




Marie Freeman

Begin game with
your  set to 2.

Once per Lab phase, spend 1 less
material of your choice when Starting
or Completing a Monster Part.

 SURGEON 





Marie Freeman

The daughter of an escaped Creole slave and natural healer, Marie served as housekeeper for a sympathetic doctor in Louisiana, soon becoming his assistant when he realized her quick mind and steady hands were better suited to medicine. When the doctor was later conscripted by famed pirate Jean Lafitte to tend his men during their exploits in Baratavia Bay, he took young Marie with him as his nurse. One night she appeared to bring a bosun's mate "back from the dead," prompting some superstitious crew to label her a witch and force her off the ship. Fleeing for her life, she gained passage to Europe, where her reputation for witchcraft followed her, along with something more dark and ominous.



Annita Bessini

At the start of each round,
gain 1 franc if you have 2 or less.

Research cards that earn  will
earn 1 extra  when played.

HEIRESS



Annita Bessini

The only child of a prosperous architect, Annita spent most of her early years in Bologna studying medicine in defiance of her father's wishes. His untimely death left her a sizable endowment, and she travelled to Philadelphia to continue her education. After making a name for herself in the practice of trepanation to drain abscesses of the brain, she returned to Italy where she published several papers diagramming the human brain and detailing its functionality. The unexpected invitation to Paris was more than her curiosity could ignore. While her patron's monstrous form is unsettling, Annita is far more concerned with unlocking the final mysteries of the human body.



Prisha Chatwal

Begin game with
your ♥ set to 2.

Gain 1 Victory Point for each ♥
received when at the max of 10.

● HUMANITARIAN ●





Prisha Chatwal

Prisha studied medicine in Calcutta under the tutelage of Major Alistair Prescott, a surgeon tending to the needs of British officers. After his transfer to London, Prisha opened her own clinic for children, though the supplies she needed were impossible to acquire for one of her status. When she was caught stealing from a clinic in 1816, she was savagely beaten and imprisoned. Fearful of what would become of her young patients, she was surprised when a mysterious patron had managed to secure her release, and moreover offered a generous donation to her clinic. The price for such charity was her unqualified participation in a horrific competition thousands of kilometers away...with a much more dire price for refusing.



Tanaka Hikaru

Begin game with
your  set to 3.

Earn 1  each time you are
bumped from the Academy
by another player.

CHARLATAN



Tanaka Hikaru

The son of an accomplished surgeon in Japan, Hikaru reluctantly followed in his father's footsteps, though his talent for putting knife to flesh never truly materialized. Loath to let his father down, he traveled to the West, where he discovered that many Europeans perceived him as both exotic and mysterious. Soon Hikaru began draping himself in the faux trappings of Oriental mysticism, performing dissections in auditoriums filled with anatomy students, where his theatrical use of galvanism and the macabre nature of his deceased subjects helped disguise his own failings. His bold claims caught unwanted attention, and now he must put on his greatest show yet, or else his family will learn of his shame—after they learn of his death.



Sir Reginald Graham

Once per round, you may roll
1 extra gray die when Throwing
the Switch or charge 1 Leyden jar
at any other time.

ZOOLOGIST



Sir Reginald Graham

A highly touted graduate of the Royal College of Surgeons of England, most of Sir Reginald's past is cloaked in mystery. What is known for certain is that he returned from his expedition to the Americas in triumph, albeit with one less eye, having successfully identified several new genera of South American animals. He also amassed a modest collection of electric eels, transporting them all the way home in custom holding tanks of his own design. Despite the secrecy, frightened whispers followed Sir Reginald's adventures, rumors regarding inhuman tests performed on unwilling locals. Such hearsay led to a personal invitation by the Creature to continue his work in Paris.



Baptiste Rousseau

Your ♥ cannot change from 0.

Each time you place a second police marker on this card (when placing at the Dark Alley), lose 1 🏴‍☠️.

PSYCHOPATH



Baptiste Rousseau

Born in Saint-Domingue to French colonialists, Baptiste's early years were a confusion of wealthy privilege and unchecked cruelty. Protected by his father's money, but tortured by his father's rage, he often inflicted violence on the feral dogs living on his island home, a troubling habit that spooked the locals. When the Haitian Revolution forced his family to flee, he was sent to Paris to study medicine in hopes of giving his dark inclinations a more productive outlet. After his inevitable expulsion, Baptiste continued to foster his newfound passion in private, earning the attention of the Creature by committing several daring acts of cadaver abduction from Hôtel-Dieu.