

## ABBESS

Strength: 2

Craft: 4



Objects

### Special Abilities

You resist the temptations of the world and may ignore any Strangers or Places you would encounter.

When you visit the Castle, Chapel, City, Tavern, or Village, instead of resolving the instruction on that space, you may *evangelize*. Roll 1 die to pray. On a 5-6, you are successful with the result depending on where you are.

**Castle:** Sway the court and gain a Magic Object of your choice from the discard pile.  
**Chapel:** Receive heaven's blessing and gain a Spell of your choice from the discard pile.  
**City:** Gain 2 gold as a donation to your ministry.

**Tavern:** Convert a sinner and discard an Enemy from the board.

**Village:** Heal the sick and gain a Follower of your choice from the discard pile.

Start: Chapel • Alignment: Good

Followers

Fate: 4

Gold

Life: 4

## ANGELIC CANTOR

Strength: 2

Craft: 4



Objects

### 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 defeat a character, instead of the usual rewards, you may change their alignment to match you own.

When a character with the same alignment as you prays, you may teleport to their space. If you do, they may add up to 2 to their roll and you also gain the benefits or penalties of the prayer as if you had made the roll yourself.

Angels will not attack you, but you may attack them. If you become evil, Demons will not attack you instead.

Start: Temple • Alignment: Good

Followers

Fate: 4

Gold

Life: 4

## HELL KNIGHT

Strength: 4

Craft: 2



Objects

### Special Abilities

Whenever you defeat a Demon, you may *bind* it to your will and take it as a Follower instead of as a trophy. You may have a number of bound Demons equal to your Craft at a time. Each bound Demon adds 1 to your Spell limit and 1 to your carry limit.

When you would lose a life, you may discard a bound Demon to prevent the loss.

If you have any bound Demons, gain a Spell when you kill an Enemy or defeat another character and force them to lose a life. If the enemy is an Angel or the character is good, gain 2 Spells instead.

Start: Graveyard • Alignment: Evil

Followers

Fate: 3

Gold

Life: 4

## IMP

Strength: 2

Craft: 2



Objects

### Special Abilities

You begin the game with a Quest from the Warlock. Roll for a Quest or draw a Warlock Quest card as appropriate.

While you have a Quest, add 1 to your Strength, Craft, and Life values.

Whenever you gain a Quest, you may also gain a Spell.

Whenever you complete a Quest, instead of gaining the usual rewards, you may gain 1 Strength or 1 Craft.

If you roll a 6 for movement, you may teleport to any space in your Region.

Start: Warlock's Cave • Alignment: Evil

Followers

Fate: 6

Gold

Life: 3







## INCUBUS

Strength: 3

Craft: 3



Objects

### Special Abilities

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

When you visit the Enchantress, roll 2 dice and choose one.

You may *seduce* Strangers you encounter and take them as Followers. When you are instructed to draw an Adventure card, you may encounter one of your seduced Followers instead. If the Follower would normally be discarded after the encounter, ditch them at the end of your turn.

When you defeat another character in battle or psychic combat, instead of the usual rewards, you may cause them to miss their next turn. If you do, heal a life or replenish a fate.

Start: Cursed Glade • Alignment: Evil

Followers

Fate: 3

Gold

Life: 4

## SAINT

Strength: 3

Craft: 3



Objects

### Special Abilities

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

You begin the game with one Spell.

When you pray, you may ignore the result of your roll and gain a Spell instead.

Each Object you possess with "Holy" in its title adds 1 to your Strength and Craft.

Start: Chapel • Alignment: Good

Followers

Fate: 4

Gold

Life: 4

## TO RULE IN HELL



When this ending enters play, To Serve in Heaven does also. If it leaves play for any reason, To Serve in Heaven does as well.

All neutral characters must change their alignment to good or evil, even if they could not normally change their alignment.

If there are any characters in the Inner Region, they teleport to either the Chapel or the Graveyard.

Evil characters add 1 to their Strength and Craft for each good character in the game.

Evil characters may ditch any Demon trophies they have at any time and may take one trophy from a good character they defeat instead of the usual rewards.

All evil characters win the game if they, collectively, have at least one Angel trophy each and one of them reaches the Crown of Command.

## TO SERVE IN HEAVEN



When this ending enters play, To Rule in Hell does also. Read that card first.

Good characters add 1 to their Strength and Craft for each evil character in the game.

Good characters may ditch any Angel trophies they have at any time.

When a good character rolls a 6 on any die while praying, they may take a trophy from an evil character.

All good characters win the game if they, collectively, have at least one Demon trophy each and one of them reaches the Crown of Command.

If there are more Angels on the board than characters, all evil characters lose. If there are more Demons than characters, all good characters lose. Characters of the other alignment do not yet win the game if this happens.



