

## BAELNORN

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.

If you are good, you always have at least two Spells. If you are neutral, you always have at least one Spell. Gain a Spell if you are below these limits.

If you would lose a life, roll 1 die. If you are good, you prevent that lose if your roll a 4-6. If you are neutral, you prevent that lose if you roll a 6.

Start: Ruins • Alignment: Good

Followers

Fate: 3

Gold

Life: 4

## DEVOURER

Strength: 4

Craft: 3



Objects

### Special Abilities

When you encounter a Stranger or Follower, you may consume their soul and claim them as *devoured* trophies. Devoured trophies have Strength and Craft 2. You may only have a number of devoured trophies equal to the Spell limit.

As long as you have at least 1 devoured trophy, you always have at least 1 Spell.

When you are targeted by a Spell, including the Command Spell, you may discard a trophy to ignore the Spell's effects on you.

When you would lose a life in psychic combat, you may discard a trophy to prevent that loss.

Start: Runes (Any) • Alignment: Evil

Followers

Fate: 3

Gold

Life: 3

## ILLUMINATOR

Strength: 2

Craft: 4



Objects

### Special Abilities

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

While you are ☉ Lightbound, you may add 1 to all your rolls. You may also ignore the Time Card and interact with all other cards as though it were Day.

While you are ☿ Darkbound, you may evade characters and creatures. You may also ignore the Time Card and interact with all other cards as though it were Night.

When Day breaks, gain a Spell.

When Night falls, replenish a fate.

Start: Cursed Glade • Alignment: Neutral

Followers

Fate: 3

Gold

Life: 4

## LYCANTHROPE

Strength: 4

Craft: 2



Objects

### Special Abilities

You begin the game with a Lycanthrope card. If you lose it for any reason, immediately draw a new Lycanthrope card.

When you are instructed to draw Adventure cards, you may *go on the hunt*. If you do, draw cards until you draw an Enemy. Discard the rest.

If you defeat an Enemy with "Wolf," "Wolves," "Wolfen," or "Werewolf" in its title, it may join your *pack* and become a Follower instead of a trophy. Each pack Follower adds 1 to your Strength in battle.

If you would lose a life, you may discard a pack Follower to prevent that loss.

Start: Forest • Alignment: Neutral

Followers

Fate: 3

Gold

Life: 4



## REAPER



Strength: 3

Craft: 3

Objects

### Special Abilities

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

When you defeat another character in battle or psychic combat, instead of claiming your usual reward, you may spend a fate to force them to roll on the Grim Reaper's chart. If they roll a 5, you must roll instead on the Grim Reaper's chart instead of teleporting the Grim Reaper.

When you roll on the Grim Reaper's chart, add 1 to the result. Instead of teleporting the Grim Reaper, you may teleport yourself to a space in your Region if it is your turn.

You cannot have Followers. If you can replenish a fate, you may *reap* a Follower you encounter. Discard them and replenish a fate.

Start: Portal of Power • Alignment: Neutral

Followers

Fate: 2

Gold

Life: 4

## SPIRIT SHAMAN



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.

You may automatically defeat any Spirit you encounter with Craft less than your own without resorting to psychic combat. Spirits defeated this way may be taken as trophies.

You may discard a Spirit trophy to take the top Follower or top Spell from the discard pile.

Start: Graveyard • Alignment: Neutral

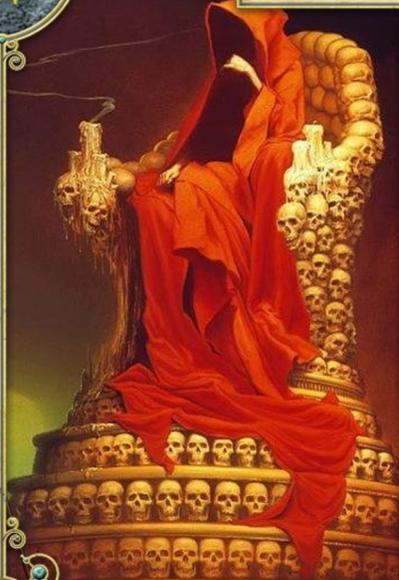
Followers

Fate: 3

Gold

Life: 4

## THE KING OF SKULLS



Strength: 12

Craft: 12

Life: \*

At the beginning of the game, remove the following cards from the Adventure Deck: Dragon Skull, Gilded Skull, Ornate Skull, Plague Skull, Vampire Skull, and Wolf Skull. Shuffle them together and place them face down on this card. This is the Skull deck.

Whenever a card with "Skull" in its title would be discarded or removed from the game, shuffle it into the Skull deck instead.

When a character is instructed to gain a Talisman, they draw and encounter a card from the Skull deck instead.

A character on the Crown of Command must choose whether to fight the King of Skulls with Strength or Craft. If they defeat the King of Skulls, remove one of his lives and fight him again. Otherwise, their turn ends immediately.

If a character removes the King of Skulls' last life, they win the game!

The King of Skulls' Life value is equal to the number of cards in the Skull deck, plus 1. If there are no characters on the Crown of Command, he heals all his lives.

## THE NIGHT QUEEN



Craft: \*

Life: 2

The Night Queen begins the game on this card. When Night falls on your turn, move her to your space. When Day breaks, return her to this card.

When she moves to your space, roll 1 die. If you are a Vampire, add 1 to your roll.

1) You lose 2 lives; she gains 2 lives.

2-3) You lose 1 life; she gains 1 life.

4-5) You become a Vampire; she gains 1 life.

6) You both gain 1 life.

The Night Queen's Craft is equal to the total Craft of all Vampire characters, plus 7.

If you land on her space, she attacks you! If you win, remove one of her lives (to a minimum of 2) and gain 1 Craft. If she defeats you, roll 1 die on her chart.

When you reach the Crown of Command, you must attack her. If you defeat her, remove one of her lives and attack again. Otherwise, roll 1 die on her chart and end your turn. If you remove her last life, you win the game!

