

Azriel, The Demon



Once per game, if Azriel is reduced to zero Power-Ups, he can reduce all other players to zero also.

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Loki, The Werewolf



If Loki has an even number of Power-Ups he gains +2 to combat rolls, but then he can not use weapon items at this time.

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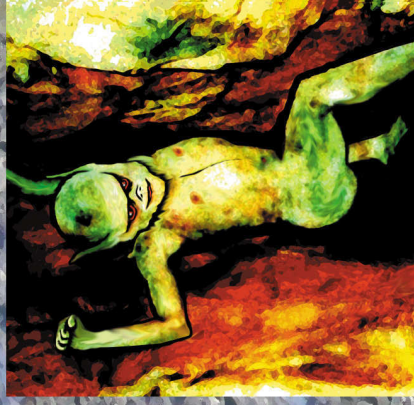
Jack-o-Lantern Guard



ITEM. While you own this, you can escape from ANY battle without paying the standard one Power-Up penalty.

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Demonic Imp Familiar



ITEM. Every turn, you can roll, if you get a 6 you may steal an item owned by another player. Discard the card to receive +1 on Combat one time only.

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Relic of Protection



ITEM. While you own this, no items will work against you. Enemies can not use items against you in combat.

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Grenade



ITEM. Choose when you use this. Add +3 to your combat roll, then discard this card.

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Wooden Stake



ITEM. Add +3 to your combat rolls if battling a Vampire, or trade it in on your turn for one Power-Up.

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EVIL IDOL



All items possessed by all players must be destroyed and discarded.