



DEER WOMAN



Strength: 3

Craft: 3

Special Abilities

You may not roll a die in the Forest or the Crag. Treat those spaces as though their text were blank.

When you attack another character, you may make the attack psychic combat if you wish. You may not do so when another character attacks you.

Instead of claiming the usual rewards, you may teleport a character you defeat to either the Crag or the Forest.

When a character is *lost* in the Forest, gain a Craft and replenish a Fate.

When a character is *lost* in the Crag, gain a Strength and heal a life.

Start: Forest • Alignment: Neutral

Objects

Followers

Fate: 3

Gold

Life: 4

EXILE



Strength: 3

Craft: 3

Special Abilities

You begin the game with a Quest from the Warlock.

When you draw a Warlock Quest or a Quest Reward, draw two and discard one.

When you complete the Warlock's quest, you may gain your full compliment of Spells instead of your usual reward.

Start: Warlock's Cave • Alignment: Evil

Objects

Followers

Fate: 4

Gold

Life: 3

FASTACHEE



Strength: 1

Craft: 5

Special Abilities

You begin the game with two Spells.

You may *harvest* the magical life-giving energies of the Fields. When you would draw a card in the Fields, you may instead roll 1 die.

- 1) Reap what you sow. Discard an Object to take an Object from any Discard Pile.
- 2) Heal 1 life
- 3) Replenish 1 Fate
- 4) Gain a Spell.
- 5) Gain 1 Craft
- 6) Move one card or character from another Field to this Space and encounter it.

When you start your turn on Woods or Plains, you use your magic to prepare the land for farming. Discard a Spell to miss your turn and place a Fields Terrain card on your Space.

Start: Fields (Any) • Alignment: Good

Objects

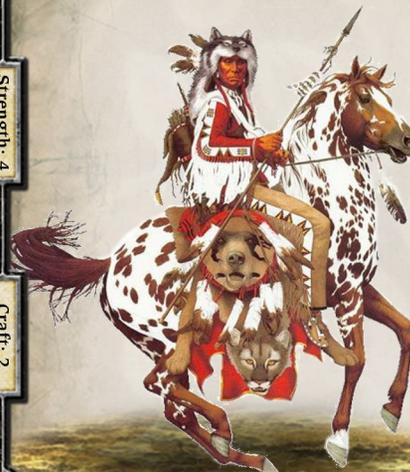
Followers

Fate: 3

Gold

Life: 4

LANCER



Strength: 4

Craft: 2

Special Abilities

You begin the game with a Paint Horse from the Stables Deck.

At the start of your turn, if you do not have a *Steed* you may spend a Fate to draw a card at random from the Stables Deck. If it is not a *Steed*, discard it. If you are on the Plains, you may use this ability for free.

If you begin your turn on the same space as an Enemy, you may remain there and encounter it instead of moving.

You may add (5 - current Life) to your Strength in battle or your Craft in psychic combat.

Start: Plains (Any) • Alignment: Neutral

Objects

Followers

Fate: 3

Gold

Life: 5

MEDICINE MAN



Strength: 2

Craft: 4

Special Abilities

When you encounter another character, you may heal them fully. If you do so, you gain your full compliment of Spells.

When another character encounters you, they may pay you one or more gold to heal one life for each. If they do, they cannot attack you this turn.

You may discard a Spell to discard a *Cursed* Follower or Object belonging to any character on your space.

Start: Village or Longhouses • Alignment: Good

Objects

Followers

Fate: 3

Gold

Life: 4

PUKWUDGIE



Strength: 1

Craft: 4

Special Abilities

If another character attacks you and does not have *Armour*, they must lose a life.

You automatically defeat Enemies in battle if their Strength is less than your current number of lives.

You enslave the souls of those you defeat to fight on your behalf. You may discard one of your Trophies to add its Strength or Craft to your own in battle or psychic combat.

Start: Forest • Alignment: Evil

Objects

Followers

Fate: 4

Gold

Life: 4

SEITAAD



Strength: 2

Craft: 4

Special Abilities

When you visit the Desert, you heal a life instead of losing one.

At the start of your turn, if you are fully healed and on a Desert, you may teleport to any other Desert.

When you defeat an Enemy or character, you may *bury* them. If it is an Enemy, it is discarded instead of being taken as a Trophy; if a character, they do not suffer the usual penalties for losing. Place a Desert Terrain card on their space, which any characters there must encounter immediately. This may not be done in the Inner Region.

Lose a life when you cross the Storm River.

Start: Desert (any) • Alignment: Evil

Objects

Followers

Fate: 3

Gold

Life: 4

COUNCILOR



Strength: 3

Craft: 3

Special Abilities

When you land on a space that instructs you to *visit* one of its residents, you may instead *summon a council*. To do so, spend a gold and move a Stranger, Follower, or Denizen in your Region to your space and encounter them.

When you visit the Enchantress, the Mystic or a Stranger or Denizen that requires a die roll, you may *negotiate* with them. Add 1 to or subtract 1 from your roll.

You are never required to take a Follower, even if they are *Cursed*.

Start: Village or Longhouses • Alignment: Good

Objects

Followers

Fate: 4

Gold

Life: 4