

## Recommended Character Models

For illustrated characters, bend at the center line, wrap around a business card, first bending the card double at its bottom ½ inch. Cut along the outside of the character, then tape along the edges. For the base, use plastic “feet” from the BI Talisman 4<sup>th</sup> edition or slide on two toothpicks stuck into a small piece of corrugated cardboard.

Sentinel: Alternate: D&D Demonweb: Infernal Armor 6/60

Drunk Farmer: Alternate: D&D War of the Dragon Queen: Tavern Brawler 17/60

Spirit: Alternate: D&D Demonweb: Deathlock Wight 18/60

Brigand: D&D Demonweb: Human Bandit 34/60

Unlucky Gambler: Alternate: D&D War of the Dragon Queen: Tavern Brawler 17/60

SENTINEL

Strength: 9

Craft: None

Special Abilities

- 1) You cannot possess Craft, Gold, or Objects other than Talismans.
- 2) If you would take Gold or an Object for any reason, you may destroy it instead.
- 3) Because of your tremendous size, you must roll 4 dice to force your way through the Portal of Power by Strength and 4 dice in the Crypt. If you fail on either roll, lose 2 life.
- 4) Characters do not need to battle the Sentinel to pass into the Middle Region.
- 5) You may not gain life or be healed in any way. You may renew your enchantment and reset to your starting life total by spending 2 Fate while on the Sentinel space.
- 6) You are an *automaton* and do not roll when The Grim Reaper lands on you. Automatons cannot lose life Dicing with Death. Your Craft cannot be raised above zero by any means and you cannot be engaged in Psychic Combat (you are considered to have evaded the encounter).
- 7) You are not affected by the Siren.

Start: Sentinel • Alignment: Neutral

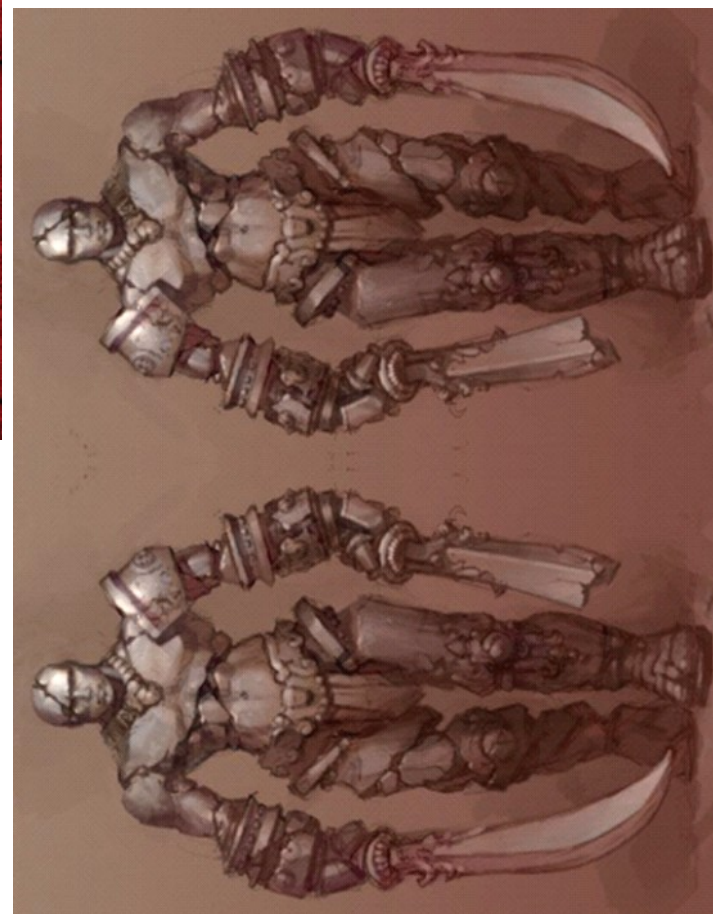
Fate: 1

Gold

Life: 4

Objects

Followers



Sentinel

Sentinel

DRUNK FARMER

Strength: 3

Craft: 3

Objects

Special Abilities

1) You begin the game with a Water Bottle from the Purchase deck.

2) You may choose to add or subtract one to any die you roll when you are on the Tavern space (including movement dice when moving from the Tavern).

3) You may evade any character or Enemy in the Fields. If you do, move to the Tavern and lose your next turn.

4) If you could draw one or more cards on a Fields space, you may choose to heal 1 life or gain 1 Gold coin instead of drawing any cards. If any character holds the Crown of Power, the fields wither and you cannot use this ability.

5) Your *secret stash* gives you +1 Strength and -1 to Craft for each Water Bottle you possess. If this would reduce your Craft below 1, you must ditch Water Bottles until your Craft is 1.

Start: Tavern • Alignment: Neutral

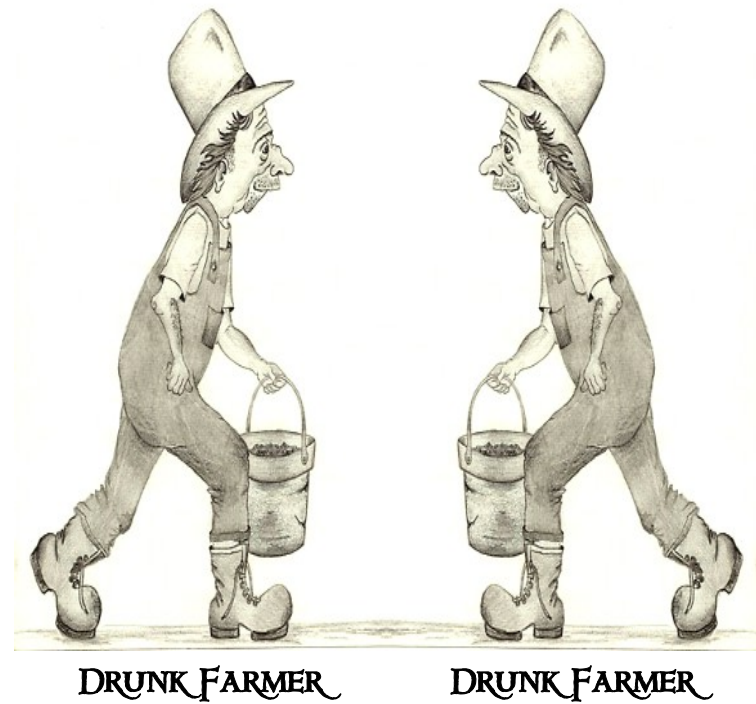
Followers

Fate: 4

Gold

Life: 4







WARLOCK

Strength: 2

Craft: 5

Fate: 3

Gold

Life: 4

Objects

Followers

Special Abilities

1) You begin the game with a Spell and a Talisman card.

2) You may gain a Spell during your turn by:

- Taking Life from another character
- Killing an Enemy
- Discarding a Follower
- Discarding a Magic Object
- Discarding 2 or more Gold Coins
- Discarding 2 Spells

3) You may look at the top card of the Adventure Card pile at any time.

4) If any character completes a Warlock's Cave quest, you gain a Spell.

Start: Warlock's Cave • Alignment: Good



WARLOCK

WARLOCK

ALCHEMIST

Strength: 2

Craft: 4



Special Abilities

1) At any time, discard an Object to gain one gold. If you have the Alchemist follower or are in the City, you gain two gold for each Object discarded with this ability.

2) If you would lose an Object for any reason, you may instead convert it to Gold, then lose the created Gold as if it were the Object.

3) On your turn before rolling the die for movement, you may pay gold to create *potions*. For each gold, you make one potion of Life, Fate, Strength, or Craft. Created potions are not considered Objects and you may hold up to 4 potions at any time. You may drink one potion per turn to heal 1 Life, restore 1 Fate, or to add 2 to your Strength or Craft until the end of the turn. This cannot be done after combat dice are rolled.

Start: City • Alignment: Neutral

Objects

Followers

Fate: 4

Gold

Life: 4



ALCHEMIST

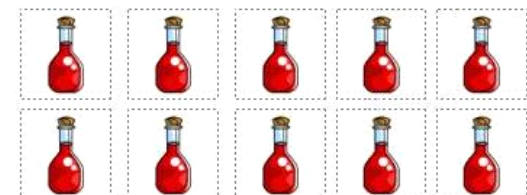
ALCHEMIST



FATE



LIFE



STRENGTH



CRAFT





BLACKSMITH

Strength: 4

Craft: 3

Objects

Fate: 3

Gold

Life: 4

Followers

Special Abilities

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

2) Any time another character purchases equipment from the Blacksmith in the Village, their payments go to you.

3) You may purchase any available item in the Village for one coin.

Start: Village • Alignment: Neutral



BLACKSMITH

BLACKSMITH

ENCHANTRESS

Strength: 1

Craft: 5

Fate: 1

Gold

Life: 4

Objects

Followers

Special Abilities

1) You begin the game with two Spells.

2) You may substitute your Base Craft for your Strength when you are attacked by another character (not when you attack them).

3) Instead of attacking a character you land on, you may attempt to *betoad* them. To betoad a character, you each roll a die, and if your roll beats theirs by 3 or more, they become a Toad. If their roll beats yours by 2 or more, you lose 1 life. Fate cannot be used on either roll. You may take all dropped cards from a character you betoad.

4) Whenever you would become a Toad, you may gain 1 Craft and 1 Spell instead.

Start: Village • Alignment: Neutral



ENCHANTRESS



ENCHANTRESS



**SPIRIT**



Strength: 0

Craft: 4

### Special Abilities

- 1) You are Ethereal (see detail at left).
- 2) Whenever you have to draw Adventure Cards, you may discard one card of your choice and draw one more card to replace it, which you must encounter.
- 3) If you have a Follower and would lose life, you may instead release the Follower to your current space at the end of the turn. If you have no Followers and would lose life to anything other than a character in the Crown of Command space, instead lose no life.
- 4) When you land on an opponent with a Strength score, you may *possess* by rolling and adding your Craft against the opponent's roll plus Strength. If you win, the opponent is your Thrall Follower, adding its Strength to yours. If a character is a Thrall, it moves with you and may free itself on its turn by rolling a 4,5, or 6. Thrall characters are encountered normally by other characters. You may possess a maximum number of Thralls equal to the number of Spells your Craft allows (you cannot attempt possession if you have your maximum number of Thralls).

Start: Craggs • Alignment: Evil

Fate: 1

Gold

Life: 1

Objects

Followers

Ethereal characters cannot gain or hold Gold or Objects, are not affected by the Siren, do not roll when landed on by the Grim Reaper, cannot be made a Toad, and do not need a Talisman to enter the Valley of Fire.



**SPIRIT**

**SPIRIT**

**YOU ARE A THRALL.  
YOU MOVE WITH THE SPIRIT ON ITS  
TURN.  
OTHER CHARACTERS INTERACT  
NORMALLY WITH YOU.**

**ON YOUR TURN, ROLL 1 DIE. ON A 4,5,  
OR 6, YOU ARE FREED AND MAY MOVE  
AS NORMAL THE FOLLOWING TURN.**

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BRIGAND

Strength: 4

Craft: 3

Objects

Special Abilities

1) You may *ambush* any character who attacks you in any space other than a Plains or at the Crown of Command. If you ambush, your opponent rolls an additional die in battle and must choose the lowest die rolled.

2) Whenever another character is affected by the Raiders card, that character loses one item of your choice in addition to any gold possessed. You may immediately move to the Oasis space and take the item and all gold from the horde.

3) Whenever another character is affected by the Horse Thief, discarded Followers and any dropped surplus items are given to you.

4) If an item is stolen from you by the Thief or the Acquisition spell, roll 1 die. On a 4, 5, or 6, you immediately steal the item back.

Start: Forest • Alignment: Evil

Followers

Fate: 2

Gold

Life: 5





BRIGAND



BRIGAND



BLACK KNIGHT

Strength: 0

Craft: 3



Special Abilities

- 1) You begin the game with 4 Strength counters.
- 2) You may roll 2 dice, adding the total to determine your movement.
- 3) When you defeat a character in Combat and take one gold, they also lose one life. Objects cannot prevent this loss of life.
- 4) When any character lands on the Black Knight space, they do not need to pay gold or life.
- 5) When in the Outer Region, if you would be at zero life, you may instead declare it a *flesh wound*. If you take a flesh wound, you may remove a Strength counter and heal to 4 Lives. If you have no Strength counters or any character is on the Crown of Command, you cannot take a flesh wound.

Start: Black Knight • Alignment: Evil

Fate: 2

Gold

Life: 4

Objects

Followers



BLACK KNIGHT

BLACK KNIGHT