

HERO CLASS

ARCHER

ARCHER

FATE SYMBOL



Nature

MOVEMENT



VITALITY



COURAGE



DICE POOL



STARTING GEAR

Stick & Twine, Arrow Bag,
Adventurer's Gear

The Archer's long-range attacks are excellent for destroying lairs and strong monsters, even when firing through a crowd, while her mobile abilities keep her safe from retaliation. However, the Archer is uniquely restricted by her ammunition supply, so she must choose targets wisely and recognize when to hold back.

QUIVER AND AMMO

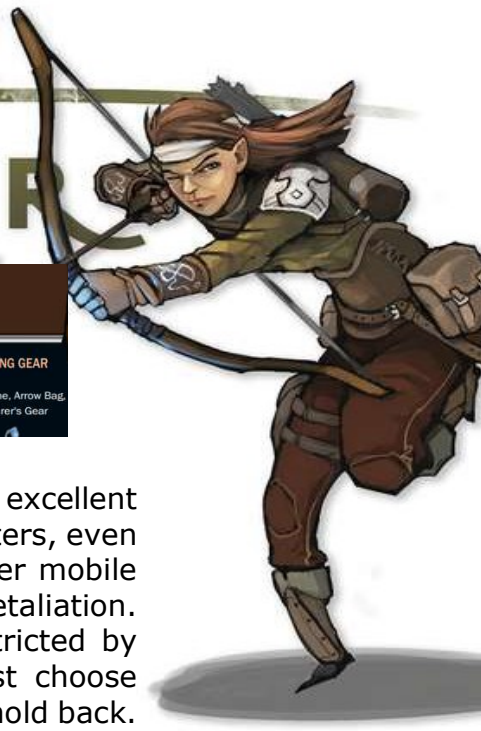
The bow is a small wonder in the Realm. It is merely a stick attached to a rope, and yet it possesses the same power of a magical crystal or holy relic. Then again, the Archer has yet to see her Acolyte ally pray for extra arrows.

Quivers are equipped in the Archer's secondary slot. During the Hero Deck Phase, **Ammo** cards in hand can be viewed as arrows found in the wild, and placed in action spaces (to ready them). During the refresh phase, the Archer takes any **Ammo** cards in her action spaces and places them on her quiver (card). The Archer's starting quiver holds up to four **Ammo** cards. Without a quiver, the Archer can only hold one Ammo in her off-hand.

The Archer must discard one **Ammo** (placed in the discard pile) in a quiver to make any attack with the **Requires Ammo** keyword.

Unlike other heroes, the Archer can draw line-of-sight (LoS) through monsters and attack the targets behind them

Progression: Archer > Ranger (Light) > Duelist (Dark)



HERO CLASS

BRIGAND

BRIGAND

FATE SYMBOL



Guile

MOVEMENT



VITALITY



6

COURAGE



6

DICE POOL



+1 d10, +1 Fd

STARTING GEAR

Sharpened Butter Knife,
Dirty Blanket, Adventurer's Gear

The Brigand can approach enemies without threatening them, sneaking in from behind to slay powerful targets and doing critical strikes that activate the special weapon powers.

UNIQUE KEYWORD: SHADOWS

The Brigand is in Shadows while she has a card in an action space with the **Shadows** keyword. Monsters cannot attack a Brigand in Shadows unless they first pass a Notice test. The Brigand's Shadows cards are **Ongoing** abilities - the Brigand may choose to not clear these cards from action spaces at the end of the round.

Shadows breaks (no longer functions) when:

- A monster notices the Brigand - Each monster adjacent to a hero in Shadows rolls 1d10 against the Shadows card's TN. A match or higher breaks shadows allowing attack.
- The Brigand uses normal movement or aggressive movement
- The Brigand successfully hits with any attack.

To show that Shadows is broken, turn the Shadows card upside down, and discard it during the next Hero Deck Phase.

SHADOWS COMBOS: "Combo: +2FD" appears on the Brigand's Shadows cards. This combo improves some of the attacks that she makes while hidden.

Progression: Brigand > Tactician (Light) > Shadow (Dark)



HERO CLASS

APPRENTICE

APPRENTICE

FATE SYMBOL



Arcane

MOVEMENT



VITALITY



COURAGE



DICE POOL



STARTING GEAR

Enchanted Twig, Lucky Cup,
Adventurer's Gear


The Apprentice excels at destroying multiple weak targets, while his single-target spells topple larger enemies. He can also sustain auras that bolster his allies, allowing him to contribute to a battle while standing down.

UNIQUE KEYWORD: ONGOING

Most hero cards are cleared from action spaces during the end of the round, but the Apprentice may choose to leave **Ongoing** cards in their action spaces. These abilities persist for as many rounds as the Apprentice allows.

Some of the Apprentice's spells clear **Ongoing** abilities, siphoning their powers into a larger spell. Turn a cleared **Ongoing** card upside-down in its action space. That Ongoing card's abilities still affect the spell that cleared it, but the Ongoing effect then ceases to function, and the card is discarded at the end of the round.

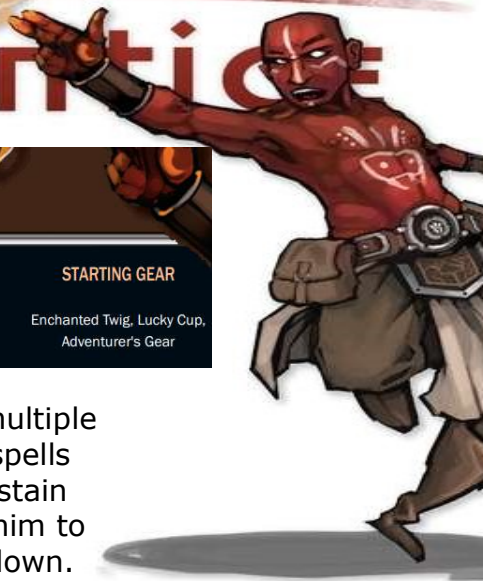
UNIQUE ITEM: FOCUSES

Focuses are secondary slot items with the  icon. Focuses provide bonus hit dice or fate dice to the Acolyte's ranged attacks. Focuses do not improve the Apprentice's weapon attacks (attacks with Range:Weapon), or the ranged attacks of other heroes.

UNIQUE KEYWORD: ARCANE

Cards with the **Arcane** keyword receive bonuses from **Reservoir of the Ancients** and **Hero's Edge** and some other abilities

Progression: Apprentice > Weaver (Light) > Elementalist (Dark)



HERO CLASS

ACOLYTE

ACOLYTE



FATE SYMBOL



Faith

MOVEMENT



VITALITY



COURAGE



DICE POOL



Starting Faith: 1

STARTING GEAR

Wooden Plank, Worn Prayer Book,
Adventurer's Gear

The Acolyte is a balanced hero. He possesses a ranged area attack, healing prayers, and spells that protect and improve his allies. However, the Acolyte lacks defensive movement and Threat reduction, so he must take care when in a skirmish.

UNIQUE KEYWORD: FAITH


Faith affects many of the Acolyte's hero cards, such as a Heal card that restores Vitality equal to twice the Acolyte's Faith, or a Holy attack that grows larger with additional Faith.

The Acolyte has **1 Faith** printed on his hero token. Many relics provide additional Faith (though the Worn Prayer Book does not). A hero card with the **Faith** keyword provides 1 Faith while on an action space, which also applies to that card's **own abilities**. Faith is a statistic, not a spendable resource. The Acolyte's Faith can improve any number of different cards or abilities during a round.

UNIQUE KEYWORD: HOLY

The Acolyte's power is the bane of the walking dead. When a **Holy** attack hits an Undead monster, that monster cannot use Resurrect abilities. This persists while the Holy card is on an action space.

UNIQUE ITEM: RELICS

Relics are secondary slot items with the  icon. Relics provide bonus hit or fate dice to the Acolyte's ranged attacks. A relic with bonus Faith provides Faith to all of the Acolyte's abilities.

Progression: Acolyte > Mendicant (Light) > Necromancer (Dark)

HERO CLASS

SOLDIER

SOLDIER

FATE SYMBOL



Rage

MOVEMENT



VITALITY



COURAGE



DICE POOL



STARTING GEAR

Fireplace Poker, Pot Lid,
Adventurer's Gear

The Soldier excels at direct melee combat. He can slay several small monsters with a single strike, then play strong defensive abilities to withstand the monsters' attacks. The Soldier can lend his defenses to his allies and act as the capstone of the party.

UNIQUE ABILITY: RAGE

The Archer strings up a diversion, the Brigand slips into a corner, and the Acolyte kneels to pray. The Soldier thinks, "I hope I don't disturb them," then charges in, screaming like a mad hyena.

At any time, including during a Darkness Cycle, the Soldier may draw the top card of his hero deck, without looking at it, and place the card face-down in an empty action space. This card is a point of Rage. Many Soldier abilities gain bonuses for each point of Rage in play, such as additional hit dice or attack range.

Clear Rage cards (as if they were played) when clearing other cards in action spaces

UNIQUE KEYWORD: SHIELD

Shields like Pot Luck and Bulwark are equipped in the secondary slot. Any hero may hold a shield, but the shield's bonus hit dice and fate dice only apply to hero cards with the **Shield** keyword. Other shield bonuses always apply, including TN penalties to attacks against the hero. Hero cards with the **Shield** keyword do not gain any bonus dice from the Soldier's primary weapon, and the Soldier must hold a shield to play these cards.

Progression: Soldier > Warrior (Light) > Battledancer (Dark)

SKALD

FATE SYMBOL	MOVEMENT	VITALITY	COURAGE	DICE POOL
 Faith		 5	 6	+1 D10, +1 FB



Starting Equipment:

Warped Spoons & Cracked Mug

The Skald is the Bard of the party, with very few attacks, but effecting other characters and monsters during combat.

All of the Skald's hero cards are a type of **Verse** – verses can be either **positive**, **negative** or **neutral**. During one card cycle, you cannot play both Negative and Positive cards, but neutral cards can be played with either. The number of verses he or she can play is dictated by the type of instrument he/she currently uses (starting spoons allows 3 verses as indicated on the card).

When playing **positive** verses, these are played before another character takes an action to boost the other characters effect.

Hitting: When attacking, the skald does not roll D10's to hit.

Progression: Skald > Virtuoso

SPRIGGAN

FATE SYMBOL	MOVEMENT	VITALITY	COURAGE	DICE POOL
 Nature				+1 D10, +1 FD



Starting Equipment:

Various green (with spriggan icon)

You will need beads to track essence and durability (see below)

The Spriggan is a natural beast. Whilst having very little health, its powers and ability to conjure are nothing short of devastating.

During its adventure, it starts out with non-equipped green items in its inventory. When cards allow an item to be **conjured**, the items can be moved into the active equipment slots until destroyed.

Essence And Durability

Conjured items only last so long before they are destroyed and returned to the non-equipped inventory. Essence and Durability on cards indicate how long items may be equipped.

Some action cards grant you **Essence** (such as the acron) when equipped – track with tokens such as beads on the inventory card. You must spend essence to carry out some attacks. When you run out of essence, return the equipment back to your un-equipped equipment area.

When you take damage, you can take it as either a vitality hit, or a damage to an item. When the item has run out of durability, it is unequipped.

Progression: Spriggan. No progression beyond Novice.



Starting Equipment:

Tattered Cloak & Obsidian Glaive

The Outsider is the dark sneaky outcast of the party. He uses the **Malice** system and only follows the dark path. When Heroes take advantage of the Darkness and strike out of revenge, Malice is generated. This Malice finds its way into a pool that only certain Heroes can access. The Outsider may choose to make a played card more powerful by utilizing Malice to supplement it as defined by the card. Additionally, the Outsider is very good at manipulating the Darkness meter to his own nefarious purposes.

Starting Malice pool (tokens) = 6. Forsaken = 8

If starting a quest/side-adventure against an enemy with a higher malice level, the malice pool is initial set to this higher level

Malice is generated by action cards, and spent for boosting effects.

Progression: Outsider > Forsaken



Starting Equipment:

Improvised Shiv, Replica Rapier

The Swashbuckler is a pure dual wielder and only follows the light path. He consistently has the capacity to activate his secondary weapon and the extra Fate Dice to trigger that weapon's power. Additionally, he is much more at home in danger, surrounded by a host of monsters or facing off one-on-one with a boss.

While the Swashbuckler does not have a unique mechanic, he does dual wielding - the Swashbuckler has several reaction attacks cards that allow him to attack with both his main hand and his offhand, and many interrupt cards which can become rush attacks.

The Swashbuckler also deals with large groups of minions very well as he has cards that activate when he is surrounded by 4 or more enemies and he has 2 copies of A Walk among Thorns, a dash 2 attack, that gains an additional 2 dash for every interrupt played on it.

Progression: Swashbuckler > Pirate

Monk



Starting Equipment:

Tiger Fist & Plum Blossom (Both Green)

The Monk doesn't use items. They use their hands. They change, upgrade, and must be combined correctly to make the most of your deck. The path of the Monk moves from a very aggressive one ability per fist per stance system, to abilities that cover multiple stances and uses both hands.

The fists provide additional dice for the attack and a standard FD/Rush ability. If he rolls the FD associated with the fist FD, then it activates just like any other item. However, that is not where the FD recipes end for the Monk.

Monk tiger fist ability

Stances provide him with the FD dual wielding rush ability. The Monk can proc dual wielding abilities from both the secondary item and his active stance if the stance and the fist in the secondary slot match. Each ability would only activate once, but with a large enough FD pool, he can activate both during a single rush ability.

The novice begins with three stances in the deck: Tiger Fist (an aggressive attacking stance), Iron Shirt (a defensive stance), and Plum Blossom (a flexible Chi based system). Every ability flows from these stances. Journeyman adds two more stances: Six Harmonies and Drunken Fist. There are cards in the Monk deck that allow quick stance changes and quick fist (item) changes.

Progression: Monk > Sifu

TRICKSTER



Starting Equipment:

Jagged Stone & Tool Bag

He is the inventor, tool maker and trap layer of the party, as long as he can find the tools he needs in his Tool Bag. When a Trickster needs to Build a Trap he must first see if he has all the required Parts in his hand or readied, then he can attempt to Build a Trap. Successfully Building a Trap generates Threat. Actual damage caused by the Trap generates no additional Threat. Finding the correct Parts can be a challenge.

Scrounge Parts and **Innovate** are priceless additions to his deck and should never be overlooked.

Tools - Tools are a necessity for the Trickster. Any item card with the **Tool** keyword grants bonuses to Build actions. The dice provided by Tools in addition to a Trickster's base dice pool are essential to guaranteeing successfully built Traps. Some **Tools** even allow the Trickster to ready parts, allowing him to save them for future Hero Cycles.

Trap Cards - The Trickster must play **Trap** cards to get the most out of his Hero deck. Trap cards require a specific list of Part cards to be in play and he must pass a Build check. The **TN** for a Build check is listed as **Build X** where X is the TN. If the Trickster fails the Build check, the Hero card is still played but it is not resolved. Equipped Tools may provide bonus dice to Build checks. Trickster traps can last over multiple Refresh Phases and reactivate during the Traps step of the Refresh Phase. During the Refresh Phase Trickster traps always activate before Darkness traps.

Part Cards - Many of the Trickster's Hero cards have the **Part** keyword. These cards are played with Trap cards, which lists the specific list of Part cards required in order for the Trap to be played. Some items allow the Trickster to ready one or more Part cards. When a Part card is readied, it is placed above the Trickster's Hero board. Ready Part cards may be used to play Trap cards and, if used, are discarded during the Hero Deck Phase.

Progression: Trickster > Tinker

ALCHEMIST



Starting Equipment:

Cracked Beaker & Illegible Recipes

Ready: 1 ingredient

He or she is the potions master of the party, able to mix a strong brew to aid others or cause problems for the darkness.

Potion cards require a specific combination of **ingredients** which they need to find in their potions pouch (deck of cards). Can they find the correct ingredients and mix them well?

Potion - Potion cards require a specific list of ingredients cards to be in play and he must pass a Build check. The **TN** for a Build check is listed as **Build X** where X is the TN. If the Alchemist fails the Build check, the Hero card is still played but it is not resolved. Equipment may provide bonus dice to Build checks. Potions also have a **Potency** TN number. If during the build check they hit the potency TN number, they have brewed an extra special potion with added effects. Potions can be stored, used or thrown to a hero. Attack potions can be thrown at monsters and auto hit. The throw range of a potion is shown on the card.

Thrown Potions to Heroes – When thrown, not passed, a hero must roll a 1xD10 TN 3 or the potion is not caught, shatters on the ground, and is lost.

Ingredient Cards - Many of the Alchemist Hero cards have the **Ingredient** keyword. These cards are played with Potion cards, which lists the specific list of Ingredients cards required in order for the Potion to be brewed.








Progression: Alchemist > Mixologist

Setup

- 1) Select a character type
- 2) Get action cards for character, put cards with blue flame aside
- 3) Finding starting equipment and add to character
- 4) Put token on treat of zero, and Vitality as per stats (6/7)
- 5) Shuffle action cards, then draw staring hand of 5 cards

Action Rounds - Players all play at the same time, until nobody has any actions left (run out of cards or action slots on card are filled). At which point, clear board and hand of all but 1 card (in play ONGOING) can remain , and draw 5 new cards from stack. Shuffle draw stack when draw stack is empty. **Whenever darkness tracker reaches max**, the darkness cycle is trigged and play continues where it left off.

Options:

- Use normal movement  (move per round) and/or movement cards to:
Move / pick up objects / interact with objects (i.e. traps)
 - Movement always affects cards played and the movement bonuses from played cards always affect future movement (i.e. if you get a card bonus for no movement you may not move your character after)
 - 1 movement point is necessary to pickup / interact with objects (i.e. disarm traps, pickup treasure)
 - Movement types
 -  No Movement – does not move
 -  Cautious Movement – 1/2 Normal Movement rounded up
 -  Normal - farthest a Hero can move without a Move card
 -  Aggressive Movement - Any movement using Move cards
- Perform noncombat actions (i.e. disarm traps)
- Play reaction or action cards
 - Only **one action** card per hero cycle
 - Interrupt cards cannot be played- only played to counter monster actions
 - Increase darkness counter by number of RED segments bottom right of card
- Combat
 - Check LoS: Unblocked line from any corner to any corner
 - Generate dice pool
 - Hero provides 1 D10, 1 FD
 - Bonuses for equipment, *only include item types that are used for attack card*
 - Add any Buffs or Status effects and Factor in Monster abilities
 - Rolling and Hits 
 - Roll against enemies' TN  with Hit ≥ TN
 - Spend rolled fate die on fate die powers at bottom of equipped cards. The same fate die power cannot be used multiple times in one attack.
 - Casualties and Treasure
 - Remove casualties, popping treasure for:
 - + Three Minions killed in a single attack (pops on last target killed)
 - + Every one Captain/Mini-boss/lair killed/destroyed
 - Threat
 - Increase attacking hero's threat by the amount of damage done
- *Loitering: If the heroes do not spend at least one AP during the hero cycle the maximum allowable treasure is reduced by one*