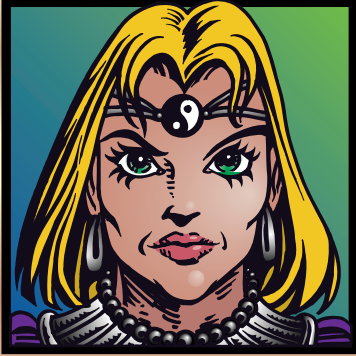


FIRE DEMONESS

"IT IS A TIME OF GREAT SUFFERING, UNENDING PAIN, AND DEATH AROUND EVERY CORNER... WHAT MORE COULD I ASK FOR?"


START SQUARE (place your character tile here)	1 IF YOU DIE, YOU SEND PLAYER OF CHOICE TO START CARD	NULLIFY SQUARE	3 SWITCH PLACES WITH NEXT PLAYER FORWARD	4 TAKE ALL FATE CARDS FROM OPPONENT OF CHOICE
5 LOSE 5 LIFE TO HAVE ALL PLAYERS -5 LIFE	6 FORCE A BATTLE BETWEEN TWO PLAYERS OF CHOICE	7 USE A DEATH FATE CARD ON PLAYER OF CHOICE	8 IF YOU DIE, ALL PLAYERS GO BACK 10 SQUARES	9 LOSE 5 LIFE TO HAVE -7 LIFE OFF ONE PLAYER
10 5 EXTRA LIFE	11 USE A DEATH FATE CARD ON ALL OPPONENTS	12 BLOCK ONE ABILITY OF AN OPPONENT	13 NULLIFY SQUARE	14 10 EXTRA LIFE
15 NULLIFY FATE CARD	16 15 EXTRA LIFE	17 TAKE ONE FATE CARD FROM ALL PLAYERS	18 NULLIFY FATE CARD	FINISH: you now have your special abilities and are ready for the DRAGON WAR



E'EFFLIN PRIESTESS

"FROM THE TEMPLE TO THE FIELD OF BATTLE, I DO WHAT I MUST TO PROTECT THE EARTH MOTHER."

START SQUARE (place your character tile here)	1 RETURN TO FULL LIFE	2 REVERSE ONE ABILITY OF AN OPPONENT	3 DOUBLE A LIFE CARD EFFECT	4 SKIP NEXT SQUARE
5 PICK UP 3 FATE CARDS USE ANY LIFE CARDS, RESHUFFLE OTHERS	6 AVOID A BATTLE	7 ADVANCE TO NEAREST PICK A CARD SQUARE	8 10 EXTRA LIFE	9 REVERSE A FATE CARD USED ON YOU
10 PICK UP 5 FATE CARDS KEEP ANY TREASURE CARDS, RESHUFFLE OTHERS	11 5 EXTRA LIFE	12 REUSE A TREASURE CARD BEFORE YOU DISCARD IT	13 AVOID A BATTLE	14 TRIPLE MOVEMENT ROLL (USE BEFORE YOUR ROLL)
15 PASS OVER ONE CARD (LAND ON FIRST SQUARE OF NEXT CARD)	16 USE DEATH FATE CARD ON OPPONENT OF CHOICE	17 PICK UP 3 FATE CARDS KEEP ANY TREASURE CARDS, RESHUFFLE OTHERS	18 USE DEATH FATE CARD ON ALL OPPONENTS	FINISH: you now have your special abilities and are ready for the DRAGON WAR



EXECUTIONER

"I WILL DEAL A RIGHTEOUS DEATH... A BLESSED VIOLENCE... I MUSTN'T FAIL... NO MATTER HOW MANY, OR HOW LONG, I WILL NOT FAIL."

START SQUARE (place your character tile here)	1 15 EXTRA LIFE	2 OTHER PLAYERS ON SAME ROW LOSE 3 LIFE	3 PICK UP THREE FATE CARDS	4 10 LIFE IF YOU LAND ON THE EXECUTIONER CARD
5 TAKE 3 LIFE FROM PLAYER WITH 17 LIFE	6 EXECUTE: TAKE AN OPPONENTS' LAST FIVE LIFE	7 TRIPLE MOVEMENT ROLL (USE BEFORE YOUR ROLL)	8 BLOCK ONE ABILITY OF AN OPPONENT	9 OTHER PLAYERS IN SAME ROW LOSE 4 LIFE
10 NULLIFY SQUARE	11 NULLIFY FATE CARD	12 EXECUTE: TAKE AN OPPONENTS' LAST THREE LIFE	13 FIVE LIFE IF YOU LAND ON THE EXECUTIONER CARD	14 NULLIFY SQUARE
15 10 EXTRA LIFE	16 USE A DEATH FATE CARD ON ALL PLAYERS	17 TAKE 3 LIFE FROM PLAYER WITH 20 LIFE	18 BLOCK ONE ABILITY OF AN OPPONENT	FINISH: you now have your special abilities and are ready for the DRAGON WAR