

TALISMAN

OPTIONAL CHARACTERS

THESE CHARACTERS ARE ONLY PLAYABLE WITH THE AGREEMENT OF ALL PLAYERS

GNOME	
	<p>Starting: Forest Alignment: Good</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1) You begin the game with two spells. 2) You need not roll the die in the Forest; you are always safe there. 3) Whenever you roll a 6 for your Movement, you may instead of moving normally choose to Teleport to any space in the same Region. 4) You are not affected by the Siren.
	<p>Strength: 2 Gold</p> <p>Craft: 4 Life</p>
Objects	Followers



GNOME



GNOME

PIXIE	
	<p>Starting: Forest Alignment: Good</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1) You begin the game with two spells. 2) You need not roll the die in the Forest; you are always safe there. 3) During the game you always have at least two Spells. Whenever playing a Spell reduces your total to less than two, draw another Spell immediately to replace it. 4) You may evade enemies in the Woods.
	<p>Strength: 1 Gold</p> <p>Craft: 5 Life</p>
Objects	Followers



PIXIE



PIXIE

HOBGOBLIN	
	<p>Starting: Crag Alignment: Evil</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1) You need not roll the die in the Crag; you are always safe there. 2) If you encounter any Goblins, you may take them as Followers. Any Goblin Followers will add their Strength to yours in combat. 3) Whenever you encounter a Hobgoblin, you may send it to any other space in the same region not occupied by another player. Whether you send it or not, a Hobgoblin will not attack you unless you choose to attack it. 4) You are not affected by the Siren.
	<p>Strength: 3 Gold</p> <p>Craft: 3 Life</p>
Objects	Followers



HOBGOBLIN



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