



ROYAL DOCTOR

Strength: 2

Craft: 4

Special Abilities

1) You begin the game with the Mesmerism spell.

2) When you roll a 6 on a movement die in the Outer Region, before moving, you may first cause any character to gain one life.

3) Each human follower you have grants one Craft in addition to any other bonus.

4) You may take the Prince or Princess from any character you land on.

5) Instead of moving, you may pay 3 life to gain one point of Craft.

Start: Castle • Alignment: Good

Objects

Followers

Fate: 5

Gold

Life: 3

ROYAL DOCTOR

ROYAL DOCTOR



## CITY DOCTOR



### Special Abilities

- 1) You begin the Game with a Plague counter.
- 2) All payments to the Doctor in the City go to you. For 1 Gold each, the Doctor in the City can remove Plague counters rather than heal.
- 3) When a Plagued character or Enemy is defeated or tied in Combat (but not Psychic Combat), place a Plague counter on the opponent.
- 4) You get +2 in Combat against an opponent for each Plague counter they possess.
- 5) If you defeat an opponent in Combat, you may choose to tie them instead.
- 6) Once per game, when a Plagued character would be healed for any amount of life, you may cause them to lose one life instead.

Start: City • Alignment: Evil

Strength: 2

Craft: 4

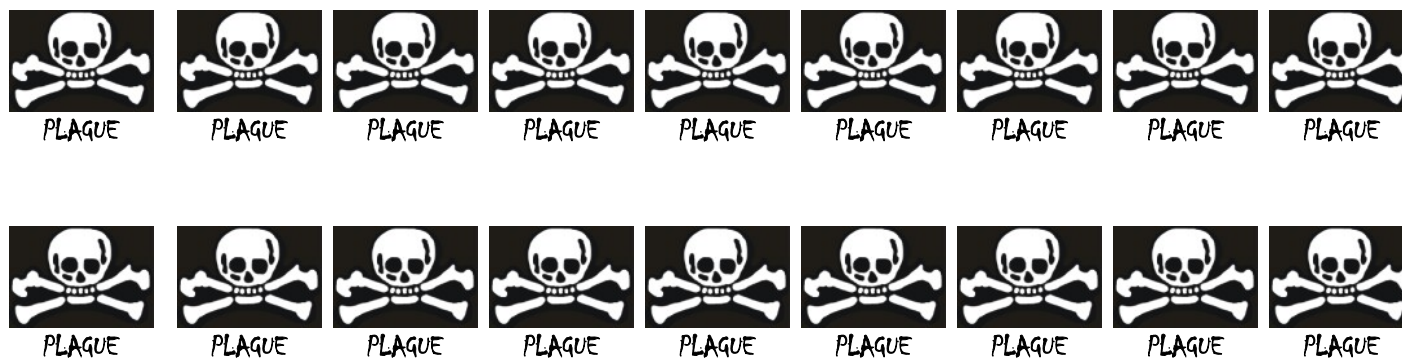
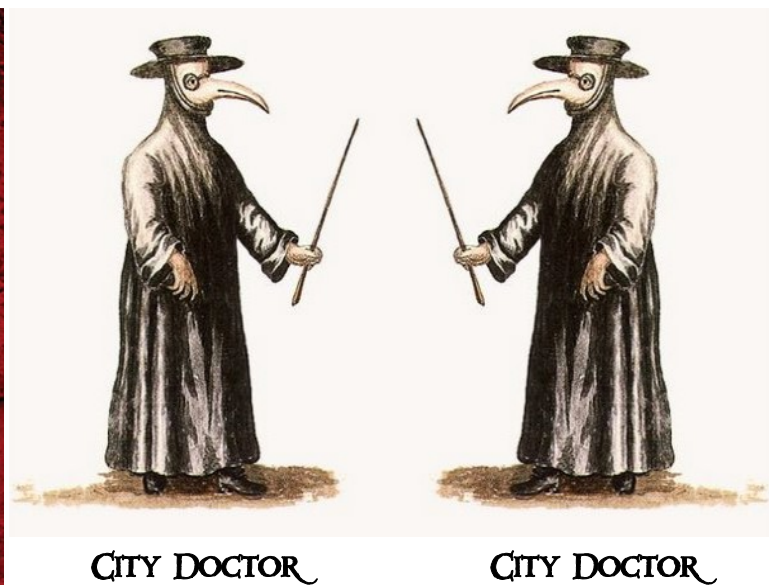
Fate: 2

Gold

Life: 4

Objects

Followers



HEALER

Strength: 2

Craft: 4

Fate: 4

Gold

Life: 4

Objects

Followers

Special Abilities

1) You begin the game with two spells. One of these is drawn at random and the other is Healing.

2) Whenever any character in your region gains life or is healed, you may gain one spell.

3) When you land on any character who is below their starting life, you may heal them to full. If you use this ability on a character with Gold, you may take one of their Gold coins.

4) You may discard 3 spells to gain 1 life.

5) Once per game if your life total is seven or more, you may gain three points of Strength.

Start: Village • Alignment: Good



HEALER



HEALER



BARBARIAN

Strength: 3

Craft: 2

Objects

Special Abilities

1) You may roll two dice in the Crag, using either one as your result.

2) You begin the game with an axe from the Purchase deck.

3) When you use an axe in Combat, it adds your Strength value as a bonus to your Combat roll rather than the normal +1.

Fate: 2

Gold

Life: 5

Followers

Start: Crag • Alignment: Neutral





BARBARIAN

BARBARIAN

<div>RANGER</div>		<div>Special Abilities</div> <ol style="list-style-type: none"> <li>1) You may roll two dice in the Forest, using either one as your result.</li> <li>2) If you land in an unoccupied space adjacent to a character or Non-spirit Enemy, you may use <i>archery</i> to engage in Combat as though you had landed on that space. If you win, you can only take Life or take the Enemy as a trophy. If your opponent wins, you do not lose life unless they also have the archery ability.</li> <li>3) When using archery, you are at +1 to your Combat roll, but may not use any <i>Weapon</i> during battle.</li> <li>4) Characters cannot evade you when they are in the Woods or Forest.</li> <li>5) You are not affected by the Siren.</li> </ol> <div>Start: Forest • Alignment: Good</div>	
<div>Strength: 3</div>		<div>Fate: 4</div>	<div>Gold</div>
<div>Craft: 3</div>	<div>Objects</div>	<div>Life: 5</div>	<div>Followers</div>



# RANGER

# RANGER



Strength: 1

Craft: 6

Tavern Wizard



Objects

Followers

Fate: 4

Gold

Life: 4

Special Abilities

1) You begin the game with the Teleport spell.

2) You must draw a spell at the beginning of your turn (if you do not already have three).

3) You are afflicted with the *spellcurse*. Each turn, the curse activates and you must roll a die to see what happens (if you have 0 or 1 Spell, add +1 to the score, if you have 2 or 3 spells, subtract 1 from the score):

0: Lose one Life

1: The player to your right selects a space in your region, teleport there and encounter it

2: Discard one Fate

3: Discard one Gold

4: Discard all of your Spells

5+: Nothing happens

4) The cure to the spellcurse is found in the Crypt. If you encounter the Crypt, regardless of your subsequent roll, the curse is forever broken. You still draw spells, but suffer no penalty for holding them.

Start: Tavern • Alignment: Neutral







UNLUCKY GAMBLER

Strength: 3

Craft: 3

Objects

Special Abilities

1) When you roll a 1 or 2 for movement, instead of moving, give your coins to the other player of your choice with the least Gold. Your turn is over.

2) If any character wins one Gold in the Tavern, you lose one Gold.

3) If the Unlucky Gambler loses his last life doing anything other than battling the Sentinel, when you select your next character, that character gets an additional point to both Strength and Craft in addition to any other bonuses that may apply.

4) If you win the game as the Unlucky Gambler, in your next game of Talisman™ your character starts with 10 additional Gold.

5) You cannot gain Fate.


Start: Tavern • Alignment: Neutral

Followers

Fate: None

Gold

Life: 4





BOATMAN

Strength: 3

Craft: 3

Special Abilities

1) You begin the game with the Raft from the Purchase deck, it is your *boat*. You must carry the boat until you cross the Portal of Power, leaving the boat there. It cannot be lost in any other way. The boat does not count against your possessed Objects.

2) If you possess the boat, before you roll for Movement, you may instead choose to cross the river. If you do, immediately encounter that space.

3) Roll 2 dice when interacting with the Grim Reaper, adding them to get your total. Rolls of seven or more result in the *"There has been a mistake!"* effect.

4) If any other character draws the Boatman card, instead of its usual effect, move the Grim Reaper to that space. They immediately encounter the Grim Reaper.

5) Your chilling presence causes any character in your space (including you) to suffer a -2 penalty when praying.

6) You are not affected by the Siren.

Start: Tavern • Alignment: Neutral

Objects

Followers

Fate: 3

Gold

Life: 4





BOATMAN

BOATMAN