Drunkard (5 STR): When combat begins this unit jumps to an inn and is uncontrollable for the duration of the fight.

Witch Hunter (15 STR): Ranged. Their first attack during each combat removes the attacked enemies’ turn.

Saboteur (5 STR): Automatically places a temporary level 2 Damage Trap in its grid space at the start of combat. This trap is removed at the end of combat.

Pathfinder (5 STR): At the start of combat choose any grid space. The Pathfinder, and any one unit or Troop of your choice may start combat in that space.

Druid (5 STR): Can tame a Large Creature without fighting it, upon taming a large creature you lose the druid. Once tamed, your dwarves may pass through its lair.

Barbarian (20 STR): Once per combat the barbarian can rush forward 4 grid spaces, dealing their STR damage to every enemy and friend they pass.

Field Surgeon (10 STR): It is always checked last in combat to make sure It’s ability can activate as often as possible. 25% of dead friendly units participating in the same battle as the Field Surgeon get revived at the end of battle.

Bard (5 STR) After entering combat with an enemy, roll 1D4. On a 4, the enemy is charmed: they are under your control unless taken over by another source. On 1 - 3, the bard is defeated.

Witch (5 STR): Once per combat choose a Unit/Troop and roll 1D2. On a 1, the chosen unit / Troop can no longer move for the rest of this combat. On a 2, double the STR of the chosen unit / Troop

Jester (1 STR): Enemies will chase the nearest Jester instead of targeting the Entrance.

Greedy Hero (60 STR): Ranged. If you do not pay them 5♦ per turn, they turn hostile.

Monster Slayer (25 STR): Draw one less card for the Ancient Monstrosity to a minimum of 1 card.