



Special Abilities

You begin the game with one Spell.

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 a Spirit, you may gain a Spell, if your Craft allows.

You may choose to automatically destroy any Spirits without resorting to psychic combat. If you do, you may not keep the Enemy as a trophy, or gain a Spell.

You may take Objects that cannot be possessed by Good characters. You must immediately destroy (discard) them, and you gain a Spell.

Start: City • Alignment: Good



Special Abilities

You begin the game with one Spell.

You may create a Similacrum to attack a character or creature in your place. The Similacrum has your Strength and Craft but may not use Objects, Followers or Spells. If it defeats a character, you may take a gold or Object, but not a life. Enemies killed may not be taken as trophies. If it is defeated, your turn immediately ends.

When you encounter an Adventure Card that mentions alignment, you may attempt to obscure your own alignment by *illusion*. Roll 1 die: 1-3) No effect. 4-6) You may choose any alignment for encountering the card, but your actual alignment does not change.

Start: City • Alignment: Good



Special Abilities

Instead of attacking a character, you may *impress* him with your skills and take one gold from him.

Whenever you are about to engage a Monster in battle, you may try to *confuse* it. Roll one die and add your Craft. If the total is higher than the Monster's Strength, you may evade it. If you fail to confuse the Monster, you must attack it as normal.

Whenever you encounter the Village, City, Tavern, Market, or Castle you may *perform* there and earn one gold. If you choose to do so, you may not use any action of the location during this turn.

Start: Village • Alignment: Good



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 are about to engage in battle, you may *sacrifice* one life to automatically win the battle.

After rolling the die when praying, you may add 1 to the score.

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

Start: Village • Alignment: Good