





Adventurer



+2 Move

**Play up to 2 Paths
from your hand.**

Ryan Laukat ("Adventurer")

Archer



**Each other player
discards half of their
hand (round down).**

Harald Lieske ("Archer")

Cartographer



+2 Draw

**Either rotate your
current Path, or rotate
a Path you're adjacent to.**

Mark Poole ("Cartographer")

Druid



+1 Draw +1 Play +1 Move

**This turn, when you
move off of a Path,
discard that Path.**

Grant Hansen ("Druid")

Guide



+1 Play

**The previous player
chooses one for you: +2
Draw; or +2 Play; or +2 Move.**

Eric J Carter ("Guide")

Hermit



+3 Draw +1 Play

**Ignore any further +Draw
you get this turn (including
the free draw at the end of
your turn).**

Claus Stephan ("Hermit")

Hireling



+1 Draw +1 Play

You may swap your current Path with a Path that you're adjacent to (don't move any players).

Claus Stephan ("Hireling")

Leprechaun



-1 Play

Discard your hand. +5 Draw.

Brian Brinlee ("Leprechaun")

Pixie



+2 Play

Reveal your hand. If you didn't reveal any Explorers, +2 Draw.

Claus Stephan ("Pixie")

Squire



You may play an Explorer from your hand twice.

Anthony Palumbo ("Seekers' Squire")

Witch



+1 Play +1 Move

Take a Path with no players on it and move it to another blank spot.

Hans Krill ("Sorceress")

Wizard



Each other player only gets 1 Play and 1 Move on their next turn (instead of the regular 2).

Harald Lieske ("Sorcerer")