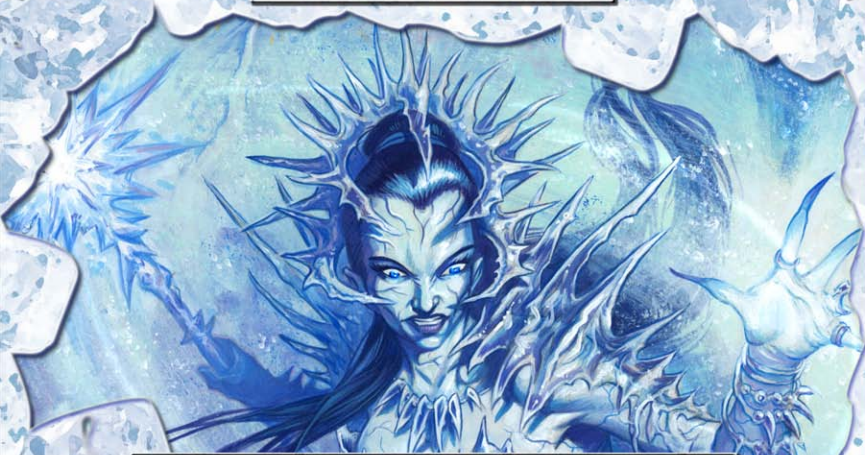


THE ICE QUEEN

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- When the Ice Queen lands on your character, you must roll 1 die:
- 1) *Icy Glare!* You become frozen and must lose 1 life, and miss your next turn.
 - 2) *Crevasse!* The ground falls away. Lose 1 life or Follower.
 - 3) *Entombed!* You are trapped in the ice until you roll a 4, 5 or 6 for movement.
 - 4) *Frosty Outlook!* You are ignored.
 - 5) *Winter's Gift!* Gain one Spell, gold, Strength, Craft, life, or fate; or teleport to any other space in this Region.
 - 6) *Cold Heart!* Choose a character who becomes frozen and must lose 1 life, and miss their next turn.





THE ICE QUEEN

THE RULES

The Ice Queen starts off in the Crag. She jealously guards her newly acquired lands and is strangely protective of her minions.

Whenever an Adventure card, which has the Frostmarch expansion symbol ❄️, is encountered by a character, the Ice Queen is alerted. Any other type of card with the symbol does not concern her.

When the encounter is complete, the Ice Queen will teleport directly to the space where that character is and considers just how she will deal with the situation.

The player rolls the die and consults the chart on the Ice Queen's card and reads out the result.

Fate is no use against the Ice Queen. If the victim is lucky, she will ignore him...

COLD SHOULDER

A character that happens upon the Ice Queen during his turn is of no interest to her. It is another story however, should he then encounter an Adventure card from the Frostmarch expansion!

WHOOPS

If a player forgets to move the Ice Queen and the next player starts his turn, there is no opportunity to backtrack. The Ice Queen has been plotting for many years and can wait to exact her revenge.

MINIATURE

If you feel that you would like to use a miniature to represent the Ice Queen, you can either use a piece from your own collection or use one of the character figures from your copy of Talisman that is not in use, such as the Sorceress or Dark Cultist.



