

# ELF RANGER



**ELVEN SCOUT:** Draw, Look at, and rearrange the top 4 cards of the creature deck and return them to the top of the creature deck.



# BEAST MASTER



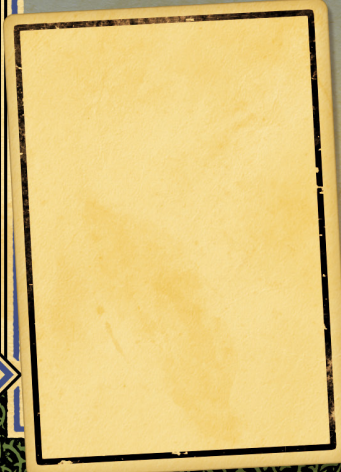
**TAMED CREATURE LIMIT: 2**

**SET TRAP:** Assign this die as direct damage to the creature in first position as soon as it is revealed during the combat phase.





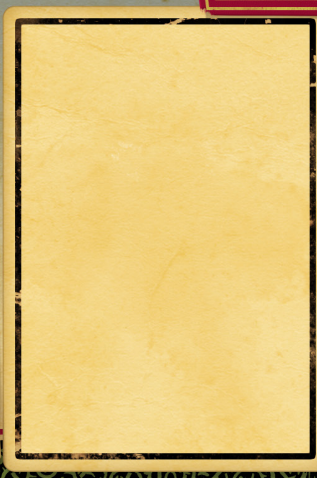
# THE DWARF



**WOOD AXE:** Increase the firewood by 4.



# THE ROGUE



**PREPARED:** Swap an adventurer card on your player board with one of your unused adventurer cards. Allow one player on watch to take this action.





# THE WIZARD



**TELEPORT:** Draw the top 4 cards from the unused location deck and pick a location card to swap with the top card of the map deck. Return the remaining cards to the bottom of the unused location deck.



# THE CLERIC



**HEAL:** Refresh 1 exhausted adventurer card with any die that is a 4 or better.

