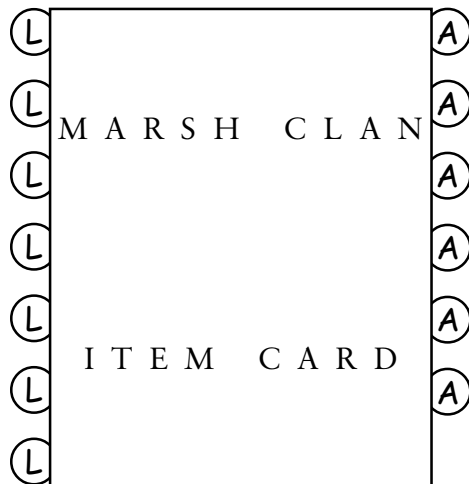


## Captain Obed Marsh

**Movement:** 5      **Defense Modifier:** -3  
**Melee Attack**      **Ranged Attack**  
**Weapon:** Claws      **Weapon:** .38 Revolver  
**Attacks:** 1      **Range:** 18  
**Modifier:** +4      **Attacks:** 1  
**Damage:** +1      **Modifier:** +3  
                          **Damage:** +0

**Ability:** During his Combat Phase, any other Marsh characters within 6 inches gain a +1 bonus to Melee and Ranged Attacks.

**(S) Special Ability:** At any time, Captain Marsh can treat a Brutal Damage result scored against him as a miss. This may be used after the Brutal result has been rolled, but must be used before another roll occurs.

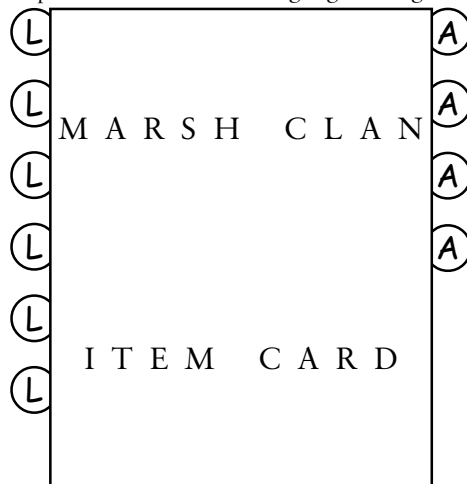


## Junior

**Movement:** 5      **Defense Modifier:** -1  
**Melee Attack**      **Ranged Attack**  
**Weapon:** Claws      **Weapon:** 12g Shotgun  
**Attacks:** 1      **Range:** 10  
**Modifier:** +3      **Attacks:** 1  
**Damage:** +1      **Modifier:** +5  
                          **Damage:** +1

**Ability:** During his Movement Phase, he moves through partial obstacles at no penalty.

**(S) Special Ability:** After making a successful melee attack and inflicting damage, Junior can throw his current target up to 10 inches in any direction. If thrown at another character, the hurtling target is Modifier +2, Damage +0. If the target collides with a partial or total obstacle, stop movement and roll damage against target.

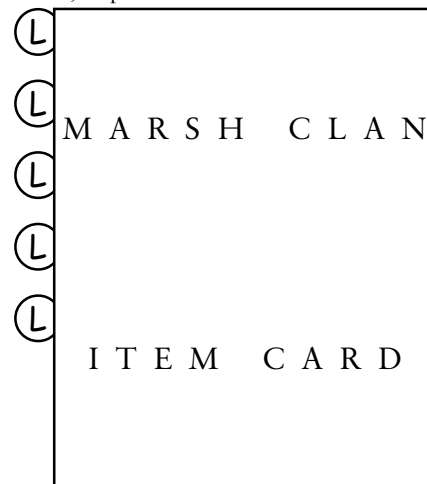


## Sargasso

**Movement:** 5      **Defense Modifier:** -1  
**Melee Attack**      **Ranged Attack**  
**Weapon:** Spear      **Weapon:** None  
**Attacks:** 1  
**Modifier:** +3  
**Damage:** +0

**Ability:** During his Combat Phase, the spear can reach targets 2 inches away, even if another character is blocking line-of-sight.

**(S) Special Ability:** Sticky seaweed attack is Range 6, Modifier +3. Target is Slammed and remains so until the target's player rolls 10 or higher at the start of his turn. Usable only during Sargasso's Combat Phase, in place of a normal attack.

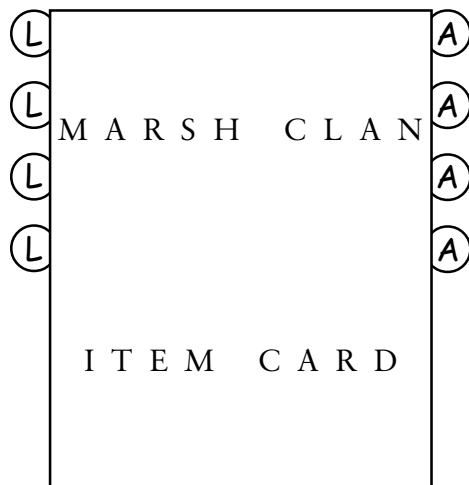


## Sea Hag

**Movement:** 4      **Defense Modifier:** -1  
**Melee Attack**      **Ranged Attack**  
**Weapon:** Claws      **Weapon:** Blue Bolt spell  
**Attacks:** 1      **Range:** 25  
**Modifier:** -2      **Attacks:** 1  
**Damage:** -1      **Modifier:** +7  
                          **Damage:** +1

**Ability:** If she has the *Necronomicon* and has not used her Special Ability, she gets a +2 modifier to the Summoning roll.

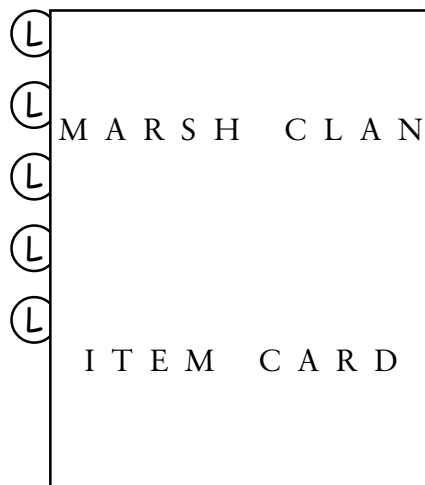
**(S) Special Ability:** During her Movement Phase, Sea Hag can teleport to her faction's Summoning Circle and restore all her Life points. This ends her turn—she may not move or attack. Any item travels with her.



## Slippy Finn

**Movement:** 6      **Defense Modifier:** -3  
**Melee Attack**      **Ranged Attack**  
**Weapon:** Knife      **Weapon:** None  
**Attacks:** 1  
**Modifier:** +3  
**Damage:** +0

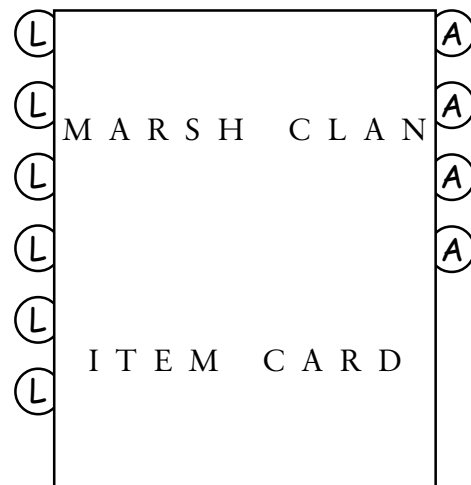
**(S) Special Ability:** During his Movement Phase, Slippy Finn may double his Movement.



## Spew

**Movement:** 5      **Defense Modifier:** -3  
**Melee Attack**      **Ranged Attack**  
**Weapon:** Claws      **Weapon:** .22 Rifle  
**Attacks:** 1      **Range:** 30  
**Modifier:** +2      **Attacks:** 1  
**Damage:** +0      **Modifier:** +4  
                          **Damage:** +0

**(S) Special Ability:** Corrosive vomit attack is Range 3, Modifier +1. The target takes Brutal Damage. Usable only during Spew's Combat Phase, in place of a normal attack. If he Fumbles, Spew suffers Brutal Damage instead.

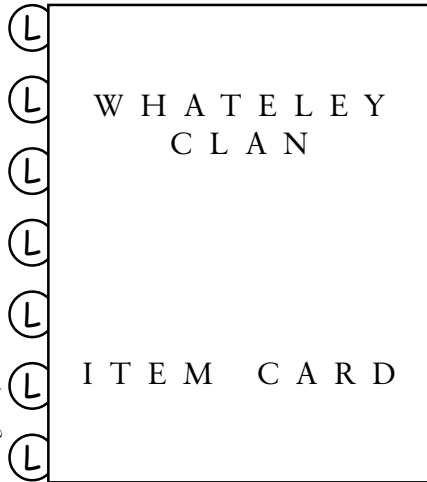


## Wilbur Whateley

**Movement:** 6      **Defense Modifier:** -3  
**Melee Attack**      **Ranged Attack**  
**Weapon:** Tentacles      **Weapon:** See below  
**Attacks:** 2  
**Modifier:** +4  
**Damage:** +1

**Ability:** During his Combat Phase, tentacles have a range of 3 inches and may ignore line-of-sight (including intervening characters), but are still blocked by other total obstacles.

**(S) Special Ability:** At any time, Wilbur may summon the strength of his true father, Yog-Sothoth. Roll D20. 1-10: He is killed. 11-20: He regains all Life points.

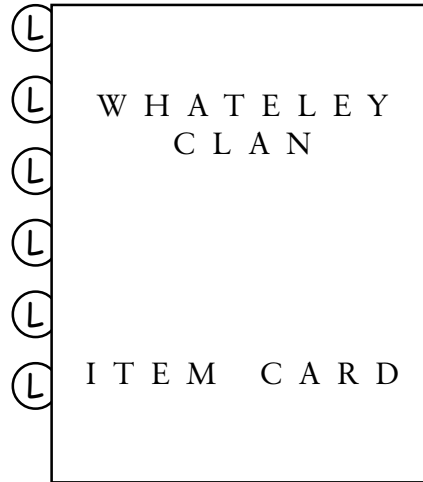


## Clem

**Movement:** 6      **Defense Modifier:** -2  
**Melee Attack**      **Ranged Attack**  
**Weapon:** Knife      **Weapon:** None  
**Attacks:** See below  
**Modifier:** +2  
**Damage:** +1

**Ability:** During his Combat Phase, Clem may make 1 knife attack on each target in melee range. If he rolls a Fumble, he may make no more attacks this turn.

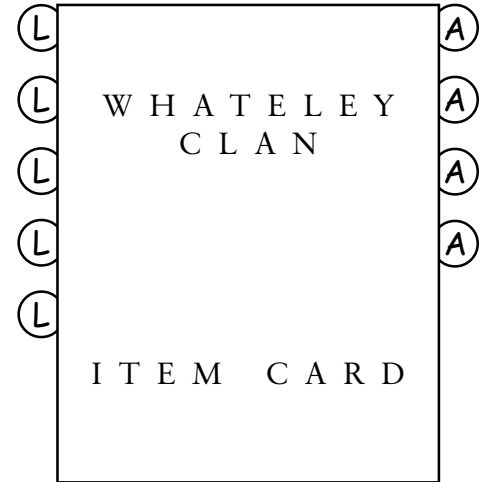
**(S) Special Ability:** Clem goes Berserk! As above, but he gets 2 knife attacks on each target. If he rolls a Fumble, he may make no more attacks this turn. He must declare this ability before making the attacks.



## Cletus

**Movement:** 6      **Defense Modifier:** -2  
**Melee Attack**      **Ranged Attack**  
**Weapon:** Wood Axe      **Weapon:** Scattergun  
**Attacks:** 1      **Range:** 14  
**Modifier:** +2      **Attacks:** 1  
**Damage:** +0      **Modifier:** +4  
**Damage:** +0

**(S) Special Ability:** Danged six fingers! During his Movement Phase, Cletus may fumblingly reload his scattergun. Make a roll for each spent ammo point; on an 11 or above he reloads that point.

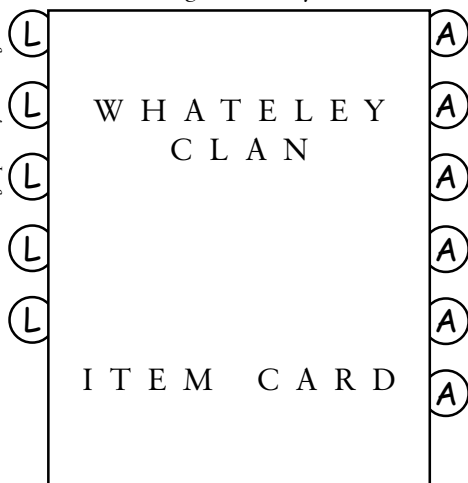


## George

**Movement:** 6      **Defense Modifier:** -2  
**Melee Attack**      **Ranged Attack**  
**Weapon:** Wood Axe      **Weapon:** .30-06 Rifle  
**Attacks:** 1      **Range:** 25  
**Modifier:** +2      **Attacks:** 1  
**Damage:** +0      **Modifier:** +3  
**Damage:** +0

**Ability:** During his Movement Phase, George may move through bushes or trees without penalty but may not end his turn within them.

**(S) Special Ability:** During his Movement Phase, George may use his dog whistle to summon the Hound (if alive), who will instantly appear next to George. The Hound suffers no breaking-melee penalty. He cannot move after arriving but he may attack.

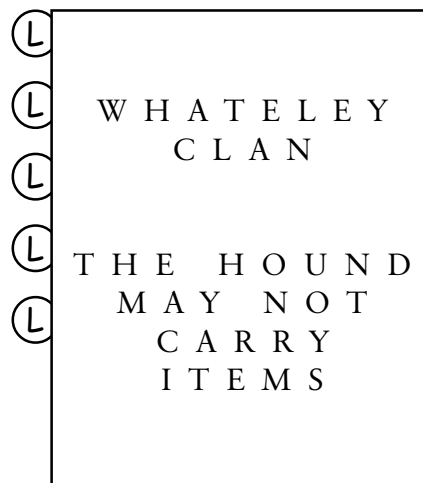


## The Hound

**Movement:** 10      **Defense Modifier:** -3  
**Melee Attack**      **Ranged Attack**  
**Weapon:** Bite      **Weapon:** None  
**Attacks:** 1  
**Modifier:** +3  
**Damage:** +1

**Ability:** When next to a door or window during his Movement Phase, the Hound may sniff out a Mystery Card inside. Roll a 13 or above and you may look at the card; put it back down and let no one else see it. Movement ends.

**(S) Special Ability:** Oh, the baying of that mournful Howl! Any time in your turn, every non-Whateley character within 8 inches must roll a 10 or above or be Stunned.

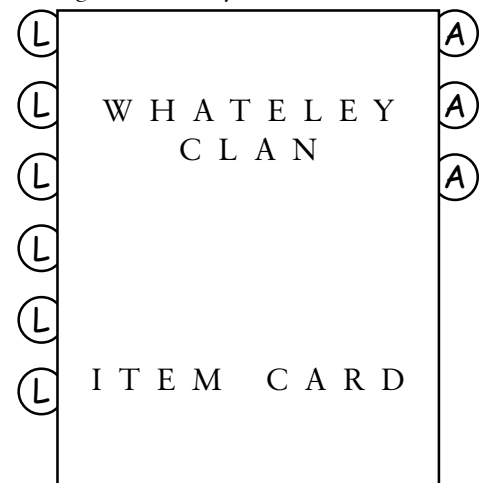


## Lavinia

**Movement:** 6      **Defense Modifier:** -2  
**Melee Attack**      **Ranged Attack**  
**Weapon:** Fingers      **Weapon:** Wasting spell  
**Attacks:** 1      **Range:** 12  
**Modifier:** +1      **Attacks:** 1  
**Damage:** +0      **Modifier:** +4  
**Damage:** See below

**Ability:** Lavinia begins the game with 3 Life points lost. During her Combat Phase, the Wasting spell causes damage equal to half the target's remaining Life, rounded down. Successful use may heal 1 Life point for Lavinia.

**(S) Special Ability:** Awaken the book! At any time, whoever has the *Necronomicon* takes an automatic Brutal Damage from its busy razor teeth.

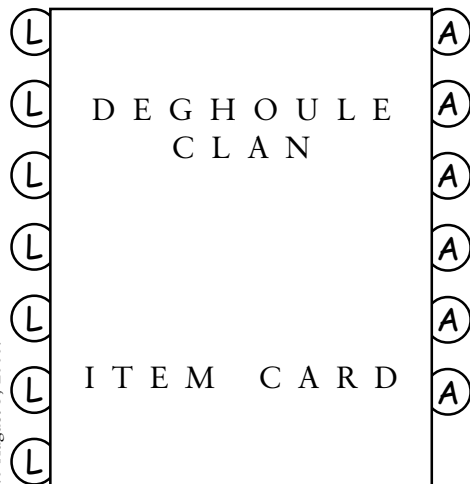


## Angel DeGhoulé

**Movement:** 7      **Defense Modifier:** -4  
**Melee Attack**      **Ranged Attack**  
**Weapon:** Claws      **Weapon:** .38 Revolver  
**Attacks:** 1      **Range:** 18  
**Modifier:** +2      **Attacks:** 1  
**Damage:** +1      **Modifier:** +3  
**Damage:** +0

**Ability:** At the start of her Movement Phase, Angel may eat a dead character and regain 1 Life. She must be standing on the dead figure to eat it. She may not move or attack this turn.

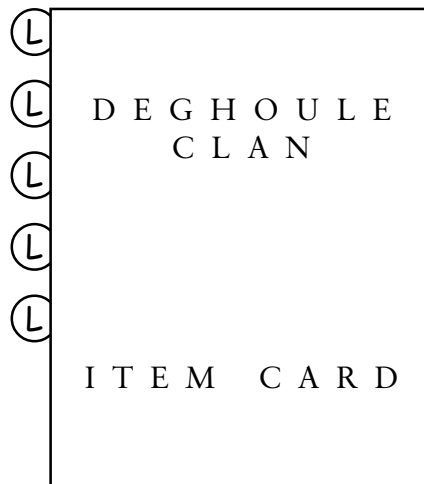
**(S) Special Ability:** At the start of her Movement Phase, Angel can burrow and then appear anywhere she wishes, as long as she begins and ends outdoors. She may not move or attack this turn.



## Fortune

**Movement:** 6      **Defense Modifier:** -2  
**Melee Attack**      **Ranged Attack**  
**Weapon:** Bite      **Weapon:** None  
**Attacks:** 1  
**Modifier:** +2  
**Damage:** +0

**(S) Special Ability:** During his Movement Phase, Fortune can peek at any two Mystery Cards on the board. No other player may see the cards and you must immediately place them face-down again.

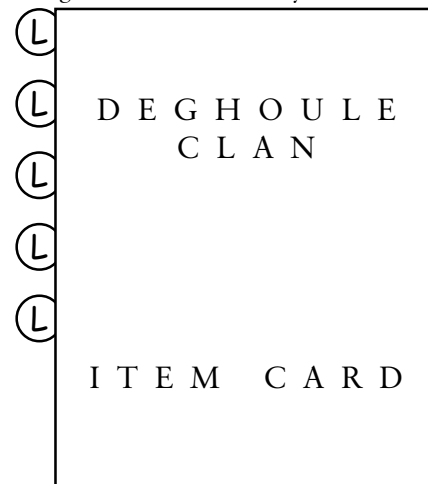


## Fury

**Movement:** 6      **Defense Modifier:** -3  
**Melee Attack**      **Ranged Attack**  
**Weapon:** Shovel      **Weapon:** None  
**Attacks:** 1  
**Modifier:** +3  
**Damage:** +0

**Ability:** During his Combat Phase, the shovel can reach targets 2 inches away, even if another character is blocking line-of-sight.

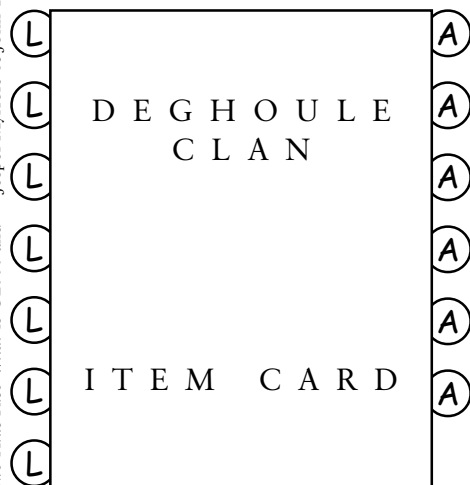
**(S) Special Ability:** During his Movement Phase, Fury can disappear into the ground and emerge in the same spot at the start of your next turn; he suffers no breaking-melee penalty. He may not be targeted by any attack, though area-effect attacks may still affect him.



## Grave

**Movement:** 6      **Defense Modifier:** -1  
**Melee Attack**      **Ranged Attack**  
**Weapon:** Bite      **Weapon:** .22 Rifle  
**Attacks:** 1      **Range:** 30  
**Modifier:** +3      **Attacks:** 1  
**Damage:** +0      **Modifier:** +4  
**Damage:** +0

**(S) Special Ability:** At any time, Grave may add or subtract 1, 2, or 3 on any player's die roll. This must be used after the roll is made, and before another roll occurs.

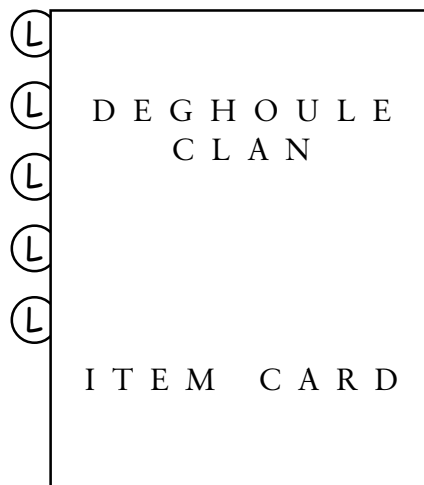


## Judgement

**Movement:** 6      **Defense Modifier:** -1  
**Melee Attack**      **Ranged Attack**  
**Weapon:** Pick      **Weapon:** None  
**Attacks:** 1  
**Modifier:** +3  
**Damage:** +0

**Ability:** During his Combat Phase, +2 Melee Attack bonus vs. wounded targets—those who are at least 1 Life below their normal maximum.

**(S) Special Ability:** Chow down! After inflicting damage results from a successful melee attack in his Combat Phase, Judgement can immediately and automatically inflict Brutal Damage on the same target as well.

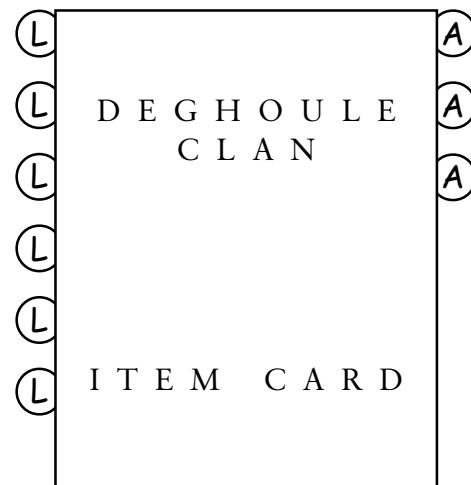


## Spitgut

**Movement:** 7      **Defense Modifier:** -3  
**Melee Attack**      **Ranged Attack**  
**Weapon:** Claws      **Weapon:** 12g Shotgun  
**Attacks:** 1      **Range:** 10  
**Modifier:** +2      **Attacks:** 1  
**Damage:** +0      **Modifier:** +5  
**Damage:** +1

**Ability:** At any time, -1 penalty to all damage rolls against him. (Apply to roll, not result.)

**(S) Special Ability:** At any time, Spitgut can absorb a damage result done to any DeGhoulé within 10 inches, taking the result himself and sparing the other character. (His Ability, above, will modify the result he takes.) This must be used after the damage result is rolled but before another roll occurs.

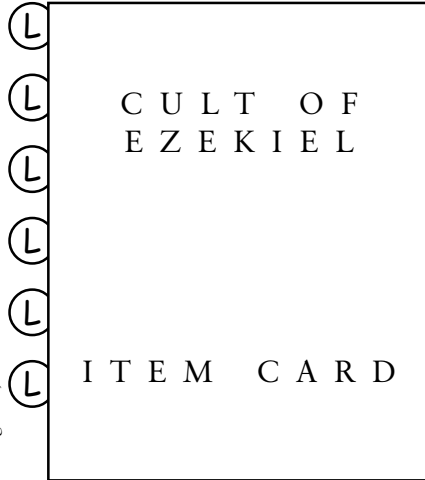


## Father Darke

**Movement:** 5      **Defense Modifier:** -3  
**Melee Attack**      **Ranged Attack**  
**Weapon:** Dagger      **Weapon:** Psychic Attack  
**Attacks:** 1      **Range:** 8  
**Modifier:** +4      **Attacks:** 1  
**Damage:** +1      **Modifier:** +2  
**Damage:** +0

**Ability:** During his Combat Phase, Psychic Attack may ignore line-of-sight and all obstacles, but gains no benefit from facing modifiers. Each use costs Darke 1 Life Point. Before rolling the attack, Darke may spend additional Life; each adds +1 Life Point damage should the attack succeed.

**(S) Special Ability:** During another player's Movement Phase, spend 1 Life Point to Stun one of that player's characters. This must be done before the character has moved.

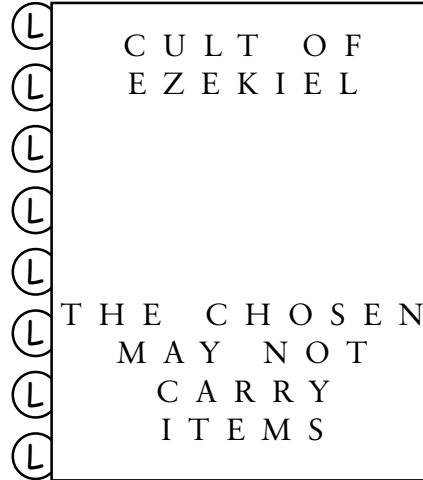


## The Chosen

**Movement:** 5      **Defense Modifier:** +1  
**Melee Attack**      **Ranged Attack**  
**Weapon:** Hands      **Weapon:** None  
**Attacks:** 2  
**Modifier:** +2  
**Damage:** +2

**Ability:** The Chosen must start his turn within 6 inches of a Cult of Ezekiel character; if not, roll a 10 or higher or the Chosen is Slammed until the *start* of his next turn.

**(S) Special Ability:** If the Chosen makes two successful melee attacks in the same Combat Phase, inflict damage for both as normal and then add another Brutal Damage result to either target as well.

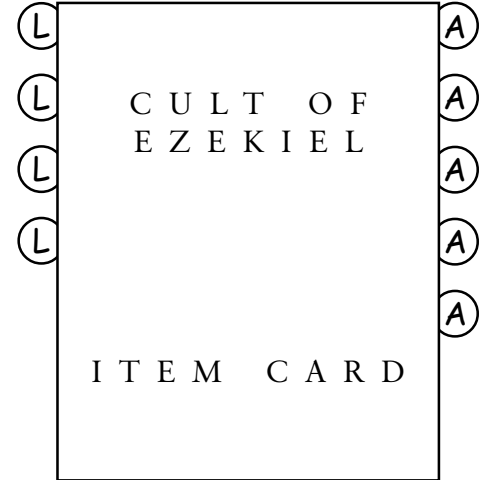


## Brother Jube

**Movement:** 6      **Defense Modifier:** -3  
**Melee Attack**      **Ranged Attack**  
**Weapon:** Dagger      **Weapon:** Black Wand  
**Attacks:** 1      **Range:** 20  
**Modifier:** +4      **Attacks:** 1  
**Damage:** +1      **Modifier:** +5  
**Damage:** +1

**Ability:** Jube may add 2 inches to his Movement if he doesn't attack this turn.

**(S) Special Ability:** Psychic fury! If killed by an attacker within 8 inches at any time, Jube may immediately cause automatic Brutal Damage against his killer.

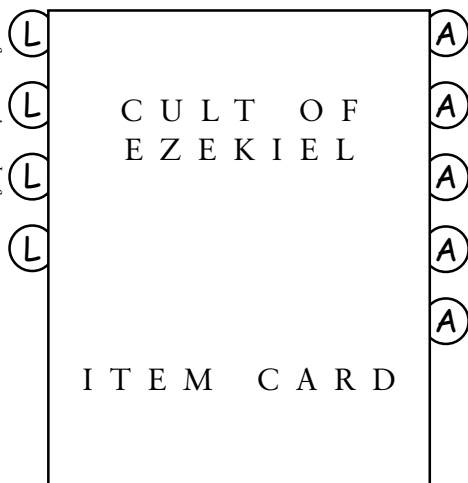


## Brother Rsorr

**Movement:** 6      **Defense Modifier:** -2  
**Melee Attack**      **Ranged Attack**  
**Weapon:** Dagger      **Weapon:** Black Wand  
**Attacks:** 1      **Range:** 20  
**Modifier:** +2      **Attacks:** 1  
**Damage:** +0      **Modifier:** +5  
**Damage:** +1

**Ability:** At all times, attackers get no facing modifiers against Brother Rsorr.

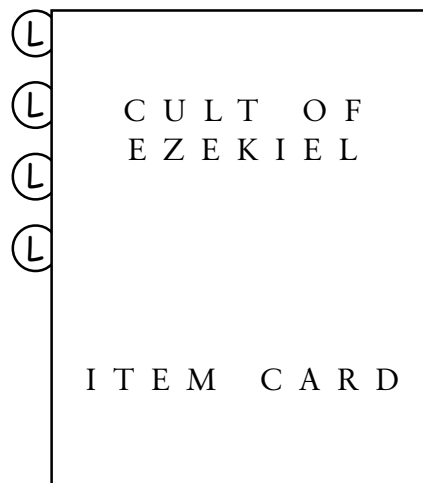
**(S) Special Ability:** At any time, immediately after receiving Life Point damage in combat (even if fatal), Rsorr may roll a die. 1-10: Rsorr takes twice the original damage. 11-20: The attacker takes the original damage result instead, including any Hats inflicted.



## Brother S'zill

**Movement:** 6      **Defense Modifier:** -2  
**Melee Attack**      **Ranged Attack**  
**Weapon:** Sword      **Weapon:** None  
**Attacks:** 1  
**Modifier:** +5  
**Damage:** +3

**(S) Special Ability:** During his Combat Phase, if S'zill rolls a natural 20 on his Attack, he instantly kills the target. This ability must be used after the 20 is rolled but before the damage roll is made.



## Brother Xsix

**Movement:** 6      **Defense Modifier:** -1  
**Melee Attack**      **Ranged Attack**  
**Weapon:** Dagger      **Weapon:** Spheres spell  
**Attacks:** 1      **Range:** 30  
**Modifier:** -2      **Attacks:** 1  
**Damage:** -1      **Modifier:** +3  
**Damage:** +1

**Ability:** During his Combat Phase, spheres may move in any combination of directions to establish line-of-sight as long as the total distance traveled to the target is still within range. Facing modifiers apply.

**(S) Special Ability:** During his Movement Phase, Xsix may move through any obstacles, including characters. However, he may not move through the walls of Whateley Manor until the Manor has been opened. Any item carried will be dropped next to the obstacle moved through; there is no movement cost for this item drop. Xsix may not end his move within an obstacle.

