

TALISMAN 3rd Edition

Dungeons of Doom Expansion

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The Characters

There are 6 New Characters with the new game. Each character has a thick cardboard stat sheet, and a corresponding Citadel miniature. Everyone starts with 1 Gold, 4 Lives, 0 EP, and Craft and Strength according to the card. The characters are...

Beastman: S=4, C=2, Evil
Chaos Warrior: S=4, C=2, Evil
Druid: S=2, C=4, Neutral
Fire Wizard: S=2, C=4, Neutral
High Priest: S=2, C=4, Good
Shaman: S=2, C=4, Neutral

New Adventure Cards

Trapdoor - Try to avoid the trap door, or land in the Dungeon. (2 cards)
Harpies - Beat off the harpies, or get carried off to the Mountains. (1)

Realms

Each new expansion board represents an additional realm around the Talisman game board. This expansion includes the Dungeon Realm of the Lord of Darkness, and the Mountain Realm of the Eagle King. Movement in the realms is slower, roll the special realm die (1,1,2,2,3,4) for movement. Each realm includes new monsters, new treasures, and a strength 6 bad-guy at the end. You can move in either direction in the realms, and you can enter or leave at any time (by moving through the entrance of course.)

Dungeon Realm

Board

The dungeon opens onto the Ruins square of the main board. Most squares in the dungeon have you draw one, two, or three dungeon cards. Special squares include the Library and the Hall of Darkness (similar to 2nd Edition dungeon). At the end, is the Lord of Darkness, str 6. Beat him, and gain a Talisman plus 2 gold. Win or lose, on your next turn you exit to the Causeway.

Dungeon Cards

Events (7 cards): Cave-In, Fire, Green Mist, Magic Mirror, Slaver, Sliding Walls, Trap Door

Monsters (14 cards)

S=2: Goblin (x2)

S=3: Giant Rat, Orc, Skaven(x2)

S=4: Rat Ogre

S=5: Giant Spider, Giant Worm, Living Statue, Ogre

S=6: Crawling Slime, Giant Beetle

S=8: Bronze Dragon

Spirits (2 cards):

C=4: Phantom Hound

C=6: Nightmare

Strangers (1 card): Lone Dwarf

Followers (2 cards): Dog, Wise Man

Objects (7 cards): Crystal of Power, Gauntlet of Might, Gold Coins (x3), Spell Ring, Weighted Dice

Places (7 cards): Altar, Chest, Gong, Secret Passage (x2), Snake Pit, Tunnel

Mountain Realm

Board

The mountains open onto the Crags square of the main board. Most squares in the mountains have you draw one, two, or three mountain cards. Special squares include the Mountain Pass, the Karak Doom, the Abyss, and the Snow Bridge. At the end, is the Eagle King, str 6. Beat him, and on your next turn he will teleport you to any square, including the Wizard's Tower. Lose or draw, and he drops you in the Chasm.

Special Cards (4 cards)

The mountains include a couple new weapons you can find or be given. They are:

Runesword (x3) - +2 str, +1 craft in battle

Morak's Hammer - for one battle, add 6 to your str.

Mountain Cards

Events (6 cards): Cliff, Hidden Chasm, Howl of the Wendingo, Snow Storm, Tumbling Boulder, Volcano

Monsters (10 cards):

S=2: Snow Wolf

S=3: Chaos Dwarf, Mt. Lion, Orc(x2)

S=4: Yeti

S=5: Griffon

S=6: Woolly Mammoth, Wyvern

S=7: Ice Dragon

Spirits (2 cards):

C=5: Earth Elemental, Medusae

Strangers (2 cards): Dwarf Runemaster, Prospector

Followers (3 cards): Dwarf Mercenary, Guide, Merchant

Objects (12 cards): Dawnstone, Diamond, Emerald, Gold Coins (x3), Golden Guineas, Potion of Flight, Ring of Protection, Ruby, Scroll, Talisman

Places (2 cards): Ice Queen's Palace, Landslide