

# Monk



## Player Turns:

Move your marker to any unflipped cards to the North, West, East or South of you.

When you land on a card, roll a d4 to pray and gain prayers (d6) based on the number you roll. Allocate whatever number of d6 you get from your roll to 1 - 3 of your available demons.

Flip over the card you landed on and read the prompt.

Select a demon, choose a skill, add any additional dice (optional) and roll!

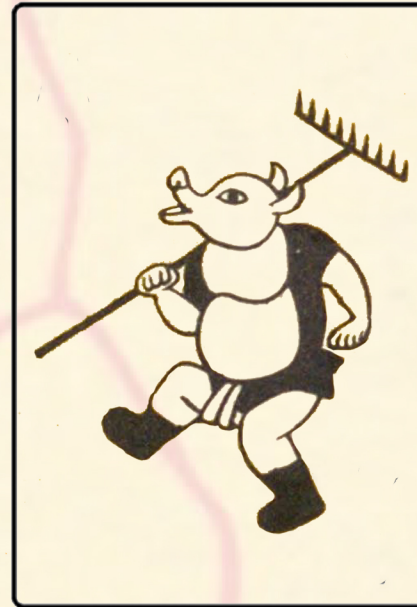
# Monkey



## Prayer Cost

2 to Fight  
3 to Trick  
1 to Help

# Pigsy



## Prayer Cost

1 to Fight  
2 to Trick  
3 to Help

# Sandy



## Prayer Cost

3 to Fight  
1 to Trick  
2 to Help