



OVERVIEW

This Talisman expansion includes 18 new character cards all these are always referred to as New Beginnings Character Cards. Other character cards are referred as normal character cards.

SETUP

There is two ways of playing Talisman with the New Beginnings Expansion, One is playing with all of the New Beginnings Character Cards themselves then using the rest of the normal Character Cards later in the game, the other is shuffling all of the New Beginnings Character Cards with the rest of your normal Character Cards and randomly drawing Characters like any normal Talisman game.

If you are playing with the New Beginnings Character Cards themselves setup the game as follows:

Shuffle all the New Beginnings Character Cards together and deal one to every player. Keep both the New Beginnings Character Cards and the other normal Character Cards piles separate.



If you decide to play with all the New Beginnings Character Cards shuffled in with your normal Character Cards setup the game as follows:

At the start of the game shuffle all New Beginnings Character Cards and the normal Character Cards piles together. After all players have picked, or chosen their Character for the game separate all the New Beginnings Character Cards in the Character card pile from the normal character cards the game.

THE NEW BEGINNINGS SYMBOL

Character Cards in this expansion are marked with a New Beginnings symbol, so you can differentiate them from other Character Cards from the base game and other expansions.

EXPANSION RULES

However you decide to play with the New Beginnings Character Cards they all still follow the same rules. This rule sheet explains how to use these new Character Cards and how they interact with other normal cards.

For all purposes New Beginnings Character Cards act just like normal Character Cards but include the following rules governing there interaction with the game.

- When a New Beginnings Character Card says to “Draw a Character Card”, the Character Card is drawn at random from a shuffled pile of all the normal characters cards remaining that are not currently in the game.
- When a Character Card is drawn at start of game the player who has the first turn draws first then all other player draw next moving clockwise around the gaming table.
- If a New Beginnings Character Card says to return a Character card the player is keeping it is put back with the remaining normal Character Cards that are not currently in the game.
- When a New Beginnings Character chooses or is forced to become a Character card they are holding the New Beginnings Character is returned with the rest of the New Beginnings Character cards and the player now is the normal Character Card they held.
- When a New Beginnings Character chooses or is forced to become a Character card from a number of character cards they are holding they pick one to become and then return the rest to the remaining normal Character Cards that are not currently in the game.

The following rules apply when a New Beginnings Character becomes a Character card:

- Any tokens or counters they gained so far into the game and other cards as well no-matter what they are. (Just as if they had them normally) are kept by the character.
- Also the new Character gains a “Gift” bonus, the type of bonus matters on whatever alignment the New Beginnings Character had at time of becoming the new Character. See as follows:



- Evil: One Fate or Strength
- Good: One Craft or Life
- Neutral: One Strength or Craft

This bonus is chosen by the player at the time they become a character.

- All Special Abilities are used (including “Begin the game” special abilities) as if the player started the game as the character they became.
- After all the above is resolved the characters turn ends.

OTHER GENERAL RULES

All kept or held Character Cards are placed face up near your New Beginnings Character every player is allowed to see any held Character Card.

If a player with a New Beginnings Character Card dies they must draw a New Beginnings Character replacement from the New Beginnings Character Cards.

Unless it says otherwise no New Beginnings Character can enter any region other than the Outer, Middle or Inner.

SETS CONTENTS

18 - New Beginnings Character Cards.

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