



BREWER



Set a die showing  to any other face, either right before or right after your turn in the Magic Phase.

ELDER DRAGON




  



GOLEM




You may use cave-ins like magic for rerolls in the Magic Phase. (Spent cave-ins still score normally.)

SCOUT




 

QUARTER MASTER



Instead of picking a die, you may reroll up to two of the dice you already have.

WARLOCK



Once per game, on your turn, before picking a die, reroll the mountain's current contents back onto the mountain.

