

Hero name	Type	Health	Move	Attack	Range	Ability Name	Ability Text	Challenge tier ABC	Gameplay tier ABC	Theme tier ABC
Alchemist	Arcane	4	2	2	0-1	Volatile Concoction	Attacks deal 2 damage to all targets in zone.	B	A	A
Assassin	Undead	4	3	3	0-2	Reflexes	The Assassin can only be damaged by [Melee].	A	B	B
Battle Mage	Arcane	6	1	2	9, no LoS	Summoned Blades	The Battle Mage's attacks have infinite range.	A	A	A
Berserker	Demon	5	4	2	0	Furious	Whenever the Berserker deals damage, remove an equal amount from his token.	B	B	B
Bounty Hunter	Cursed	4	2	4	0-2	Deadeye	Attack damage is divided evenly amongst all targets within range.	B	A	B
Celt	Mythic	8	1	4	0	Savage	Each time the Celt is dealt damage by a Monster in his zone, the Monster is dealt an equal amount of damage	A	A	B
Djinn Trapper	Demon	5	2	2	0-1	Ethereal Shackles	When the Djinn Trapper spawns, the two closest Monsters suffer Sunder, Silence & Slow.	A	A	B
Druid	Mythic	5	1	2	0-2	Nature's Blessing	Immune to all damage from Mythic Monsters' attacks and abilities.	C	C	C
Engineer	Mythic	7	2	3	0	Juggernaut	The Engineer also deals 3 damage to every Monster in every zone he enters.	A	A	A
Executioner	Demon	8	1	3	0	Mighty Swing	The Executioner's attacks also inflict Slow.	B	B	B
Exorcist	Demon	4	1	3	0-2	Consecrated Ground	The Exorcist's zone cannot be targeted by Monster abilities.	B	B	B
Fisherman	Demon	7	1	4	0-1	Fortitude	Immune to all damage from Demon Monsters' attacks and abilities.	A	C	C
Gravedigger	Undead	4	1	2	0	Resilient	The Gravedigger may only be dealt 1 damage per round.	B	B	B
Grimlord	Undead	6	2	2	0-1	Muste	At the beginning of each Villager Phase, spawn 2 Peasants in the Grimlord's zone.	A	A	A
Gypsy	Arcane	6	2	3	0	Enchanted	Immune to all damage from Arcane monsters attacks & abilities.	A	C	C
Illusionist	Arcane	5	1	2	0-2	Phantom	Each time a Monster attempts to damage the Illusionist, they must also spend 1 [Magic] per attack or ability.	B	A	A
Jailer	Cursed	7	2	3	0	Bound In Chains	Monsters may not leave the Jailer's zone.	A	B	A
Muharib	Cursed	9	1	2	0	Protector	The Muharib must always be attacked before any other Villagers in his zone.	B	A	A
Paladin	Undead	8	1	X	0	Righteous Fury	At the start of each Villager Phase, place an experience token here. The Paladin's damage is equal to the tokens placed here.	B	B	B
Pathfinder	Mythic	4	2	3	0-2	Keen Eyed	Melee & Ranged die cannot damage the Pathfinder.	B	B	C
Plague Doctor	Cursed	5	2	3	0-1	Learned	Immune to all damage from Cursed Monsters' attacks and abilities.	B	C	C
Portal Mage	Arcane	4	2	2	0-1	Blink	The Portal mage cannot be Stunned, Burned, or have her movement affected in any way.	C	B	B
Shield Maiden	Undead	5	2	2	0	Protection of the Ancients	Immune to all damage from Undead Monsters attacks & abilities.	C	C	C
Skald	Mythic	5	1	3	0	Battle Song	All Villagers that attack in the Skald's zone deal +1 damage.	A	B	A
Spirit Tracker	Cursed	7	2	2	0-1	Disarm	If the Spirit Tracker enters a zone containing a Trap, discard it immediately.	B	B	B
Wind Dancer	Demon	5	4	3	0-1	Death Rattle	When the Wind Dancer is slain, each Monster suffers 3 damage. This damage cannot be prevented.	A	B	?