

ARCANE WARRIOR

Strength: 2

Craft: 4

Fate: 3

Gold

Life: 4

Objects

Followers



**Special Abilities**

You begin the game with 1 Spell.

You can increase your Strength or Craft for 1 battle by discarding 1 Spell. When you do so, you get to add 1 extra die to your attack.


When you roll a 6 for movement you may Gain 1 Spell instead of moving.

Start: City • Alignment: Neutral

A golden, ornate symbol is centered on a dark red, textured background. The symbol consists of a large triangle with a flame inside, flanked by two hands. The entire symbol is set against a red, textured background with a starburst pattern.





CHAOS DWARF	
	<b>Special Abilities</b>
	You begin the game with an Axe, 2 gold, and 1 Spell.
	<i><b>Magic Resistance.</b></i> When attacked with a spell from another character or enemy you can evade it's effects by rolling a 5 or 6 on 1 die. (This does not work for Crown of Command spells)
	When in the Dungeon, you have +2 Strength.
Strength: 5	Fate: 2
Craft: 2	Gold
Objects	Life: 4
Followers	Start: Craggs • Alignment: Evil







Strength: 2

Craft: 4

GNOME



Objects

Followers

Special Abilities

You begin the game with 2 Spells

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You may evade creatures and characters in the Forest. You also don't need to roll the die in the Forest unless you wish.

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Whenever you roll a 6 for your move, you may teleport to any other space in the same Region.

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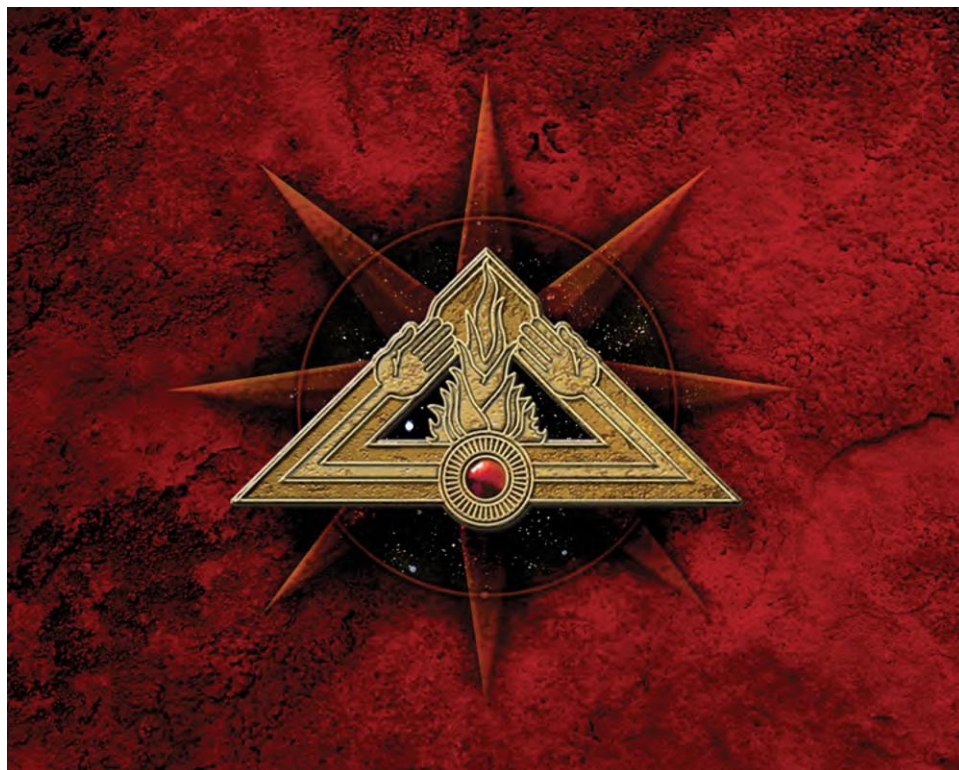
Whenever you roll a 1 for movement, you can choose not to move and gain 1 Spell.

Start: Forest • Alignment: Good

Fate: 3

Gold

Life: 4





Strength: 5

Craft: 1

BEASTMAN



Objects

Followers

Fate: 2

Gold

Life: 6

Special Abilities

You may roll 2 dice for your attack and use the higher result for your attack score.

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You may use 2 *Weapons* at once.

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You cannot wear *Armour*.

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You cannot use Spells at all.

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Subtract 1 from your rolls in the Tavern. People tend to dislike you.

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You can sacrifice a follower at any time to gain or heal 1 life.

Start: Craggs • Alignment: Evil





### WARRIOR OF CHAOS



**Strength:** 5

**Craft:** 1

**Objects**

#### Special Abilities

You begin the game with *Armour*

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Everytime you land on another character you must attack them.

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Whenever you slay an enemy or another character and force them to lose a life, you may roll a die to see if you gain the Dark God's favour. (You may not use Fate to reroll this roll)

1-2 The Gods ignore you!  
3-5 The Gods grant you 1 fate.  
6 Gain 1 Strength

Start: Black Knight • Alignment: Evil

**Followers**

**Fate:** 2

**Gold**

**Life:** 5



Strength: 2

Craft: 4

DARK CULTIST



Objects

Followers

Fate: 3

Gold

Life: 4

Special Abilities

When you attack another character, you may choose to make the attack psychic combat. You may not do this when you are attacked by another character.

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You may evade creatures and characters in the Cursed Glade. Whenever you return to the Cursed Glade you Gain 1 Spell.

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You alignment is always Evil.

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If you defeat an enemy or force a character to lose a life you may roll to receive a gift from the the Forces of Darkness. Roll 1 die:

1) Ignored	2) Gain 1 Gold
3) Gain 1 Life	4) Gain 1 Spell
5) Gain 1 Fate	6+) Gain 1 Craft

(Add 1 to the roll if you defeated a Good character)

Start: Cursed Glade • Alignment: Evil

