

<div>NINJA</div> <div> <div>  5  5 </div> <div>  6  3 </div> </div> <div>  30 </div> <div> <p><i>Climbing</i></p> <p>You may not equip <b>Body Armour</b>, <b>Helmets</b>, or <b>Shields</b>.</p> <p>.</p> <p>As you coat your weapons with poison (☞), whenever you damage an enemy with an <b>ATTACK</b>, it loses 1 .</p> </div>		<div>HOBBIT</div> <div> <div>  3  5 </div> <div>  3  3 </div> </div> <div>  25 </div> <div> <p>At the beginning of the game, draw a card from the Level Four Item Deck. Discard the item and redraw it if it is a <b>Treasure</b>, or it has the word “cursed” in its name.</p> <p>You cannot be seduced, and you may discard cursed items.</p> </div>		<div>Alchemist</div> <div> <div>  2  4 </div> <div>  4  4 </div> </div> <div>  30 </div> <div> <p>You begin the game with five potions. You identify all potions you find. You are immune to poison (☞).</p> <p><i>Action:</i> Discard two potions to draw from the Potion Deck.</p> <p><i>Action:</i> Discard a possession to gain a number of gold coins equal to its  value. Use this ability only in a Laboratory.</p> </div>	
<div>Wizard</div> <div> <div>  2  3 </div> <div>  4  7 </div> </div> <div>  25 </div> <div> <p><i>Spellcasting</i></p> <p>You may not equip <b>Body Armour</b>, <b>Helmets</b>, or <b>Shields</b>.</p> </div>		<div>Elf</div> <div> <div>  5  4 </div> <div>  5  4 </div> </div> <div>  30 </div> <div> <p><i>Spellcasting</i></p> <p>Add 2 to your secret door rolls. Due to your keen senses, you cannot be surprised.</p> </div>		<div>Warrior</div> <div> <div>  6  6 </div> <div>  4  2 </div> </div> <div>  40 </div> <div></div>	
<div>BRUTE</div> <div> <div>  8  4 </div> <div>  3  2 </div> </div> <div>  50 </div> <div> <p>As you never learned to read, you cannot use scrolls or spells. Due to your enormous frame, gigantic limbs, and bulging neck, you cannot wear <b>Body Armour</b>, <b>Helmets</b>, <b>Gloves</b>, <b>Boots</b>, and <b>Accessories</b>.</p> <p>You ignore the weight value on items.</p> <p><i>Movement Action:</i> Take 5 damage, then place an open door token in any wall that could contain a secret door.</p> <p>You may automatically open locked doors and clear away rubble.</p> </div>		<div>DWARF</div> <div> <div>  6  5 </div> <div>  3  3 </div> </div> <div>  35 </div> <div> <p>You take half damage from fire, cold, acid, and lightning (☼, ❄️, ☄️, and ⚡).</p> <p>You can't become <i>diseased</i>, <i>afraid</i>, <i>confused</i>, <i>blind</i>, or <i>drunk</i>.</p> <p>You take half damage, rounded down, from spells.</p> </div>		<div>Priest</div> <div> <div>  3  4 </div> <div>  4  6 </div> </div> <div>  35 </div> <div> <p>If you end your turn at a Christian Altar, you may restore your attributes to their starting values, in addition to the normal effects.</p> <p><i>Skip a Turn:</i> Restore your  to its starting value.</p> <p><b>BANISH UNDEAD:</b> Roll  with an undead enemy. If you win, that enemy is defeated.</p> </div>	

## Necromagus

2 | 4  
 4 | 5

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When you defeat a non-*undead* enemy, place its card in front of you to indicate you have defeated it.

At the end of your combat action, you may choose one of the enemies you have defeated to summon from the underworld. It attacks using its action as if you were summoning it. Each monster may only be used once this way per battle.

## Diviner

4 | 4  
 3 | 3

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In battle, you may determine the results of your **ATTACK** and **FLEE** actions before deciding what action to take.

*Action:* Choose an empty square on the board opposite an exit from the tile you occupy. Place a tile there as if you were moving into that square. If the tile is a room, draw a Room Card face up and place it on the tile. If the room contains monsters, place them in the room.

## Psion

2 | 4  
 4 | 6

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**MINDSTRIKE:** Roll d8 and add your . Subtract the target's from the total. The target takes that much damage. This ability cannot be used on enemies which have equal to 0.

## Chaos Mage

2 | 4  
 3 | 7

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You have great power, but little of the discipline required to wield it. Subtract 4 when rolling .

You may not equip *Body Armour*, *Helmets*, or *Shields*.

**SURGE:** Choose an enemy, then draw a Spell Card. Roll d8. If the result is not 1, then you cast that spell as normal, choosing that enemy as a target if the spell has targets. If the result is 1, that spell instead goes into effect as if that enemy had cast it, using the value of your rather than its own.

## Summoner

2 | 4  
 4 | 4

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**SUMMON:** Summon a monster from a level no greater than half your .

## Chronomagus

3 | 4  
 3 | 3

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**REVERSE TIME:** Return the game state to the beginning of this turn's combat phase. Shuffle any decks from which cards were drawn. Then continue this fight on your next turn.

When you die, instead of taking a new Character Card, you must return with the Chronomagus, keeping all the possessions (but not the gold) you had when you died.

## Channeller

3 | 4  
 3 | 3

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### Spellcasting

You may not equip *Body Armour*, *Helmets*, or *Shields*.

Whenever you perform the action **CAST SPELL**, you may draw another Spell Card.

**CHANNEL ELEMENTS:** Choose an element. Until end of battle, the next time you take damage from a source of this element, you may redirect the damage to one of your enemies.

(The elements are , , , and )

## MERCHANT

2 | 4  
 2 | 3

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You begin the game with 100 gold pieces.

At the beginning of the game, and also when you end your turn in town, you may reveal the top card of each of the Item Decks, the Potion Deck, and the Scroll Deck. You may purchase any of the revealed cards. Discard the other cards.

When in town, you may sell any of your possessions for half their value in gold pieces, rounded down.

## Warlock

2 | 4  
 3 | 6

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### Spellcasting

You do not begin the game with spells, and cannot learn spells in town or from a Tome of Knowledge.

*Action:* Draw a Curse Card, then draw Spell Cards until you have as many Spells Cards as your .




You cannot pray at a Christian Altar, and you do not discard your Curse Cards in town. However, if you end your turn in town, you may discard one Curse Card and draw a new one.

You are immune to acid (☹️). You are weak to fire (🔥).



Creatures of nature love you. If you encounter an animal or plant, it becomes friendly and gives you its treasure after any other enemies are defeated.

*Climbing*

Add 1 to your secret door rolls. You avoid traps. You can open any lock in the dungeon.

When you successfully **FLEE**, you may take an   
,  or  from the treasure of one of your enemies.



Your enemies are surprised on an initiative roll of 1 or 2.




**PICKPOCKET:** Roll  with an enemy. If you succeed, take up to 100  from the enemy's treasure.



You need to recover only half as many gold coins as the other players in order to win. This does not apply if you began as another character and were transformed into the Fool while in the dungeon.

*Spellcasting, Flying*

You cannot lift items with a weight value.

**FAIRY DUST:** An enemy rolls  with target 10. If it fails, it falls *asleep*.  
(The target cannot act and has an effective  of 0. It awakens when it takes damage.)

You begin the game *drunk*. If you end your turn in town you become *drunk*.  
(While *drunk*, you move randomly for your first and fourth actions each turn. Your  is effectively equal to 1, and you suffer -4 penalties to both  and . Taking damage sobers you up.)

While *drunk*, your  and  are each increased by 4 rather than decreased.

*Action:* Discard a potion to become *drunk*.

You are immune to *disease*.

You are too honourable to abandon a maiden in distress. However, you cannot be seduced, so long as you remain sober.

If you end your turn at a Christian Altar, you may restore your attributes to their starting values, in addition to the normal effects.

**BANISH UNDEAD:** Roll 🎲 with an undead enemy. If you win, that enemy is defeated.

*Spellcasting*

You avoid traps.

You do not need to share treasure with your companions.

**SOOTHE:** Roll 🎲 with each enemy. Each one that fails falls *asleep*.



You need to recover twice as many gold coins as the other players in order to win. This condition continues to apply even if you are transformed into another character while in the dungeon.



You never **FLEE** and you never become *afraid*.


You have the ability *spellcasting*, but begin the game with six scrolls instead of six spells.

Whenever you would gain a spell (by ending your turn in Town, for example), draw a Scroll Card instead. If an effect would cause you to draw a Spell Card and cast it, draw a Scroll Card instead and follow its directions.



You identify all unidentified items you find.  
You may discard cursed items.








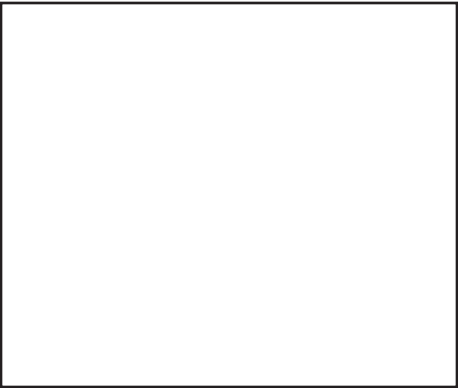

























Warlock

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 3	 6

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*Spellcasting*

You cannot learn spells in town or from a Tome of Knowledge. Instead, you may skip a turn to summon a powerful demon. It will teach you any number of spells for 50  a piece.

You cannot pray at a Christian Altar. However, if you end your turn at one, you may desecrate it and receive a reward from Satan: Restore your attributes to their starting values, gain 1 , and draw a Spell Card. Once an altar has been desecrated it cannot be used for prayer as long as the tile remains on the board.