







<div>BERSERKER</div> <div>♂</div> <div></div>	<p><b>“LETOPHORO”:</b> Death and Destruction <i>The Berserker is a powerful fighting man with the strength to dispatch the largest monsters and humans and the speed to outmaneuver them. He is not fast enough to escape faster opponents, so against them he must rely on going berserk to survive and on his robust health to help him recover from his wounds</i></p> <p><b>Weight/Vulnerability:</b> Heavy</p> <p><b>Special Advantages:</b> <b>1. ROBUST:</b> The Berserker can record and do an extra Rest phase each day. <b>2. BERSERK:</b> The Berserker can play his Berserk chit to increase his vulnerability to Tremendous for the rest of the day. Once he plays it, it takes Tremendous harm to kill him. At <i>Midnight</i> he reverts to normal. <i>Note:</i> For purposes of fatiguing, the Berserk chit counts as a Fight chit. It cannot be used as a Fight chit in any other way. <b>2.1</b> He can play his Berserk chit during an Alert phase (instead of alerting a weapon). It fatigues instantly. <b>2.2</b> He can play his Berserk chit as his action during the encounter step. This counts as his action for the step, and the denizens on his sheet restrict his ability to play it (as if it were a Fight chit). It counts towards his effort limit and fatigue normally.</p> <p><b>Starting Location:</b> Inn, plus 10 GOLD <b>Friendly:</b> Rogues, Lancers, <i>Shaman</i>. <b>Unfriendly:</b> Patrol, Guard.</p>	<div>YOUTH</div> <div>Axe, Helmet</div> <div>MOVE H6</div> <div>MOVE H5*</div> <div>FIGHT H4*</div> <div>RAIDER</div> <div>Axe, Helmet, Shield</div> <div>MOVE T6*</div> <div>MOVE H4**</div> <div>FIGHT H5</div> <div>VIKING</div> <div>Axe, Helmet, Breastplate, Shield</div> <div>MOVE H4**</div> <div>FIGHT T6*</div> <div>FIGHT T4**</div> <div>BERSERKER</div> <div>Great Axe, Helmet</div> <div>BERSERK T4**</div> <div>FIGHT T5*</div> <div>FIGHT T4**</div> <div>WOUNDED</div> <div>ACTIVE</div>
<div>AMAZON</div> <div>♀</div> <div></div>	<p><b>“SWORD AND SHIELD”</b></p> <p><i>The Amazon is a skilled warrior and soldier, with excellent speed and fair strength. She is deadliest against Medium and Heavy opponents. She should avoid or run from Tremendous and armored Heavy monsters, who are too dangerous for her to handle even if she obtains heavier equipment.</i></p> <p><b>Weight/Vulnerability:</b> Medium</p> <p><b>Special Advantages:</b> <b>1. AIM:</b> The Amazon subtracts one from each die roll whenever she rolls on the Missile Table to attack with a missile weapon. <b>2. STAMINA:</b> The Amazon can record and do an extra Move phase each turn. She gets this bonus even when she is riding a horse - her stamina includes being an excellent horsewoman.</p> <p><b>Starting Location:</b> Inn, plus 10 GOLD <b>Friendly:</b> Lancers, Patrol, <i>Shaman</i>. <b>Unfriendly:</b> Company, Bashkars.</p>	<div>SCOUT</div> <div>Light Bow</div> <div>MOVE M4</div> <div>MOVE M3*</div> <div>FIGHT L4</div> <div>WARRIOR</div> <div>Spear, Helmet, Breastplate, Shield</div> <div>MOVE M4</div> <div>FIGHT M5</div> <div>FIGHT M4*</div> <div>CHAPMION</div> <div>Spear, Helmet, Breastplate, Shield</div> <div>MOVE M3*</div> <div>FIGHT M3**</div> <div>FIGHT H4**</div> <div>AMAZON</div> <div>Short Sword, Helmet, Breastplate, Shield</div> <div>FIGHT M4*</div> <div>FIGHT M3**</div> <div>MOVE M3*</div> <div>WOUNDED</div> <div>ACTIVE</div>
<div>BLACK KNIGHT</div> <div>♂</div> <div></div>	<p><b>“MARS”:</b> God of War</p> <p><i>The Black Knight is a deadly and feared veteran of many battlefields. He is at his best against humans. He is too weak to dispatch Tremendous monsters until he gets a heavier weapon.</i></p> <p><b>Weight/Vulnerability:</b> Medium</p> <p><b>Special Advantages:</b> <b>1. AIM:</b> The Black Knight subtracts one from each die roll whenever he rolls on the Missile Table to attack with a missile weapon. <b>2. FEAR:</b> Whenever the Black Knight rolls on the Meeting Table he rolls one die instead of two. His deadly reputation makes it easier for him to trade and hire natives, and it makes his enemies think twice before blocking or battling him.</p> <p><b>Starting Location:</b> Inn, plus 10 GOLD <b>Ally:</b> Company. <b>Friendly:</b> Soldiers, <i>Crone</i>. <b>Unfriendly:</b> Lancers. <b>Enemy:</b> Guard.</p>	<div>SPEARMAN</div> <div>Spear, Helmet, Breastplate</div> <div>MOVE M5</div> <div>MOVE H5*</div> <div>FIGHT H5*</div> <div>MERCENARY</div> <div>Crossbow, Helmet, Breastplate</div> <div>MOVE H6</div> <div>MOVE M4*</div> <div>FIGHT H6</div> <div>HEAVY FOOTMAN</div> <div>Mace, Helmet, Breastplate, Shield</div> <div>FIGHT M4*</div> <div>FIGHT M4*</div> <div>FIGHT M5</div> <div>BLACK KNIGHT</div> <div>Mace, Suit of Armor, Shield</div> <div>MOVE H4**</div> <div>FIGHT H4**</div> <div>FIGHT M3**</div> <div>WOUNDED</div> <div>ACTIVE</div>

<div>CAPTAIN</div> 	<div>"CHEVRON": Military Leadership</div> <p><i>The Captain is a renowned hero of many wars. His strength, weapon and armor make him dangerous when facing Medium or Heavy opponents, but he needs heavier equipment to deal with heavily armored foes. He is not really strong enough to face Tremendous foes</i></p> <p><b>Weight/Vulnerability:</b> Medium</p> <p><b>Special Advantages:</b></p> <ol style="list-style-type: none"> <li><b>1. AIM:</b> The Captain subtracts one from each die roll whenever he rolls on the Missile Table to attack with a missile weapon.</li> <li><b>2. REPUTATION:</b> The Captain can record and do an extra phase each day he is at a Dwelling (including a campfire). He must be at the Dwelling when he starts to do the phase, not when he records it. He can use the extra phase to do any normal activity.</li> </ol> <p><b>Starting Location:</b> Inn, House, or Guardhouse, plus 10 GOLD</p> <p><b>Friendly:</b> Patrol, Soldiers, Guard, Scholar.  <b>Unfriendly:</b> Woodfolk.  <b>Enemy:</b> Bashkars.</p>	<div>SPEARMAN <i>Spear, Shield</i></div> <div>SOLDIER <i>Short Sword, Helmet, Breastplate, Shield</i></div> <div>LIENTENANT <i>Short Sword, Helmet, Breastplate, Shield</i></div> <div>CAPTAIN <i>Short Sword, Helmet, Breastplate, Shield</i></div> <table> <tr> <td data-bbox="1032 118 1171 257">MOVE M4*</td><td data-bbox="1171 118 1326 257">ACTIVE MOVE M5</td><td data-bbox="1326 118 1468 257">FIGHT H5*</td></tr> <tr> <td data-bbox="1032 271 1171 409">FIGHT M5</td><td data-bbox="1171 271 1326 409">MOVE M3**</td><td data-bbox="1326 271 1468 409">MOVE M3**</td></tr> <tr> <td data-bbox="1032 423 1171 562">MOVE M4*</td><td data-bbox="1171 423 1326 562">FIGHT H5*</td><td data-bbox="1326 423 1468 562">FIGHT M4*</td></tr> <tr> <td data-bbox="1032 575 1171 714">MOVE M4*</td><td data-bbox="1171 575 1326 714">FIGHT H6</td><td data-bbox="1326 575 1468 714">FIGHT M4*</td></tr> </table> <div>FATIGUED</div>	MOVE M4*	ACTIVE MOVE M5	FIGHT H5*	FIGHT M5	MOVE M3**	MOVE M3**	MOVE M4*	FIGHT H5*	FIGHT M4*	MOVE M4*	FIGHT H6	FIGHT M4*
MOVE M4*	ACTIVE MOVE M5	FIGHT H5*												
FIGHT M5	MOVE M3**	MOVE M3**												
MOVE M4*	FIGHT H5*	FIGHT M4*												
MOVE M4*	FIGHT H6	FIGHT M4*												
<div>SWORDSMAN</div> 	<div>"WOLF'S HOOK"</div> <p><i>The Swordsman is a wily and nimble rascal, quick to react to an opportunity or threat. In combat he is extremely fast with his sword and with his feet: against individual Light, Medium and Heavy opponents his speed makes him a deadly antagonist, and he can run away when he faces Tremendous monsters, armored Heavy monsters and enemies who outnumber him.</i></p> <p><b>Weight/Vulnerability:</b> Light</p> <p><b>Special Advantages:</b></p> <ol style="list-style-type: none"> <li><b>1. BARTER:</b> The Swordsman rolls one die instead of two whenever he uses the Meeting Table during a Trade activity. Note: He gets this advantage only during the Trade activity. He does not get it during the Hire activity or when he rolls for battling natives.</li> <li><b>2. CLEVER:</b> Instead of taking his turn when his Attention chit is picked, the Swordsman chooses when he will take his turn.</li> <li><b>2.1</b> At <i>Sunrise</i> he keeps his Attention chit instead of mixing it in with the others, and each time a new Attention chit is about to be picked during <i>Daylight</i> he can preempt and take his turn at that point. He can preempt only once per day (he gets only one turn per day), he cannot interrupt another character's turn once that other character's chit has been picked, and if he has not taken his turn when all of the Attention chits have been picked he must take his turn at that point.</li> <li><b>2.2</b> The ability to preempt applies only during <i>Daylight</i>. It does not work when chits are picked during other periods of the day.</li> <li><b>2.3</b> If several characters have the ability to preempt (due to spells or duplicate Swordsmen in the game), they can preempt or pass in turn, starting with the last character to take a turn and going to the left, skipping any characters who do not have the ability to preempt. When no chits remain to be picked, any characters who have not yet taken their turns cannot pass.</li> </ol> <p><b>Starting Location:</b> Inn, plus 10 GOLD  <b>Friendly:</b> Rogues, Company, Warlock. <b>Enemy:</b> Patrol</p>	<div>WANDERER</div> <div>THIEF</div> <div>ADVENTURER <i>Thrusting Sword</i></div> <div>SWORDSMAN <i>Thrusting Sword</i></div> <table> <tr> <td data-bbox="1032 745 1171 884">MOVE L4</td><td data-bbox="1171 745 1326 884">ACTIVE MOVE L3*</td><td data-bbox="1326 745 1468 884">FIGHT L3*</td></tr> <tr> <td data-bbox="1032 898 1171 1037">MOVE L3*</td><td data-bbox="1171 898 1326 1037">FIGHT L2**</td><td data-bbox="1326 898 1468 1037">MOVE L2**</td></tr> <tr> <td data-bbox="1032 1050 1171 1189">MOVE M4*</td><td data-bbox="1171 1050 1326 1189">FIGHT M4*</td><td data-bbox="1326 1050 1468 1189">FIGHT M3**</td></tr> <tr> <td data-bbox="1032 1202 1171 1341">FIGHT L4</td><td data-bbox="1171 1202 1326 1341">FIGHT M5</td><td data-bbox="1326 1202 1468 1341">MOVE L2**</td></tr> </table> <div>FATIGUED</div>	MOVE L4	ACTIVE MOVE L3*	FIGHT L3*	MOVE L3*	FIGHT L2**	MOVE L2**	MOVE M4*	FIGHT M4*	FIGHT M3**	FIGHT L4	FIGHT M5	MOVE L2**
MOVE L4	ACTIVE MOVE L3*	FIGHT L3*												
MOVE L3*	FIGHT L2**	MOVE L2**												
MOVE M4*	FIGHT M4*	FIGHT M3**												
FIGHT L4	FIGHT M5	MOVE L2**												
<div>WHITE KNIGHT</div> 	<div>"CROSS POMMEE": Potent Cross</div> <p><i>The White Knight is famous for his virtue and his prowess in battle. He is among the most powerful fighters and can handle the largest and most terrible monsters, but he moves slowly and fatigues easily. Against smaller and faster foes he must rely on his armor to stay alive, and he must use his health to recover from the fatigue and wounds he suffers in combat.</i></p> <p><b>Weight/Vulnerability:</b> Heavy</p> <p><b>Special Advantages:</b></p> <ol style="list-style-type: none"> <li><b>1. HEALTH:</b> The White Knight can record and do an extra Rest phase each day.</li> <li><b>2. HONOR:</b> The White Knight subtracts one from each die he rolls whenever he rolls on the Meeting Table; this includes all rolls he makes during trading, hiring and rolling to see if the natives will battle him. His noble accomplishments and reputation make even his enemies less likely to attack him, and all of the native groups are likely to give him a little price break when he deals with them.</li> </ol> <p><b>Starting Location:</b> Inn or Chapel, plus 10 GOLD</p> <p><b>Ally:</b> Order.  <b>Friendly:</b> Lancers.  <b>Unfriendly:</b> Bashkars, Crone.  <b>Enemy:</b> Company.</p>	<div>SQUIRE <i>Broadsword, Helmet, Breastplate, Shield</i></div> <div>KNIGHT ERRAND <i>Broadsword, Armor, Shield</i></div> <div>CRUSADER <i>Broadsword, Armor, Shield, Spell (I)</i></div> <div>WHITE KNIGHT <i>Great Sword, Armor, Spell (I)</i></div> <table> <tr> <td data-bbox="1032 1373 1171 1512">MOVE H5*</td><td data-bbox="1171 1373 1326 1512">ACTIVE MOVE H6</td><td data-bbox="1326 1373 1468 1512">FIGHT H5*</td></tr> <tr> <td data-bbox="1032 1525 1171 1664">MOVE H4**</td><td data-bbox="1171 1525 1326 1664">FIGHT H6</td><td data-bbox="1326 1525 1468 1664">FIGHT H4**</td></tr> <tr> <td data-bbox="1032 1677 1171 1816">FIGHT H4**</td><td data-bbox="1171 1677 1326 1816">FIGHT H5*</td><td data-bbox="1326 1677 1468 1816">MAGIC I5**</td></tr> <tr> <td data-bbox="1032 1830 1171 1968">MOVE T6*</td><td data-bbox="1171 1830 1326 1968">FIGHT T4**</td><td data-bbox="1326 1830 1468 1968">FIGHT T5*</td></tr> </table> <div>FATIGUED</div>	MOVE H5*	ACTIVE MOVE H6	FIGHT H5*	MOVE H4**	FIGHT H6	FIGHT H4**	FIGHT H4**	FIGHT H5*	MAGIC I5**	MOVE T6*	FIGHT T4**	FIGHT T5*
MOVE H5*	ACTIVE MOVE H6	FIGHT H5*												
MOVE H4**	FIGHT H6	FIGHT H4**												
FIGHT H4**	FIGHT H5*	MAGIC I5**												
MOVE T6*	FIGHT T4**	FIGHT T5*												




<div> <div>DRUID</div>  </div>	<div> <div>"WOOD"</div> <p><i>The Druid is an elusive magician at peace with nature. Since he cannot deal with most opponents even if he gets a weapon, he must operate alone, avoiding and hiding from monsters and running from them at need. He needs to win without combat, if possible.</i></p> <p><b>Weight/Vulnerability:</b> Light</p> <p><b>Special Advantages:</b></p> <ol style="list-style-type: none"> <li><b>CONCEALMENT:</b> The Druid rolls one die instead of two each time he makes a Hide die roll.</li> <li><b>PEACE WITH NATURE:</b> When the Druid ends his turn, the Warning and Sound chits in his tile do not summon monsters. Individuals following the Druid will summon monsters normally.</li> <li><b>2.1</b> If the map chits in his tile are face down he reveals them normally, but he turns the Warning and Sound chits face down again to show they have not summoned monsters yet (chits are turned face up only if they have had the opportunity to summon monsters). The chits react normally when anyone else ends his turn in the tile.</li> <li><b>2.2</b> Peace With Nature does not affect Dwellings, Site chits and Site cards, and it does not affect the Dragon Essence Treasure card. When the Druid ends his turn in a tile that contains one of these pieces, it summons denizens normally.</li> </ol> <p><b>Starting Location:</b> Inn, plus 10 GOLD and two Spells (II and/or VIII)</p> <p><b>Ally:</b> Bashkars.</p> <p><b>Friendly:</b> Lancers.</p> <p><b>Unfriendly:</b> Order, Shaman.</p> <p><b>Enemy:</b> Woodfolk.</p> </div>	<div> <div>HERBALIST</div> <div> <div>MOVE L3*</div> <div>MOVE L4</div> <div>FIGHT L3*</div> </div> </div> <div> <div>ANIMALIST</div> <div> <div>FIGHT L4</div> <div>MOVE L2**</div> <div>FIGHT L2**</div> </div> </div> <div> <div>SOOTHSAYER Spell (II or VIII)</div> <div> <div>MAGIC II3*</div> <div>MAGIC VIII4*</div> <div>MAGIC VIII3*</div> </div> </div> <div> <div>DRUID two Spells (II or VIII)</div> <div> <div>MAGIC II2**</div> <div>MAGIC II3**</div> <div>MAGIC VIII3*</div> </div> </div> <div>ACTIVE</div> <div>FATIGUED</div>
<div> <div>DWARF</div>  </div>	<div> <div>"OPPOSITION"</div> <p><i>The Dwarf is a slow and powerful fighter who is at his best in the caves, where he is respected as a master of searching, hiding and fighting the monsters that live there. Outside of the caves he is slow and clumsy. In battle his ability to duck allows him to swiftly escape enemy blows and out-manuever the largest and slowest denizens. He must be careful to avoid the fast opponents who live outside of the caves, however, and he is extremely vulnerable to attacks made by other characters, who can always Smash him as he ducks. Since he relies heavily on the ducking maneuver, his helmet is a critical part of his defenses.</i></p> <p><b>Weight/Vulnerability:</b> Heavy</p> <p><b>Special Advantages:</b></p> <ol style="list-style-type: none"> <li><b>SHORT LEGS:</b> This "advantage" is a mixture of advantages and disadvantages:</li> <li><b>1.1</b> The Dwarf can never use sunlight phases - he can only use basic phases (plus any extra phases due to belongings or spells). He can Follow characters normally, even if they are using sunlight phases. <i>Note:</i> When using the optional Seasons/Weather rules, the Dwarf can also use Sheltered phases.</li> <li><b>1.2</b> The doughty Dwarf can rest an extra effort asterisk each time he does a Rest activity.</li> <li><b>1.3</b> The Dwarf can use his Duck chit as a special Move chit. He can play it only to do the "Duck" maneuver during the Melee Step. He cannot use it for any other purpose (except as a T chit for looting); he cannot use it to carry items, to charge or run away during the Encounter Step, and he cannot use it to do any maneuver except "Duck". For purposes of fatigue, it counts as a Move chit. <i>Note:</i> In the Development Game, he can use the Duck chit even as a Youngster, before he receives the Short Legs special advantage.</li> <li><b>2. CAVE KNOWLEDGE:</b> The Dwarf rolls one die instead of two whenever he uses the Hide table, the Meeting Table, or any Search table when he is in a cave clearing. This gives him some powerful advantages in the caves, somewhat offsetting his short legs. Obviously, the Dwarf prefers to spend as much time as possible in the caves.</li> </ol> <p><b>Starting Location:</b> Inn or Guardhouse, plus 10 GOLD</p> <p><b>Friendly:</b> Company, Guard, Scholar.</p> <p><b>Unfriendly:</b> Woodfolk, Bashkars.</p> </div>	<div> <div>YOUNGSTER Axe, Helmet</div> <div> <div>DUCK T3*</div> <div>MOVE H6</div> <div>FIGHT H5*</div> </div> </div> <div> <div>SMITH Axe, Helmet</div> <div> <div>MOVE T6*</div> <div>FIGHT H6</div> <div>FIGHT H4**</div> </div> </div> <div> <div>WARRIOR Great Axe, Helmet</div> <div> <div>MOVE H5*</div> <div>FIGHT T6*</div> <div>FIGHT H4**</div> </div> </div> <div> <div>DWARF Great Axe, Helmet</div> <div> <div>MOVE T5**</div> <div>FIGHT T5**</div> <div>FIGHT T5**</div> </div> <div>WOUNDED</div> <div>ACTIVE</div> <div>FATIGUED</div> </div>
<div> <div>ELF</div>  </div>	<div> <div>"SEXTILE": Half-human</div> <p><i>The Elf is an elusive and graceful warrior and magician. With his Light Bow he is a deadly match for anything less than an armored Heavy foe, and with a Medium Bow he can face any opponent. He has the speed to escape numerous opponents.</i></p> <p><b>Weight/Vulnerability:</b> Light</p> <p><b>Special Advantages:</b></p> <ol style="list-style-type: none"> <li><b>ELUSIVENESS:</b> The Elf can record and do an extra Hide phase each day.</li> <li><b>ARCHER:</b> The Elf rolls one die instead of two whenever he rolls on the Missile Table to make an attack with a bow or crossbow.</li> </ol> <p><b>Starting Location:</b> Inn, plus 10 GOLD</p> <p><b>Ally:</b> Woodfolk.</p> <p><b>Friendly:</b> Bashkars.</p> <p><b>Unfriendly:</b> Order, Scholar.</p> <p><b>Enemy:</b> Lancers</p> </div>	<div> <div>STRIPLING Spell (III or VII)</div> <div> <div>MAGIC III3*</div> <div>MAGIC III4*</div> <div>MAGIC VII4*</div> </div> </div> <div> <div>FAERIE two Spells (III or VII)</div> <div> <div>MAGIC VII3*</div> <div>MAGIC III3*</div> <div>MAGIC III2*</div> </div> </div> <div> <div>HUNTER Light Bow, two Spells (III or VII)</div> <div> <div>MOVE L3*</div> <div>FIGHT L3*</div> <div>MOVE L2*</div> </div> </div> <div> <div>ELF Light Bow, two Spells (III or VII)</div> <div> <div>MOVE M4</div> <div>FIGHT M3*</div> <div>FIGHT M4</div> </div> </div> <div>WOUNDED</div> <div>ACTIVE</div> <div>FATIGUED</div>


<div>MAGICIAN</div> <div></div> <div></div>	<div>“GINNER”: Divine and Demonic</div> <div>The Magician knows a little about a lot of different types of magic. He can cast nearly any spell - if he can obtain the right color magic. He must make the best use of the color magic he finds in the game, for he lacks the paired Magic chits necessary to enchant tiles. Obviously, he values Enchanted cards above all else. When he picks his starting spells, he must be very careful to pick spells that he can cast with the chits he has available.</div> <div>Weight/Vulnerability: Light</div> <div>Special Advantages: 1. <b>MAGICAL PARAPHERNALIA</b>: The Magician can record and do an extra Alert phase each day. This reflects the effects of the magical implements he is carrying; the phase is best used to alert Magic chits. 2. <b>KNOWLEDGE</b>: The Magician subtracts one from each die he rolls when he uses the Reading Runes table. Starting Location: Inn, plus 10 GOLD</div> <div>Friendly: Company, Rogues. Unfriendly: Patrol, Soldiers, Crone.</div>	<div>STUDENT</div> <div>FIGHT L3*</div> <div>MOVE L4</div> <div>MOVE L3*</div>	<div>TRICKSTER Spell (II)</div> <div>FIGHT L4</div> <div>MAGIC II3*</div> <div>MOVE M4*</div>	<div>ILLUSIONIST two Spells (II, III, VII, or VIII)</div> <div>MAGIC III3*</div> <div>MAGIC VII4*</div> <div>MAGIC VIII4*</div>	<div>MAGICIAN three Spells (II, III, IV, V, VI, VII, or VIII)</div> <div>MAGIC IV3*</div> <div>MAGIC V4**</div> <div>MAGIC VI4*</div>	<div>FATIGUED</div>
<div>PILGRIM</div> <div></div> <div></div>	<div>“CORZIER”: Shepherd’s Staff</div> <div>The Pilgrim is an adventurous cleric who must rely on his alliance with the Order and his ability to swiftly dispatch Medium opponents. With better weapons and armor he can defeat heavier opponents, but he is very slow and must choose his battles cautiously. He can wield powerful white magic, and his choice of a starting spell is critical in determining his strategy.</div> <div>Weight/Vulnerability: Medium</div> <div>Special Advantages: 1. <b>HEAVENLY PROTECTION</b>: The Demon, Winged Demon and Imp cannot block the Pilgrim and they cannot be assigned to attack him; he cannot lure them into attacking, and they cannot be assigned to him randomly. He can block and attack them normally. His hirelings are not protected and can lure and be assigned Demons and Imps. 2. <b>LEARNING</b>: The Pilgrim rolls one die instead of two each time he uses the Reading Runes table. Starting Location: Inn or Chapel, plus 10 GOLD</div> <div>Ally: Order. Unfriendly: Bashkars, Company, Crone</div>	<div>ACOLYTE</div> <div>MOVE M4*</div> <div>MOVE M5</div> <div>FIGHT M3*</div>	<div>GUARDIAN Staff</div> <div>MOVE H5*</div> <div>FIGHT M4</div> <div>FIGHT M2**</div>	<div>MISSIONARY Staff, Spell (I or VII)</div> <div>MAGIC I6*</div> <div>MAGIC VII3*</div> <div>FIGHT M3*</div>	<div>PILGRIM Staff, Spell (I or VII)</div> <div>MOVE H6</div> <div>FIGHT H4*</div> <div>MAGIC I4*</div>	<div>FATIGUED</div>
<div>SORCEROR</div> <div></div> <div></div>	<div>“CONTROLLED INTELLECT”</div> <div>The Sorcerer is the master of elemental magic and conjuring. He is helpless in combat, so he does best when he takes some of the excellent Type IV Attack spells at the start of the game, which make him formidable in combat. His favorite Treasures are the Book of Lore and the Scroll of Alchemy, which can vastly increase the powers he can call on.</div> <div>Weight/Vulnerability: Medium</div> <div>Special Advantages: 1. <b>LORE</b>: The Sorcerer rolls one die instead of two each time he rolls on the Reading Runes table. 2. <b>AURA OF POWER</b>: The Sorcerer can record and do an extra Enchant phase each turn. Starting Location: Inn, plus 10 GOLD</div> <div>Ally: Lancers. Friendly: Company, Bashkars. Unfriendly: Order, Soldiers, Warlock. Enemy: Guard</div>	<div>APPRENTICE</div> <div>MOVE M5</div> <div>FIGHT L3*</div> <div>MOVE M4*</div>	<div>ALCHEMIST Spell (IV)</div> <div>MAGIC IV4*</div> <div>MAGIC IV4*</div> <div>MAGIC IV4*</div>	<div>CONJUROR two Spells (VI or VI)</div> <div>MAGIC VI5*</div> <div>MAGIC VI6*</div> <div>MAGIC VI4*</div>	<div>MAGICIAN three Spells (IV, or VI)</div> <div>MAGIC IV3*</div> <div>MAGIC IV3*</div> <div>MAGIC IV5*</div>	<div>FATIGUED</div>



<div>WITCH</div> <div></div>	<p><b>"VITRIOLE"</b>: Poison <i>The Witch is the mistress of natural and demonic powers. Nearly helpless in combat, she must select some spells that allow her to fight or avoid combat. She usually does best by going off by herself, preferably to some place where she can find grey magic.</i></p> <p><b>Weight/Vulnerability:</b> Light</p> <p><b>Special Advantages:</b></p> <ol style="list-style-type: none"><li><b>KNOWLEDGE:</b> The Witch subtracts one from each die she rolls when she uses the Reading Runes table.</li><li><b>FAMILIAR:</b> The Witch has an invisible companion that can move around the map separately and discover things for her.</li><li>2.1 She uses an extra game piece to represent this "familiar". Each day she records a separate turn for the familiar: it gets the same basic and sunlight phases as do the characters, and it can do only the Move, Follow, and Peer activities (the only clearing it can search is the clearing it is in). It takes its turn just before she takes her turn, when her Attention chit is picked. The familiar cannot block or be blocked, it does not summon denizens nor cause monsters to move, and it cannot take part in combat.</li><li>2.2 The familiar can follow and spy like a character. When it follows the Witch, she can carry it like an item with Negligible weight, even when she flies. The familiar cannot be followed or spied on.</li><li>2.3 The familiar cannot carry belongings or recorded Gold.</li><li>2.4 The Witch and her familiar share the same Discoveries list. Anything either of them discovers can be used by both of them. If the familiar discovers Hidden Enemies, the Witch can only see them if she is in the same clearing with the Familiar.</li></ol> <p><b>Starting Location:</b> Inn (Witch and familiar), plus 10 GOLD</p> <p><b>Ally:</b> Company. <b>Friendly:</b> Bashkars. <b>Unfriendly:</b> Order, Lancers, Soldiers, Shaman</p>	<div>ACTIVE</div> <table><tr><td>OLD WOMAN</td><td>MOVE L4</td><td>MOVE L3*</td><td>MOVE M4*</td></tr><tr><td>MEDIUM <i>Spell (II, V, or VIII)</i></td><td>MAGIC VIII4*</td><td>MAGIC V6*</td><td>MAGIC II3*</td></tr><tr><td>HAG <i>two Spells (II, V, or VIII)</i></td><td>MAGIC V5*</td><td>MAGIC II3*</td><td>FIGHT L3*</td></tr><tr><td>WITCH <i>three Spells (II, V, or VIII)</i></td><td>MAGIC V4*</td><td>MAGIC II2*</td><td>MAGIC VIII2*</td></tr></table> <div>FATIGUED</div>	OLD WOMAN	MOVE L4	MOVE L3*	MOVE M4*	MEDIUM <i>Spell (II, V, or VIII)</i>	MAGIC VIII4*	MAGIC V6*	MAGIC II3*	HAG <i>two Spells (II, V, or VIII)</i>	MAGIC V5*	MAGIC II3*	FIGHT L3*	WITCH <i>three Spells (II, V, or VIII)</i>	MAGIC V4*	MAGIC II2*	MAGIC VIII2*
OLD WOMAN	MOVE L4	MOVE L3*	MOVE M4*															
MEDIUM <i>Spell (II, V, or VIII)</i>	MAGIC VIII4*	MAGIC V6*	MAGIC II3*															
HAG <i>two Spells (II, V, or VIII)</i>	MAGIC V5*	MAGIC II3*	FIGHT L3*															
WITCH <i>three Spells (II, V, or VIII)</i>	MAGIC V4*	MAGIC II2*	MAGIC VIII2*															
<div>WITCH-KING</div> <div></div>	<p><b>"CHAOTIC INTELLECT"</b></p> <p><i>The Witch King is an incorporeal manifestation of magic. He can Move and do other activities, but without magic he does not even have a Move chit to allow him to carry items (so he can carry only items of Negligible weight). With magic, however, he is masterful.</i></p> <p><i>He controls the powerful Elemental, Demonic and Conjuring spells (Types IV, V, and VI), which give him a great deal of choice in how he will play the game. His best choice of spells at the start of the game depends on his Victory Requirements and strategy, but usually he needs some kind of spell to move, some kind of spell to attack, and some kind of spell to protect him in combat.</i></p> <p><b>Weight/Vulnerability:</b> Light</p> <p><b>Special Advantages:</b></p> <ol style="list-style-type: none"><li><b>DISEMBODIED:</b> The Witch King must use Magic Sight. See Rule 7.5.7.</li><li><b>AURA OF POWER:</b> The Witch King can record and do an extra Enchant phase each turn.</li></ol> <p><b>Starting Location:</b> Inn or in the clearing with the Ghosts, plus 10 GOLD</p> <p><b>Ally:</b> Bashkars. <b>Friendly:</b> Company. <b>Unfriendly:</b> Lancers, Scholar. <b>Enemy:</b> Order</p>	<div>WOUNDED ACTIVE</div> <table><tr><td>WRAITH <i>Spell (IV, V, or VI)</i></td><td>MAGIC IV4*</td><td>MAGIC V4*</td><td>MAGIC VI4*</td></tr><tr><td>WIGHT <i>two Spells (IV, V, or VI)</i></td><td>MAGIC IV4*</td><td>MAGIC V3*</td><td>MAGIC VI3*</td></tr><tr><td>EVIL SPIRIT <i>three Spells (IV, V, or VI)</i></td><td>MAGIC IV3*</td><td>MAGIC V3*</td><td>FIGHT VI3*</td></tr><tr><td>WITCH KING <i>four Spells (IV, V, or VI)</i></td><td>MAGIC IV3*</td><td>MAGIC V2*</td><td>MAGIC VI2*</td></tr></table> <div>FATIGUED</div>	WRAITH <i>Spell (IV, V, or VI)</i>	MAGIC IV4*	MAGIC V4*	MAGIC VI4*	WIGHT <i>two Spells (IV, V, or VI)</i>	MAGIC IV4*	MAGIC V3*	MAGIC VI3*	EVIL SPIRIT <i>three Spells (IV, V, or VI)</i>	MAGIC IV3*	MAGIC V3*	FIGHT VI3*	WITCH KING <i>four Spells (IV, V, or VI)</i>	MAGIC IV3*	MAGIC V2*	MAGIC VI2*
WRAITH <i>Spell (IV, V, or VI)</i>	MAGIC IV4*	MAGIC V4*	MAGIC VI4*															
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<div>WIZARD</div> <div></div>	<p><b>"CELESTIAL POWER"</b></p> <p><i>The Wizard is an elderly wanderer familiar with the ways of the Magic Realm. During his travels he has made many friends and he has learned all of the secret roads of the land. In combat he is slow and weak, so he must choose his battles cautiously.</i></p> <p><i>His long study of the colors of magic enables him to create grey, gold and purple magic at the same time, giving him great powers with enchantments and spells, particularly Artifacts and Spell Books. His strengths and weaknesses make him a valuable member of a party, but he is extremely vulnerable when he tries to work alone.</i></p> <p><b>Weight/Vulnerability:</b> Medium</p> <p><b>Special Advantages:</b></p> <ol style="list-style-type: none"><li><b>LORE:</b> The Wizard rolls one die instead of two whenever he rolls on the Reading Runes table.</li><li><b>EXPERIENCE:</b> The Wizard knows the location of every hidden path and secret passage in the Magic Realm. At the start of the game he crosses all of the hidden paths and secret passages off of his Discoveries list. He can use them all.</li></ol> <p><b>Starting Location:</b> Inn, House, or Guardhouse, plus 10 GOLD</p> <p><b>Friendly:</b> Woodfolk, Patrol, Soldiers, Guard. <b>Unfriendly:</b> Company, Bashkars, Warlock. <b>Enemy:</b> Lancers</p>	<div>WOUNDED ACTIVE</div> <table><tr><td>APPRENTICE</td><td>MOVE M5</td><td>MOVE M4*</td><td>FIGHT M3*</td></tr><tr><td>SCHOLAR</td><td>MOVE M5</td><td>MOVE M5</td><td>FIGHT M5</td></tr><tr><td>WISE ONE <i>Staff, Spell (II, III, or IV)</i></td><td>MAGIC II4*</td><td>MAGIC VI4*</td><td>FIGHT L4</td></tr><tr><td>WIZARD <i>Staff, two Spells (II, III, or IV)</i></td><td>MAGIC II3*</td><td>MAGIC III3*</td><td>MAGIC IV3*</td></tr></table> <div>FATIGUED</div> <div>WOUNDED</div>	APPRENTICE	MOVE M5	MOVE M4*	FIGHT M3*	SCHOLAR	MOVE M5	MOVE M5	FIGHT M5	WISE ONE <i>Staff, Spell (II, III, or IV)</i>	MAGIC II4*	MAGIC VI4*	FIGHT L4	WIZARD <i>Staff, two Spells (II, III, or IV)</i>	MAGIC II3*	MAGIC III3*	MAGIC IV3*
APPRENTICE	MOVE M5	MOVE M4*	FIGHT M3*															
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WISE ONE <i>Staff, Spell (II, III, or IV)</i>	MAGIC II4*	MAGIC VI4*	FIGHT L4															
WIZARD <i>Staff, two Spells (II, III, or IV)</i>	MAGIC II3*	MAGIC III3*	MAGIC IV3*															

WOODS GIRL





"EROSIA": Love and Earth

The Woods Girl is the elusive mistress of the wooded lands, an expert tracker who is deadly with the bow against Light, Medium or Heavy opponents. When facing heavier opponents or overwhelming numbers, she is fleet enough to run away.

**Weight/Vulnerability:** Light

**Special Advantages:**

1. **TRACKING SKILLS:** The Woods Girl rolls one die instead of two whenever she uses the Hide table, the Meeting table or any Search table while she is in one of the six tiles labeled "Woods" (specifically, the Deep Woods, Linden Woods, Maple Woods, Nut Woods, Oak Woods and Pine Woods). She does not get this advantage in other tiles, even when she is in woods clearings in those tiles.

2. **ARCHER:** The Woods Girl rolls one die instead of two each time she rolls on the Missile Table to make an attack with a bow or crossbow.

**Starting Location:** Inn or House, plus 10 GOLD

**Ally:** Woodfolk.

**Friendly:** Lancers.

**Unfriendly:** Soldiers, Warlock.

**Enemy:** Bashkars.

WOODS GIRL Light Bow, Spell (VII)	MAID	MOVE L3*	MOVE L4	MOVE L2**
	SPRITE Spell (VII)	FIGHT L4	MOVE L2**	MAGIC VII6**
	HUNTRESS Light Bow, Spell (VII)	FIGHT L3*	FIGHT M5	FIGHT L4
		MOVE L3*	FIGHT M4*	MOVE L3*

ACTIVE

FATIGUED

WOUNDED