



TALISMAN[®]

THE MAGICAL QUEST GAME

REVISED 4TH EDITION

THE NETHER REALM
EXPANSION





WELCOME

*Battle, magic, glory, and death! Welcome to the magical realm of **Talisman**.*

The Nether Realm expansion for **Talisman: The Magical Quest Game** features a new deck of Adventure cards to explore called the Nether Deck as well as three new alternative endings. This rulesheet explains how to use the new components provided by **The Nether Realm** to enhance your **Talisman** experience.

COMPONENTS

Below is a brief description of every game component.

NETHER CARDS

This deck of 36 cards contains the many deadly creatures and encounters that characters can discover in the Nether Realm.



ALTERNATIVE ENDING CARDS

The three Alternative Ending Cards included in this expansion replace the base game's victory condition, offering players new ways to win the game.



THE NETHER REALM SYMBOL

Cards in this expansion are marked with a Nether Realm symbol so you can distinguish them from the cards in the base game.



THE NETHER DECK

The Nether Deck contains some of the most nefarious and difficult encounters in the **Talisman** world. It is used when playing with one of the three Alternative Ending Cards included in this expansion. Players will need to make sure their characters are ready to handle such extreme challenges when they draw a Nether Card.

Special abilities and effects that apply to Adventure Cards also apply to Nether Cards, but only after they have been drawn and placed on the board.



Nether Card



ALTERNATIVE ENDING CARDS

The inclusion of Alternative Ending Cards is optional, and players should agree whether or not to use them before starting the game. The Alternative Ending Cards included in *The Nether Realm* expansion are usable with Alternative Ending Cards from other expansions.

SETUP

To setup a game with Alternative Ending Cards, randomize the Alternative Ending Cards in your collection, take one random Alternative Ending Card, and place it faceup on the Crown of Command at the centre of the game board.

ENCOUNTERING ALTERNATIVE ENDINGS

Alternative Ending Cards replace the base game's victory conditions, offering players new ways to win the game. When using the Alternative Ending Cards, characters on the Crown of Command must encounter the Alternative Ending Card and follow the rules printed on the card; they cannot cast the Command Spell or encounter other characters on the Crown of Command unless the Alternative Ending Card specifically states otherwise.

All other rules regarding the Inner Region still apply when playing with Alternative Ending Cards:

- None of the creatures in the Inner Region (nor any of the Alternative Ending Cards) can be affected by any Spell. They also cannot be evaded.
- Characters on the Crown of Command cannot move and must remain on that space unless the Alternative Ending Card specifically states otherwise.
- After any character reaches the Crown of Command, any character who is killed automatically loses the game.

Alternative Ending Cards generally only affect characters on the Crown of Command. However, instructions that have a **star icon** at the start of their text affect all characters, no matter what Region they are in, including characters on the Crown of Command.



Star Icon



CAN YOU SURVIVE THE NETHER REALM?

The Nether Realm, where the most terrible beasts of fairy tales and nightmares live, once threatened to swallow up the world of men. Legends say that, thousands of years ago, a mighty wizard sealed the Nether Realm in a great golden box. But now, the box has been opened. The denizens of the Nether Realm are free to cross into this world and plunge those brave few who seek the Crown of Command into a living nightmare!

This expansion features three new alternative endings using Nether Cards, an exciting new deck of Adventure cards designed to challenge even the hardest of adventurers!

This **Talisman: The Nether Realm Expansion** includes:

- 36 Nether Cards
- 3 Alternative Ending Cards

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Requires
**Talisman Revised
4th Edition**
to play.

