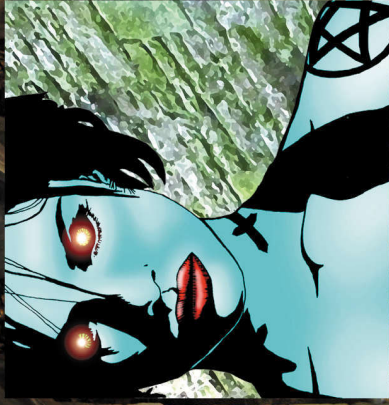


Carmilla Kos, The Drow



Carmilla always starts first.

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Wrathchilde, The Vampire



Once per turn, if Wrathchilde chooses, he can try to steal another player's Power-Up by rolling a six. If he rolls a one he loses this ability.

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Grim, The Reaper



At the end of Grim's turn, if he has an equal number of Power-Ups as another player he may choose to enter into combat with them.

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Aleta Drabardi, The Seer



Aleta can view a card before it is revealed to others. No others can view the card. She can then offer the player a deal to discard the card. Any verbal deals can be broken. Aleta can only view cards three times, and never her own cards.

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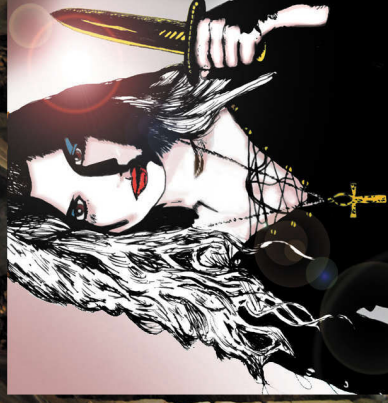
Kaiti Miakoda, The Witchdoctor



Kaiti is immune from the effects of magical items such as "Cursed Monkey Skull."

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FeGarna, The Witch



FeGarna can be re-delt any card she does not like. She can do this twice in any game.

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Randel Longman, The Ghoul



Every time a player loses all his Power-Ups, Randel gets one to add to his trail.

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Hitch Nighly, P.I. The Hunter



If Hitch is more than 6 Power-Up cards behind the leader, Hitch pursues by turning over an extra card at the end of his turn.

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