

Atticus O'Sullivan

badass druid

Immune to all magic except for Bacthaniel and Cham

Skill: HEALING CHARM. Atticus can heal self for +2 whenever he attacks or blocks. Once per turn.

3 COLD FIRE: Destroy all demons in play. Take -5 damage.

"There are many perks to living for twenty-one centuries, and foremost among them is bearing witness to the rare birth of genius. Like Keinn."

WEAPON: IRON

9/8

Malina Sopolowski

badass witch. sister

2 BELLWHIP: Destroy any one demon.

1 CHARM: While in combat with Atticus O'Sullivan, he takes 1 extra damage.

2 ZORRA'S SHIELD: Malina or target sister gets +4 Health for one turn.

"She can pull exploding bellwhips out of the fucking AIR."

WEAPON: SILVER

6/6

Lakshia Kulasekaran

badass witch

Immune to silver

4 KARM: Destroy all Bacthants.

3 SOUL EJECTION: Kill any rogue or combatant except for werewolves, demons, and vampires.

"I am not the sort of witch that changes minds. I am the sort that ends lives. That is why I am here, yes?"

5/6

Leif Helgeson

badass vampire

Immune to silver, iron, water, necrosis, sarcasm, and food poisoning

Skill: BLOODSUCKING LAWYER. Leif can heal self for +2 whenever he attacks or blocks except when damaged by wood or fire. Once per turn.

3 GLAMOUR: Any target rogue or non-demon, non-werewolf combatant card comes under your control this turn and you may attack your opponent with it. If it survives, it returns to him/her. "I am the shit, home slice, straight up."

8/7

The Morrigan

chooser of the slain

Skill: SEXUAL HEALING: The Morrigan can completely heal any non-vampire once per round, but reduces that target's attack -2 permanently.

Skill: BATTLE CROW: Once per game, the Morrigan may eat one of her minions killed in combat and use +2 magic next turn.

3 SEDUCE: Remove any combatant from play for one round. Combatant returns to play -2 Health.

"Am I not a fearsome enemy?"

10/9

Fidais

goddess of the hunt

2 HEAL: Heal self or any minion for +1 Health, or spend two to heal three.

2 DOWN BOT: Prevent all werewolves from attacking this turn.

1 HUNTING: During first spell phase, search for any card in your deck and put it in your hand. Reshuffle deck.

"Her control over the animal form was absolute. I had not thought it possible to subdue a pack of werewolves through magic, but she had just made it look effortless."

10/9

Mananan Mac Lip

god of the sea

Immune to water

1 HEAL: Heal self or any minion for +1 Health, or spend two to heal three.

3 DROWN: +3 Water damage to target minion card.

4 COMMON SENSE: Place a sea serpent card into play from either your hand or your deck. If from deck, reshuffle.

"Mananan Mac Lip take this cursed thing to the land of shades?"

9/10

Brighid

goddess of poetry, fire & forge

Immune to fire

1 HEAL: Heal self or any minion for +1 Health, or spend two to heal three.

3 TEMPER: +3 Fire damage to target minion card; +4 damage to vampires.

3 COLD FIRE: Destroy all demons in play. Take -5 damage.

"Brighid was much more my type than the Morrigan. She didn't eat dead people in any of her forms, for one thing."

8/10