



# TALISMAN<sup>®</sup>

THE MAGICAL QUEST GAME

REVISED 4TH EDITION



THE DEEP REALMS<sup>™</sup>  
EXPANSION





# WELCOME

*Darkness, danger, glory, and wealth! Welcome to the magical realms of Talisman.*

*The Deep Realms* expansion for *Talisman: The Magical Quest Game* features two new Realms to explore: the Wraith Lord's Domain and the Rat Queen's Lair. Adventurers may brave the rickety bridge in an attempt to cross between the game boards found in *The City* and *The Dungeon* expansions. Heroes can also choose to delve deep into the crypt of the Wraith Lord or the nest of the Rat Queen. These rulesheets explain how to use the new components in *The Deep Realms* to enhance your *Talisman* experience.



DEEP REALMS  
SYMBOL

## COMPONENTS



2 REALM CARDS



20 BRIDGE CARDS



20 TUNNEL CARDS

## SETUP

When playing with *The Deep Realms* expansion, resolve the following steps after setting up the base game, *The Dungeon* expansion, and *The City* expansion:

1. **Place Realm Cards:** Place the Wraith Lord's Domain (1a) and the Rat Queen's Lair (1b) Realm cards between the Dungeon and the City boards.
2. **Set Up Bridge Deck:** Shuffle the Bridge deck and place it *face down* between the Skull Passage and Rat Run spaces.
3. **Set Up Tunnel Deck:** Shuffle the Tunnel deck and place it *face down* next to the Realm cards.



4. **Set Up Loot Piles:** Take three random Treasure cards and place them *face up* on the Throne Room space (4a). Take two random cards each from the Armoury and Magic Emporium and place them *face up* on the Rat's Nest space (4b).





## THE DEEP REALMS

Hidden between the City and the Dungeon are two small, but dangerous **REALMS**: the Rat Queen's Lair and the Wraith Lord's Domain. Each of these Realms counts as a separate Region and is ruled by a powerful being who holds sway over all who dwell there and all who attempt to enter.

### RAT QUEEN'S LAIR

The Rat Queen makes her lair in the foul and fetid sewers under the City. She sends her endless tide of children into the overworld to steal what they can for her putrid nest.

Each Enemy encountered within the Rat Queen's Lair with "Rat" in its title adds 1 to its Strength during battle.

### WRAITH LORD'S DOMAIN

The Wraith Lord rules over dank crypts and endless catacombs with terror and eldritch might. Those who seek to plunder his tomb must face his terrible power.

Each Spirit encountered within the Wraith Lord's Domain adds 1 to its Craft during psychic combat.

### ENCOUNTERS IN REALMS

A character in a Realm cannot encounter other characters but must follow the instructions on his space.

### ENTERING THE REALMS

A character can enter the Rat Queen's Lair by moving into either Rat Run or Old Sewers from an adjacent space in the City, following the arrows. Characters can enter the Wraith Lord's Domain by moving into either Skull Passage or Catacombs from an adjacent space in the Dungeon, following the arrows. When a character enters a Realm, he must immediately end his movement.



### MOVEMENT IN THE REALMS

Before a character rolls a die for movement he must choose to either **ESCAPE** or **PRESS ON**.

If a character chooses to escape, he must roll for movement as normal and move directly against the arrow (into an adjacent Region), following the normal movement rules for that Region.

If a character chooses to press on, he does not roll a die for movement, but instead follows the instructions on his space, which are detailed in the following pages.



## RAT RUN AND SKULL PASSAGE

When a character encounters Rat Run or Skull Passage, he draws two cards from the Bridge deck and adds them to his space. When his turn ends, he takes all cards on the space and shuffles them into the Bridge deck. When a character on Rat Run or Skull Passage chooses to press on, he moves one space across the bridge; either from Rat Run to Skull Passage, or from Skull Passage to Rat Run.

**Example:** *The Tavern Maid begins her turn on Skull Passage. She may choose to either escape or press on. If she decides to press on, she moves one space to Rat Run (A). If she decides to escape, she rolls for movement and moves that many spaces out into the Dungeon (B).*



## OLD SEWERS AND CATACOMBS

When a character enters the Old Sewers or the Catacombs, he immediately takes the top three cards of the Tunnel deck and places them in a *facedown* stack in front of him.

When a character on the Old Sewers or the Catacombs chooses to press on and has any cards remaining in his stack, he encounters the top card of his stack (turning it *faceup* if it is *facedown*). When a character on the Old Sewers or the Catacombs chooses to press on and has no cards remaining in his stack, he moves forward one space following the arrow; from the Old Sewers to the Rat's Nest, or from the Catacombs to the Throne Room.

A character cannot encounter Adventure cards on the Old Sewers or Catacombs while he has cards remaining in his stack. After a character encounters and removes the last card in his stack, he then encounters *all* cards on his space before ending his turn.

When a character on the Old Sewers or Catacombs chooses to escape, or otherwise leaves his space, he discards all Tunnel cards remaining in his stack.

## RAT'S NEST

When a character encounters the Rat's Nest, he cannot take any Objects on the space and instead fights the Rat Queen in battle. The Rat Queen cannot be evaded and Followers, Spells, or Objects cannot fight in the character's place. The Rat Queen has a Strength of 3 and adds 1 to her Strength during battle for each Object on the Rat's Nest.

If a character defeats the Rat Queen, he takes one Object of his choice from the remaining Objects on the Rat's Nest and then teleports to any space in the Outer Region. If a character is defeated by the Rat Queen, he must ditch one of his Objects at random (in addition to the loss of life). If the result is a stand-off, or if the character is defeated, he moves to Rat's Road in the City and ends his turn.



## THRONE ROOM

When a character encounters the Throne Room, he cannot take any Treasure cards on his space and instead fights the Wraith Lord in psychic combat. The Wraith Lord cannot be evaded and Followers, Spells, or Objects cannot fight in the character's place. The Wraith Lord has a Craft of 4 and adds 1 to his Craft during psychic combat for each Treasure card on the Throne Room.

If a character defeats the Wraith Lord, he takes one Treasure of his choice from the remaining Treasure cards on the Throne Room and then teleports to any space in the Outer Region. If a character is defeated by the Wraith Lord, he loses 1 Craft (in addition to the loss of life) and places one random card from the Treasure deck *faceup* on the Throne Room. If the result is a stand-off, or if the character is defeated, he moves to the Hall of Darkness in the Dungeon and ends his turn.

## BRIDGE AND TUNNEL CARDS

Special abilities and effects that apply to Adventure cards also apply to Bridge and Tunnel cards, but only after they have been drawn and placed on the board. When a Bridge or Tunnel card is discarded, it is shuffled back into its corresponding deck.

## TERRAIN CARDS AND TOKENS WITHIN REALMS

Terrain cards, Spell cards, and tokens (Fireland tokens, Dragon Scales, character tokens, etc.) cannot be placed on Realm spaces. Ignore any effect that would place tokens on a Realm space.

## SPELLS AND OTHER EFFECTS

Each Realm counts as a separate Region for the purpose of the Command Spell, Spell cards, and other effects that affect characters depending on their Region.

## TRAPS

Some cards feature the *Trap* keyword printed above the card's effect. A character cannot use special abilities or effects to ignore or avoid encountering *Traps*, unless the special ability or effect specifically states that it is effective against *Traps*.





## WHAT WILL YOU FIND IN THE DEPTHS?

*Ancient tombs and foul-smelling sewers, twisting tunnels and treacherous traps; welcome to The Deep Realms! Between the dreaded Dungeon and the bustling City lay miles of mysterious passages filled with both wealth and danger. Do you dare delve into the dark depths of The Deep Realms?*

This expansion features two new Realms to explore and two exciting new decks of Adventure cards designed to challenge the most seasoned adventurers!

The **Talisman: The Deep Realms Expansion** includes:

2 Realm Cards • 20 Bridge Cards • 20 Tunnel Cards • 3 Rulesheets

### CREDITS

**Expansion Design:** Jon New with Samuel W. Bailey

**Talisman Revised 4th Edition Design:** Bob Harris and John Goodenough

**Producer:** Derrick Fuchs

**Graphic Design:** Evan Simonet

**Cover Art:** Anna Christenson

**Board Art:** Jacob Murray

**Interior Art:** Abrar Ajmal,  
William Thomas Arnold, Bruno Balixa,  
Helge Balzer, Sara Biddle, Dimitri Bielak,  
Mark Bulahao, Christopher Burdett, Felicia Cano,  
JB Casacop, Anna Christenson, Chris Casciano,  
Guillaume Ducos, Carolina Eade, and  
Allen Michael N. Geneta

**Managing Art Director:** Andy Christensen

**Art Direction:** John Taillon

**Playtesters:** Marcin "Nemomon" Chrostowski,  
Katie New, Sarah New, Zach Tewalthomas, and  
Paolo Tosolini

**FFG Licensing Coordinator:**  
Amanda Greenhart

**Lead Game Producer:** Steven Kimball

**Executive Game Designer:**  
Corey Konieczka

**Executive Producer:** Michael Hurley

**Publisher:** Christian T. Petersen

*As always, thanks to everyone at*  
**GAMES WORKSHOP**

*Talisman: The Deep Realms* © Copyright Games Workshop Limited 2014. *The Deep Realms, Talisman*, the Talisman logo, GW, Games Workshop, and all associated logos, illustrations, images, locations, weapons, characters, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world, and used under license. This edition published under license to Fantasy Flight Publishing Inc. Fantasy Flight Supply is TM of Fantasy Flight Publishing, Inc. Fantasy Flight Games and the FFG logo are ® of Fantasy Flight Publishing, Inc. All rights reserved to their respective owners. Fantasy Flight Games is located at 1995 West County Road B2, Roseville, Minnesota, 55113, USA. 651-639-1905. Retain this information for your records. Actual components may vary from those shown. Made in USA. **THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE BY PERSONS 13 YEARS OF AGE OR YOUNGER.**



**Requires Talisman  
Revised 4th Edition,  
The City, and The  
Dungeon to play.**

