



Talisman Herald



Launch Edition

December 2006

Volume 1, Issue 1

A window on the World of Talisman!

What's all this about?

Welcome to the first issue of the Talisman Herald. A periodical PDF newsletter bringing you news of what's new and interesting in the World of Talisman.

The Herald will feature Talisman related articles, new cards, rules, website updates and anything else which may be of interest.

Anyone who would like to contribute to the Herald can just send me an email or instant message and let me know what your idea is. Details are on the front page at Talisman Island.

Rules in focus

Elliott Eastoe, the author of the Expert Rule Book and well known "Roolz Troll" will be highlighting various rules issues that seem to crop up from time to time.

Hopefully we shall have something to show you in the next issue.

Want more?

Don't forget that you can always download higher resolution pictures and cards featured in this issue and maybe a little something extra from the Talisman Herald section of Talisman Island.

No time to play?

WHAT!?!?!?! No time for Talisman?

Visit Occasional Gamer - <http://www.occasionalgamer.co.uk>

Casting the Runes

Jeff Herskowitz has been up to his eyes in rubber this month!

Yahoo Group members may recall a set of decorative pieces made by Paul Scott. Well, Paul made a few pieces for a prospective article, and in the mean time Jeff had got the bug for making resin models and has written a nice article for anyone who might like to try their hand at casting.

SEE PAGES 2 & 3

Character all at sea

Hot on the heels of David Dalley's huge range of expansions being posted at Talisman Island, comes a new character to try your hand at playing.

Arrrrrr!

SEE PAGE 4

Dragon Rider Redux

As featured in a post to the Talisman Yahoo Group in July this year, the Dragon Rider from White Dwarf #177 gets an overhaul.

SEE PAGE 4

"Lost Files" Update

The four "lost" characters from Games Workshop Online get a long overdue font transplant.

SEE PAGE 5

Conversion Corner

Over the Summer, Jeff Herskowitz and I spoke about a number of miniature conversion projects for characters which GW never actually made miniature figures for.

These include for the Talisman City and Dragons expansions, as well as the characters featured in White Dwarf #115.

Have a look at a couple of sneak peeks of what sort of thing you can expect to see in the new "Projects" section of Talisman Island.

SEE PAGE 5

Runes Expansion

Peter Hansson of WarpZone fame has very kindly agreed to release his new expansion - "Runes" in the Talisman Herald.

It introduces a new card type which promises to be a very interesting addition to the game.

SEE PAGES 6 & 7

Yahoo Group News

Some of you may be aware that in the last week I've been carrying out some LONG overdue administration over at the Talisman Yahoo Group.

This means that the Yahoo Group has a revised membership of 649 which I think is still not too shabby, but we could always use some new blood.

SUBSCRIBE TODAY!!!



Some readers will probably remember this photograph from the Yahoo Group of Paul Scott's fabulous "place" decorations for his Talisman board. After seeing them I asked Paul if he would be interested in making a small "How To" to help lesser mortals to make them.



In the mean time I had been speaking to Jeff Herskowitz who was interested in casting the pieces in resin. So when these arrived I sent them straight over to the US!

Jeff now explains what happens next -



These are the silicon rubber moulding compounds. Mix parts A and B equally to make your mould.

* Oomoo 25 costs around \$23 for the kit shown which comes with a pint of each compound.



I used a food grade release agent (*Pam cooking spray*) to coat the figures with an ultra thin layer that helps them from getting stuck to the moulding rubber.

(More on this later!)



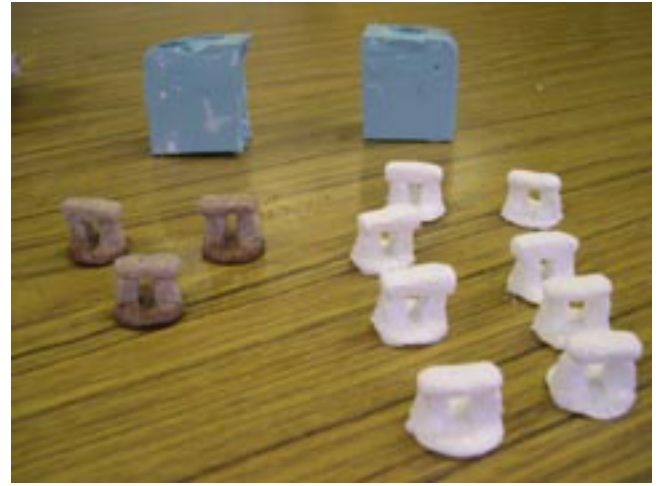
A rectangular plastic tray was used for the negative mould so the walls would be even and straight. After mixing the compound I filled $\frac{1}{2}$ of the frame with the material and carefully put a very thin layer on one side of the mould to prevent hidden air bubbles.



I gently placed the figures to be cast into the moulding compound and held them in place with some pencils and then I added "keys" so that the mould would fit back only one way. After leaving for 24 hours to cure, I added the second layer of the compound.



The completed mould. Incidentally, this did not come out as planned because the release agent was lighter than the rubber and floated to the top allowing the mould to bond both halves together! Next time I plan on using a petroleum jelly as a release agent.



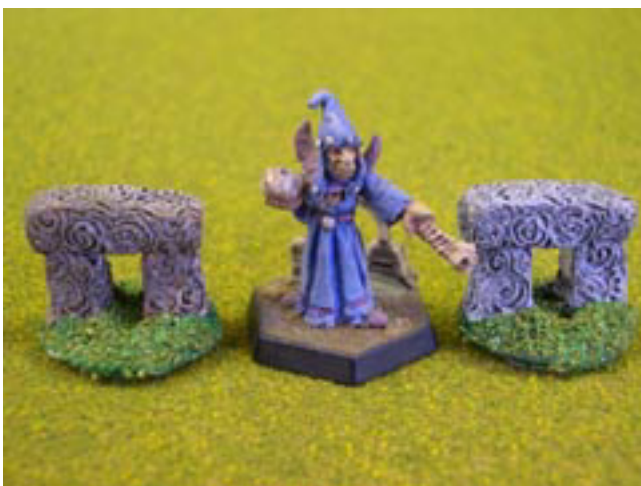
So I chopped it up and made individual one piece moulds and after adding a resin I managed to produce quite a number of sets. The mould will deteriorate gradually over time, but as you can see it is not too much trouble making a new mould.



A close-up of one of the resin models. The detail produced by using this type of mould is really rather impressive.



A painted example along with the Scientist for scale.




Another examples using some basing material and different colour schemes, along with a puzzled Necromancer!



Using the finished Runes in a game of Talisman.

You may contact Jeff to ask any questions about the casting of models. He can be reached via email at jherskow@yahoo.com



THE PIRATE

1. You may use your flintlock in combat. It will add 2 to your strength score. You may not use additional weapons when firing it.
2. You may add 1 to your dice roll in the Tavern.
3. You may roll a D6 for movement throughout the Volcano Island realm and along the Skeleton Coast.
4. If you encounter the Pirates in the Volcano Island realm, do not roll a dice and take 5 Experience points instead.

START
IN THE
TAVERN

GOLD

1

STRENGTH

3

CRAFT

2

LIVES

4

EXPERIENCE

0

OBJECTS

FOLLOWERS

David Dalley's new Pirate character for use with his Volcano Island and Skeleton Coast expansions, available from Talisman Island. The model has been made up from the Mordheim Human Henchmen plastic figure boxed set.



DRAGON RIDER

SPECIAL ABILITIES

1. Take a broadsword, helmet and armor from the purchase deck at the start of the game.
2. If you defeat a Dragon in combat you may enslave it and take it as a follower. As long as it is your follower you may add 3 to your dice score in combat, and may roll two dice for movement and use the one with the highest score. You may never have more than one enslaved Dragon at a time.

START IN THE
CITY GATES

GOOD
ALIGNMENT

GOLD

1

STRENGTH

3

CRAFT

3

LIVES

4

EXPERIENCE

0

OBJECTS


FOLLOWERS

Original Dragon Rider published in White Dwarf #177

Back in July after a couple of conversations and a bit of musing I decided to do a remake of the Dragon Rider card from White Dwarf #177, as shown on the left.

The reason for this was that the original card showed a High Elf mounted on his steed with sword aloft. Unfortunately this gave rise to two problems in that (a) he did not start the game with a horse, and (b) the miniature was actually too tall to fit properly inside the Dragon's Tower!

Okay, so it's not really that much of a problem, but it was something to keep me occupied for a few minutes at least.



DRAGON PRINCE

SPECIAL ABILITIES

1. Take a broadsword, armour, helmet and shield from the purchase card deck at the start of the game.
2. If you defeat a Dragon in combat you may enslave it and take it as a follower. As long as it is your follower you may add 3 to your dice score in combat, and may roll two dice for movement and use the one with the highest score. You may never have more than one enslaved Dragon at a time.
3. You are not affected by the Siren.

START IN THE
CITY GATES

GOOD
ALIGNMENT

GOLD

1

STRENGTH

3

CRAFT

3

LIVES

4

EXPERIENCE

0

OBJECTS

FOLLOWERS

New Dragon Prince character card. Updated abilities include the addition of a shield and his resistance to the Siren. GW Online Store Information: High Elf Hero 2 Body - 9947021011403 & High Elf Hero Sprue 2 - 9947021011404

Somewhere in the mists of time (around 2002) Jervis Johnson of GW UK put out a few "Lost Files" on the GW website that were found by accident on a dusty old server, somewhere in Nottingham.

Unfortunately the PDF that was made available for download did not contain any embedded fonts, so when it was viewed on an ordinary computer, the cards looked very average indeed!

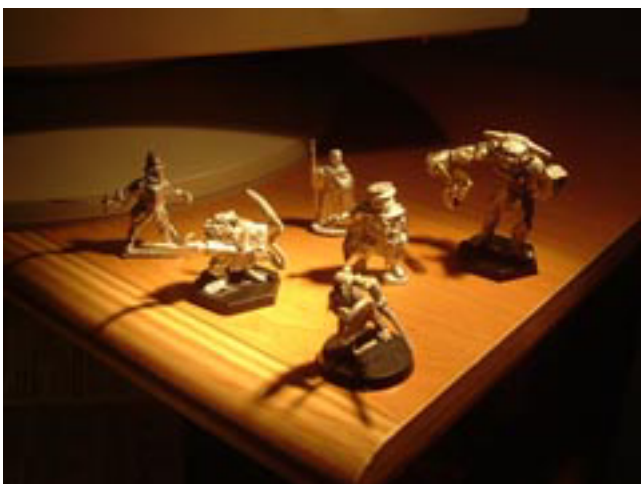
The fonts needed were rather expensive to buy, so I set about fooling my computer into believing it had the required fonts and exported the resulting files to a Postscript printer. After this I was able to save the cards individually, looking as they were intended.



Pit Fighter character card with standard system fonts.



Updated Pit Fighter with corrected fonts. These should have been Caslon Antique VL and variations of Times Roman. Higher quality versions of the Pit Fighter and the other "lost" characters are available for download at Talisman Island.



Some of my first batch of figure conversions using a mixture of Citadel and Foundry miniatures, plus my trusty "box of bits". Actually, the miniature I am using for the Sheriff is straight out of the blister, but the rest have been altered in one way or another, some more than others!



My first REAL conversion job. Let loose with a hacksaw, I made short work of this Dragon. Now the only problem would be to put him back together in a recognisable form with the help of some Super Glue and Green Stuff.

Runes for Talisman

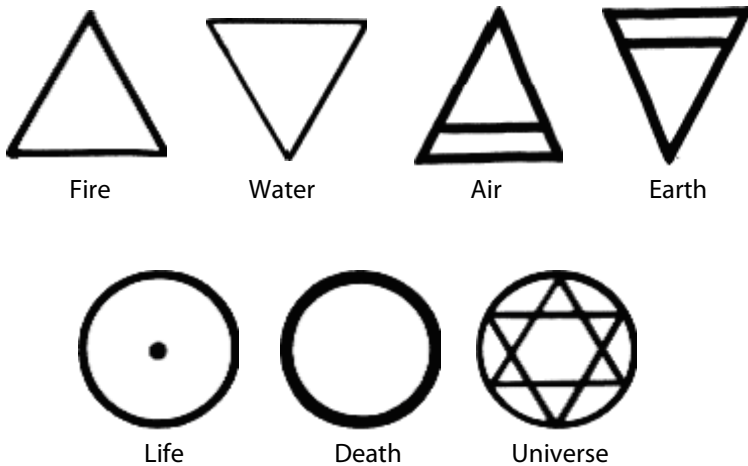
The land has entered a new era - the Age of Knowledge. Ancient scholars and mystics have travelled from afar and set up home along the banks of Storm River. They understand the untold power that is contained within simple symbols or Runes and by the use of secret and ancient rituals they are able to transform these Runes into a devastating force.

This is the first part of series of articles dealing with Runes. In this part you will get the basic set of rules telling you how to get basic Runes and what to do with them. Further articles will explore the concept introducing other Runes, new cards and characters and expanded rules. As items are introduced you will be able to download cards and rules from the WarpZone at <http://www.randomdice.com/games/talisman/>

About Runes

Runes by themselves are quite harmless, but when you combine a few of them and add a touch of magic, they merge to forge powerful spells and items. Knowing which Runes to combine is the key to a successful life and a roadmap to winning the game.

In the basic set there are 7 runes -



Collecting Runes

You will need at least 5 cards each of the seven runes. Shuffle the Rune cards and put them face down next to the Adventure cards. Put the Runebound Items next to the Enchantress.

There are several ways to acquire Runes. The easiest way is to kill powerful enemies and spirits. If you defeat an Enemy with Strength 5 or more, or a Spirit with Craft 5 or more you may draw a random Rune card. Another way to get a Rune is to pay a visit to the Mystic in the village. He is willing to buy Rune cards for the price of 2 gold or sell you a basic Rune card of your choice for 5 gold. He will not purchase or sell more than 1 Rune per visit, and he will only sell basic runes if there are any available in the Rune deck. Shuffle to Rune deck after you have bought or sold a Rune card.

A character may carry any number of Runes and they do not count towards your carrying capacity. However, the Runes are Objects and follow other rules for Objects. They can be dropped, stolen, sold, lost etc.

Using Runes

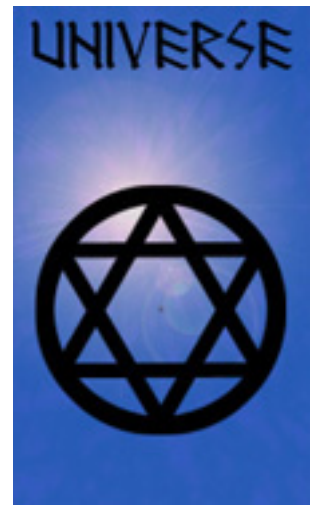
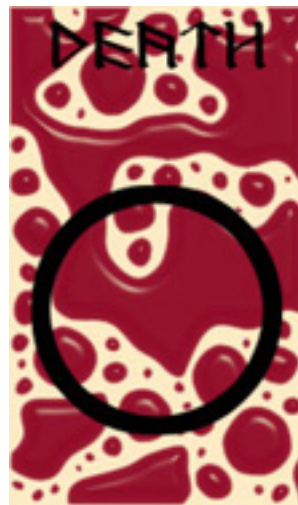
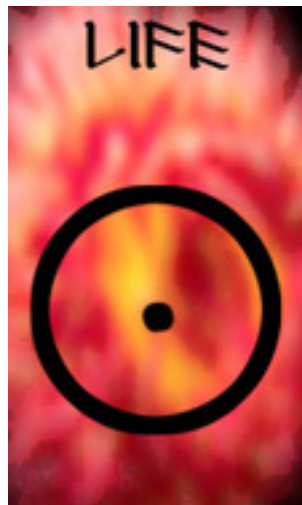
Only a few beings are able to tap into the energies contained inside the runes. Recipes are guarded more safely than other fortunes and the usage of them are both risky and expensive.

A character may visit the Enchantress in the city to use their runes. The Enchantress will charge 3 gold per visit. All Runes and any additional items required must be provided by the player. Use the list below to see what can be created. The Enchantress is only able to construct one of each runebound item. A runebound item that is dropped or lost returns to the Enchantress. A runebound item may still be traded with or stolen by another player.

Recipe List for the Enchantress

When you wish to use your collected Runes at the Enchantress, consult the table below for any additional requirements and results.

Runes	Additional Requirements	Result
Life	1 Gold	Heal all wounds and get 2 additional lives
Universe	-	Teleport to any space in Outer or Middle Region
Life + Death	-	Draw 3 Adventure cards, choose 1 to encounter
Life + Water	-	Take a Healing spell
Death + Fire	-	Take a Fireball spell
Fire + Earth	-	Gain 1 Strength
Water + Air	-	Gain 1 Craft
Universe + Earth	Any Sword	Gain the Rune Item - <i>Starstriker</i>
Death + Air	Any Shield	Gain the Rune Item - <i>Spirit Shield</i>
Fire + Life + Death	One Dragon Carcass	Gain the Rune Item - <i>Dragon Secrets</i>
Universe + Air + Water + Fire + Earth	1 Gold	Gain a Talisman



OBJECT- 5 -OBJECT
Runebound Runebound

STARSTRIKER

While you have the Starstriker, you may add 3 to your Strength for the duration of any Combat in which you use it.

TOS2.0

OBJECT- 5 -OBJECT
Runebound Runebound

SPIRIT SHIELD

If you ever lose 1 Craft you may instead lose 1 Life.

TOS2.0

OBJECT- 5 -OBJECT
Runebound Runebound

DRAGON SECRETS

When you combat a dragon you may discard one Rune card to defeat the dragon automatically without rolling.

TOS2.0

Here are the first in a series of cards for Peter's Runes Expansion, copies of which are included in this issue's associated zip file download.

Up to date rules and perhaps some bonus content may be found at the WarpZone.

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