

## Recommended Character Models

For illustrated characters, bend at the center line, wrap around a business card, first bending the card double at its bottom  $\frac{1}{2}$  inch. Cut along the outside of the character, then tape along the edges. For the base, use plastic “feet” from the BI Talisman 4<sup>th</sup> edition or slide on two toothpicks stuck into a small piece of corrugated cardboard.

The Brute: D&D Demonweb: Troglodyte Brute 51/60

Fated Dead: D&D Deathknell: Undying Soldier 24/60

Frog Prince: Toad

Chasm Horror: D&D Deathknell: Bloodhulk Fighter 46/60

THE BRUTE

Strength: 7

Craft: 1

Objects

Followers

Special Abilities

- 1) You begin the game with *Armour* from the Purchase deck.
- 2) Your Alignment is *Rage*. Any card or space that asks for your alignment must be ignored. You cannot take any Object or Follower that has any Alignment restriction whatsoever. Ignore any effect that would alter your Alignment.
- 3) Due to your large size, you must roll 3 dice to pass the Portal of Power by Strength.
- 4) Any time you land on a space occupied by any other character, you must attack a character in that space.
- 5) Your rage forces you to suffer a -1 penalty to your roll in psychic combat.
- 6) You are annoyed, but otherwise unaffected by the Siren.

Start: Cursed Glade • Alignment: Rage

Fate: 3

Gold

Life: 4



THE BRUTE



THE BRUTE

FATED DEAD

Strength: 3

Craft: 3

Objects

Fate: 2

Gold

Life: 4

Followers



Special Abilities

1) You always have one Fate. If you would ever have less than one Fate, you may immediately draw one Fate.

2) You may spend 3 Fate to gain one Strength.

3) You lose 1 life if you land on the Chapel (regardless of alignment and even if you do now encounter that space).

4) You are not affected by the Siren.

Start: Graveyard • Alignment: Evil

A miniature of a Fated Dead character, a knight in ornate golden and brown armor with a blue hood, holding a sword aloft in his right hand.

FATED DEAD

A miniature of a Fated Dead character, a knight in ornate golden and brown armor with a blue hood, holding a sword aloft in his right hand.

FATED DEAD

Strength: 2

Craft: 3

Objects

TEMPORAL WITCH



Special Abilities

1) Before the game, players must designate one timepiece as the *Timekeeper*. If a majority of players agree at any time that any player (including you) is delaying the game to affect your powers, that player loses all Fate.

2) When you attack another character, you may choose to make the attack psychic combat.

3) Your power shifts with the Timekeeper.

**Odd hours:** You gain +2 to Strength.

**Even hours:** You always have at least one Spell.

In minutes:

**0-9:** Your abilities are unchanged.

**10-19:** You are at +1 in Psychic Combat.

**20-29:** You are at +2 in Psychic Combat.

**30-39:** You are at +3 in Psychic Combat..

**40-49:** You are at +4 in Psychic Combat..

**50-59:** You are at +5 in Psychic Combat.

4) Your starting location and starting alignment are determined below. 6 A.M. to 6 P.M. is Day, all other times are night.

**Day:** Start: Chapel • Alignment: Good

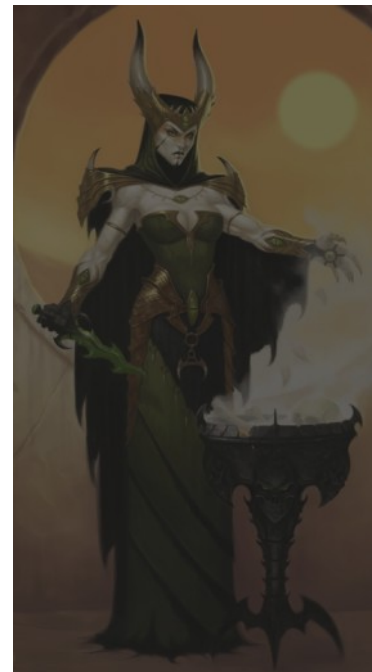
**Night:** Start: Graveyard • Alignment: Evil

Followers

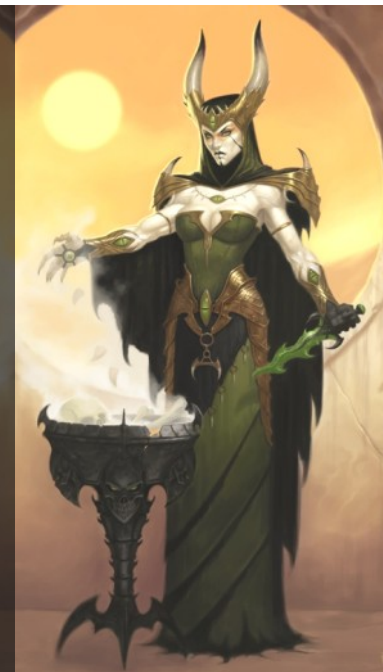
Fate: 2

Gold

Life: 4



TEMPORAL WITCH



TEMPORAL WITCH



FROG PRINCE

Strength: 1

Craft: 4

Fate: 3

Gold

Life: 4

Objects

Followers

Special Abilities

1) You begin the game as a slimy Toad. When you are a Toad, you use this character card and do not suffer the normal drawbacks of being a Toad.

2) The enchantment making you the Frog Prince can be broken, allowing you to temporarily *transform* into Prince Frögg for three turns. When you transform, keep any Objects, Followers, or Spells you may have. You may transform at any time by:

- Discarding a Magic Object
- Discarding two Spells
- Using the *kiss* special ability when landing on a space containing a human female character or follower
- Being Frog Prince when the Destroy Magic spell is cast

4) If any effect would make you a Toad, instead you are fully healed.

5) You may only hold 3 Objects.

Start: City • Alignment: Neutral



FROG PRINCE

FROG PRINCE



RED AND BLACK

Strength: 4

Craft: 2

Life: 8

Gold

Fate: 2

Objects

Followers

Special Abilities

1) You begin the game with an Axe from the Purchase cards.

2) If you are at 4 or less life, Black is incapacitated, you heal as though your maximum life is 4, and lose all other abilities. You may revive Black by attaining five or more life.

3) When Red and Black defeat a character, roll a die.

1: *Argument*, foe escapes, treat as a tie.

2: *Feed*, devour foe's Follower (it is discarded).

3: *Black's Kill*, opposing character loses 2 life in the battle (may use *Armour* twice).

4: *Red's Kill*, Steal a foe's trophy for your own in addition to taking one Gold or Object.

5: *Horrify*, opponent loses next turn and must give you all possessed Gold.

6: *Rampage*, You *Feed*, then *Black's Kill*, then *Red's Kill*, then *Horrify* your foe.

Start: Middle Region Woods • Alignment: Evil



RED AND BLACK

RED AND BLACK



SHADELING

Strength: 2

Craft: 2

Objects

Followers

Fate: 1

Gold

Life: 4

Special Abilities

1) Only the Shadeling can *evolve* into other characters. If the Shadeling has the following prerequisites, you can evolve into the listed card on your turn before you roll for movement. Bonuses from Objects and Followers do not count towards achieving these prerequisites:

- Five or more Strength: **ShadeKnight**.
- Five or more Craft: **ShadeMonk**
- Four or more Strength *and* Craft: **ShadeLord**.

If you evolve, replace your current Alignment, Strength, Craft, Fate, and Life totals with the values on the new card (this may reduce or increase these values). You keep any Objects, Followers, or Spells when you evolve.

2) You are unaffected by the Siren.

Start: Ruins • Alignment: Neutral



SHADELING

SHADELING



SHADEMONK

Strength: 2

Craft: 4

Fate: 1

Gold

Life: 4

Objects

Followers

Special Abilities

This card is not distributed as a character card at the beginning of the game. The ShadeMonk can only be played by evolving from the Shadeling.

- 1) When you attack another character, you may choose to make the attack psychic combat.
- 2) Your *inner harmony* allows you to add your Craft value to your Strength in combat.
- 3) Your *inner harmony* allows you to add your Strength value to your Craft in psychic combat (*Weapons* do not add to your Strength in psychic combat.).
- 4) You are unaffected by the Siren.

Start: Current Space • Alignment: Neutral



SHADEMONK

SHADEMONK

SHADEKNIGHT

Strength: 5

Craft: 3

Fate: 3

Gold

Life: 5

Objects

Followers

Special Abilities

This card is not distributed as a character card at the beginning of the game. The ShadeKnight can only be played by evolving from the Shadeling.

- 1) Your martial training allows you to *resist damage*. Whenever you would lose life as a result of combat, roll one die to resist damage. On a 5 or 6, you do not lose life. You may do this in addition to using *Armour*.
- 2) You roll 2 dice in Combat, keeping whichever you choose.
- 3) You may spend a Fate after combat dice are rolled to keep both of your rolled dice. If you do, you may not use Fate to reroll either die.
- 4) You are unaffected by the Siren.

Start: Current Space • Alignment: Neutral



SHADEKNIGHT

SHADEKNIGHT

SHADELORD

Strength: 4

Craft: 4



Objects

Followers

Special Abilities

This card is not distributed as a character card at the beginning of the game. The ShadeLord can only be played by evolving from the Shadeling.

- 1) You always have at least one Spell. (Gain a Spell each time you cast your last Spell).
- 2) You may add your Craft value to your Strength in combat.
- 3) When you attack another character, you may choose to make the attack psychic combat.
- 4) You may add your Strength value to your Craft in psychic combat.
- 5) You are unaffected by the Siren.

Start: Current Space • Alignment: Evil

Fate: 1

Gold

Life: 4



SHADELORD

SHADELORD