

TROUBLEMAKER

Strength: 3

Craft: 3



Objects

Special Abilities

You start the game with a Mercenary card from the Mercenary deck. If you lose them, you may take one from the Mercenary deck for free when you visit the Tavern.

When you use a Weapon in battle or psychic combat you may discard 1 gold to use the Rune of Dragons' Strength and add 3 to your attack score.

When you use Armour to prevent a loss of life, you may discard 1 gold to use the Rune of Stone Skin and add 1 to the result.

Whenever you kill a Dragon, Monster, Outlaw, Lawman, or defeat another character and choose to take a life, you may gain 1 gold.

Start: Tavern • Alignment: Evil

Followers

Fate: 2

Gold

Life: 4