



# TALISMAN

## THE MAGICAL QUEST GAME

REVISED 4TH EDITION



**DUNGEONQUEST**

DARE YOU FACE THE DRAGON'S CHALLENGE?

# CHARACTER EXPANSION





# TALISMAN



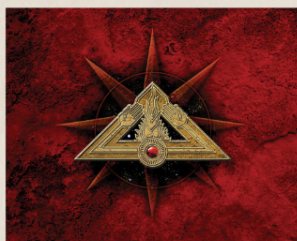
## MASTER LEVEL CHARACTERS

They conquered the deepest catacombs of the dungeon, and now they seek the Crown of Command! The six dungeon adventurers found in Fantasy Flight Game's **DungeonQuest** have been re-formatted here for use in the 4<sup>th</sup> Edition **Talisman** board game.

These Master Level Characters come equipped with unique items, skills and characteristics. The intention of such powerful characters at the beginning of the game is to speed up gameplay and introduce unique interactions between the players.

Plastic miniatures for each of these characters can be found in the **DungeonQuest** 2<sup>nd</sup> and Revised Edition boxes from Fantasy Flight Games.

## CONTENTS



6 Character Cards

## CREDITS

Concept: TalisMatt

Layout and Design: Said Atala and Jon New

Special thanks to Jon New of **Talisman Island** for his assistance and support.



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**BROTHER GHERRIN**

When you are required to make any die roll, whether it is an attack or location, you may add or subtract 1 from the roll by sacrificing a life. You may only do this once per encounter.

As an experienced wizard, you may reroll any attack based on Craft once per encounter by sacrificing a fate token.

You always have 1 Spell. When it is lost or used, immediately replace it by drawing from the Spell deck.

*"I shall never be free from the transgressions of my past until I claim the Crown of Command."*

Start: VILLAGE

Objects: 2 (red), 4 (blue), 4 (green), 1 (yellow), 3 (purple)

Followers: 0



**CHALLARA AND BRIGHTBLAZE**

When you draw an adventure card, you may discard it and draw a second adventure card. You must then resolve the second adventure card.

You may evade all dragons and reptilian creatures (except the Dragon King).

For the cost of 1 fate, Brightblaze will aid you during a combat. Roll a die:

- 1-2) Brightblaze cowers behind you.
- 3) Brightblaze defends himself.
- 4) Add 1 to your attack roll.
- 5) Add 2 to your attack roll.
- 6) Add 3 to your attack roll.

*"The wealth of my ancestors shall strike down those who would deny me my birthright."*

Start: CITY

Objects: 2 (red), 4 (blue), 4 (green), 1 (yellow), 4 (purple)

Followers: 0









## HUGO THE GLORIOUS

When battling larger than human-sized creatures, add 1 to all attack rolls.

Combat rolls based on Strength that result in a draw are treated as victories.

You begin the game with a Sword and Shield.

*"For the glories I accomplish here, my name shall be remembered for all time."*

Start: CITY

Objects: 4 (red), 2 (blue), 4 (green), 1 (yellow), 3 (purple)

Followers: 3 (purple)



## KRUTZBECK

You cannot choose to evade combat if an encounter card is draw and must engage.

On a combat roll of 4 or more, add 2 points to the roll as you fly into a berzerker rage.

Spirits will not attack you, although you may choose to attack them.

Each time you defeat a Monster in combat, collect a fate token.

*"Why should I worry? Haven't found a fight yet that left me on the ground. So you say the Dragon King is the toughest monster in the realm? Heh! To me the dragon is just another thing to hit and one more trophy to claim."*

Start: CRAGS

Objects: 4 (red), 2 (blue), 4 (green), 1 (yellow), 3 (purple)

Followers: 3 (purple)









**LINDEL**

Each time you earn a fate token, roll a die.  
On a roll of 1-4, nothing happens. On a roll of 5-6, you gain a second fate token.

Add 1 additional point to all Strength-based combat rolls as Lindel fights with two weapons and not just one.

*"Too many have suffered to obtain this vile crown"*

Start: WOODS

Objects: 3 (red), 3 (blue), 4 (green), 1 (yellow), 3 (purple)

Followers: 0



**TATIANNA**

When drawing an encounter card, sacrifice one fate to select the outcome of your choice instead of rolling a die.

You may evade creatures and characters in the Woods and Plains.

*"I must not fail in this quest. The survival of my tribe requires that I succeed in acquiring the Crown of Command."*

Start: CURSED GLADE

Objects: 3 (red), 3 (blue), 4 (green), 1 (yellow), 4 (purple)

Followers: 0



