

# The Wizard



**WEIGHT/VULNERABILITY:** Medium

**SPECIAL ADVANTAGES:**

**LORE:** The Wizard rolls one die instead of two whenever he rolls on the Reading Runes table.

**EXPERIENCE:** 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.

**TRADING RELATIONSHIPS:**

**FRIENDLY:** Woodfolk, Patrol, Soldiers, Guard.

**UNFRIENDLY:** Company, Bashkars, Warlock.

**ENEMY:** Lancers.

*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. 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.*

**STARTING LOCATION:** Inn, House, or Guardhouse

**DEVELOPMENT/COMBAT CHITS:**

Apprentice				
Scholar				
Wise One				Staff, Spell (P, S or P)
Wizard				Staff, 2 Spells (P, S or P)



# The Amazon



**WEIGHT/VULNERABILITY:** Medium

**SPECIAL ADVANTAGES:**

**AIM:** The Amazon subtracts one from each die roll whenever she rolls on the Missile Table to attack with a missile weapon.

**STAMINA:** 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.

**TRADING RELATIONSHIPS:**

**FRIENDLY:** Lancers, Patrol, Shaman.

**UNFRIENDLY:** Company, Bashkars.

*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.*

**STARTING LOCATION:** Inn

**DEVELOPMENT/COMBAT CHITS:**

Scout				Light Bow
Warrior				Spear, Helmet, Breastplate, Shield
Champion				Spear, Helmet, Breastplate, Shield
Amazon				Short Sword, Helmet, Breastplate, Shield



# The Berserker



**WEIGHT/VULNERABILITY:** Heavy

**SPECIAL ADVANTAGES:**

**ROBUST:** The Berserker can record and do an extra Rest phase each day.

**BERSERK:** 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 Midnight he reverts to normal. *For purposes of fatiguing, the Berserk chit counts as a Fight chit. It cannot be used as a Fight chit in any other way.* He can play his Berserk chit during an Alert phase (instead of alerting a weapon). It fatigues instantly. 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.

**TRADING RELATIONSHIPS:**

**FRIENDLY:** Rogues, Lancers, Shaman.

**UNFRIENDLY:** Patrol, Guard.

*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.*

**STARTING LOCATION:** Inn

**DEVELOPMENT/COMBAT CHITS:**

Youth				Axe, Helmet
Raider				Axe, Helmet, Shield
Viking				Axe, Helmet, Breastplate, Shield
Berserker				Great Axe, Helmet



# The Black Knight



**WEIGHT/VULNERABILITY:** Medium

**SPECIAL ADVANTAGES:**

**AIM:** The Black Knight subtracts one from each die roll whenever he rolls on the Missile Table to attack with a missile weapon.

**FEAR:** 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.

**TRADING RELATIONSHIPS:**

**ALLY:** Company.

**FRIENDLY:** Soldiers, Crone.

**UNFRIENDLY:** Lancers.

**ENEMY:** Guards.

*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.*

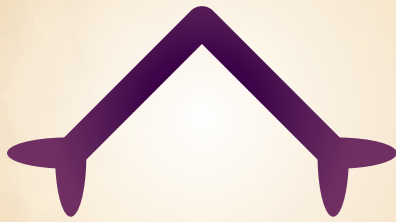
**STARTING LOCATION:** Inn

**DEVELOPMENT/COMBAT CHITS:**

Spearman				Spear, Helmet, Breastplate,
Mercenary				Crossbow, Helmet, Breastplate
Heavy Footman				Mace, Helmet, Breastplate, Shield
Black Knight				Mace, Armor, Shield



# The Captain



**WEIGHT/VULNERABILITY:** Medium

**SPECIAL ADVANTAGES:**

**AIM:** The Captain subtracts one from each die roll whenever he rolls on the Missile Table to attack with a missile weapon.

**REPUTATION:** 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.

**TRADING RELATIONSHIPS:**

**FRIENDLY:** Patrol, Soldiers, Guard, Scholar.

**UNFRIENDLY:** Woodfolk.

**ENEMY:** Bashkars.

*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.*

**STARTING LOCATION:** Inn, House, or Guardhouse

**DEVELOPMENT/COMBAT CHITS:**

Spearman				Spear, Shield
Soldier				Short sword, Helmet, Shield, Breastplate
Lieutenant				Short sword, Helmet, Shield, Breastplate
Captain				Short sword, Helmet, Shield, Breastplate



# The Druid



**WEIGHT/VULNERABILITY:** Light

**SPECIAL ADVANTAGES:**

**CONCEALMENT:** The Druid rolls one die for a Hide roll.

**PEACE WITH NATURE:** 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.

- If the map chits in his tile are face down he reveals them normally, but he turns them face down again (chits are turned face up only if they have had the opportunity to summon monsters).
- Peace With Nature does not affect Dwellings, Site chits, Site cards, and the Dragon Essence Treasure card. When the Druid ends his turn in a tile that contains one of these pieces, it summons denizens normally.

**TRADING RELATIONSHIPS:**

**ALLY:** Bashkars.

**FRIENDLY:** Lancers.

**UNFRIENDLY:** Order, Shaman.

**ENEMY:** Woodfolk.

*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.*

**STARTING LOCATION:** Inn

**DEVELOPMENT/COMBAT CHITS:**

Herbalist				
Animalist				
Soothsayer				Spell (♡, or ♡)
Druid				2 Spells (♡, or ♡)





# The Dwarf



**WEIGHT/VULNERABILITY:** Heavy

**SPECIAL ADVANTAGES:**

**SHORT LEGS:** This "advantage" also has disadvantages:

- The Dwarf can never use sunlight phases - he can only use basic phases (and extra phases due to belongings or spells). He can Follow characters normally, even in sunlight phases. *Note: When using the optional Seasons/Weather rules, the Dwarf can also use Sheltered phases.*

- The doughty Dwarf can rest an extra effort asterisk each time he does a Rest activity.

- The Dwarf can play his Duck chit only to do the "Duck" maneuver during the Melee Step, and as a T chit for looting. For fatigue, it counts as a Move chit. *Note: In the Development Game, he can use the Duck chit even as a Youngster, before he receives the Short Legs special advantage.*

**CAVE KNOWLEDGE:** The Dwarf rolls one die to Hide, on the Meeting Table, or any Search table when he is in a cave clearing.

**TRADING RELATIONSHIPS:**

**FRIENDLY:** Company, Guard, Scholar.

**UNFRIENDLY:** Woodfolk, Bashkars.

*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.*

**STARTING LOCATION:** Inn or Guardhouse

**DEVELOPMENT/COMBAT CHITS:**

Youngster				Axe, Helmet
Smith				Axe, Helmet
Warrior				Great Axe, Helmet
Dwarf				Great Axe, Helmet



# The Elf



**WEIGHT/VULNERABILITY:** Light

**SPECIAL ADVANTAGES:**

**ELUSIVENESS:** The Elf can record and do an extra Hide phase each day.

**ARCHER:** The Elf rolls one die instead of two whenever he rolls on the Missile Table to make an attack with a bow or crossbow.

**TRADING RELATIONSHIPS:**

**ALLY:** Woodfolk.

**FRIENDLY:** Bashkars.

**UNFRIENDLY:** Order, Scholar.

**ENEMY:** Lancers.

*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.*

**STARTING LOCATION:** Inn

**DEVELOPMENT/COMBAT CHITS:**

Stripling				Spell (\$ or 4)
Faerie				2 Spells (\$ or 3)
Hunter				Light Bow 2 Spells (\$ or 3)
Elf				Light Bow 2 Spells (\$ or 4)



# The Magician



**WEIGHT/VULNERABILITY:** Light

**SPECIAL ADVANTAGES:**

**MAGICAL PARAPHERNALIA:** 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.

**KNOWLEDGE:** The Magician subtracts one from each die he rolls when he uses the Reading Runes table.

**TRADING RELATIONSHIPS:**

**FRIENDLY:** Company, Rogues.

**UNFRIENDLY:** Patrol, Soldiers, Crone.

*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.*

**STARTING LOCATION:** Inn

**DEVELOPMENT/COMBAT CHITS:**

Student				
Trickster				Spell (♡)
Illusionist				2 Spells (♡, \$, ♠ or ♣)
Magician				3 Spells (♡, \$, ⚡, ♠, ♣ or ♣)



# The Pilgrim



**WEIGHT/VULNERABILITY:** Medium

**SPECIAL ADVANTAGES:**

**HEAVENLY PROTECTION:** 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.

**LEARNING:** The Pilgrim rolls one die instead of two each time he uses the Reading Runes table.

**TRADING RELATIONSHIPS:**

**ALLY:** Order.

**UNFRIENDLY:** Company, Bashkars, Crone.

*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.*

**STARTING LOCATION:** Inn or Chapel

**DEVELOPMENT/COMBAT CHITS:**

Acolyte				
Guardian				Staff
Missionary				Spell (+ or ♠), Staff
Pilgrim				Spell (+ or ♠), Staff



# The Sorcerer



**WEIGHT/VULNERABILITY:** Medium

## SPECIAL ADVANTAGES:

**LORE:** The Sorcerer rolls one die instead of two each time he rolls on the Reading Runes table.

**AURA OF POWER:** The Sorcerer can record and do an extra Enchant phase each turn.

## TRADING RELATIONSHIPS:

**ALLY:** Lancers.

**FRIENDLY:** Company, Bashkars.

**UNFRIENDLY:** Order, Soldiers, Warlock.

**ENEMY:** Guard.

*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.*

**STARTING LOCATION:** Inn

**DEVELOPMENT/COMBAT CHITS:**

Apprentice				
Alchemist				Spell(⚡)
Conjuror				2 Spells (⚡ or ⚡)
Sorcerer				3 Spells (⚡ or ⚡)



# The Swordsman



**WEIGHT/VULNERABILITY:** Light

## SPECIAL ADVANTAGES:

**BARTER:** The Swordsman rolls one die whenever he uses the Meeting Table during a Trade activity. *Note: He gets this advantage only during the Trade activity.*

**CLEVER:** The Swordsman chooses when to take his turn.

• At Sunrise he keeps his Attention chit, and when a new Attention chit is about to be picked during Daylight he can take his turn at that point. He can preempt once per day (he gets only one turn per day), he cannot interrupt another character's turn, and he must take his turn when all of the Attention chits have been picked.

• This ability applies only during Daylight.

• If several characters have the ability to preempt, they can preempt or pass in turn, starting with the last character to take a turn and going to the left, skipping other characters. When no chits remain to be picked, any characters who have not yet taken their turns cannot pass.

## TRADING RELATIONSHIPS:

**FRIENDLY:** Rogues, Company, Warlock.

**ENEMY:** Patrol.

*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.*

**STARTING LOCATION:** Inn

**DEVELOPMENT/COMBAT CHITS:**

Wanderer				
Thief				
Adventurer				Thrusting Sword
Swordsman				Thrusting Sword





# The White Knight



**WEIGHT/VULNERABILITY:** Heavy

**SPECIAL ADVANTAGES:**

**HEALTH:** The White Knight can record and do an extra Rest phase each day.

**HONOR:** The White Knight subtracts one from each die 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.

**TRADING RELATIONSHIPS:**

**ALLY:** Order.

**FRIENDLY:** Lancers.

**UNFRIENDLY:** Bashkars, Crone.

**ENEMY:** Company.

*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.*

**STARTING LOCATION:** Inn or Chapel

**DEVELOPMENT/COMBAT CHITS:**

Squire				Broadsword, Helmet, Breastplate, Shield
Knight-Errant				Broadsword, Armor, Shield
Crusader				Broadsword, Armor, Shield, Spell (+)
White Knight				Great Sword, Armor, Spell (+)



# The Witch



**WEIGHT/VULNERABILITY:** Light

**SPECIAL ADVANTAGES:**

**KNOWLEDGE:** The Witch subtracts one from each die she rolls when using the Reading Runes table.

**FAMILIAR:** The Witch has an invisible companion that can move around the map separately and discover things for her.

- 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 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.

- The familiar cannot carry belongings or recorded Gold.

- 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.

**TRADING RELATIONSHIPS:**

**ALLY :** Company.

**FRIENDLY:** Bashkars.

**UNFRIENDLY:** Order, Lancers, Soldiers, Shaman.

*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.*

**STARTING LOCATION:** Inn (witch and familiar)

**DEVELOPMENT/COMBAT CHITS:**

Old Woman				
Medium				Spell (P, P or W)
Hag				2 Spells (P, P or W)
Witch				3 Spells (P, P or W)



# The Witch King



**WEIGHT/VULNERABILITY:** Light

**SPECIAL ADVANTAGES:**

**DISEMBODIED:** The Witch King must use Magic Sight. See Rule 7.5.7

**AURA OF POWER:** The Witch King can record and do an extra Enchant phase each turn.

**TRADING RELATIONSHIPS:**

**ALLY:** Bashkars.

**FRIENDLY:** Company.

**UNFRIENDLY:** Lancers, Scholar.

**ENEMY:** Order.

*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.*

*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.*

**STARTING LOCATION:** Inn or in the clearing with the Ghosts

**DEVELOPMENT/COMBAT CHITS:**

Wraith				Spell (♣, ♠ or ♠)
Wight				2 Spells (♣, ♠ or ♠)
Evil Spirit				3 Spells (♣, ♠ or ♠)
Witch King				4 Spells (♣, ♠ or ♠)



# The Woods Girl



**WEIGHT/VULNERABILITY:** Light

**SPECIAL ADVANTAGES:**

**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". She does not get this advantage in other tiles, even when she is in woods clearings in those tiles.

**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.

**TRADING RELATIONSHIPS:**

**ALLY:** Woodfolk.

**FRIENDLY:** Lancers.

**UNFRIENDLY:** Soldiers, Warlock.

**ENEMY:** Bashkars.

*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.*

**STARTING LOCATION:** Inn or House

**DEVELOPMENT/COMBAT CHITS:**

Maid				
Sprite				Spell (♠)
Huntress				Light Bow Spell (♠)
Woods girl				Light Bow Spell (♠)





