





## ASTROLOGER



Strength: 2

Craft: 4

### Special Abilities

You begin the game with a Sign, and may have two Signs rather than only one.

When you gain a Sign or Spell, draw two and discard one.

At the end of your turn, you may spend a Fate to draw the top three cards of an Adventure Deck. Place one facedown in front of you and discard the others. At the start of any character's turn, you may place your facedown card on top of its deck. You may have any number of facedown cards in front of you, but each adds 1 Fate to the cost of this ability.

Start: City or Atlantis • Alignment: Neutral

Objects

Followers

Fate: 4

Gold

Life: 4

## ATLANTE



Strength: 4

Craft: 2

### Special Abilities

You may gain life but cannot heal.

You cannot use Armour. Instead, whenever you would lose a life, roll 1 die. On a 5+, you do not lose the life but still suffer any other associated consequences.

When you place a Terrain at random, draw two and choose one.

Gain a life whenever you place a Terrain.

Start: City or Atlantis • Alignment: Neutral

Objects

Followers

Fate: 1

Gold

Life: 9

## BLOOD MAGE



Strength: 2

Craft: 4

### Special Abilities

You begin the game with a Spell.

If you have two or more lives, you may lose one to draw up to your full compliment of Spells.

If a Spell requires a die roll, you may lose a life to determine the result instead of rolling.

When you kill an Enemy or cause a character to lose a life, you may either heal a life or replenish a Fate.

Start: Temple • Alignment: Neutral

Objects

Followers

Fate: 2

Gold

Life: 5

## COATL



Strength: 0

Craft: 0

### Special Abilities

No effect can cause you to lose more than 1 Fate at a time.

Once per turn, you may flip any number of Fate tokens.

Add 1 to your Strength and to your carry limit for each Light Fate token you have.

Add 1 to your Craft and to your Spell limit for each Dark Fate token you have.

When you defeat a Demon, Fae, Spirit, or Undead Enemy, gain 1 Fate or a Spell, if your Craft allows.

You may roll two dice for movement and use the higher. If you roll doubles, you may fly to any space in the same Region.

Start: Temple • Alignment: Good

Objects

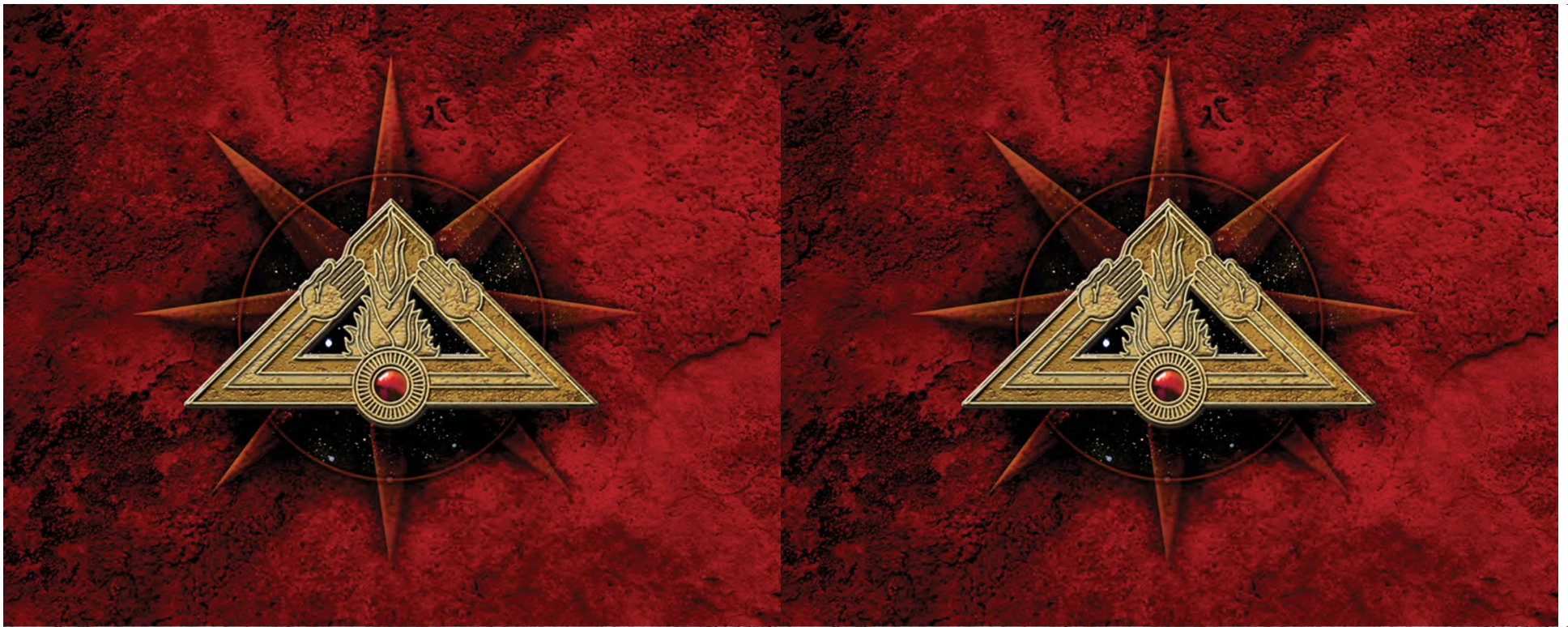
Followers

Fate: 5

Gold

Life: 4







## FLAYED PRIEST



Strength: 2

Craft: 4

### Special Abilities

You are always Evil. Ignore any effect that would change your alignment.

You are *Undead* and gain any benefits and suffer any penalties that affect Undead Enemies. Your fellow Undead will not attack you, but you may attack them.

Unless characters can be eliminated from the game permanently, you cannot be killed. Instead, when you would be killed, ditch all your Followers and Objects and move to the Temple or Graveyard. You may keep any *Cursed* Followers and Objects you wish. Heal all your lives, replenish all your Fate, and gain a Spell if your Craft allows.

Start: Temple • Alignment: Evil

Objects

Followers

Fate: 4

Gold

Life: 2

## JAGUAR KNIGHT



Strength: 4

Craft: 2

### Special Abilities

You begin the game with a Jaguar Armour from the Purchase Deck.

Instead of rolling for movement, you may choose one of the closest Warriors in your region and move to their space.

Add 1 to your Strength in battle for each Trophy you have.

Start: Temple • Alignment: Neutral

Objects

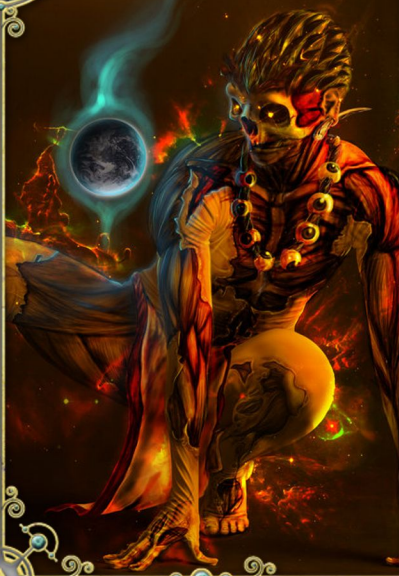
Followers

Fate: 3

Gold

Life: 4

## LORDS OF MICTLAN



At the start of the game, remove the following cards from the Atlantean Deck: Cipactli, Huracan, Itzpapalotl, Temple Drake, Temple Wyvern, and Xolotl. These are the Lords of Mictlan. Shuffle them together and place them on the Crown of Command.

Each *Cursed* Object or Follower a character possesses adds 1 to their attack score.

Whenever Night falls, discard an Atlantean Terrain then place an Undead from the discard pile on that space if able.

When a character reaches the Crown of Command, they must draw one of the Lords of Mictlan and fight them. The Lords of Mictlan add one to their attack score for each Atlantean space without a Terrain. If the character is defeated, they suffer the normal consequences and then shuffle the Lord of Mictlan with the others.

The first character to defeat a Lord of Mictlan wins the game!

## MASTER ATLANTE



At the start of each character's turn, they must draw a Terrain card. If it instructs them to draw one or more cards, they must discard that many Terrains from the Atlantean Region, then place the Terrain on their current space. Otherwise, shuffle the card back into the Terrain deck.

If Atlantis is destroyed, all characters lose the game.

When a character reaches the Crown of Command, they must choose whether to attack the Master Atlante using Strength or Craft. Each time the Master Atlante is defeated, remove one of its lives. If a character removes the Master Atlante's last life, all characters win the game.

When the Master Atlante defeats a character, it gains a life and discards an Atlantean Terrain.

Strength: 12

Craft: 12

Life: 4