



# NECROMANCER

## SPECIAL ABILITIES

1. You begin the game with one spell.
2. You may *evade* a psychic combat with a spirit. If you choose to evade, the result of the battle is automatically a stand-off; there is no need to roll the dice.
3. If you defeat a spirit in psychic combat you can *enslave* it. You receive the experience points for defeating the spirit as normal. Then you may *either* send the spirit to fight another player in the same region, *or* discard it and take a spell. If you use it to attack another player, they must fight the spirit straight away, using the normal rules for psychic combat.

START IN THE GRAVEYARD

EVIL



ALIGNMENT

GOLD

1

STRENGTH

3

CRAFT

3

LIVES

4

EXPERIENCE

0

OBJECTS



FOLLOWERS



# PIT FIGHTER

## SPECIAL ABILITIES

1. Take a broadsword, helmet and armour from the purchase card deck at the start of the game.
2. You may double the bonus in battle of all types of sword, the holy lance, the great axe, Morak's hammer and bow and arrows. However, it applies only in battle, not in psychic combat.

START IN THE CITY GATES

NEUTRAL



ALIGNMENT

GOLD

1

STRENGTH

3

CRAFT

3

LIVES

4

EXPERIENCE

0

OBJECTS



FOLLOWERS

# WARDANCER



## SPECIAL ABILITIES

1. Take a broadsword from the purchase card deck at the start of the game.
2. When you are in battle, you may decide to charge before you roll the dice. This adds two to your score, but you must miss a turn while you catch your breath.
3. You may never wear armour or a helmet. You must leave these cards in the space where you encounter them.
4. You may use a shield, and you are allowed to add one to your score when you roll to see if the shield saves you from losing a life.

START IN THE  
FOREST

GOOD



ALIGNMENT

GOLD

1

STRENGTH

3

CRAFT

3

LIVES

4

EXPERIENCE

0

OBJECTS



FOLLOWERS

# OGRE



## SPECIAL ABILITIES

1. You need not roll the dice in the Crags unless you wish to. If you choose to roll you must accept the result.
2. You are not affected by the Siren.

START IN THE  
CRAGS

NEUTRAL



ALIGNMENT

GOLD

1

STRENGTH

6

CRAFT

1

LIVES

4

EXPERIENCE

0

OBJECTS



FOLLOWERS