

☞ Talisman Destinies ☞

A Homebrew Edition by Richard Soulsby

First Release (Starter) June 2017

"The Sprite was in unfamiliar territory. She had managed to pass through a Portal in the Fire Mountains only to find herself by a great Lake not seen on any maps. She could see the Valley of Fire in the distance, but what new trials lay before her?"

As she explored, she spotted an equally unfamiliar figure in the distance: A halfling leading a Pony along the water's edge. She signalled to her loyal companion, a towering Storm Giant, to prepare for battle!"

Welcome to Talisman Destinies

This homebrew edition of the classic board game has been several years and versions in the making. It is a great pleasure to be able to share my pet project with fellow Talismanites, here on the spiritual (and virtual) home of the game, Talisman Island, courtesy of Jon New.

Fans will find that the essential game is the same as previous editions with various tweaks, additions and omissions. It's an ongoing project, subject to future revisions. There are at least four expansions to come, with their own boards to represent the Outermost Regions. There will also be additional Characters, Adventures, Town Cards etc released occasionally to keep the game fresh.

As well as the board and cards, you will find a set of guidelines written mainly with experienced players in mind. It's not exhaustive, but focuses on changes and additions to previous editions.

Game Components on Talisman Island

The first release (Starter) comprises the following:

- Game board
- 180 Adventures
- 12 Characters
- 12 Character standees (double-sided)
- 8 Destinies (ie alternative endings)
- 18 Potions
- 32 Purchases
- 36 Spells
- 4 Toads
- 6 Toad standees (double-sided)
- 36 Town Cards

Note on Printing

No card backs have been provided, except for double-sided Character and Toad standees. I print the cards on thick paper and insert into plastic sleeves backed by 4th Edition (revised) cards as follows:

- Adventures – standard Adventure cards
- Alignment – use the 4th Edition (revised) cards
- Characters – print the two halves as a single piece and back with standard Character cards
- Destinies – standard Alternative Endings (I also use mini-versions of the Destiny cards – just with artwork and a Strange Eons original back design - for ease of shuffling and drawing; they are not essential and not included in the Starter set)

- Potions – Quest Reward cards
- Purchases – standard Purchase cards (from two 4th Edition core sets)
- Spells – standard Spell cards
- Talismans – standard Talisman cards
- Toads – standard Toad cards
- Town Cards – City Expansion cards
- Treasures – Quest cards

Note on Standees

I use 2nd Edition bases for these. The two sides are placed in a sandwich in a sleeve with a standard card for greater stability.

Note on Tokens

As well as using standard components, I use coloured Lego (or similar) bricks of different sizes to represent the various tokens. They are easily obtainable and come in lots of colours. They can be stacked for a tidier play area and provide a strong visual indicator of a Character's current position. Strength, Craft and Lives are the standard colours, the others are:

- Black or White - Fate
- Pink – Moves
- Purple – Wishes
- Yellow – Gold



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