



DOPPELGANGER



Enemy - Monster

STRENGTH: ?

The Doppelganger always has the same total Strength as its opponent, including any bonuses. If you kill it, gain 1 Strength, but you must discard it instead of taking it as a trophy. It will remain here until it is killed.

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INSTRUCTOR



Stranger

The Instructor will remain here for the rest of the game. The Instructor is happy to teach you for a price. For every 3 gold you pay, you must miss 1 turn and gain either 1 point of Strength or Craft.

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