

**GENIE**

Mephisto



**Special Abilities**

You begin the game with one Spell.

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

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You do not lose a life in the Desert.

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Whenever you defeat a character in battle or psychic combat, you may take a Follower instead of taking a gold, Object, or life.

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You may combine all types of Enemy trophies (Animals, Monsters, Dragons, Spirits, etc.) to gain either Strength or Craft.

Start: Forest • Alignment: Neutral

**GAMBLER**

Mephisto



**Special Abilities**

Whenever you engage an Enemy or character in battle, you may pay 1 fate to force them to reroll their attack roll.

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When you land on a character, you may *tempt fate*. You both roll 1 die and add your Craft. If your score is equal to or higher, you gain 1 fate; otherwise, you must lose either 1 fate or 1 life.

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You may declare that you are going to *try your luck* before you make a roll on a single die. If the roll is even, you may add 1 to the result. If it is odd, you must subtract 1 from the result (to a minimum of 1).

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You may discard any of your trophies at the end of your turn and gain 1 fate for each.

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Whenever you have the opportunity to make a die roll, you must do so.

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You are always neutral; ignore any effect that changes your alignment.

Start: City • Alignment: Neutral

**APPRENTICE MAGE**

Mephisto



**Special Abilities**

You begin the game with one Spell.

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During the game, you always have at least one Spell. (Gain a Spell each time you cast your last Spell).

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Whenever you cast a Spell, if your Craft is 6 or less, you must roll 1 die:

- 1) The Spell misfires and you lose 1 life.
- 2) The Spell has no effect.
- 3-6) The Spell functions normally.

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Whenever you draw a Spell card, you may draw from the top of the discard pile instead of the top of the deck.

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Whenever you discard a Spell, you must place it at the bottom of the discard pile.

Start: City • Alignment: Neutral

**COURTESAN**

Mephisto



**Special Abilities**

You may *seduce* a character that you land on who must give you an Object or 1 gold and then lose his next turn.

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You may take any one Follower from a character that you land on.

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You may *bewitch* any Stranger that you can buy goods from. Roll 1 die:

- 1-4) No effect
- 5-6) You do not need to pay any gold

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You may try to *impress* a Stranger who offers services based on a character's alignment. Roll 1 die:

- 1) They react as if you have a favourable alignment
- 2-4) No effect
- 5-6) They react as if you have an unfavourable alignment

Start: City • Alignment: Neutral