the *Entrance*, you may declare that you are *fleeing the Dungeon*. You now make all your moves in the direction of the Entrance. You cannot change your mind, but must go all the way to the Entrance. Once there, you leave the Dungeon as described in **8.2** above.

9.2. If you are defeated in combat while fleeing the Dungeon, you still continue moving towards the *Entrance* in the next turn.

10. Spells in the Dungeon

While in the Dungeon, you may cast Spells on players, cards and spaces on the main board - and characters on the main board may cast spells on you and on spaces in the Dungeon. The following clarifications may be helpful:

10.1. The *Destruction*, *Displacement*, *Metamorph* and *Divination* spells may be used on Dungeon cards.

10.2. The *Hex* and *Barrier* spells may be played on Dungeon spaces.

10.3. The *Misdirection* spell may be played on a player who is in the Dungeon.

10.4. The *Teleport* spell may not be used by a character who is in the Dungeon.

Otherwise, the Dungeon counts as a Region for the purposes of casting spells.

11. Events in the Dungeon

11.1 The following Events do affect characters in the Dungeon:

Evil Darkness, *Halloween*, *Magic Vortex*, *Market Day* and *Taxation*.

11.2. The *Blizzard* does not affect players in the Dungeon.

11.3. The *Astral Conjunction* does affect Spirits in the Dungeon.

Otherwise, the Dungeon counts as a Region for the purposes of Events.

12. Special Abilities in the Dungeon

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

12.2. Assassin: You may not Assassinate the Guard in the *Guard Room*.

12.3. Inquisitor: You may not Imprison other characters while you are in the Dungeon.

12.4. Leprechaun: You may not Teleport while you are in the Dungeon.

12.5. Ninja: While in the Dungeon, you must encounter all the spaces you land on, and may not Evade Enemies.

12.6. Orc: A *Wolf* does not allow you any movement bonus in the Dungeon.

12.7. Martial Artist: You may not use a Killer Blow against the Guard in the *Guard Room*.

12.8. Philosopher: While in the Dungeon, you may only see the next Dungeon card. While on the main board, you may only see the next Adventure card.

12.9. Prophetess: You may not draw an extra Dungeon card as you do with Adventure cards.

12.10. Zulu: When you Rout a character in the Dungeon, you may move him or her in either direction; on the next turn, he or she must still move towards the *Entrance*.

13. Alternative Dungeon Rules

With the agreement of all players, either of the following rules may be substituted for those normally governing the *Treasure Chamber*.

13.1. The table in the *Treasure Chamber* is ignored. When a character reaches the *Treasure Chamber* he takes one *Talisman*, and comes out at the *Portal of Power* on the next turn. When this rule is used, all *Talismans* are removed from the Adventure deck and placed beside the board with the other *Talisman* cards. A character who already has a *Talisman* may not pick one up from the *Treasure Chamber*.

13.2. The table in the *Treasure Chamber* is used as normal until one player reaches the *Crown of Command*. From this point, on any character who lands on the *Treasure Chamber* automatically goes to the *Crown of Command* on the next move.

14. The Short Dungeon Game

This is an option allowing you to play a short game in the Dungeon alone. The main board and Adventure cards are not used. All characters are set up in the normal way, but begin together at the *Entrance*. Characters may not encounter each other while on the Entrance space. Play follows the normal rules for the Dungeon, and the first character to reach the *Treasure Chamber* is the winner.

THE TALISMAN DUNGEON

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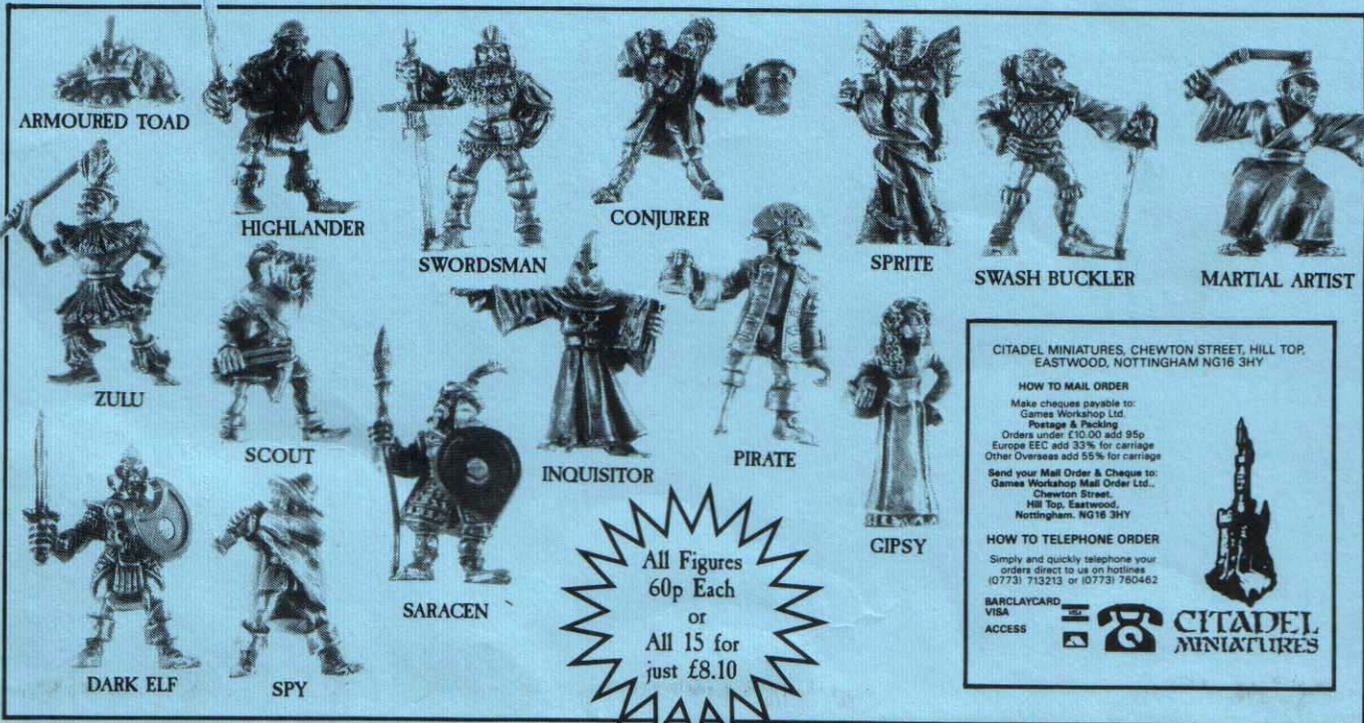
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