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| Merchant HP: 10  Mana: 3  Attack: 1  Armor: 0  You can sell „Trading Goods“ for double of the normal price and at least 3 Gold. | C:\Users\Lars\AppData\Local\Microsoft\Windows\INetCache\Content.Word\Merchant.jpg |
| Warrior HP: 15  Mana: 0  Attack: 2  Armor: 1  The Warrior heals 1HP at the end of each round. |  |
| Berserker HP: 15  Mana: 0  Attack: 3  Armor: 0  After every round the Berserker were in a fight put a Frenzy-Counter on him. If the Berserker would die in a fight roll a dice for every Frenzy-Counter. If you have two or more successes the Berserker will only be set to 1HP instead of being killed.  After every round the Berserker was not in a fight remove all Frenzy-Counters from him. |  |
| Knight HP: 15  Mana: 0  Attack: 1  Armor: 3  May come to the rescue of another Character by moving to an adjacent field on which a fight is already ongoing. If she does it’s like the Knight never even stepped on the field she would usually be on at the beginning of the Action-Phase.  The Knight may only attack other Characters that have the same or more HP than her. |  |
| Mage HP: 8  Mana: 15  Attack: 0  Armor: 0  Instead of attacking in a fight the Mage may cast a fireball for 4 Mana. The fireball grants 4 Attack-Dices. |  |
| Priest HP: 7  Mana: 15  Attack: 0  Armor: 0  Instead of attacking in a fight the Priest may summon a bright and hot light for 2 Mana which gives him 1 Attack-Dice and removes 1 Attack-Dice from the enemy this turn.  When resting the Priest may pay X-Mana to heal X HP on himself or another character. | C:\Users\Lars\AppData\Local\Microsoft\Windows\INetCache\Content.Word\Priest.jpg |
| Fortune Teller HP: 7  Mana: 10  Attack: 1  Armor: 0  Instead of resting the Fortune Teller may look into the future for 1 Mana and predict which Character any player will get after dying. The Fortune Teller takes the corresponding Character-Card and place it in front of the player. |  |
| Warlock HP: 9  Mana: 13  Attack: 0  Armor: 0  In his Aktion-Phase the Warlock may sacrifice 3HP and pay X-Mana to summon a Demon-Minion. The Minion has X HP and X/3 but at least 1 Attack.  At the end of each round the Warlock rolls a dice if he rolls a success the Demon managed to free himself. The Warlock has to either pay 1 Mana to enslave him again or fight the demon in the next round.  After he rolled the dice the Warlock can decide to leave the Demon behind. After the Warlock left his current field the Demon will act just like a normal enemy on the board and drop one level 1 Loot-Card. |  |
| Druid HP: 7  Mana: 15  Attack: 1  Armor: 0  The Druid doesn’t need to start in Midtown but can choose his starting position freely.  Instead of attacking in a fight the Druid may cast a thorn-armor-spell for 3 Mana which gives him 2 armor for the next attack aimed at him. For every damage blocked with that armor the attacker gets one damage. |  |
| Hunter HP: 12  Mana: 5  Attack: 2  Armor: 1  The Hunter doesn’t need to start in Midtown but can choose his starting position freely.  When the Hunter kills a wolf or bear she gets an additional Loot-Card. |  |
| Thief HP: 9  Mana: 0  Attack: 2  Armor: 0  If the Thief stands together with another player on the same field at the end of a round he HAS to give that a player one of his Pickpocket-Cards. Only the Thief knows which card he gave away. If no cards are left the Thief has to return any card he already gave away and give that card to the new player. If the player already has a Pickpocket-Card the Thief has to return that card and give the player a new one.  At the end of each round the Thief can reveal which player has the “real” Pickpocket-Card, return all Pickpocket-Cards and take any Loot-card from the player. |  |
| Assassin HP: 9  Mana: 0  Attack: 2  Armor: 0  When the Assassin begins his journey a player is chosen at random and his/her name is written down in secret. If the Assassin kills the chosen player’s character he gets 20 Gold in his vault. Should the chosen character die not through the hands of the Assassin he will get 5 Gold in his vault. |  |