



TALISMAN®

THE SACRED POOL™

EXPANSION

WELCOME

Quests, combat, glory, and gold! Welcome back to the magical realm of Talisman®.

The Sacred Pool expansion for *Talisman: The Magical Quest Game* features new character, Adventure, and Spell Cards. These cards work exactly like those in the base game, and should simply be shuffled into their respective decks.

COMPONENTS

Below is a list of all the components you will find in your copy of the *The Sacred Pool* expansion:

- This Rulesheet
- 72 Adventure Cards
- 16 Spell Cards
- 24 Quest Reward Cards
- 12 Stables Cards
- 3 Alternative Ending Cards
- 4 Neutral Alignment Cards
- 4 Character Cards
- 4 Plastic Character Figures (*note that due to packaging/shipping the figures are placed underneath the box inlay*)

COMPONENT OVERVIEW

Below is a brief description of every game component.

ADVENTURE CARDS

This deck of 72 cards contains the many creatures, events, and items that characters discover on their quest.



SPELL CARDS

This deck of 16 cards provide a variety of new Spells that may be cast during the game.



QUEST REWARD CARDS

This deck of 24 cards represent treasures and enchantments characters can gain by completing Warlock Quests.



STABLES CARDS

This deck of 12 cards detail mounts and beasts of burden that characters may obtain by means other than the Adventure Cards.



ALTERNATIVE ENDING CARDS

The 3 Alternative Ending Cards included in this expansion replace the base game's victory conditions, offering players new ways to win the game.



NEUTRAL ALIGNMENT CARDS

The 4 Neutral Alignment Cards are used to show when a character has changed alignment (with respect to what's printed on his character card).



CHARACTER CARDS

There are 4 character cards, each detailing a different character and his special abilities.



CHARACTER FIGURES

Each character card corresponds to a plastic figure that is used to represent that character on the board.



USING ONLY PORTIONS OF THIS EXPANSION

While *The Sacred Pool* expansion is intended to be used as a whole, players are welcome to play *Talisman* using only some of the elements of this expansion. Specifically, the new Character, Spell, Stables, and Alignment Cards may be used without including the new Quest Reward or Alternative Ending Cards.

THE SACRED POOL SYMBOL



Cards in this expansion are marked with a Lady of the Pool symbol, so you can differentiate them from the cards from the base game.

EXPANSION RULES

When playing *Talisman* with *The Sacred Pool* expansion, the basic rules of playing *Talisman* are unchanged. This rulesheet explains how to use the new Neutral Alignment, Stables, Quest Reward, and Alternative Ending Cards to enhance your *Talisman* experience.

NEUTRAL ALIGNMENT CARDS

Neutral Alignment Cards are placed with the Alignment Cards from the base game during game setup. Neutral Alignment Cards are used when a character's alignment changes to neutral during the game. When a character reverts to his original alignment, as it is printed on the character card, the Neutral Alignment Card is discarded.

STABLES CARDS

Stables Cards are placed **faceup** beside the board during game setup, and form the Stables deck. Some encounters in *The Sacred Pool* expansion allow characters to purchase or take specific cards from the Stables deck.

QUEST REWARD CARDS

The use of Quest Reward Cards is optional and players should agree whether or not to use them before starting the game.

SETUP

At the start of the game, shuffle the Quest Reward Cards and place the deck facedown next to the game board.

GAINING REWARDS

In the base game, characters who complete a Warlock Quest immediately teleport to the Warlock's Cave and gain a Talisman. When playing with the Quest Rewards, players may draw the top card from the deck of Quest Reward Cards instead of gaining a Talisman. Characters who complete a Warlock Quest still teleport to the Warlock's Cave, even if they choose to gain a Quest Reward instead of a Talisman.

When a character gains a Quest Reward, the card is placed faceup in his play area. Some Quest Rewards give characters a bonus and then are immediately discarded, while other Quest Rewards allow characters to keep the card until they choose to use its bonus. The effects of this bonus are described on the Quest Reward Card.

When a Quest Reward is discarded, the card is removed from the game. Therefore, each Quest Reward Card may only be gained once per game.

Quest Rewards are not considered Objects, Spells, or Followers. Therefore, they cannot be ditched, stolen, sold, or traded. If a character is killed, he **must** discard all of his Quest Rewards. Characters may gain any number of Quest Rewards during the game.



ALTERNATIVE ENDING CARDS

The use of Alternative Ending Cards is optional and players should agree whether or not to use them before starting the game.

SETUP

Setup for Alternative Ending Cards is determined by which of the two game variants players decide to use. Players can start the game with the card either *revealed* or *hidden*.

REVEALED VARIANT

The revealed variant has a greater impact on characters during the course of the game and offers players more strategy.

If players use the revealed variant, the Alternative Ending Cards should be shuffled at the start of the game and 1 card, drawn at random, is placed faceup on the Crown of Command at the centre of the board.

HIDDEN VARIANT

The hidden variant adds more mystery and excitement to the game since players do not know what dangers await them at the Crown of Command until they reach the space.

If players use the hidden variant, all Alternative Ending Cards with a **revealed icon** in their upper left corner must be removed from the game. Cards with a revealed icon can only be used when playing with the revealed variant.



Revealed Icon

The remaining Alternative Ending Cards should then be shuffled at the start of the game and 1 card, drawn at random, is placed facedown on the Crown of Command at the centre of the 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.
- Once any character has reached 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

CHARACTER LORE

CLERIC

A pious follower of righteousness who is willing to take up arms to defend the innocent and strike down the wicked.



DREAD KNIGHT

A fierce and malevolent creature that harnesses dark magics to enhance his already formidable martial skills.



CHIVALRIC KNIGHT

A noble and headstrong protector of the meek who lives by a strict code of ethics, rushing to aid those in need and never harming those weaker than himself.



MAGUS

An insidious master of manipulation who uses his arcane arts to subjugate the will of others to his own diabolical schemes.





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GAMES WORKSHOP

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