

WAVE RIDER

Strength: 4

Craft: 2



Objects

Special Abilities

You begin the game with a Hippocampus from the Deep Sea deck. If you lose the Hippocampus, you may take one from the Deep Sea discard for free if you cross the Storm River by Bridge or Raft.

While you have a Hippocampus, you need not roll a die to determine which space to move to in the Deep Sea.

You are adapt at scouring for drowned salvage. Once per turn, if another character would *drown* an Object, you may pay 1 fate to take it instead.

Start: Sentinel • Alignment: Neutral

Followers

Fate: 4

Gold

Life: 4

TORTOLLAN

Strength: 2

Craft: 4



Objects

Special Abilities

You begin the game with 1 Spell.

You may discard 3 Spells to draw a Dream.

Why are all these youngfolk in such a hurry, you may reduce your movement rolls by 1.

Centuries of experience have taught you a thing or two. Whenever an Event is drawn, you may either discard a Spell to be unaffected by it or gain 1 Spell, if your Craft allows.

Start: Village • Alignment: Good

Followers

Fate: 2

Gold

Life: 4

SEA HAG

Strength: 2

Craft: 4



Objects

Special Abilities

You begin the game with 1 Spell.

Undead will not attack you, although you may choose to attack them.

Instead of your normal move, you may choose to cross the Storm River as if you had a Raft.

If you encounter a Place, you may *leave a reflection* (place a fate token on the Place card). Instead of moving, you may return to your *reflection* and encounter the Place instead. Discard the Place after this encounter.

You lose 2 lives in the Desert. But heal 1 life at the Oasis.

Start: Oasis • Alignment: Evil

Followers

Fate: 3

Gold

Life: 4

MERMAID

Strength: 3

Craft: 4



Objects

Special Abilities

You begin the game with no Oxygen. You do not lose Oxygen and suffer 1 less Pressure while in the Deep Sea Region.

Instead of your normal move, you may choose to cross the Storm River as if you had a Raft.

Add 1 to your Spell capacity for each Follower you have to a maximum of 3.

When you gain a *Cursed* Follower, gain 1 Spell, if your Craft allows.

If you *drown* a Follower, gain 1 life or 1 fate.

Start: Hidden Valley • Alignment: Neutral

Followers

Fate: 1

Gold

Life: 4

