

CHASM HORROR

Strength: 4

Craft: 2



Special Abilities

- 1) At the beginning of the game, place a Chasm Undertow on your starting space and shuffle the other 2 Chasm Undertow cards into the Adventure card deck. You do not roll for yourself or your followers in the Chasm.
- 2) If you land on a character in the Middle Region, you may *abduct* them, moving yourself and that character to the Chasm. They must immediately roll for the Chasm, even if they have an ability that would normally protect them from it. Your turn then ends.
- 3) If a card would be placed on the Chasm, it is removed from the game instead and you get one horrorspawn.
- 4) For each life or Follower lost in the Chasm, you gain one horrorspawn. You gain 1 Strength for every 2 horrorspawn you possess. You may sacrifice a horrorspawn at any time to add +4 to your Strength until the end of the turn.
- 5) Due to your large size, you must roll 3 dice to pass the Portal of Power by Strength.

Start: Any Plains • Alignment: Evil

Objects

Followers

Fate: 3

Gold

Life: 4



CHASM HORROR



CHASM HORROR

CHASM UNDERTOW



Place

The Chasm Undertow will remain here for the rest of the game and cannot be destroyed. Whenever a character would land here, that character is carried by the undertow into the Chasm instead.

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CHASM UNDERTOW



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BLOODMAGE

Strength: 3

Craft: 3

Objects

Special Abilities

1) The BloodMage starts the game with 2 Spells and only 4 life.

2) You may hold one more Spell than your Craft would normally allow.

3) You may *bloodspill* on your turn before rolling for movement, paying 1 life to draw two Spells. If you do, your Alignment changes to Evil.

4) You may pay 1 life at any time to discard any number of Spells.

5) When you cause a character to lose life in battle or defeat an enemy using Strength, gain 1 Spell.

Fate: 1

Gold

Life: 5

Followers

Start: Graveyard • Alignment: Evil



BLOODMAGE

BLOODMAGE

Strength: 0

Craft: 3

MOUSE KNIGHT



Objects

Followers

Special Abilities

1) You may only hold 2 Objects and you begin the game with a Sword from the Purchase deck.

2) You have a versatile *tail* that allows you to hold one more Object than your normal maximum (for a total of 3 at the beginning of the game), and can be used in battle. If you use your tail in battle, roll 2 dice, keeping both (both are added to your Strength to determine your score in combat).

3) Once per game, you may turn in 20 or more points of Strength trophies to gain 7 Strength. If you do, you lose your tail, can hold only your normal maximum of Objects, and only roll 1 die in battle.

4) Once per game if your tail has been lost, you may spend 5 Fate to regrow your tail.

Start: Village • Alignment: Good

Fate: 5

Gold

Life: 4

MOUSE KNIGHT

MOUSE KNIGHT

Strength: 1

Craft: 1

DEVOURING SWARM



Special Abilities

1) You may add your current Life total to your combat rolls.

2) When you defeat an Enemy, you may *devour* it. If you do, put the Enemy card in the discard pile and gain one Life.

2) If you would obtain a Follower, you must *devour* it instead, discarding it and gaining one Life.

3) When you defeat a Character who has a Follower in battle, you *devour* the Follower rather than taking Gold, an Object, or Life.

4) You may evade any enemy with Spider or Web in its name.

5) The Command Spell causes you to lose 1 Life when it is unsuccessfully cast and 2 Life when cast successfully.

6) If you reach the Crown of Command space you may win normally, but if reach it with ten or more life, even if the Crown space is currently occupied, you immediately win the game, devouring the entire world.

Fate: 2

Gold

Life: 4

Start: Ruins • Alignment: Neutral

Objects

Followers



SWARM



SWARM

WEBPIT



Enemy-Monster

STRENGTH: 1

Life counters on the WebPit add to its combat roll. If WebPit would be destroyed, roll one die. If the result is less than or equal to the number of Life counters on the Webpit, the WebPit is not destroyed.

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WEBPIT



Enemy-Monster

STRENGTH: 1

Life counters on the WebPit add to its combat roll. If WebPit would be destroyed, roll one die. If the result is less than or equal to the number of Life counters on the Webpit, the WebPit is not destroyed.

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<div>Strength: 2</div> <div>Craft: 4</div>		<div>PSYCHIC</div> <div>  </div> <div>Objects</div>	<div>Special Abilities</div> <ol style="list-style-type: none"> 1) You begin the game with the Psionic Blast spell. 2) You may engage in psychic combat. If you do, you may roll 2 dice, keeping the higher die. 3) At any time, you may look at the top Adventure card. 4) If you possess the Psychic Crystal, it does not count against your maximum held Objects and it adds +2 to your roll in Psychic Combat rather than +1. 5) If your Craft is 6 or more, not including bonuses from Followers or Objects, you may use <i>telekinesis</i> to wield any number of weapons in battle. <div>Start: City • Alignment: Neutral</div> <div>Followers</div>	<div>Fate: 2</div> <div>Gold</div> <div>Life: 4</div>
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PSYCHIC

- 1) You begin the game with the Psionic Blast spell.
- 2) You may engage in psychic combat. If you do, you may roll 2 dice, keeping the higher die.
- 3) At any time, you may look at the top Adventure card.
- 4) If you possess the Psychic Crystal, it does not count against your maximum held Objects and it adds +2 to your roll in Psychic Combat rather than +1.
- 5) If your Craft is 6 or more, not including bonuses from Followers or Objects, you may use *telekinesis* to wield any number of weapons in battle.

Start: City • Alignment: Neutral

Objects

Followers

Strength: 2

Craft: 4

Fate: 2

Gold

Life: 4



PSYCHIC

PSYCHIC

Strength: 2

Craft: 3

JESTER



Special Abilities

1) Any opponent you engage in combat or psychic combat subtracts one from their roll in the battle.

2) You may *ridicule* any character you land on by paying three Fate. If you do, they must roll 1 die, then must ditch that many Gold and/or Followers (in any combination) into that space at the end of the turn.

3) You may steal the Jester from any character you land on. Instead of the Jester's normal effects while following you, it allows you to ridicule by paying two fate rather than the usual three.

Start: Tavern • Alignment: Neutral

Objects

Followers

Fate: 4

Gold

Life: 4

JESTER

JESTER

FATE STEALER

Strength: 3

Craft: 3

Objects

Special Abilities

1) If you teleport for any reason, you may carry only 3 Objects with you, leaving any excess Objects in your previous space.

2) You may pay one fate and one life to *fate toss* any Adventure card you draw to another space in your region occupied by another character. If you do, choose a character on that space. That character encounters the card as if it were his turn and he had just drawn it. When this encounter is over, your turn ends.

3) You may pay two fate and one life to *fate steal* from another character in your region after they reveal an adventure card drawn this turn that they are about to encounter (this may not be used when a character encounters a face up card). You teleport to that location and you encounter the card as if it were your turn. You then lose your next turn.

4) Your alignment is always Neutral. Ignore any effect that would change your alignment.

Start: City • Alignment: Neutral

Followers

Fate: 4

Gold

Life: 4





FATE STEALER

FATE STEALER

Strength: 4

Craft: 3

KNIGHT OF DAY



Special Abilities

You begin the game with six cards drawn at random from the Warlock's Quest deck. These quests are hidden from other players and are considered *castle quests*. At any time, you may complete a castle quest and reveal the quest card for a reward of one gold.

When you complete your sixth castle quest, you are named *Knight of the Tome* and immediately teleport to the Castle. When so named, gain one Craft, a Talisman, and a sword and suit of armor from the Purchase deck. You are fully healed and may heal for free at the Castle for the remainder of the game.

You cannot accept quests at the Warlock's Cave.

Your code of honor prevents you from attacking any character who is at one Life.

Start: Ruins • Alignment: Good

Fate: 2

Gold

Life: 4

Objects

Followers

KNIGHT OF DAY

KNIGHT OF DAY

FILCHER



Special Abilities

- 1) When the game begins, you may take a Spell from any character who begins with one or more Spells.
- 2) When you land on a character, you may pay one Fate to take any one of their abilities for 3 turns. During this time, you may use the ability as though it were yours, and they may not use it. This ability cannot be evaded.
- 3) Once per game, if you defeat the Sentinel in battle, you may take the Stolen Sentinel card. If you do, for the remainder of the game, characters do not need to battle the Sentinel to enter the Middle Region.
- 4) Once per game when the Filcher lands on a character, her player may steal that player's chair or drink.

Start: Sentinel • Alignment: Neutral

Strength: 3

Craft: 3

Fate: 5

Gold

Life: 4

Objects

Followers



FILCHER

FILCHER

STOLEN SENTINEL



Object

Only the Filcher may hold the Stolen Sentinel. When held, add 1 to your maximum Fate and Life values (allowing you to replenish to 6 or heal to 5).

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