

# JARIKA, THE ROGUE

*This Dwarf Countess, ruling the distant deserts, took longer than expected to reach the Kingdom. A highly respected aristocrat, Jarika owes her nickname to her talents as a speaker and a merchant, which has enabled her to significantly increase the wealth of her county. Some even say she might have greater wealth than Grid and Astrid combined! Anyway, if you start talking exchange and trade with her, she will always find a way to come out on top!*

As in negotiation, her power will increase in strength as the game goes, allowing you to gain a large fortune and recruit the best Dwarfs!

Cut out, fold in the center then glue the two sides together. You can add Jarika to your deck of Hero cards!



## Neutral Hero Card

### JARIKA THE ROGUE

She adds **8 points** to your **Final Bravery Value**.

As a neutral **Hero**, place her in your **Command Area**.

During a **coin transformation** or a **coin trade** (**Royal Offering**, **Warrior Distinction**, **GRID**), increase the value of the desired sum by 2.

Cécile quickly recruited Jarika. She then plays her **coin** of value 0. At the end of her turn, she reveals the two **coins** of her purse: 3 and 4. She discards her **coin** of value 4 and should take a coin of value 7 from the **Royal Treasury**. But since she owns Jarika, she takes a **coin** of value 9 because she adds 2 to the sum of the trade.

Later in the game, Cécile chooses a **Royal Offering +3** card which she applies to her **coin** of value 2. She should therefore take a 5 in the **Royal Treasury**, but she takes a 7 (5 + 2).

