

ANGEL OF CHARITY



Enemy - Angel

CRAFT: 5
If you have no Objects or gold, you may evade the Angel. While she is your trophy, when you land on a space with another character or they land on yours, you must give them one Object or gold, if able.

3

ANGEL OF CHASTITY



Enemy - Angel

CRAFT: 5
If you have no Followers, you may evade the Angel. While she is your trophy, you cannot have any Followers.

3

ANGEL OF DILIGENCE



Enemy - Angel

STRENGTH: 3
If your Strength is greater than your Craft, you may evade the Angel. While she is your trophy, you cannot gain Craft.

2

ANGEL OF HUMILITY



Enemy - Angel

CRAFT: 3
If your Craft is greater than your Strength, you may evade the Angel. While she is your trophy, you cannot gain Strength.

3

ANGEL OF TRUTH



Enemy - Angel

STRENGTH: 5
If the Angel defeats you, instead of losing a life as normal, you lose 1 life for each Spell you possess, then discard all your Spells.

2

ANGEL OF THE HORN



Enemy - Angel

CRAFT: 4
The Angel adds 1 to its attack score for each Omen card in the discard pile. If you do not defeat it, discard the top card from the Omen deck.

3

ANGEL OF THE KEY



Enemy - Angel

STRENGTH/CRAFT: 4
The Angel adds 1 to her attack roll for each Demon on the board. When you defeat her, place the Hellpits on this space.

1

ANGEL OF THE VIAL



Enemy - Angel

STRENGTH: 4
The Angel adds 1 to its attack score for each Omen card in the discard pile. If you do not defeat it, discard the top card from the Omen deck.

2

CAST FROM HEAVEN



Event

The wicked cannot prevail against the righteous. At the end of your next turn, roll 1 die. If the result is less than the number of Angels on the board, the game ends, and all Good characters win.

1

DEICIDE



Event

Heaven has fallen, and so shall the world. At the end of your next turn, roll 1 die. If the result is less than the number of Demons on the board, the game ends, and all Evil characters win.

1

FINAL TRUMPET



Magic Object

Cursed
When an Omen is discarded, gain 1 Strength or Craft.
When an Omen is returned to the deck, lose 1 Strength or Craft.

5

GAVRI'EL



Enemy - Angel

STRENGTH/CRAFT: 9
If you do not defeat Gavri'el, all other characters with a Talisman may take a Follower from any discard pile.

1

MIKHA'EL



Enemy - Angel

STRENGTH/CRAFT: 9
If you do not defeat Mikha'el, all other characters with a Talisman gain 1 Strength.

1

PROPHET'S DOOM



Event

Heaven punishes the false prophets. All characters in the same region as the Harbinger lose 1 life unless they have a Talisman, then the Harbinger returns to his card.

1

RAFA'EL



Enemy - Angel

STRENGTH/CRAFT: 9
If you do not defeat Rafa'el, all other characters with a Talisman gain 1 Craft.

1

SAMA'EL



Enemy - Angel

STRENGTH: 5
If Sama'el defeats you, you are killed unless you have a Talisman.

2

THE HAYYOTH



Enemy - Angel

STRENGTH/CRAFT: 18
The unworthy melt before the glory of the Hayyoth. Whenever a character ends their turn in the Inner Region, they must lose a 1 Strength or 1 Craft. If they cannot, they are killed.

1

YEHUDI'EL



Enemy - Angel

STRENGTH/CRAFT: 9
If you do not defeat Yehudi'el, all other characters with a Talisman gain their full compliment of Spells.

1

