



BLACK WITCH

Special Abilities

You may roll two dice for your movement and choose one or both of the results to use for your move.

When a character casts a Spell on you (except the Command Spell), you may attempt to *counterspell* it. Roll 1 die:

- 1-3) The Spell affects you as normal
- 4-6) The Spell has no effect

You need not roll the die in the Forest unless you wish to. If you choose to roll, you must accept the result.

Start: Forest • Alignment: Evil



DEVIL'S MINION

Special Abilities

When you attack another character, you may choose to make the attack psychic combat. You may not do this when you are attacked by another character.

When you encounter a Spirit, you may instead move it to the space of another character in your Region. That character immediately encounters the Spirit.

Whenever another character draws the Devil, Mephistopheles, or the Phantom, you may immediately encounter that card as well.

When you land on the Graveyard or Cursed Glade, you may choose not to encounter the space and instead heal 1 life, gain 1 Spell or teleport to another space in the same Region.

You may not choose to land on the Tavern, City, Village or Castle. If you are forced to do so, then you may not use any options there.

You may not use any *Armour* or *Weapon* in battle, except the Runesword.

Start: Graveyard • Alignment: Evil



SHAPESHIFTER

Special Abilities

When you attack another character, you may choose to make the attack psychic combat. You may not do this when you are attacked by another character.

Whenever you defeat another character in battle or psychic combat, you may *shift* into his shape. If you do so, you use the other character's Strength and Craft as long as you stay in his shape. If you lose a life whilst in this form, you immediately revert back to your original shape.

Whenever you encounter a Stranger that requires you to roll a die, you may add 1 to the result.

You may revert back to your original shape at any time. You may even revert back to your original shape after you are turned into a Toad.

Start: Graveyard • Alignment: Evil



GOBLIN SHAMAN

Special Abilities

You begin the game with one Spell.

Whenever you encounter an Enemy card that has the word "Goblin", "Hobgoblin", or "Ogre" in its title, you may *enslave* it and keep it as a Follower instead of attacking it.

The enslaved Follower may fight in your place using its Strength or Craft value. If the Follower wins, the creature is killed or the character must lose 1 life. If the Follower loses, it is killed and your turn immediately ends. Enemies killed may be taken as trophies.

If you are defeated in battle or psychic combat, you may discard an enslaved Follower to avoid losing a life.

Start: Crags • Alignment: Evil