



TALISMAN[®]

LEGENDARY TALES[™]

A cooperative game by Michael Palm and Lukas Zach for 1 to 6 adventurers aged 8 years and up

TELL YOUR OWN STORY

Do you want to invent your own adventures and tell your own stories?
This is easy if you follow these directions:

- First, think up an exciting story!
- Then pick the right adventure tokens for your tasks.
- Lay out the location tiles. Make sure each one has a connection to the others.
- Choose your enemies. Make sure you are not making it too easy or too difficult for the players. The harder the enemies are, the more treasure chests and wealthy enemies you should use.
- Choose your items. Things like herbs or the lantern can be collected as a goal in an adventure or can be used as a required item before the heroes can enter a certain space.
- Tokens like the fairies or the gutless goblins can be used to keep the heroes searching for the next step to create a longer adventure.
- The villagers' orders are an interesting way to make the heroes travel more.
- You can use the toads in different ways. Perhaps you could add them to the reward bag after you have defeated the witch?
- Special tokens, such as the witch, the dragon, the thieves, or the dark lord are best suited as the main characters in your story.
- You can use any of the Adventure Scroll timelines for your adventure.
- Most importantly, you and your friends will enjoy playing your own adventure to tell your own exciting story!



Talisman: Legendary Tales © Copyright Games Workshop Limited 2018. GW, Games Workshop, Talisman, Talisman: Legendary Tales and their associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likeness thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world, and used under licence. All rights reserved.

