

Wizard

The Wizard is a specialist in mysterious energies and arcane secrets. With this knowledge, he can be quite effective at a variety of tasks. However, he is very vulnerable after his spells have been expended, and he requires frequent rest to restore his powers after they have been depleted. The Wizard's runes can provide beneficial effects across the entire kingdom.





Channeler


With one foot in the Astral plane, the Channeler's methods are often inscrutable, but nonetheless effective.


At times, he seems to see the world, and wields powers no stranger than any other magic; at others he seems to fade from the world and traverse a very different landscape. What motivates this transition is unclear, but the results are nothing if not mythic.



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Scout


The Scout commands an unmatched knowledge of the terrain and civilization of the kingdom, allowing him to travel quickly and scrutinize the Necromancer's forces unseen. While not much of a fighter, the information the Scout gleans of the kingdom's enemies can multiply the efforts of his allies while staying one step ahead of the undead.





Mercenary


While many have trained in the martial arts, the Mercenary has made it his life and livelihood. Constantly dependent on his skills for work and survival, he has learned a wide range of tactics and techniques to cut down opposition with ruthless efficiency and live until the next job. Everything else is secondary.



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Enchanter


The Enchanter is able to detect and manipulate the hidden energies of the world, drawing raw potential into people and objects. By carefully managing this power, he can bestow great advantages upon himself and his allies, but the wrong enchantment at the wrong time can have disastrous consequences, so the Enchanter must keep a tight hold on his spells to be effective.





Mesmer


The Mesmer is able to see and mould the thoughts and emotions in the minds of others. With an arsenal of plans and ideas culled from the minds of those around him, the Mesmer can undermine foes and lead allies with subtle suggestion or mind-bending illusion. When he reaches the height of his power, a Mesmer need not lift a finger or take a step to control events throughout the land.



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Ranger


The Ranger is a capable hunter, accustomed to roaming the far reaches of the kingdom. Through intimate familiarity with the less-traveled parts of the land, the Ranger is able to find refuge or passage where others would be lost and turn the unique features of each region to his advantage. In combat, his tactics are unconventional, but no less effective for it.





Bard


The Bard has a unique perspective on the world, knowing as he does many legends of heroes and villains from ages past. Though not especially effective when alone, a Bard can impart the wisdom of legends to his allies, allowing them to share his advantages. Able to rally and inspire many allies at once, a Bard is most effective when supporting a well-coordinated group effort.











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<h2>Scholar</h2> <p>The Scholar is a master of history and lore, adept at searching out forgotten knowledge. The Scholar is the fastest at finding keys to the holy relics, and in the process can also uncover other artifacts of use against the necromancer, but is often unable to move the artifacts after activating them. Though not a strong fighter, the Scholar’s tricks can do surprisingly well against tough foes.</p>																				<h2>Seer</h2> <p>The Seer is a mystical hero able to catch glimpses of the future. Though not a strong fighter, the Seer is able to avoid danger and aid allies by searching out the hinges of fate, the places and the moments when the future can be altered. With careful preparation and supernatural insight, the Seer can topple mountains by divining the perfect moment to act.</p>																			
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<h2>Necromancer</h2> <p>A scourge upon the land.</p> <p>Strength: 7 Awareness: 6</p> <p>Darkness</p>										<p>Each Necromancer Turn:</p> <ol style="list-style-type: none">Darkness increases by 1Roll a die for movement<ol style="list-style-type: none">Pursues a hero if roll exceeds secrecyOtherwise, moves as shown on mapCreate a blight at the necromancer’s new location																													
	1	2	3	4	5	6	7	8	9	10	10+ Create two blights if location had no blights																												
	11	12	13	14	15	16	17	18	19	20	20+ When movement die is a 1 or 2, create an extra blight																												
	21	22	23	24	25	25+ Power of all blights is increased by 1					26	27	28	29	30	After 30, instead of raising Darkness, add a blight at the Monastery																							

Knight

The Knight is a devout warrior, capable of great feats of strength. High grace and many offensive powers allow the Knight to stay in a fight longer than other heroes, and make him especially well-suited to scouring blights from the land. The Knight derives strength from his vows, and is excellent at the single-minded pursuit of an important task.



Prince

The Prince is not a great warrior in his own right, but he can sway the hearts and minds of the people and ensure the land continues to resist the dark forces at work. He can establish a network of resistance across the kingdom and inspire others to continue fighting. However, the Prince draws attention everywhere he goes, and will find it difficult to escape the notice of the necromancer.



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Rogue

The Rogue is a subtle hero, uniquely able to maintain a low profile and escape notice. This secrecy, in turn, can be used by the Rogue to perform special tasks too dangerous for others to attempt. The rogue functions well as an assassin or a saboteur, whittling away at the necromancer's ebon grip without presenting a target for counterattack.



Druid

The Druid has a special connection to the natural world, and can call upon allies there to aid in his tasks. As nature has many faces, so too the Druid can adopt a variety of shapes suited to varying purpose, allowing him to tailor his advantages to the task at hand. However, adopting one form loses the advantages of another, and thus the Druid can be weak if caught unprepared.



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Acolyte



The Acolyte is a student of dark arts, half-way down the path to becoming a necromancer himself. The tainted powers the Acolyte studies put him at particular risk, especially with the flood of undead into the kingdom, but his knowledge also places him in a unique position to undermine their attack. Teetering on the edge of the darkness, the Acolyte is perfectly placed to turn the tide.





Priest

The Priest is uniquely capable of holding the dark forces of the necromancer at bay. While not especially effective at direct fighting, the Priest can use holy power to deny combat to the undead, while supporting and healing his allies. The Priest's blessings provide enduring benefits to any hero of his choosing, and he is particularly adept at restoring grace to himself and others.

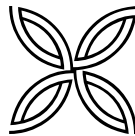


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Conjurer



The Conjurer shapes ethereal energies into tangible forms, creating weapons, distractions, and other useful devices out of shadow and spirit. Though not strong in a direct confrontation, the Conjurer is adept at spreading his influence over an area to arrange circumstances in his favor. With careful planning, the Conjurer's creations can be a great help to his allies as well as himself.





Crusader

The Crusader is a mighty warrior blessed and fortified by with holy powers. Fearsome in battle and full of grace, the Crusader is often the swiftest and most effective hero for a task, especially scourging blights from the land, but his dependence on supernatural assistance can cause him to quickly run out of grace, forcing him to retreat and recover before returning to the front lines.



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