

Dragonian

Oltil Gherrin and Vecash Kadrish

Dragonian Fighters



	Health	9
	Speed (D6 +)	5
	Luck	0
	Attacks	3
	Attack Success	55%
	Missile Success	40%
	Defend Success	50%
	Height	Tall
	Weight	Heavy

Starting Equipment

Sword
Shortbow
Leather Armour
Shield

Starting Spells

None

Dragonian Traits

Fire Breath - *you shoot a fiery jet from your mouth.*

An enemy within 5 squares automatically loses 1 Health. You must have a clear line of sight to the enemy.
You can only use this trait once per Quest.

Fire Resistance - *your scales provide resistance against fire.*

When you are wounded by fire (from a single attack or jet) you immediately resist it and lose no Health.
You can only use this trait once per Quest.

Deviling

Skadis and Valgrea
Deviling Adventurers



	Health	7
	Speed (D6 +)	6
	Luck	2
	Attacks	2
	Attack Success	50%
	Missile Success	50%
	Defend Success	35%
	Height	Tall
	Weight	Light

Starting Equipment

Dagger
Shortbow
Leather Armour

Starting Spells

1 Arcane spell

Deviling Traits

Life Drain - you can drain the life-force from others.

Take 1 Health from an adjacent enemy (or hero) and add it to your current Health (this cannot take it above your maximum health). This does not work with Undead. You can only use this trait once per Quest.

Horn Attack - you lower your head and attack with your horns.

When Fighting you get 1 extra attack for 1 Turn - this surprise attack uses the same Attack Success as your current weapon. You can only use this trait once per Quest.

Dwarf

Mogrum Broadhorn and Dundabelle Bluntbuster

Dwarf Priests



	Health	8
	Speed (D6 +)	4
	Luck	1
	Attacks	1
	Attack Success	55%
	Missile Success	50%
	Defend Success	35%
	Height	Short
	Weight	Heavy

Starting Equipment

Dagger
Sling

Starting Spells

4 Holy spells

Dwarf Traits

Greenskin Hatred - your intense dislike of orcs and goblins gives you an advantage in combat. You get always get +10% bonus to Attack Success against orcs & goblins. This Trait is automatic - do not move the Trait peg on the Console.

Poison Resistance - *your dwarf blood is resistant to poisons.* If a poison enters you it does not cause any affects. You must use this as soon as the poison enters you. You can only use this trait once per Quest.

Elf

Illithor Gilren and Allyna Eilynore

Elf Druids



 Health	5
 Speed (D6 +)	8
 Luck	2
 Attacks	1
 Attack Success	40%
 Missile Success	50%
 Defend Success	30%
Height	Tall
Weight	Light

Starting Equipment

Dagger
Shortbow

Starting Spells

5 Nature spells

Elf Traits

Sleep - *you use your elven powers to cause slumber in another.*

You make 1 animal or humanoid (within 10 squares) fall asleep for many hours. It wakes up if touched but noise will not awaken it. If it is attacked: the first attack against will automatically cause 1 Wound (no need to roll): if it is still alive, it immediately wakes up. You can only use this trait once per Quest.

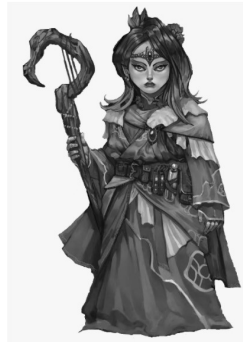
Deadly Aim - *you focus intently on the enemy's weak spot.*

When you Shoot, your Attack Success is automatically 100% but the enemy still rolls its Defend Success. You can only use this trait once per Quest.

Gnome

Nebham and Pelwyn

Gnome Wizards



	Health	5
	Speed (D6 +)	4
	Luck	3
	Attacks	1
	Attack Success	30%
	Missile Success	55%
	Defend Success	40%
	Height	Short
	Weight	Light

Starting Equipment

Dagger
Shortbow

Starting Spells

5 Arcane spells.

Gnome Traits

Calm Animal - *you talk softly with calm, soothing tones.*

A single animal (within 10 squares) is now friendly and will not now attack the heroes. However, if it is attacked (by anyone) it will become an enemy again. It will not follow any orders though - it simply leaves the heroes alone. You can only use this trait once per Quest.

Illusion - *you use your gnome ability to make your body shimmer.*

A single enemy attack against you automatically misses. You must decide to use this before the enemy attacks (before the Attack Success is rolled). You can only use this trait once per Quest.

Halfling

Tomba Proudbottom and Belba Burrowes

Halfling Burglars



 Health	6
 Speed (D6 +)	6
 Luck	5
 Attacks	2
 Attack Success	40%
 Missile Success	70%
 Defend Success	45%
Height	Short
Weight	Light

Starting Equipment

Dagger
Shortbow
Leather Armour

Starting Spells

None

Halfling Traits

Cheeky Chappy - *you use your halfling charm to befriend a humanoid.*

A single humanoid (within 10 squares) is now friendly and will not now attack the heroes. However, if it is attacked (by anyone) it will become an enemy again. It will not follow any orders though - it simply leaves the heroes alone.

You can only use this trait once per Quest.

Quickshot - *you hurriedly prepare another shot.*

You get can Shoot 1 extra time for 1 Turn.

You can only use this trait once per Quest.

Half-Orc

Grud and Brith

Half-Orc Barbarians



♥	Health	10
🏃	Speed (D6 +)	5
♣️	Luck	0
🗡️	Attacks	3
⚔️	Attack Success	65%
🏹	Missile Success	35%
🛡️	Defend Success	45%
	Height	Tall
	Weight	Heavy

Starting Equipment

Sword
Sling

Starting Spells

None

Half-Orc Traits

Rage - *a primal rage overcomes you and you attack feverishly.*

When Fighting, 1 of your attacks automatically Wounds the enemy (no need to roll).

You must decide to use this before rolling any Attack Success dice. You can only use this trait once per Quest.

Ferocity - *you snarl and let out an intimidating scream.*

When Fighting, your scream distracts the enemy and so a single enemy attack against you automatically misses.

You must decide to use this before the enemy attacks (before the Attack Success is rolled).

You can only use this trait once per Quest.

Human

Thomas and Luella

Human Paladins



 Health	7
 Speed (D6 +)	6
 Luck	3
 Attacks	2
 Attack Success	55%
 Missile Success	45%
 Defend Success	35%
Height	Tall
Weight	Heavy

Starting Equipment

Sword
Sling
Leather Armour

Starting Spells

1 Holy spell

Human Traits

Attacking Flurry - you unleash several attacks.

When Fighting, you get 1 extra attack for 1 Turn.

You can only use this trait once per Quest.

Run for It - adrenaline surges through your veins and you get a boost to your speed.

You add +10 to your speed for 1 turn.

You may apply this after rolling the D6 for movement.

You can only use this trait once per Quest.