

HUNTER



Strength: 3

Craft: 3

Special Abilities

You begin the game with a Bow from the purchase deck.

When you battle an Animal or Monster, you may use your Bow without discarding it or a gold.

When you visit the Hidden Valley, you may trade any combination of seven points of trophies for 1 Strength or 1 Craft. Animal and Monster trophies are worthy two points extra when doing so.

You recognize the power of the ancient standing stones. When you visit the Runes, you may pray instead of encountering the space normally. Roll 1 die:

- 1-3) Ignored
- 4) Heal 1 life
- 5) Replenish 1 fate
- 6) Teleport to any space in the Outer or Middle Region.

Start: Hidden Valley • Alignment: Neutral

Objects

Followers

Fate: 3

Gold

Life: 4

SCALE PRIEST



Strength: 2

Craft: 4

Special Abilities

You begin the game with a Spell.

At any time, you may exchange points of Strength for Craft, or vice versa, but only from the higher trait to the lower trait.

Whenever you gain a Strength, you also gain a Spell if your Craft allows.

Enemies with "Saurian" in their title will not attack you. When you encounter one, you may lead them in prayer. If you do, discard them and pray as if at the Temple, adding their Strength or Craft to your total. If you would be enslaved, miss your next turn instead.

Start: Hidden Valley • Alignment: Neutral

Objects

Followers

Fate: 3

Gold

Life: 4

TROGLODYTE



Strength: 4

Craft: 2

Special Abilities

You begin the game with Bone Armour and War Club from the Hidden Valley deck.

If you lose your Bone Armour or War Club, you may discard a trophy at any time to take one from the Hidden Valley discard pile, if available.

You are at home in the caves and crags. Whenever you visit the Warlock's Cave, Chasm, Crags, or Cavern, you may ignore the space's instructions and instead heal 1 life or replenish 1 fate.

Start: Hidden Valley • Alignment: Neutral

Objects

Followers

Fate: 3

Gold

Life: 4

LIZARD TYRANT



Strength: 9

Craft: 9

Life: 1

At the beginning of the game, take all Enemies with "Saurian" in their title from the Hidden Valley deck, shuffle them together, and place one at random on the Castle, Cursed Glade, Oasis, Warlock's Cave, Temple, Hidden Valley, and Portal of Power. Shuffle the rest back into the deck.

When a character in the Middle Region is instructed to draw an Adventure Card, they must draw from the Hidden Valley deck.

Once per turn, a character on the Crown of Command must fight the Lizard Tyrant with the lower of their Strength or Craft.

The Lizard Tyrant adds 1 to its attack score for each Enemy with "Saurian" in its title on the board.

When the Lizard Tyrant is defeated, instead of losing a life, discard an Enemy with "Saurian" in its title from the board. If there are none, the character who defeated him wins the game!

