EMBERWIND

THE SONGWEAVE TAPESTRY

SUPPORT PACKAGE

V1.2.0

Thank you for downloading the *EMBERWIND™: The Songweave Tapestry* Support Pack!

HOW TO USE THIS PACKAGE

This Support Pack includes all the printouts required to play the *EMBERWIND™: Songweave Tapestry* campaign. Print all pages labelled **mandatory** (and any **optional** pages you desire).

TIP: We recommend that you print this package double-sided to save yourself some paper.

CONTENTS

EMBERWIND
THE SONGWEAVE TAPESTRY

Name	Type	Target	Range	Effect	Speed
MOVEMENT				• You cannot end your Movement in an Occupied Square.	
Move Action				Move _1_ - _5_ Squares. Can move through friendly Combatants.	Slow
Shift Action				Move _1_ Squares. Can move through friendly Combatants.	Fast
MANEUVER				• You cannot end your Maneuver in an Occupied Square.	
Tumble				Move 1-3 Squares. Can move through any Combatant.	Slow
BASIC ACTIONS					
Spear	Melee	1 Foe	2	3d8 Damage 🛡.	Slow
Clockwork Crossbow	Ranged	1 Foe	5	3d8 Damage 🛡.	Slow
CLASS ACTIONS					
Galeforce	General Exploit	1 Foe	Melee 1 Ranged 5	3d8 +6 Damage 🛡. If you used a Shift Action directly before *Galeforce*, *Galeforce* is a Fast Action. 1 per Round.	Slow
Whirling Dervish	General Exploit	1 Foe	Melee 1	+2 A to **CAP** Check. 3d8 Damage 🛡. If your last Damage-dealing Action before *Whirling Dervish* was a Ranged Action, +3 👤 until the start of your next Turn.	Slow
Overdraw	Amplify Exploit	1 Action	-	*Amp. Effect:* When you hit 1 or Foe(s) with a Damage-dealing Action, +8 Damage to 1 of those Foe(s).	Fast
Ensnaring Net	Amplify Exploit	1 Action	-	*Amp. Effect:* When you hit 1 or more Foe(s) with a Ranged Action, 1 of those Foe(s) suffers **PARALYSIS**. 1 per Encounter.	Free
Marked Prey	General Exploit	1 Foe	Ranged 3	Your next Action that includes your Target gains **PIERCING**.	Slow
Distracting Strike	Trigger Exploit	1 Foe	Melee 1 Ranged 5	*Trig. Cond.:* If a Foe uses an Action, *Trig. Effect:* Cancel that Action. 1 per Round.	Fast
CLASS TIDE-TURNER ACTIONS				• Check 1 ☑ each time you use a Tide-Turner. Tide-Turner Charges: 2 ☐ ☐	
Repeating Shot	General Exploit	1 Foe	Ranged 5	+4 P to **CAP** Check. 3d8 Damage 🛡. *Amp. Effect:* Expend additional Fast Actions to make +1x[expended Fast Action] *Repeating Shot(s)*.	Slow
Stormchaser	Sustain Exploit	Self	-	+2 🛡. Your first Move Action each Round is a Free Action. *Sust. Effect:* Repeat Effect.	Slow

Name
BOOTS

Tier: 2   **EXP:** /1000

HP: / 34   **Class:** Archer

Barrier Values
🛡 Toughness:	4	🛡 Resistance:	6

Athletics:	8	Insight:	12
Endurance:	8	Knowledge:	8
Intimidate:	8	Mend:	8

Skills

Defence Values
👤 Dodge:	10	🔒 Willpower:	4

Acrobatics:	8	Focus:	8
Stealth:	16	Fast Talk:	12
Sleight of Hand:	12	Leadership:	8

Skills

CAP Check
Critical	Accuracy	Penetration
C: 3 →	**A: 14** →	**P: 5**

• Roll 1d20 when your Action Targets at least 1 Foe.
• Must be ≤ than **CAP** Values to succeed.

Special Action Limits
Trigger: 1   **Sustain:** 1   **Amplify:** 2

Action Pool
☐ ☐ ☐ ☐

• Slow Action: Check 2 ☑ • Fast Action: Check 1 ☑

YOUR TURN:
1. Restore Action Pool. 2. Select Sustains.
3. Use up to your Action Pool of Actions.

AT END OF COMBAT:
1. Restore HP to full.
2. Remove all Conditions.

EMBERWIND

Inventory

Keepsake: The Frozen Clock

Effect: Gain 2 Action Points.

Action: Free **Use:** 1 per Campaign ☐

Keepsake: Emberwind Spark

Effect: Alter 1 Roll Result by up to +/- 4. Usable in any Encounter Type.

Action: Free **Use:** 1 per Campaign ☐

Item:

Effect:

Action: **Use:** ☐

Item:

Effect:

Action: **Use:** ☐

Notes

*Use a blank sheet of paper to track more.*

Conditions

• Check the ☑ next to the Condition for each Stack you are suffering. If a **(Max ∞)** is specified, write number of Stacks instead.

Condition	Stacks	Effect	
POISON DAMAGE OVER TIME	☐ ☐ ☐ ☐ ☐	Combatant takes 1d6 x [Stack] **PIERCING** Damage at the start of each of their Turns.	
BURNING DAMAGE OVER TIME	☐ ☐	Combatant takes 1d20 x [Stack] **PIERCING** Damage at the start of each of their Turns.	
FRAGILITY DAMAGE	☐	All Damage Combatant takes has the **PIERCING** property. **FRAGILITY** is removed next Round at the start of Combatant's Turn.	
VULNERABILITY DAMAGE	____ (Max ∞)	-1 x [Stack] 🛡 & 🛡.	
WEAKNESS DAMAGE	____ (Max ∞)	-1 x [Stack] Damage to all of your Actions.	
DAZE HIT RATE	☐	On Hero: -4 **A**.	On Foe: Heroes have +4 👤 against Actions used by Foe.
OFF-GUARD HIT RATE	☐	On Hero: -2 👥.	On Foe: +2 A to **CAP** Checks to Actions that Target only this Foe.
PRONE HIT RATE	☐	Hero: **OFF-GUARD** and cannot take Actions. Remove **PRONE** by expending 1 Fast Action during your Turn.	Foe: **OFF-GUARD** and skips first Action of Action.
SLEEP HIT RATE ACTION RESTRICTION	☐	Combatant cannot take Actions during their next Turn. **SLEEP** is removed at the end of that Turn or if the Combatant takes Damage. Actions that Target only that Combatant gains the **AUTO-CRIT** property.	
SILENCE ACTION RESTRICTION	☐	On Hero: Cannot use Spells or Tide-Turners. **SILENCE** is removed next Round at the start of Hero's Turn.	On Foe: Skips Special Ability Hexes. **SILENCE** is removed next Round at the start of Foe's Turn.
CHILL ACTION RESTRICTION	☐	On Hero: Restore -1 Action Point at the start of each your Turns.	On Foe: Skip last Action in Action Chain.
PARALYSIS ACTION RESTRICTION	☐	Combatant may only take 1 Action during their next Turn. **PARALYSIS** is removed at the end of that Turn.	

Anchors | Deadweights

Anchors	Deadweights
Clockwork	
Sparkstone	
College of Inventors	

SPECIAL PROPERTIES

AUTO-CRIT:	Action is a **Critical Hit**—hits Target, bypasses 🛡 & 🛡, and deals Max Damage.	
AUTO-HIT:	Hero Action: Skip **CAP** Check. Damage dealt is always reduced by 🛡 / 🛡.	Foe Action: Skip Hero's Defence Check.
PIERCING:	Damage bypasses 🛡 & 🛡.	

LEGEND: FOE RANKS

🛡	Grunt	🐏	Awakened	🐍	Elite	🦇	Boss

More info available on front of Card. ➡

EMBERWIND

Name	Type	Target	Range	Effect	Speed
MOVEMENT				• You cannot end your Movement in an Occupied Square.	
Move Action				Move _1_ - _5_ Squares. Can move through friendly Combatants.	Slow
Shift Action				Move _1_ Squares. Can move through friendly Combatants.	Fast
MANEUVER				• You cannot end your Maneuver in an Occupied Square.	
Tumble				Move 1-3 Squares. Can move through any Combatant.	Slow
BASIC ACTIONS					
Sigil Staff	Melee	1 Foe	1	3d8 Damage 🛡. Your first Spell each Encounter is a Free Action.	Slow
Throwing Knives	Ranged	1 Foe	3	2d6 Damage 🛡. Your first Basic Ranged Attack each Round is a Fast Action.	Slow
CLASS ACTIONS					
Spiritburn	General Spell	1 Foe	Ranged 7	2d10 Damage 🛡. *Amp. Effect:* Expend 1 Fast Action to add +1x[each *FALLEN* Combatant] Damage Die. (*Note:* The player controlling Cecyl should remove and keep *FALLEN* Foe Tokens from the map to keep track of bonus die).	Slow
Garden of Thorns	General Spell	1-3 Foes	Ranged 3	2d6 Damage 🛡. Any Foe that takes 1 or more Damage from *Garden of Thorns* suffers 1 Stack of *POISON*.	Fast
Imbue Health	General Spell	1 Hero	Ranged 7	Your Target heals 2d6 +5 HP.	Slow
Purify	General Spell	1 Hero	Ranged 7	Remove up to 3 Stacks of 1 Condition from your Target. *Amp. Effect:* Expend 1 Fast Action to remove up to 3 Stacks of 2 Conditions instead.	Fast
Soulreaver Weapon	General Spell	1 Hero	Ranged 7	+5x[each *FALLEN* Combatant] Damage to your Target's next Damage-dealing Action (Max +10). 1 per Round. *Amp. Effect:* You lose ½ [your Current] HP to increase the Max to +30.	Free
Rebirth	General Spell	1 *FALLEN* Hero	Ranged 7	Your Target recovers from *FALLEN* and is healed 10 HP. 1 per Encounter.	Slow
CLASS TIDE-TURNER ACTIONS				• Check 1 ☑ each time you use a Tide-Turner. Tide-Turner Charges: 2 ☐ ☐	
Healing Ring	General Spell	All Heroes	Ranged 3	Your Target(s) heal for 2d6+5 HP. *Amp. Effect:* Expend 1 Slow Action to heal your Target(s) +5 HP.	Slow
Solemn Silence	Trigger Spell	1 Foe	Ranged 7	*Trig. Cond.:* If a Foe uses a Special Ability, *Trig. Effect:* Cancel that Action and that Foe suffers from *SILENCE*.	Free

Name

CECYL

Tier: 2   **EXP:** _____ /1000

HP: ___ / 38   **Class:** Spiritualist

Barrier Values

🛡 **Toughness:**	4	🛡 **Resistance:**	4

Athletics:	8	**Insight:**	12
Endurance:	8	**Knowledge:**	8
Intimidate:	12	**Mend:**	8

(Skills)

Defence Values

🧍 **Dodge:**	8	🔒 **Willpower:**	6

Acrobatics:	8	**Focus:**	12
Stealth:	8	**Fast Talk:**	8
Sleight of Hand:	8	**Leadership:**	16

(Skills)

CAP Check

Critical	**Accuracy**	**Penetration**
C: 2 →	**A: 16** →	**P: 7**

• Roll 1d20 when your Action Targets at least 1 Foe.
• Must be ≤ than **CAP** Values to succeed.

Special Action Limits

Trigger: 1   **Sustain:** 1   **Amplify:** 1

Action Pool

☐ ☐ ☐ ☐

• Slow Action: Check 2 ☑   • Fast Action: Check 1 ☑

YOUR TURN:
1. Restore Action Pool. 2. Select Sustains.
3. Use up to your Action Pool of Actions.

AT END OF COMBAT:
1. Restore HP to full.
2. Remove all Conditions.

More info available on back of Card. →

EMBERWIND

Inventory

Keepsake: Hollow Staffhead

Effect:	Until the start of your next Turn, Cancel all Special Abilities that include you as a Target.

Action: Slow	**Use:** 1 per Campaign	☐

Keepsake: Emberwind Spark

Effect:	Alter 1 Roll Result by up to +/- 4. Usable in any Encounter Type.

Action: Free	**Use:** 1 per Campaign	☐

Item:

Effect:

Action:	**Use:**	☐

Item:

Effect:

Action:	**Use:**	☐

Notes

Use a blank sheet of paper to track more.

Conditions

• Check the ☑ next to the Condition for each Stack you are suffering. If a **(Max ∞)** is specified, write number of Stacks instead.

| Condition	Check	Description
POISON DAMAGE OVER TIME	☐ ☐ ☐ ☐ ☐	Combatant takes 1d6 x [Stack] **PIERCING** Damage at the start of each of their Turns.
BURNING DAMAGE OVER TIME	☐ ☐	Combatant takes 1d20 x [Stack] **PIERCING** Damage at the start of each of their Turns.
FRAGILITY DAMAGE	☐	All Damage Combatant takes has the **PIERCING** property. **FRAGILITY** is removed next Round at the start of Combatant's Turn.
VULNERABILITY DAMAGE	_____ (Max ∞)	-1 x [Stack] 🛡 & 🛡.
WEAKNESS DAMAGE	_____ (Max ∞)	-1 x [Stack] Damage to all of your Actions.

Condition	Check	On Hero	On Foe
DAZE HIT RATE	☐	On Hero: -4 **A**.	On Foe: Heroes have +4 🎯 against Actions used by Foe.
OFF-GUARD HIT RATE	☐	On Hero: -2 🎯.	On Foe: +2 A to **CAP** Checks to Actions that Target only this Foe.
PRONE HIT RATE	☐	Hero: **OFF-GUARD** and cannot take Actions. Remove **PRONE** by expending 1 Fast Action during your Turn.	Foe: **OFF-GUARD** and skips first Action of Action.
SLEEP HIT RATE ACTION RESTRICTION	☐	Combatant cannot take Actions during their next Turn. **SLEEP** is removed at the end of that Turn or if the Combatant takes Damage. Actions that Target only that Combatant gains the **AUTO-CRIT** property.	
SILENCE ACTION RESTRICTION	☐	On Hero: Cannot use Spells or Tide-Turners. **SILENCE** is removed next Round at the start of Hero's Turn.	On Foe: Skips Special Ability Hexes. **SILENCE** is removed next Round at the start of Foe's Turn.
CHILL ACTION RESTRICTION	☐	On Hero: Restore -1 Action Point at the start of each your Turns.	On Foe: Skip last Action in Action Chain.
PARALYSIS ACTION RESTRICTION	☐	Combatant may only take 1 Action during their next Turn. **PARALYSIS** is removed at the end of that Turn.	

Anchors / Deadweights

Anchors	Deadweights
Hamara Groveguard	
Truthbrokers	
Animal Handling	

SPECIAL PROPERTIES

AUTO-CRIT:	Action is a **Critical Hit**—hits Target, bypasses 🛡 & 🛡, and deals Max Damage.	
AUTO-HIT:	Hero Action: Skip **CAP** Check. Damage dealt is always reduced by 🛡 / 🛡.	Foe Action: Skip Hero's Defence Check.
PIERCING:	Damage bypasses 🛡 & 🛡.	

LEGEND: FOE RANKS

🛡	Grunt	🐃	Awakened	🐏	Elite	🦂	Boss

EMBERWIND

Character Sheet

Name: KARA

Tier: 2 **EXP:** /1000

HP: / 39 **Class:** Invoker

Barrier Values

🛡 Toughness:	4	🛡 Resistance:	9

Skills			
Athletics:	8	Insight:	8
Endurance:	12	Knowledge:	8
Intimidate:	8	Mend:	16

Defence Values

🧍 Dodge:	7	🔒 Willpower:	4

Skills			
Acrobatics:	8	Focus:	12
Stealth:	8	Fast Talk:	8
Sleight of Hand:	8	Leadership:	12

CAP Check

Critical	Accuracy	Penetration
C: 2 →	A: 17 →	P: 8

- Roll 1d20 when your Action Targets at least 1 Foe.
- Must be ≤ than **CAP** Values to succeed.

Special Action Limits

Trigger: 1   **Sustain:** 1   **Amplify:** 1

Action Pool

☐ ☐ ☐ ☐

- Slow Action: Check 2 ☑ • Fast Action: Check 1 ☑

Actions Table

Name	Type	Target	Range	Effect	Speed
MOVEMENT				• You cannot end your Movement in an Occupied Square.	
Move Action				Move _1_ - _5_ Squares. Can move through friendly Combatants.	Slow
Shift Action				Move _1_ Squares. Can move through friendly Combatants.	Fast
MANEUVER				• You cannot end your Maneuver in an Occupied Square.	
Tumble				Move 1-3 Squares. Can move through any Combatant.	Slow
BASIC ACTIONS					
Fencing Sword	Melee	1 Foe	1	3d10 Damage 🛡.	Slow
Throwing Knives	Ranged	1 Foe	3	2d6 Damage 🛡. Your first Basic Ranged Attack each Round is a Fast Action.	Slow
CLASS ACTIONS					
Hex: Antagonize	Sustain Spell	1 Foe	Ranged 5	2d6 *PIERCING* Damage. *Sust. Effect:* +1 Damage Die (Max 5d) and Repeat Effect.	Slow
Hex: Fey Kiss	Sustain Spell	1 Foe	Ranged 5	2d8 *PIERCING* Damage. 1 per Round.	Fast
Festering Affliction	General Spell	1 Foe	Ranged 5	Your Target suffers 1 Stack of *POISON*. *Amp. Effect:* Expend 1 Slow Action to transfer all Stacks of 1 Condition you are suffering to your Target.	Fast
Invocation Armour	Sustain Spell	1 Hero	Ranged 3	+2 🛡. *Sust. Effect:* Repeat Effect.	Slow
Healing Dew	General Spell	1 Unocc. Square	Ranged Field	Target Unoccupied Square gains *Healing Dew (Local Field Effect)*. 1 per Round. *Healing Dew (Local Field Effect):* The next Combatant that enters this Square heals 10 HP, then remove Healing Dew.	Fast
Ineptitude	Trigger Spell	1 Foe	Ranged 5	*Trig. Cond.:* If a Foe Misses 1 or more Hero(es) with an Action or has an Action Cancelled, *Trig. Effect:* That Foe is knocked *PRONE*.	Fast
CLASS TIDE-TURNER ACTIONS				• Check 1 ☑ each time you use a Tide-Turner. Tide-Turner Charges: 3 ☐ ☐ ☐	
The Greatest Flattery	Sustain Spell	1 Other Hero	Ranged 3	You may use Actions from your Target's Class Action List. *Sust. Effect:* Repeat Effect.	Slow
Hex: Price of Pride	Sustain Spell	1 Foe	Ranged 5	*AUTO-HIT*. Your Target suffers *DAZE*. Whenever your Target Misses or has an Action Cancelled, deal 3d6 *PIERCING* Damage. *Sust. Effect:* Repeat Effect.	Slow

YOUR TURN:
1. Restore Action Pool. **2.** Select Sustains.
3. Use up to your Action Pool of Actions.

AT END OF COMBAT:
1. Restore HP to full.
2. Remove all Conditions.

Inventory

Keepsake: Dredgerock

Effect:	Transfer all Stacks of 1 Condition from another Hero to you.
Action: Fast	**Use:** 1 per Round □

Keepsake: Emberwind Spark

Effect:	Alter 1 Roll Result by up to +/- 4. Usable in any Encounter Type.
Action: Free	**Use:** 1 per Campaign □

Item:

Effect:	
Action:	**Use:** □

Item:

Effect:	
Action:	**Use:** □

Notes

Use a blank sheet of paper to track more.

Conditions

• Check the ☑ next to the Condition for each Stack you are suffering. If a **(Max ∞)** is specified, write number of Stacks instead.

Condition	Stacks	Effect
POISON DAMAGE OVER TIME	□ □ □ □ □	Combatant takes 1d6 x [Stack] **PIERCING** Damage at the start of each of their Turns.
BURNING DAMAGE OVER TIME	□ □	Combatant takes 1d20 x [Stack] **PIERCING** Damage at the start of each of their Turns.
FRAGILITY DAMAGE	□	All Damage Combatant takes has the **PIERCING** property. **FRAGILITY** is removed next Round at the start of Combatant's Turn.
VULNERABILITY DAMAGE	___ (Max ∞)	-1 x [Stack] 🛡 & 🛡.
WEAKNESS DAMAGE	___ (Max ∞)	-1 x [Stack] Damage to all of your Actions.

Condition		On Hero	On Foe
DAZE HIT RATE	□	On Hero: -4 **A**.	On Foe: Heroes have +4 🎯 against Actions used by Foe.
OFF-GUARD HIT RATE	□	On Hero: -2 🎯.	On Foe: +2 A to **CAP** Checks to Actions that Target only this Foe.
PRONE HIT RATE	□	Hero: **OFF-GUARD** and cannot take Actions. Remove **PRONE** by expending 1 Fast Action during your Turn.	Foe: **OFF-GUARD** and skips first Action of Action.
SLEEP HIT RATE ACTION RESTRICTION	□	Combatant cannot take Actions during their next Turn. **SLEEP** is removed at the end of that Turn or if the Combatant takes Damage. Actions that Target only that Combatant gains the **AUTO-CRIT** property.	
SILENCE ACTION RESTRICTION	□	On Hero: Cannot use Spells or Tide-Turners. **SILENCE** is removed next Round at the start of Hero's Turn.	On Foe: Skips Special Ability Hexes. **SILENCE** is removed next Round at the start of Foe's Turn.
CHILL ACTION RESTRICTION	□	On Hero: Restore -1 Action Point at the start of each your Turns.	On Foe: Skip last Action in Action Chain.
PARALYSIS ACTION RESTRICTION	□	Combatant may only take 1 Action during their next Turn. **PARALYSIS** is removed at the end of that Turn.	

Anchors / Deadweights

Anchors	Deadweights
Tooth and Claw Armourer	
Hooked on Tonics Merchant	
Appraisal	

SPECIAL PROPERTIES

AUTO-CRIT:	Action is a **Critical Hit**—hits Target, bypasses 🛡 & 🛡, and deals Max Damage.	
AUTO-HIT:	Hero Action: Skip **CAP** Check. Damage dealt is always reduced by 🛡 / 🛡.	Foe Action: Skip Hero's Defence Check.
PIERCING:	Damage bypasses 🛡 & 🛡.	

LEGEND: FOE RANKS

🛡	Grunt	🐐	Awakened	👹	Elite	🦇	Boss

EMBERWIND

Name	Type	Target	Range	Effect	Speed
MOVEMENT				• You cannot end your Movement in an Occupied Square.	
Move Action				Move _1_ - _5_ Squares. Can move through friendly Combatants.	Slow
Shift Action				Move _1_ Squares. Can move through friendly Combatants.	Fast
MANEUVER				• You cannot end your Maneuver in an Occupied Square.	
Tumble				Move 1-3 Squares. Can move through any Combatant.	Slow
BASIC ACTIONS					
Battlehammer	Melee	1 Foe	1	3d12 Damage 🛡.	Slow
Longbow	Ranged	1 Foe	5	3d8 Damage 🛡.	Slow
CLASS ACTIONS					
Boneshatter Blow	General Exploit	1 Foe	Melee 1	3d12 + 6 Damage 🛡. +7 Damage if you Pierce, Critical, or Hit a Target suffering *FRAGILITY* with *Boneshatter Blow*.	Slow
Shieldbearer Strike	General Exploit	1 Foe	Melee 1	3d12 Damage 🛡. +2 🛡 until the start of your next Turn.	Slow
Savage Sweep	General Exploit	1-2 Foes	Melee 1	-2 **C**, **A**, & **P** to **CAP** Check. 3d6+5 Damage 🛡.	Slow
Tide of Iron	Amplify Exploit	1 Melee Action	-	*Amp. Effect:* When you Hit 1 or more Foe(s) with a Melee Action, 1 of those Foe(s) is knocked *PRONE*.	Fast
Execute	General Exploit	1 *PRONE* Foe	Melee 1	3d12 + 10 Damage 🛡. 1 per Round.	Fast
Bloodrush	Amplify Exploit	1 Damage-dealing Action	-	*Amp. Effect:* When you 1 or more Foes become *FALLEN* from your Damage-dealing Action, make 1 Move Action directly toward another Foe as a Free Action.	Fast
CLASS TIDE-TURNER ACTIONS				• Check 1 ☑ each time you use a Tide-Turner. Tide-Turner Charges: 2 ☐ ☐	
Grand Divide	General Exploit	1 Foe	Melee 1	3d12 Damage 🛡 and your Target suffers *FRAGILITY*. (*Note:* *FRAGILITY* is applied after Damage.)	Fast
Unstoppable Force	General Exploit	Self	-	Heal 24 HP.	Fast

Name TYRELLA

Tier: 2   **EXP:** /1000

HP: / 42   **Class:** Warrior

Barrier Values
🛡 **Toughness:**	6	🛡 **Resistance:**	4
Athletics:	8	**Insight:**	16
Endurance:	8	**Knowledge:**	12
Intimidate:	8	**Mend:**	12

(Skills)

Defence Values
🧍 **Dodge:**	4	👤 **Willpower:**	10
Acrobatics:	8	**Focus:**	8
Stealth:	8	**Fast Talk:**	8
Sleight of Hand:	8	**Leadership:**	12

(Skills)

CAP Check
Critical	Accuracy	Penetration
C: 2 →	**A: 15** →	**P: 6**

• Roll 1d20 when your Action Targets at least 1 Foe.
• Must be ≤ than **CAP** Values to succeed.

Special Action Limits
Trigger: 1   **Sustain:** 2   **Amplify:** 1

Action Pool
☐ ☐ ☐ ☐

• Slow Action: Check 2 ☑   • Fast Action: Check 1 ☑

YOUR TURN:
1. Restore Action Pool. **2.** Select Sustains.
3. Use up to your Action Pool of Actions.

AT END OF COMBAT:
1. Restore HP to full.
2. Remove all Conditions.

EMBERWIND

Inventory

Keepsake: Plucky Tooth Amulet

Effect:	When reduced to 0 HP for the first time, retain 1 HP instead. Gain +10 to 🛡 & 🛡 until the start of your next Turn.
Action: Free	**Use:** 1 per Campaign ☐

Keepsake: Emberwind Spark

Effect:	Alter 1 Roll Result by up to +/- 4. Usable in any Encounter Type.
Action: Free	**Use:** 1 per Campaign ☐

Item:

Effect:	
Action:	**Use:** ☐

Item:

Effect:	
Action:	**Use:** ☐

Notes

Conditions

• Check the ☑ next to the Condition for each Stack you are suffering. If a **(Max ∞)** is specified, write number of Stacks instead.

Condition	Stacks	Effect	
POISON DAMAGE OVER TIME	☐ ☐ ☐ ☐ ☐	Combatant takes 1d6 x [Stack] **PIERCING** Damage at the start of each of their Turns.	
BURNING DAMAGE OVER TIME	☐ ☐	Combatant takes 1d20 x [Stack] **PIERCING** Damage at the start of each of their Turns.	
FRAGILITY DAMAGE	☐	All Damage Combatant takes has the **PIERCING** property. **FRAGILITY** is removed next Round at the start of Combatant's Turn.	
VULNERABILITY DAMAGE	_____ (Max ∞)	-1 x [Stack] 🛡 & 🛡.	
WEAKNESS DAMAGE	_____ (Max ∞)	-1 x [Stack] Damage to all of your Actions.	
DAZE HIT RATE	☐	On Hero: -4 **A**.	On Foe: Heroes have +4 👤 against Actions used by Foe.
OFF-GUARD HIT RATE	☐	On Hero: -2 👤.	On Foe: +2 A to **CAP** Checks to Actions that Target only this Foe.
PRONE HIT RATE	☐	Hero: **OFF-GUARD** and cannot take Actions. Remove **PRONE** by expending 1 Fast Action during your Turn.	Foe: **OFF-GUARD** and skips first Action of Action.
SLEEP HIT RATE ACTION RESTRICTION	☐	Combatant cannot take Actions during their next Turn. **SLEEP** is removed at the end of that Turn or if the Combatant takes Damage. Actions that Target only that Combatant gains the **AUTO-CRIT** property.	
SILENCE ACTION RESTRICTION	☐	On Hero: Cannot use Spells or Tide-Turners. **SILENCE** is removed next Round at the start of Hero's Turn.	On Foe: Skips Special Ability Hexes. **SILENCE** is removed next Round at the start of Foe's Turn.
CHILL ACTION RESTRICTION	☐	On Hero: Restore -1 Action Point at the start of each your Turns.	On Foe: Skip last Action in Action Chain.
PARALYSIS ACTION RESTRICTION	☐	Combatant may only take 1 Action during their next Turn. **PARALYSIS** is removed at the end of that Turn.	

Anchors / Deadweights

Anchors	Deadweights
The Raincloud	
The Grove	
Cloudbreak	
Drinking	

SPECIAL PROPERTIES

AUTO-CRIT:	Action is a **Critical Hit**—hits Target, bypasses 🛡 & 🛡, and deals Max Damage.	
AUTO-HIT:	Hero Action: Skip **CAP** Check. Damage dealt is always reduced by 🛡 / 🛡.	Foe Action: Skip Hero's Defence Check.
PIERCING:	Damage bypasses 🛡 & 🛡.	

LEGEND: FOE RANKS

🐍	Grunt	🐐	Awakened	🐍	Elite	☠	Boss

Use a blank sheet of paper to track more.

More info available on front of Card. ⟶

EMBERWIND

Action Hexes

	Basic Attack	Basic Attack
	A	Basic Attack
Basic Attack	Move 4 Sqs	B	Basic Attack
	Basic Attack	Basic Attack

HP:	/35	🛡 Toughness: 2	🛡 Resistance: 4	Rank: 💀 Grunt	Type: Beast	Size: 1x1

DEFAULT CHARACTERISTICS

Tunnel Vision: Moves toward and Attack nearest Hero.

Immediacy: Attacks nearest Hero.

Melee Focused: Executes Melee Attack over Ranged Attack if possible.

OPTIONAL MODIFIERS

Unstable Mutation: If Riftslip Fox is 4 or more Squares away from a Reefspine Rumbler, roll 1d4. On the following roll result:
1-2: Riftslip Fox becomes *FALLEN*.
3-4: Remove Riftslip Fox from the Encounter. Replace Riftslip Fox with 1 Riftborn Fox with full HP occupying the same Square.

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 2
Gnaw *vs* 👤	Melee	1	Deal 1d10 + 10 Damage *vs* 🛡.
Foxfire *vs* 🎯	Ranged	3	Deal 1d10 + 5 Damage *vs* 🛡 and Hero suffers *DAZE*.
SPECIAL ABILITIES			
Hunter's Axis	A	-	Riftslip Fox deals *PIERCING* Damage on its next Basic Attack.
Riftleap	B	-	If Damaged, Riftslip Fox Teleports adjacent to Reefspine Rumpler (if possible) and heals 5 HP. Otherwise, Riftslip Fox teleports to an unoccupied Square adjacent to the furthest Hero from Riftslip Fox.

RIFTSLIP FOX

TURN BLOCK:

1. Read the Default Characteristics. Optional Modifiers may also be used.

2. Roll 1d6.

3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

EMBERWIND
THE SONGWEAVE TAPESTRY

Action Hex Grid:
- Top-left (die: 1): A
- Top-right (die: 2): A
- Left (die: 3): A
- Center: B
- Right (die: 4): A
- Bottom-left (die: 5): Basic Attack
- Bottom-right (die: 6): Basic Attack

RIFTBORN FOX

HP: /35   **Toughness:** 4   **Resistance:** 6   **Rank:** Awakened   **Size:** 1x1

DEFAULT CHARACTERISTICS

Tunnel Vision: Moves toward nearest Hero.

Immediacy: Targets nearest Hero.

Shortlived: Riftborn Fox becomes *FALLEN* at the end of 2 Rounds.

OPTIONAL MODIFIERS

Sudden Strike: Whenever Riftborn Fox performs a Teleport successfully, it makes a Basic Melee Attack as a Free Action directly after.

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 2
Gnaw vs 🧍	Melee	1	Deal 1d10 + 10 Damage vs 🛡.
Chilling Foxfire vs 🧍	Ranged	3	Deal 2d10 + 5 Damage vs ⛨. Hero suffers *DAZE* and 1 stack of *CHILLED* vs 🧍.
SPECIAL ABILITIES			
Hunter's Axis	A	-	Riftborn Fox deals *PIERCING* Damage on its next Basic Attack.
Riftleap	B	-	If Damaged, Riftborn Fox Teleports adjacent to Reefspine Rumbler (if possible) and heals 10 HP. Otherwise, Riftborn Fox teleports to an unoccupied Square adjacent to the furthest Hero from Riftborn Fox.

TURN BLOCK:
1. Read the Default Characteristics. Optional Modifiers may also be used.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

REEFSPINE RUMBLER

TURN BLOCK:

1. Read the Default Characteristics. Optional Modifiers may also be used.

2. Roll 1d6.

3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.
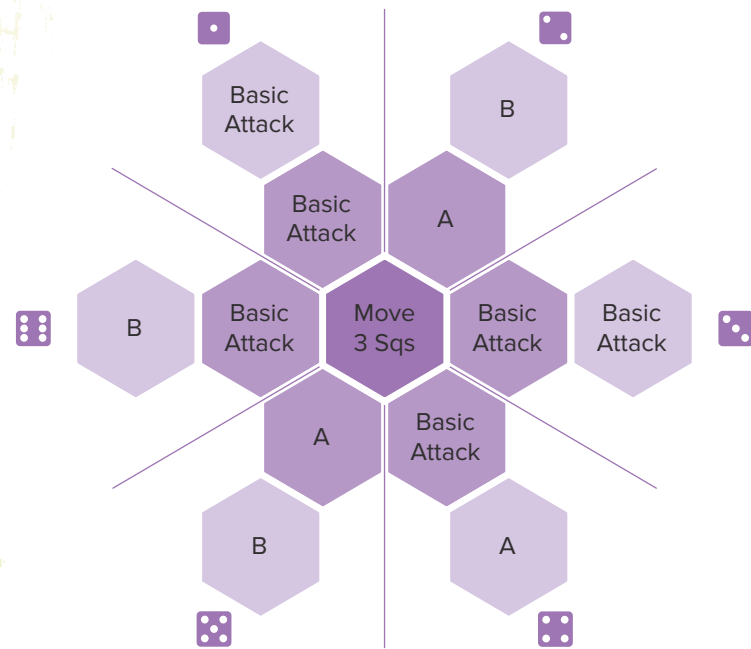
DEFAULT CHARACTERISTICS

Magehunter: Moves toward and Targets the Hero who last used a Spell. (*Note:* If no Hero has used a Spell yet, Reefspine Rumbler Moves toward and Targets nearest Hero instead.)

OPTIONAL MODIFIERS

Collateral Damage: Reefspine Rumbler's Basic Melee Attacks also remove Squares of *Cover (Local Field Effect)* from Range. Combatants adjacent to those Squares of *Cover (Local Field Effect)* take 10 PIERCING Damage. (*Note*: This Damage is in addition to Basic Attack Damage).

Cover (Local Field Effect): Obstructs Ranged Actions.

Coraline Carapace: Heroes that Hit Reefspine Rumbler suffer 2 Stacks of *POISON VS* 👤.

HP:	/125	🛡 **Toughness:** 10	🛡 **Resistance:** 2		Rank: 🐏 Elite	Size: 2x2

Name	Type	Range	Effect		
BASIC ACTIONS			[Storyteller only] Actions per Turn: 3		
Tail Maul	Melee	1	All Heroes within Range make a 🪑 Check. Deal 2d10 + 5 Damage *VS* 🛡 to Heroes that fail their Defense Check.		
SPECIAL ABILITIES					
Mistfoam Burst	A	-	All Heroes end 1 Sustain Effect now. +1 Round to SHORTLIVED Foes.		
Arcane Devourer	B	-	Until the start of the next Round, +2 🛡 and +2 🛡 until the end of the Encounter, whenever a Hero uses a Spell. (*Note*: These Barrier Values are applied before Damage is dealt from a Spell.)		

EMBERWIND
THE SONGWEAVE TAPESTRY

•		••	
	B	**Basic Attack**	
⚅	**A**	**Basic Attack**	**Move 5 Sqs**	⚃
	Move 5 Sqs	**Basic Attack**	
⚄		⚄	
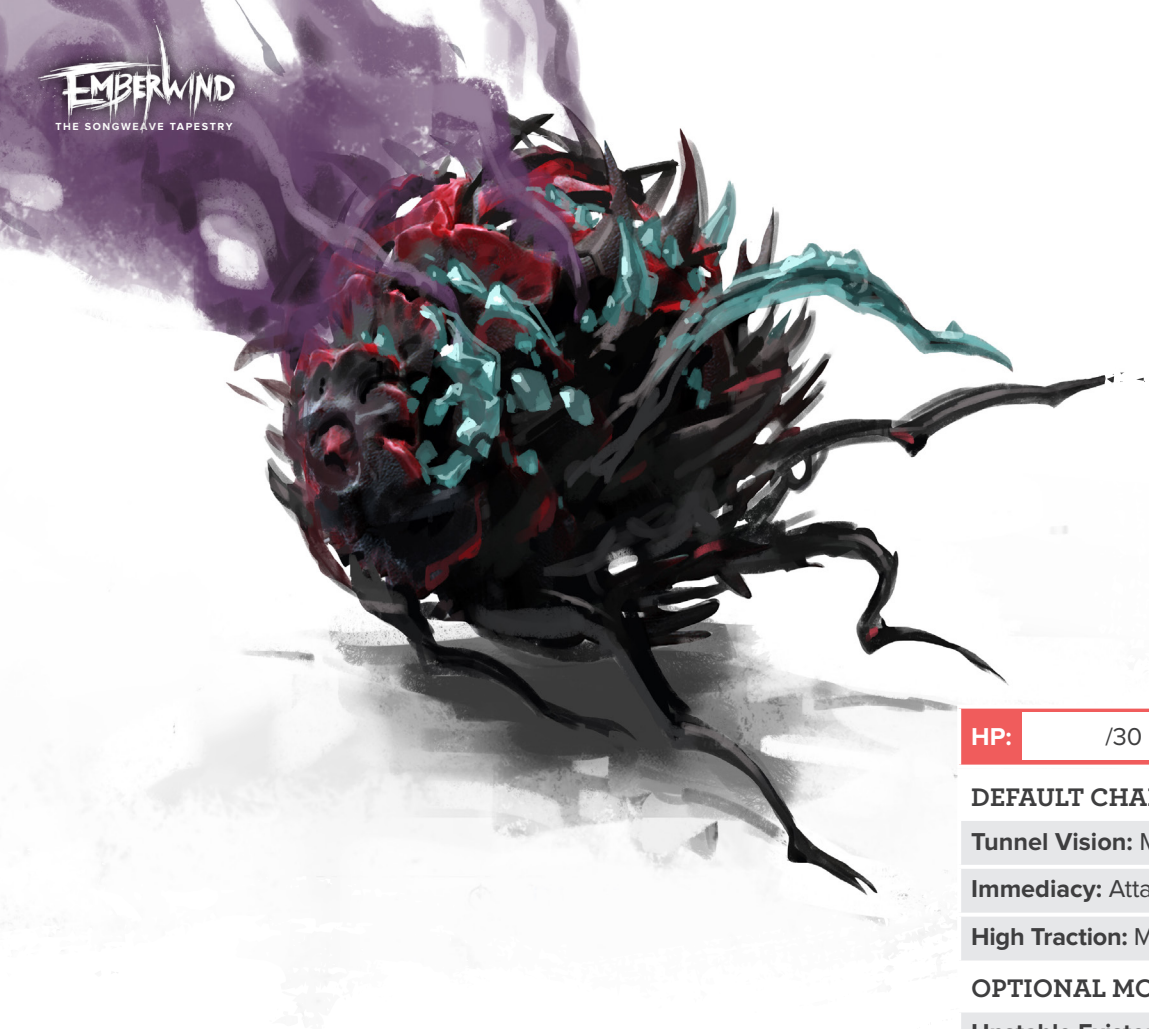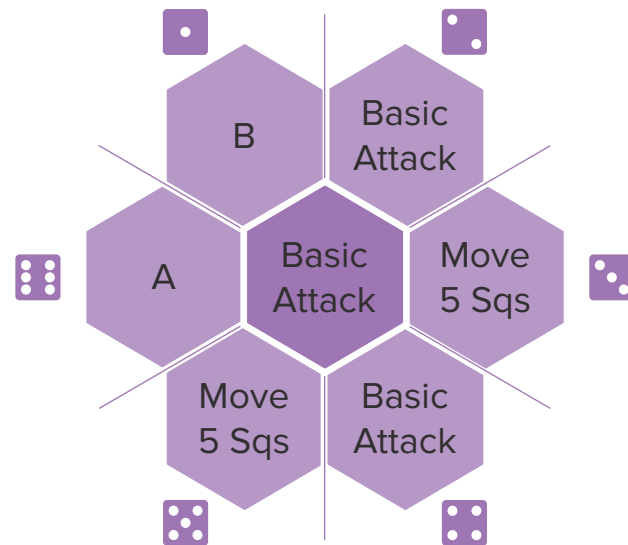
HP: ___/30 🛡 **Toughness:** 2 🛡 **Resistance:** 6 **Rank:** Grunt **Type:** Rift **Size:** 1x1

DEFAULT CHARACTERISTICS

Tunnel Vision: Moves toward nearest Hero.

Immediacy: Attacks nearest Hero.

High Traction: Move Actions are not affected by Elevation.

OPTIONAL MODIFIERS

Unstable Existence: Whenever Tumblespine takes Damage greater than 0 (after Barrier Values are applied), roll 1d4. On a '1', Tumblespine becomes *FALLEN*.

Corpse Bomb: When Tumblespine becomes *FALLEN*, all Combatants within 2 Squares takes 2d10 Damage *VS* 🛡. (Reduce the HIT COUNTER by 2 if Aetona is within Range)

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 2
Spine Shot *VS* 👤	Ranged	3	Deal 1d10 + 5 Damage *VS* 🛡. Hero suffers 1 Stack of *VULNERABILITY VS* 👤.
SPECIAL ABILITIES			
Toxic Barb *VS* 👤	A	5	Deal 1d10 + 5 Damage *VS* 🛡. Hero suffers 1 Stack of *POISON VS* 👤.
Spineburst *VS* [Acrobatics OR Endurance]	B	2	Deal 2d10 + 5 Damage *VS* 🛡 to all Heroes within 2 Range. Tumblespine suffers from *FRAGILITY*.

TUMBLESPINE

TURN BLOCK:

1. Read the Default Characteristics. Optional Modifiers may also be used.

2. Roll 1d6.

3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.
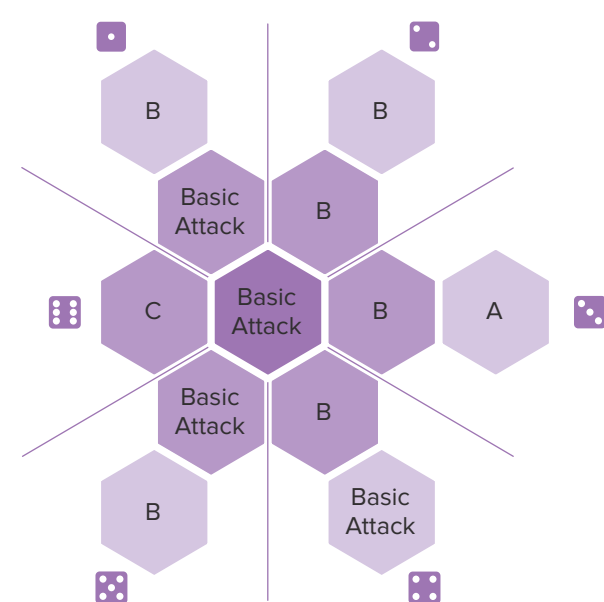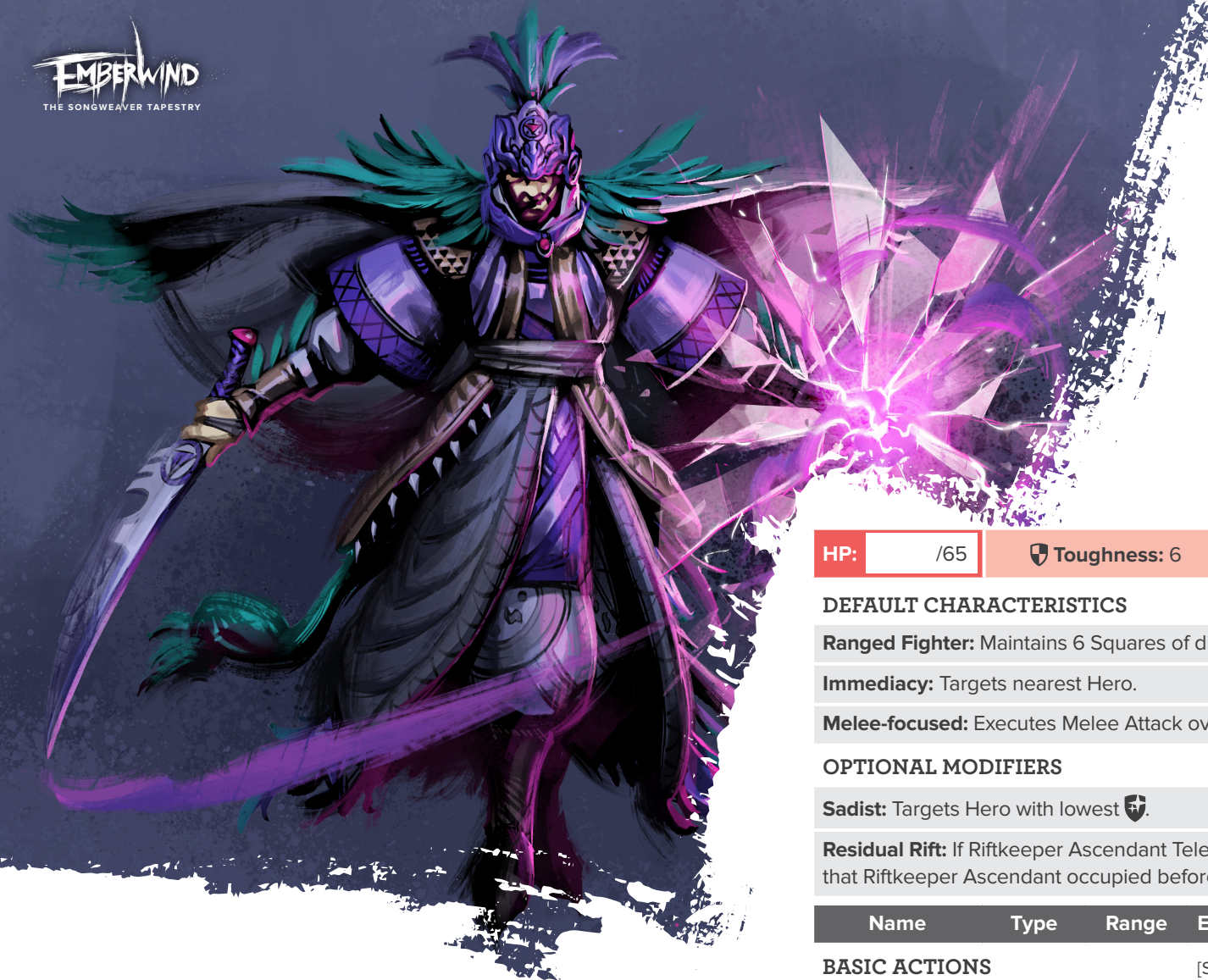
| HP: /65 | 🛡 **Toughness:** 6 | 🛡 **Resistance:** 8 | **Rank:** 🐐 Awakened | **Size:** 1x1 |

RIFTKEEPER ASCENDANT

DEFAULT CHARACTERISTICS

Ranged Fighter: Maintains 6 Squares of distance from nearest Hero(es) (if possible).

Immediacy: Targets nearest Hero.

Melee-focused: Executes Melee Attack over Ranged Attack if possible.

OPTIONAL MODIFIERS

Sadist: Targets Hero with lowest 🛡.

Residual Rift: If Riftkeeper Ascendant Teleports, roll 1d4. On a "1", spawn 1 Tumblespine in the Square that Riftkeeper Ascendant occupied before Teleporting.

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 3
Ceremonial Knife *vs* 👤	Melee	1	Deal 2d10 + 5 Damage *vs* 🛡.
Riftbolt *vs* 👤	Ranged	6	Deal 1d10 + 5 Damage *vs* 🛡.
SPECIAL ABILITIES			
Dazing Bolt *vs* 👤	A	6	Deal 1d10 + 10 Damage *vs* 🛡. Hero suffers *DAZE vs* 👤.
Riftleap	B	3	Teleport to an unoccupied Square.
Riftsummon	C	-	Assign a number to each unoccupied Square adjacent to nearest Hero, then roll 1d8. Spawn 1 tumblespine in the Square matching the roll result. (*Note*: If the roll result is unassigned, nothing happens.)

TURN BLOCK:

1. Read the Default Characteristics. Optional Modifiers may also be used.

2. Roll 1d6.

3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

	A	B
D	**Move 5 Sqs**	**Basic Attack**
	C	**Basic Attack**
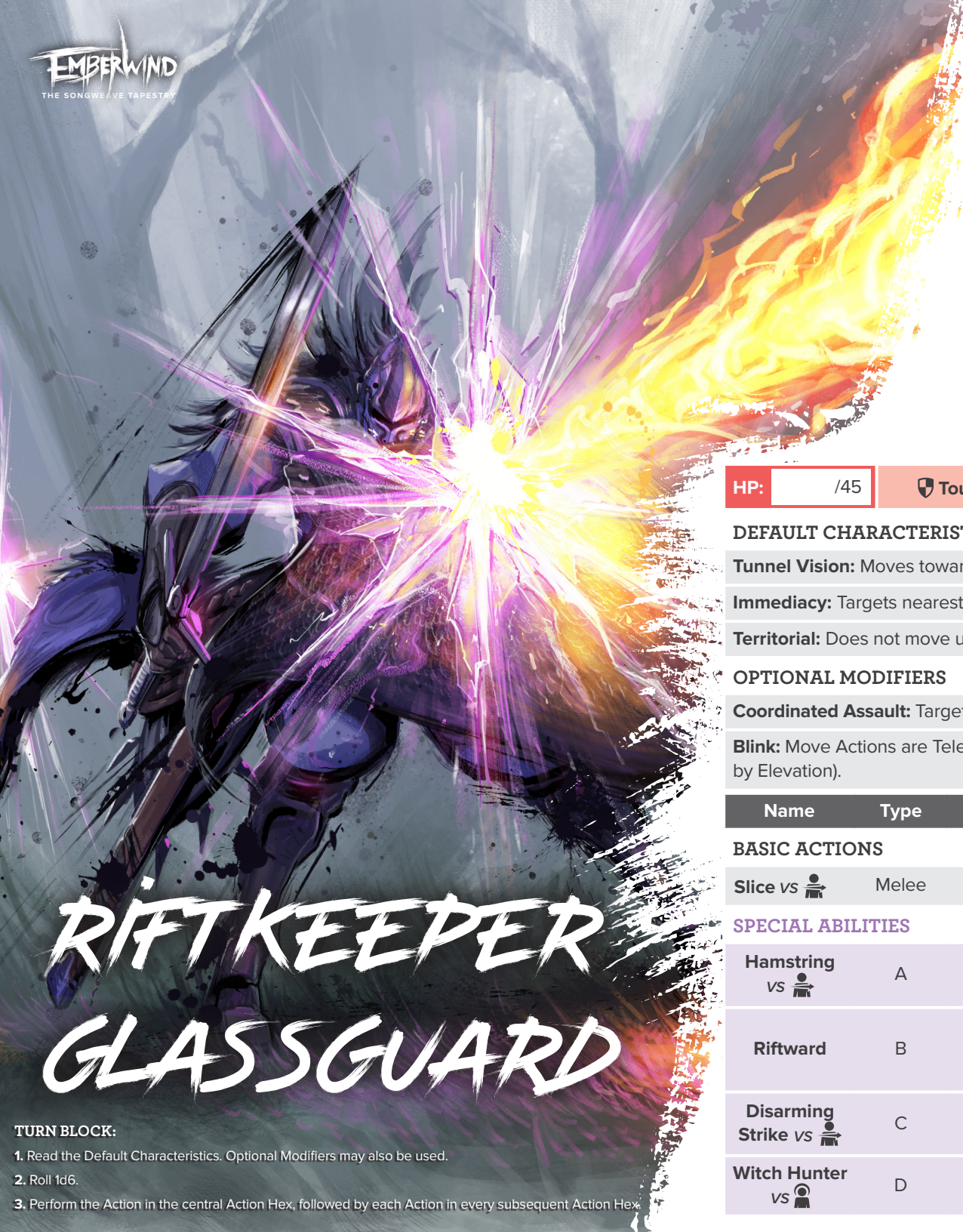
HP: ___/45   🛡 **Toughness:** 6   🛡 **Resistance:** 4   **Rank:** 🗡 Grunt   **Size:** 1x1

DEFAULT CHARACTERISTICS

Tunnel Vision: Moves toward nearest Hero.

Immediacy: Targets nearest Hero.

Territorial: Does not move unless a Hero is within 5 Squares.

OPTIONAL MODIFIERS

Coordinated Assault: Targets the last Hero another Foe Targeted.

Blink: Move Actions are Teleports (Note: Teleport Movement cannot be obstructed and is not affected by Elevation).

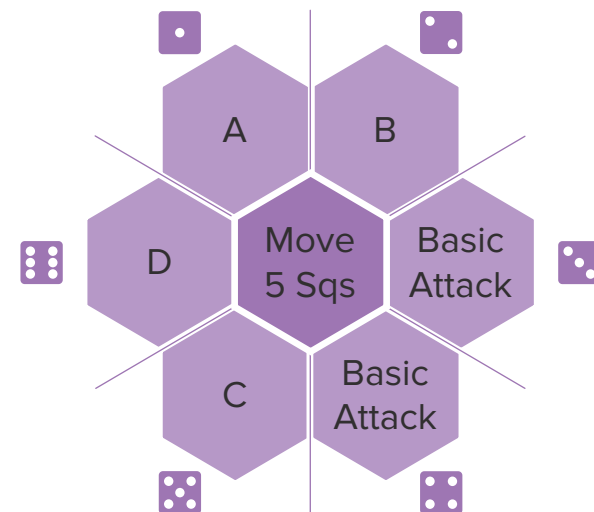| Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 2
Slice *vs* 🗡	Melee	1	Deal 1d10 + 10 Damage *vs* 🛡.
SPECIAL ABILITIES			
Hamstring *vs* 🗡	A	1	Deal 1d10 + 10 Damage *vs* 🛡. Hero cannot make Move Actions next Turn *vs* 👤.
Riftward	B	3	*Trig. Cond.*: If a Hero rolls a **CAP** Check within 3 Squares of Riftkeeper Glassguard *Trig. Effect*: -10 **A** to that **CAP** Check.
Disarming Strike *vs* 🗡	C	1	Deal 1d10 + 10 Damage *vs* 🛡. Hero suffers 3 Stacks of *WEAKNESS* *vs* 👤.
Witch Hunter *vs* 👤	D	5	Deal 1d10 + 5 Damage *vs* 🛡 and Hero suffers *SILENCE*.

RIFTKEEPER GLASSGUARD

TURN BLOCK:

1. Read the Default Characteristics. Optional Modifiers may also be used.

2. Roll 1d6.

3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

EMBERWIND
THE SONGWEAVE TAPESTRY

	Basic Attack	Basic Attack	
	Move 5 Sqs	Move 5 Sqs	
B	Move 5 Sqs	Basic Attack	Basic Attack	A
		B	Move 5 Sqs	
	A		B	

HP: /75 **Toughness:** 6 **Resistance:** 4 **Rank:** Awakened **Size:** 1x1

DEFAULT CHARACTERISTICS

Ranged Fighter: Maintains 5 Squares of distance from nearest Hero(es) (if possible).

Backline Attacker: Targets furthest Hero within Range.

Playing with Portals: Riftkeeper Glassglaive's Ranged Actions are not obstructed by Squares of *Cover (Local Field Effect)*.

Cover (Local Field Effect): Obstructs Ranged Actions.

OPTIONAL MODIFIERS

Extended Range: +2 Range on all Riftkeeper Glassglaive's Ranged Actions.

Blink: Move Actions are Teleports (*Note*: Teleport Movement cannot be obstructed and is not affected by Elevation).

Blindside Striker: Heroes are treated as though they suffer *OFF-GUARD* against Riftkeeper Glassglaive's Basic Ranged Attack.

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 3
Throwing Axe vs 🎯	Ranged	5	Deal 1d10 + 10 Damage vs 🛡️.
SPECIAL ABILITIES			
Cyclone Axe	A	1	All Heroes within Range make a 🏃 Check. Deal 1d10 + 5 Damage vs 🛡️ to Heroes that fail their Defense Check. Those Heroes are knocked *PRONE* vs 🧍.
Riftgrasp vs 🧍	B	7	Furthest Hero from Riftkeeper Glassglaive is Teleported to an unoccupied Square adjacent to Riftkeeper Glassglaive (if possible).

RIFTKEEPER GLASSGLAIVE

TURN BLOCK:

1. Read the Default Characteristics. Optional Modifiers may also be used.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.
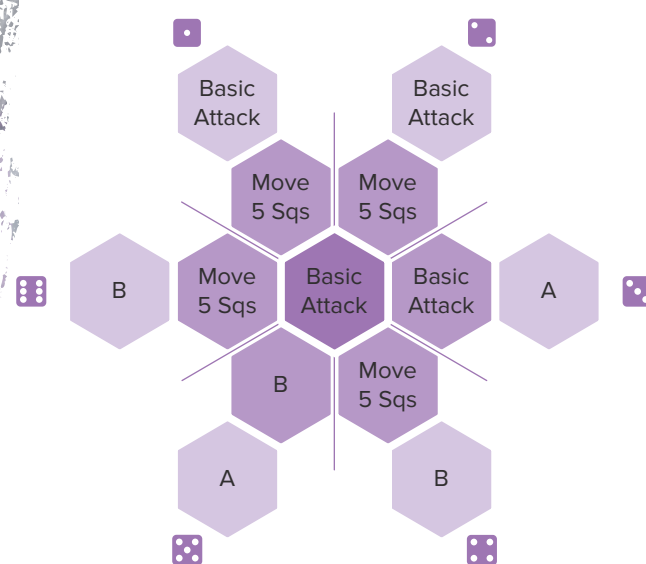
SPARKSENTRY WIDGET

TURN BLOCK:

1. Read the Default Characteristics. Optional Modifiers may also be used.

2. Roll 1d6.

3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

	C	C
Basic Attack	Basic Attack	Basic Attack
	A	B

HP: ___ /25   🛡 **Toughness:** 2   🛡 **Resistance:** 2   **Rank:** Grunt   **Size: 1x1**

DEFAULT CHARACTERISTICS

Static Fighter: Does not move and targets nearest Hero.

Mechanical: Immune to *POISON*.

OPTIONAL MODIFIERS

Extra Parts: If a Special Ability would cause Sparksentry Widget to become *FALLEN*, Sparksentry Widget suffers *FRAGILITY* (Persistent) instead.

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 2
Beamcutter *vs* 👤	Ranged	5	Deal 1d10 + 10 Damage *vs* 🛡.
SPECIAL ABILITIES			
Overtune	A	-	+1 Damage to Sparksentry Guardian.
Modular Fabrication	B	-	Remove Sparksentry Widget from the Encounter. +3 to the lower Barrier Value of the Sparksentry Guardian.
Repair Protocol	C	-	Sparksentry Guardian heals 10 HP.

SPARKSENTRY GOLEM — NULL MODE

TURN BLOCK:

1. Read the Default Characteristics. Optional Modifiers may also be used.

2. Roll 1d6.

3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

DEFAULT CHARACTERISTICS

Static Fighter: Does not move and Targets nearest Hero. (If no Hero is within Range of its Damage-dealing Actions, Sparksentry Golem Targets Tower instead.)

Heavy: Negate all Forced Movement on Sparksentry Golem.

Lumbering: Sparksentry Golem cannot move up or down Elevation.

Mechanical: Immune to *POISON*.

Reactive Shielding: Whenever Sparksentry Golem takes Damage from a Hero's Action, that Hero takes 3 *PIERCING* Damage. (Reactive Shielding triggers on Sustained Effects).

OPTIONAL MODIFIERS

Grinding Gears: Reactive Shielding deals +2 *PIERCING* Damage.

| HP: /250 | Toughness: 20 | Resistance: 15 | Rank: Elite | Size: 2x2 |

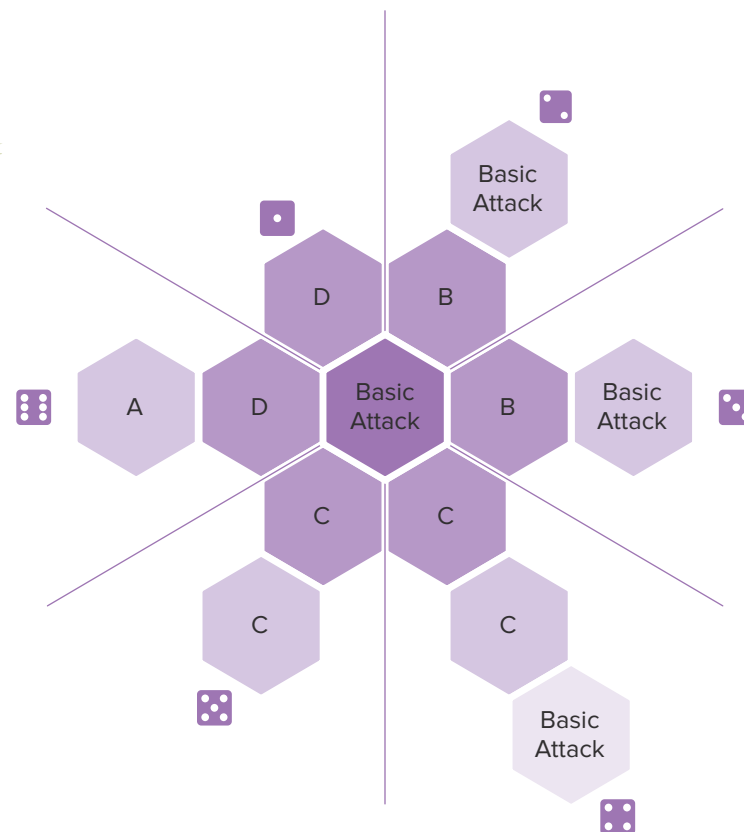| Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 2
Shock *VS* 👤	Ranged	Field	Deals 2d10 + 10 Damage *VS* 🛡 to nearest Hero. That Hero is Pushed 3 Squares directly away from Sparksentry Golem (if possible).
SPECIAL ABILITIES			
Overdrive	A	-	Sparksentry Golem's next Damage-dealing Action gains the *AUTO-CRIT* property. (*AUTO-CRIT* deals Max Damage, bypasses Barrier Values, and Automatically Hits.)
Restore Protocol	B	-	Remove all Stacks of 1 Condition from Sparkspentry Golem. Spawn 1 Sparksentry Widget in an unoccupied Square adjacent to Sparksentry Golem.
Repair Protocol	C	-	Sparksentry Golem heals 10 HP. Spawn 1 Sparksentry Spider in an unoccupied Square adjacent to Sparksentry Golem.
Thundercall *VS* 👤	D	7	Deal 1d10 + 10 Damage *VS* 🛡 to all Heroes and the Tower. All Heroes suffers from *PARALYSIS VS* 👤.

SPARKSENTRY GOLEM – NEUTRAL MODE

TURN BLOCK:

1. Read the Default Characteristics. Optional Modifiers may also be used.

2. Roll 1d6.

3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

DEFAULT CHARACTERISTICS

Static Fighter: Does not move and Targets nearest Hero. (If no Hero is within Range of its Damage-dealing Actions, Sparksentry Golem Targets Tower instead.)

Heavy: Negate all Forced Movement on Sparksentry Golem.

Lumbering: Sparksentry Golem cannot move up or down Elevation.
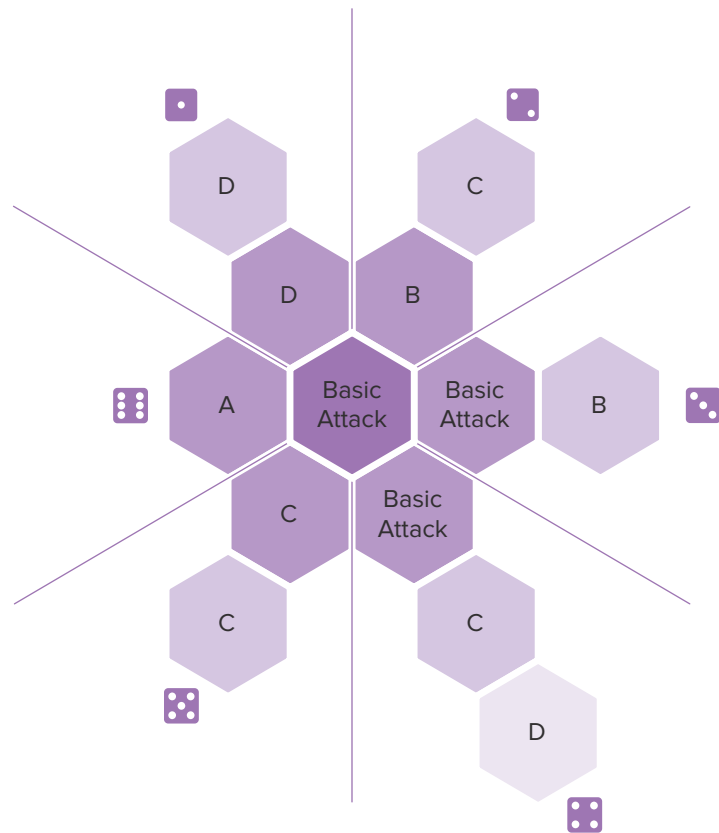
Mechanical: Immune to *POISON*.

Adaptive Shielding: Barrier Values swap at the start of each Round.

OPTIONAL MODIFIERS

Grinding Gears: Reactive Shielding deals +2 *PIERCING* Damage.

HP:	/250	🛡 Toughness: 25	🛡 Resistance: 5	Rank: 🗲 Elite	Size: 2x2

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 2
Slam *VS* 👤	Melee	3	Deals 2d10 + 5 Damage *VS* 🛡 to nearest Hero. All Other Heroes within Range take ½ Damage *VS* 🛡.
SPECIAL ABILITIES			
Overdrive	A	-	Sparksentry Golem's next Damage-dealing Action gains the *AUTO-CRIT* property. (*AUTO-CRIT* deals Max Damage, bypasses Barrier Values, and Automatically Hits.)
Restore Protocol	B	-	Remove all Stacks of 1 Condition from Sparkspentry Golem. Spawn 1 Sparksentry Widget in an unoccupied Square adjacent to Sparksentry Golem.
Repair Protocol	C	-	Sparksentry Golem heals 10 HP. Spawn 1 Sparksentry Spider in an unoccupied Square adjacent to Sparksentry Golem.
Electric Discharge *VS* 👤	D	7	Deal 2d10 Damage *VS* 🛡 to furthest Hero. Hero suffers from *PARALYSIS VS* 👤.

EMBERWIND
THE SONGWEAVE TAPESTRY
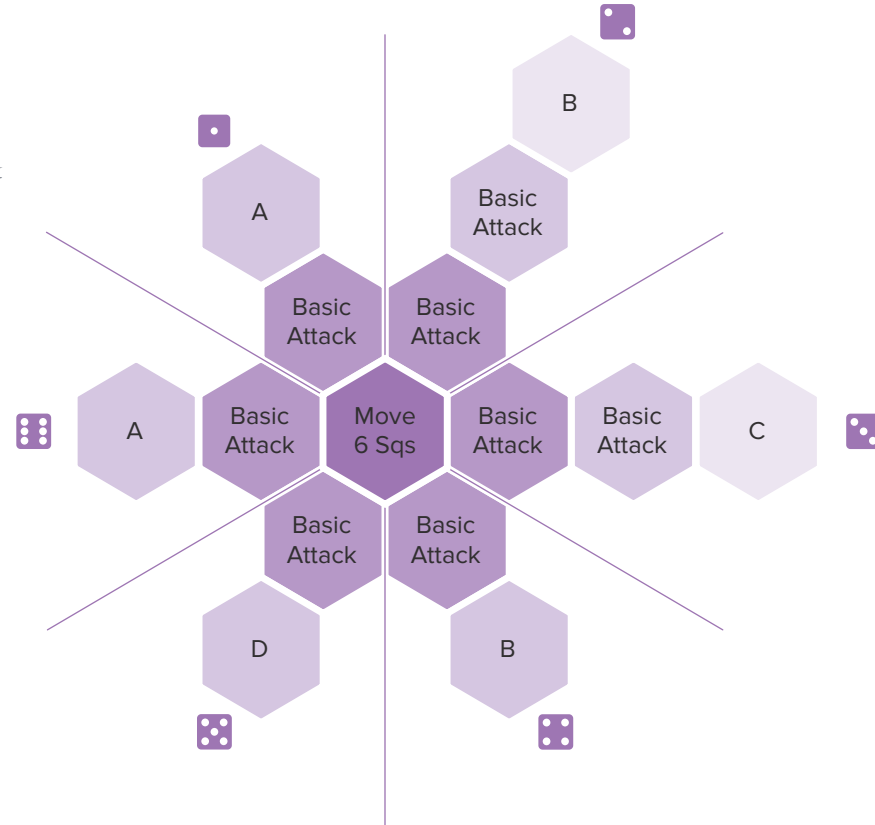

SPARKSENTRY GOLEM — WAR MODE

TURN BLOCK:

1. Read the Default Characteristics. Optional Modifiers may also be used.

2. Roll 1d6.

3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

DEFAULT CHARACTERISTICS

Unpredictable: Assign a number from 1 to 4 to each non-*FALLEN* Hero. Roll a d6 at the start of Sparksentry Golem's Turn. Sparksentry Golem moves toward and Targets that Hero this Turn. On a roll result of 5 or 6, Sparksentry Golem moves toward and Targets Tower instead. (Note: If all Heroes are on low ground, Sparksentry Golem Targets the Tower instead).

Heavy: Negate all Forced Movement on Sparksentry Golem.

Lumbering: Sparksentry Golem cannot move up or down Elevation.

Mechanical: Immune to *POISON*.

If It Ain't Broke...: Whenever Sparksentry Golem loses 50 HP, the Heroes select 1 non-Movement Action Hex from Sparksentry Golem's A.I. Hex Grid and delete it.

OPTIONAL MODIFIERS

Grinding Gears: Reactive Shielding deals +2 *PIERCING* Damage.

HP: /250	🛡 Toughness: 20	🛡 Resistance: 5	Rank: 🦋 Elite	Size: 2x2

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 2
Shock *vs* 👤	Ranged	Field	Deals 2d10 + 10 Damage *vs* 🛡 to nearest Hero. That Hero is Pushed 3 Squares directly away from Sparksentry Golem (if possible).
SPECIAL ABILITIES			
Overdrive	A	-	Sparksentry Golem's next Damage-dealing Action gains the *AUTO-CRIT* property. (*AUTO-CRIT* deals Max Damage, bypasses Barrier Values, and Automatically Hits.)
Restore Protocol	B	-	Remove all Stacks of 1 Condition from Sparkspentry Golem. Spawn 1 Sparksentry Widget in an unoccupied Square adjacent to Sparksentry Golem.
Repair Protocol	C	-	Sparksentry Golem heals 10 HP. Spawn 1 Sparksentry Spider in an unoccupied Square adjacent to Sparksentry Golem.
Thundercall *vs* 👤	D	7	Deal 1d10 + 10 Damage *vs* 🛡 to all Heroes and the Tower. All Heroes su ers from *PARALYSIS vs* 👤.

Health & Ongoing Effects

Initiative Slot Order

• Combatants act in descending order.
• Heroes may swap their Turn Slot at the start of each new Round.

Slot	Combatant Name
Hero 1	
Grunt	
Hero 2	
Awakened	
Hero 3	
Elite	
Hero 4	
Boss	

Counters

Trust		Round Counter	
Favour			
Gold Zeniths		Hit Counter	

TIP: Use a shorthand to help you track multiple Conditions and Sustain Effects in the space provided.

   Example: 5 Stacks of *POISON* to "*PSN 5*".

Foe No.		HP	Conditions and Sustain Effects
1			
2			
3			
4			
5			
6			
7			
8			
1			
2			
3			
4			
5			
6			
7			
8	1		

Expanded Dialogue Crossroads

Expanded Dialogue Crossroads are optional story moments in which the Heroes can interact with Aetona in two ways:

- **Pursuing Dialogue Paths:** Dialogue Paths are topics of conversation the Heroes can ask Aetona about in exchange for information and, once they have gained her trust, lore secrets and useful Items The Heroes unlock Dialogue Paths as the Campaign goes on. See (p. ii) for the list of Dialogue Paths.
- **Giving Campaign Items:** Campaign Items have no combat function, but can be given to Aetona in Expanded Dialogue Crossroads for bonus Trust or the chance to pursue additional Dialogue Paths. See (p. iii) for the list of Campaign items and their benefits.

Pursuing a Dialogue Path

In each Extended Dialogue Crossroad, the Heroes can ask about a number of Dialogue Paths listed on p. ii.

They select Dialogue Paths with a Standard Vote and may give up any unused questions and leave the Crossroad at any time.

The response Aetona gives when asked about each Dialogue Path is based on her level of Trust in the party.

TIP: Heroes can ask about the same Dialogue Path multiple times at different Trust levels to receive different answers.

At the highest level of Trust for each Dialogue Path, Aetona will give the Heroes an Item and reveal a lore secret.

Tracking Trust

The Party will have many chances to gain and lose Trust throughout the Campaign, and should keep track of Aetona's Trust on the Party Tracker Card. Trust cannot fall below 0.

Narrator Rules for Expanded Dialogue Crossroads

If you are playing without a Storyteller, one player should take the role of Narrator for all Expanded Dialogue Crossroads.

The Narrator reveals the available Dialogue Paths and the number of Dialogue Paths the Heroes may pursue in the current Expanded Dialogue Crossroad (p. ii).

When the Heroes choose a Dialogue Path, the Narrator reveals only the information relevant to Aetona's response at the party's current level of Trust.

Storyteller Rules for Expanded Dialogue Crossroads

Storytellers are free to navigate Expanded Dialogue Crossroads as they see fit. The Storyteller may choose not to limit which Dialogue Paths the party can pursue in each scene.

TIP: The Dialogue Paths "The Nullsong Tapestry" and "How the mission is going" should still be restricted until after the party reaches "The Grove, Part I" and "The Droneworks," respectively.

The Storyteller may also allow one Hero to attempt an Insight Skill Check on Aetona once per Expanded Dialogue Crossroad. If the Hero succeeds, the Storyteller identifies one Dialogue Path that the party has already selected that will now yield a different response due to Trust they have earned.

An experienced Storyteller may also allow the Heroes to enter an Extended Dialogue Crossroad at any suitable time during the Campaign.

Questions to Ask Aetona

The Dialogue Paths available to the Heroes in each Extended Dialogue Crossroad, and the number of Paths the Heroes may pursue, are listed in the table below.

Encounter	Available Dialogue Paths	The Heroes May Ask About
"The Wound" (p. 58) or "Cloudbreak" (p. 64)	• Her cart and donkey (p. iv) • The Riftkeepers (p. v) • The artifact (p. vi)	2 Dialogue Paths
"The Grove, Part I" (p. 76)	• All topics listed above • Hamara (p. vii) • Her patron (p. viii) • Pavina's death (p. ix)	1 Dialogue Path
"The Sparkstone Steps" (p. 85)	• All topics listed above • Sciontics (p. x) • The Festival of Sparks (p. xi) • The Nullsong Tapestry (p. xii)	2 Dialogue Paths
"The Droneworks" (p. 99)	• All topics listed above • How the mission is going (p. xiii) • The Grey Legion (p. xiv)	1 Dialogue Path

TIP: You will have many chances to ask Aetona questions as the story progresses, but some questions may be too sensitive to get a good answer until she trusts you more.

Note: All standard numeric page references in the following tables refer to the campaign book.

Giving Aetona Campaign items

At many points during the Campaign, the Heroes may find Campaign Items of interest to Aetona. You may give them to her during any Expanded Dialogue Crossroad. If you do, read the corresponding narration to the right to learn about each Item and the bonus it provides.

Outcomes for Giving Aetona Campaign Items

Campaign Item	Information and Bonus
Flashlamp Mk II	"Oh, thank you," Aetona says. "Warren was helping me test this device out. They need light in the mines, but open flame can ignite underground gas deposits and cause horrible accidents. Crystals don't work this high up, but I found that if you take an inert crystal and run an external power source through it, it will glow and resonate. The sound helps them signal for help if needed, and the light helps them see. Cool, huh?" • 1 Dialogue Path to ask about before end of Expanded Dialogue Crossroad
Encrypted Diary	"You rescued it from the fire!" Aetona says, her eyes opening wide as she thumbs through the pages. "It was my aunt's. She wrote in cypher so it couldn't be used as evidence against her. She went through a notebook a month sometimes, sketching diagrams, formulas, and invention ideas. She hid the rest of her notes and wouldn't tell me where, but this book she kept in the cottage so I could find it if anything happened to her or the artifact. The designs in here are for... well, it's a kind of countermeasure. I tore those pages out and have been keeping them on me." She produces a sheaf of papers from her satchel and tucks them into the notebook, then stows it. "Thank you, truly." • +1 Trust with Aetona

Campaign Item	Information and Bonus
Brass Key	"Oh, the key to my aunt's puzzlebox?" Aetona says. "She would have had a conniption if she knew anyone got their hands on that. The box used to hold her most sensitive research before she restocked it with emergency supplies. I don't know where she hides the research nowadays." • +1 Dialogue Path to ask about before end of Expanded Dialogue Crossroad
Mountain Sigil	Aetona looks at the wax sigil, then back to you. "You're not with Dendron, but if he trusted you with this... well, maybe I can trust you too." • 1 Trust with Aetona

Dialogue Path: Her cart and donkey

◆ If any Hero has the "Clockwork" or "Animal Handling" Anchor, Aetona responds as if she has +1 Trust

Trust	Answer
0	"I have no idea what you're talking about. It's just an ordinary cart being pulled by an ordinary donkey, so I don't know why you'd need to ask. Don't you know how a cart works?"
1	"Oh, Buster. Buster has been with us for almost seven years now. I don't know if there's a happier animal on the mountain, given how my aunt grew an entire cucumber patch essentially just for him. Hasn't had to do a hard day's work in his life—at least not since he entered our home."
2	"It's a little contraption my aunt and I put together. Buster is getting on in years, and we didn't want keep making him take the trip up the mountain—at least not if he had to pull the cart. So we thought, 'What if the cart could carry itself, the way drive crystals lift airships up in the sky?' That was how we designed the Mark One. This model is Mark Three."
3	"We designed it so Buster wouldn't have to carry heavy loads as he got older. First, we lined the wheels and undercarriage with metal to make the cart sturdier. Then we added gears. We got the idea from stuff my aunt bought off some explorers who visited the city beneath the mountain. It's really no different than a clock. The gears turn, the wheels turn with it, and the cart moves. The first version had a crank that we had to turn ourselves, but that was exhausting."

Trust	Answer
4+	"The gears and everything we designed ourselves, but it's fueled by a special substance that's totally non-magical. We found the recipe in one of the ancient texts. It's hard to explain, but if you use this black liquid we found in some volcanic rock and dilute it with some water, you get a solution that you can burn at a predictable rate. The heat turns the gears and propels the cart. The lever at my feet controls the rate of burn, and also stops the cart if we have to. We keep Buster here around so people don't ask as many questions, but he's not really doing any work. He's nice to have around. I talk to him a lot, especially now that my aunt's gone. I could swear looking into eyes sometimes that he hears every word and understands what I'm saying. He's a smart donkey, and I'll bet that if he could talk, he'd stun us with the stories he'd tell." • Add 1 *"Volcanic Vial"* to 1 Hero's Inventory • The Heroes have concluded this Dialogue Path and will not receive further information or Items for asking about it • After the campaign, read "Buster's Big Day" in the *EMBERWIND™* Lore Archive to learn more about the secrets this donkey knows

HIDDEN: RECEIVED ITEM

Volcanic Vial

Effect: ***AUTO-HIT*** (Skip **CAP**). 1 Foe within 5 Squares of you suffers 2 Stacks of ***BURNING***.

Action: Fast   **Use:** 1

Dialogue Path: Ask about the Riftkeepers

- If any Hero has a "Riftkeepers' Guild" Deadweight, Aetona responds as if she has +1 Trust

Trust	Answer
0-1	"Everyone knows the Riftkeepers. A bunch of purple hoods, big egos, and small imaginations. You know, the guys who can leap through holes in space and summon googly creatures from the trembling Riftdeep? Those guys. The only reason you could be asking about them is if you wanted me to say something incriminating."
2-3	"They're mages who draw power from the rift—a dimension of unstable energy. Back around the time my aunt and I moved to Toehold, one of their monsters got loose in town, and it took them too long to come clean up their mess. They don't care who they hurt. As long as rift magic is the prominent power in Summit, in Axia, they're happy on top. They're not much interested in alternative ways of governing the world. It threatens their authority. Well now their enforcer lapdogs in the Grey Legion have walked out on them, and people are starting to question that authority. I hope it all comes tumbling down on their swelled heads."
4-5	"The Riftkeepers are the reason the study of sciontics was banned over a thousand years ago. They're obsessed with containing any knowledge that could possibly threaten their grip on the Circle of Guilds, and they've had a stranglehold on the College of Inventors for so long I don't think those wrinkled academics remember what real research feels like. That's why my aunt left. If the guilds would stand up, stand together, they could fix this. Until then, I'll take what allies I can find, even if I don't fully trust them. I can't remember the last time I could work without locking myself in a bunker and keeping one ear open for Riftkeeper jackboots. Our patron warned us they have a secret way of descending the mountain quickly and stealthily. Something called the Torn Path. We've never been able to locate it."

Trust	Answer
6+	"The Riftkeepers represent humanity's worst impulses. No, actually, that's not quite right. They represent our impulses in our worst moments. The fear that grips us when we see something we don't understand. If I'm being honest, that fear is healthy in the right doses. It's possible that the ancient Scions didn't have enough of it. Actually, I've been studying some of the old, old records—the kind that are hard to verify—I'm starting to think the Riftkeepers began as an upstart faction of Scions who just wanted more control over who could study what topics. But we can't just draw boundaries around knowledge, or we'll never be able to put this broken world back together again. Until that happens, I'll fight the Riftkeepers with everything I've got. Speaking of which, I've been saving this, but I'd like you to have it."

- Add 1 "*Miasma Grenade*" to 1 Hero's Inventory
- The Heroes have concluded this Dialogue Path and will not receive further information or Items for asking about it
- After the campaign, read "Bestiary Series: Ichorspine" in the *EMBERWIND™* Lore Archive to learn more about the founding of the Riftkeepers

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HIDDEN: RECEIVED ITEM

Miasma Grenade

Effect: Choose 1 Square within 5 Range. That square and all adjacent Squares are affected by *Concentrated Miasma (Local Field Effect)* until End of Encounter.

Concentrated Miasma (Local Field Effect): When a Combatant enters this Square they take 2d8 **PIERCING** Damage and suffer 2 Stacks of **POISON**.

Action: Fast   **Use:** 1

Dialogue Path: The artifact

Trust	Answer
0-1	"I appreciate your interest, but right now, you're hired help. And I didn't even hire you."
2	"It's safer if you don't know. If the Riftkeepers catch us, they might let you go if they think you don't know anything. Or they might offer you enough so that you say something you shouldn't. Right now I need bodyguards—not accomplices."
3	"It goes against my better instincts to talk about it, but you've certainly proven yourselves so far. If you're willing to put your lives at risk, I guess you deserve to know. It's an instrument of sorts, woven from wires and crystals. When you pass energy through it, the wires and crystals produce a resonance. It's quite beautiful, really."
4-6	"We've been calling it the Songweave Tapestry because the weave of wires and crystals within it play a sort of song when wired into a generator. The machines of the old city under the mountain decode the song as a sort of command, and obey what it tells them to do. It's spectacular."
7-9	"The Songweave Tapestry? My aunt and I wired it to produce the 'worksong.' It's a resonance sequence that was once used to command the golems that built Sparkstone. The Grey Legion Vaultguard destroyed or confiscated most of the golems centuries ago, but there are still a few left. I think the College of Inventors convinced them that they're essential for maintaining the structural integrity of the towers that house the top of the mountain's pillars."

Trust	Answer
10+	"It was Greyhand who came to us with the blueprints and materials for the Songweave Tapestry, but my aunt had read mention of it in a number of ancient sources. It's a very complex machine that can produce all kinds of songs, and even just rerouting a few circuits can totally change the way the automata of the old city respond to the encoded commands. That's why it's so dangerous. It could be rerouted to make them attack, or detonate, or shut down forever. In the wrong hands, it could destroy the city. I think that's why Greyhand turned against sciontics back in the day. This technology of running energy through wires to produce command songs is what the Scions were experimenting with around the time of Unravelling. I think... I think they were trying to teach one of the automata to compose its own songs. But that level of complexity... I can't even imagine. Still, I've been having fun finding other ways to apply the Songweave Tapestry's power source. Check this out." • Add 1*"Tactically Astounding Sciontic Electrifying Resonator (T. A. S. E. R.)"* to 1 Hero's Inventory • The Heroes have concluded this Dialogue Path and will not receive further information or Items for asking about it • After the campaign, read "Warp, Weft, and Wire" in the *EMBERWIND™* Lore Archive to learn more about the automata Aetona spoke of

HIDDEN: RECEIVED ITEM

Tactically Astounding Sciontic Electrifying Resonator (T. A. S. E. R.)

Effect: ***AUTO-HIT*** (Skip **CAP**). 1 Adjacent Foe suffers ***PARALYSIS***.

Action: Slow   **Use:** 1

Ask about Hamara

- If any Hero has the "Hamara Groveguard" Anchor, Aetona responds as if she has +1 Trust

Trust	Answer
0-3	"She'll have told you anything you need to know about her."
4-5	"Everyone knows her as an innkeeper. She's so much more than that. She runs an information network. She has spies everywhere on this mountain. Her reach extends as far as Adriel, maybe even farther. There's very little that goes on here that she doesn't know about."
6-7	"With my aunt gone, she's the closest thing I have to family still living. Anyone who's only seen her business side wouldn't believe me saying that she was always a bit of a mother to me. Now that I think about, she may be the only person left who knew my mum and dad."
8-9	"She's a good woman. I spent half my childhood in her orchard. My aunt could be a bit sharp-tongued and impatient, but when she was around Hamara, a softness in her came out. They were good friends. Possibly even lovers. My aunt was always very private about what she did behind closed doors. Apparently Hamara knew my mum and dad too, although she never seems to leave her inn, and I don't think my parents ever left Gelspar. I always meant to ask her about that."

Trust	Answer
10+	"I know she looks like a sweet old lady, but never, ever test her patience. My aunt once told me Hamara studied with the Deathbrokers' Guild when she was young. 'There are bodies in that orchard,' she said. 'Her birds have tasted human flesh. They even think like humans.' I did see her carrying something bulky out to the orchard one night when we were visiting for the summer. She came back with dirt on her shoes, hands and apron. I never asked her about it." • Add 1 *"Grove Cider"* to 1 Hero's Inventory • The Heroes have concluded this Dialogue Path and will not receive further information or Items for asking about it • After the campaign, read "A Red Harvest" in the *EMBERWIND™* Lore Archive to learn more about Hamara's background

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HIDDEN: RECEIVED ITEM

Grove "Special Reserve" Cider

Effect: Heal 2 HP at the start of each of your Turns until the end of the Encounter.

Action: Fast   **Use:** 1

Dialogue Path: Her patron

- If any Hero has the "Grey Legion" Anchor, Aetona responds as if she has +1 Trust

Trust	Answer
0-1	"That's for me to know and you to stop talking about."
2-3	"He supported us under the condition of anonymity. He stands to lose a lot if he's discovered. A lot is riding on this, and I'm not supposed to talk about it."
4-5	"My aunt told me not to talk about him. We promised we wouldn't tell anyone his name, as he's a bit of a divisive figure. If it comes out he's been supporting Scions under the nose of the Riftkeepers, a great many plans could come down on our heads. Best we all held out tongues about it."
6-7	"We shouldn't be talking about him. It would just take one Riftkeeper sympathizer overhearing to spill the beans. He was an old colleague of hers, but he turned from sciontics over a decade ago—around the time we moved down to Toehold. He thought my aunt's research was dangerous, and required more regulation. He didn't stay in touch, but he, well… let's just say he looked out for us."
8-9	"I trust you'll keep this in confidence. We can't exactly go around telling people that our patron is the leader of the Grey Legion and the only person on Summit that the Riftkeepers hate as much as they hated my aunt. He was a Scion before he went to go work for the Riftkeepers, you know. I think he was studying some of the records the Scions kept from around the time of the Great Unravelling, and he found something about what caused it. He saw that sciontics were dangerous, and thought he might convince the Riftkeepers to find some middle ground for regulating its study. I think they saw him as a knowledgeable turncoat who might sell my aunt out. The fact that he never did is the main reason I've trusted him so far. He protected us for too long to betray us now."

Trust	Answer
10+	"I wish I knew what he stood to gain. If he just wanted the artifact, well… he already had it. Why go to such lengths to bring me up the mountain? Maybe he still does believe in the value of sciontics. You know, it was my aunt who sponsored his admission into the College Inventors all those years ago. She said he had basically forged his entire application because of his chequered past. He came up from nothing. He used to work in some mine that was basically a forced labour camp and he was the only person to get out of there alive. And despite all that, she saw something in him—something she was willing to stake her reputation on. Whatever's going on in his head, he's our only ally. The dice have been cast and our fates are entwined, one way or another. He gave me this for emergencies, but you're probably better off hanging onto it." • Add 1 *"Grey Legion Striker Rune"* to 1 Hero's Inventory • The Heroes have concluded this Dialogue Path and will not receive further information or Items for asking about it • After the campaign, read "Something Out of Nothing" in the *EMBERWIND*™ Lore Archive to learn more about Greyhand's background

HIDDEN: RECEIVED ITEM

Grey Legion Striker Rune

Effect: +1 **A** or +2 **P**.

Action: N/A   **Use:** N/A

Dialogue Path: Pavina's death

Trust	Answer
0-3	"I… I don't want to talk about it."
4-6	"I went to pick up some things in town. When I got back, I found her in a pool of blood on the floor, throat cut, already cold. We knew the Riftkeepers were after her, although I still can't be sure it was them. I can't bear to think I left her there alone."
7-8	"I had no one I could turn to when I came back from the market and found her. I had to… no one should have to face that alone. I laid her to rest by the workshop. She was happy there. She could spend days experimenting with a new design or mechanism. I don't know how she'd feel about us using a fake funeral as a cover story. Respect it, probably. She was pragmatic like that. She was so brilliant. I can only hope to be as smart as her one day."
9-10	"I still feel a little crummy about using her funeral as a cover story for heading up the mountain, but Pavina Brightling was a pragmatist. I think she would have understood. Not that she wasn't a loving person—she just showed love in other ways. In taking me in when no one else would, even though she wasn't equipped to raise a child. In treating my curiosity as a garden to tend rather than a distraction from her work. She gave her time and her mind generously. I hope I can carry on her legacy. It broke my heart to lay her to rest, with only Buster there to hear me say goodbye."

Trust	Answer
11+	"I never should have gone on that supply run to Toehold. I was gone maybe an hour. I came home and found her dead in the workshop. It makes me sick thinking about it. I was buying a part—I don't know why I'm still carrying it, it just reminds me of how I found her. The first sign something was wrong was that the workshop door was open. We keep it hidden, so whoever did it was already there when I headed out. They watched me leave. They waited until I was too far down the path to hear if she screamed. And then they went in and cut her throat. Imagine me, placing orders with the blacksmith and choosing the biggest eggs from the farmer while she lay on the floor, bleeding out. I haven't slept right in a month. It haunts me at night. It helped some to lay her to rest, and I used some of the leftover wire from the artifact to design her a special grave marker in the shape of a harp. It was her favourite instrument, I think because it reminded her of Bones of the Mountain—you know those seven ancient pillars you can see glinting in the Wound like silver strings? I like to believe she would've appreciated the symbolism."

- Add 1 *"Ardwinnow Hammer"* to 1 Hero's Inventory
- The Heroes have concluded this Dialogue Path and will not receive further information or Items for asking about it
- After the campaign, look at the Storyteller Section for "A Path of Cinders" (p. 179) to learn more about how Aetona designed Pavina's gravemarker

HIDDEN: RECEIVED ITEM

Ardwinnow Hammer

Effect: *AUTO-HIT* (Skip **CAP**). All Adjacent Foes take 5 *PIERCING* Damage.

Action: Free   **Use:** 1

Note: All standard numeric page references in the following tables refer to the campaign book.

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Dialogue Path: Sciontics

◆ If any Hero has the "College of Inventors" Anchor, Aetona responds as if she has +1 Trust

Trust	Answer
0-4	"The Riftkeepers made the practice illegal so many years ago that history has forgotten why. They punish anyone caught discussing sciontics, so be careful when you mention it. Ask them, and the Scions were dangerous meddlers who tampered with powerful forces they didn't understand. I have my own opinions, but unless I'm in the privacy of my cottage, I keep them to myself."
5-6	"That's a dangerous question. Obviously my aunt was involved in sciontics. I'm sure the Riftkeepers would love to have me on record saying I'm interested as well. If you ask anyone dressed in purple, sciontics is the discredited branch of magic that's too dangerous to so much as speak aloud. But they've been afraid of it so long they've forgotten what it actually is. That's going to come back to bite them."
7-8	"Sciontics is an ancient field of study that tries to harness natural forces to accomplish specific tasks. For instance, you could try catching lightning with a metal rod and then use it to power a machine, or mix two liquids together to see how they combine. The key distinction is that sciontics isn't really magic. A good Scion simply tries to understand the world as it is, and then uses that knowledge with purpose. Tempering iron to make steel is a form of sciontics. The necessity of building a wagon with round wheels instead of square ones is an observation based on sciontic principles. So in a way, sciontics is just a way of looking at the world, not to strip it of its mysteries, but see the beauty in their explanations."

Trust	Answer
9-10	"It's a tricky thing. Being a Scion often means being a teacher. I want people to be open to its possibilities, which is a challenge, because so few generally are. I have to emphasize the good and downplay the bad if I want anyone to listen. But even I have to admit that the Riftkeepers have a point when they shriek about sciontics being dangerous. Sciontics are dangerous, in the same way that a reefspine rumbler or a storm is dangerous if you don't understand it. The natural world is filled with powerful things beyond our control. Accidents happen when people tamper with elements they don't yet understand."
11+	"A good Scion takes responsibility for their experiments. That's why I'm so nervous about unveiling the artifact. We had barely tested it before it got stolen. Now it's been missing for a month, and it could have been tampered with. It's especially dangerous because, well... some of the ancient records suggest that the Scions were experimenting with this specific kind of technology when the Unravelling occurred. Not just using wires to transfer energy, but also information. What if you could send a thought along a wire? Or even more important, what if you could build a network of wires that could make their own thoughts? I know, I know, it sounds impossible, but this what they were working on when the world fell to pieces. I've tried tinkering with some of those ideas in my own experiments, but this is the most functional thing I was able to make." • Add 1 *"Livewire Waker"* to 1 Hero's Inventory • The Heroes have concluded this Dialogue Path and will not receive further information or Items for asking about it • After the campaign, look for the forthcoming campaign EMBERWIND™: The Clockwork City to learn more about the Scions' experiments

HIDDEN: RECEIVED ITEM

Livewire Waker

Effect: Adjacent Hero recovers from *FALLEN*. That Hero heals 10 HP.

Action: Fast   **Use:** 1

Ask about the Festival of Sparks

Trust	Answer
0-3	"You've never been? You'll love it! Everyone does. The Festival is a celebration of magical invention. Mages from across the skies come to Summit to share their greatest achievements and enchantments. But you don't need to know a thing about magic to enjoy the Festival. There's music, dancing, and more than enough food and drink to go around. Everyone goes up the mountain to enjoy themselves, and the spectacle is unlike anything you've ever seen."
4-5	"It's a tradition that dates back to before the Unravelling! Inventors come from across Axia to showcase the latest innovations. Even if you haven't made a name for yourself, they'll give you a spot in Inventor's Alley. The main stage is reserved for the most notable projects and inventors, and it's always juried by the Circle of Guilds, which means the Riftkeepers have final say in what goes up. My aunt used to enter some of her inventions, back when she kept a lower profile."
6-7	"The Festival dates back to the days before the Unravelling, over a thousand years ago. Back then it was run by the Scions' Guild, and the Riftkeepers didn't even exist. It must have been incredible to behold. Then the world shattered, and the Riftkeepers rose from the cracks. They banned the Scions for reasons they can no longer explain, and the College of Inventors was born--a watered-down version of Scions' Guild that survives at the pleasure of the Riftkeepers. Summit loves the Festival too much for them to ban it, but they keep a tight grip on who gets stage time. When they realized my aunt was disguising her inventions as magic, when really they were based on sciontics, we had to start going in disguise."

Trust	Answer
8+	"The Festival of Sparks is my favourite time of year. It makes me feel like a kid again. My aunt used to take me every year and sit at the booth to tell guests about her inventions. Then the Riftkeepers started to catch on to the fact she was using sciontics, and we stopped getting time on the main stage. For a while we came up with fake enchantments to hide the sciontics powering our inventions, but even that was dangerous. Finally she was just too high-profile to go as an inventor, so we'd just be faces in the crowd. But we'd always, always go. She'd get me a crispy-fried potato airship and I'd sit on her shoulders and eat it during the displays on the main stage. I invented a blade machine to replicate how they cut the potatoes later, but there's still something special about the ones at the festival. I didn't fully understand it at the time, but that's where I learned how to think like an inventor. I loved seeing the wonderful things people would dream up. I wanted to have grand ideas of my own. My Aunt taught me how to channel that passion into sciontics, but the Festival gave me a love for innovation."

- Add 1 *"Crispy-Fried Potato Airship"* to 1 Hero's Inventory
- The Heroes have concluded this Dialogue Path and will not receive further information or Items for asking about it
- After the campaign, read Greyhand's thoughts on Aetona in the Storyteller's Section for "The Sparkstone Steps" (p. 195-196) to learn more about her blade machine for cutting airship potatoes

HIDDEN: RECEIVED ITEM

Crispy-Fried Potato Airship

Effect: Heal 1 HP.

Action: Free   **Use:** 1

Dialogue Path: The Nullsong Tapestry

Trust	Answer
0-4	"Look, I've told you everything you need to know. The rest would be lost on you."
5-6	"If I've done my math right, the Nullsong Tapestry should dampen, or maybe even override the signal the artifact gives off. I haven't tested it with the artifact itself, but I think that when the Nullsong Tapestry gets powered up, it'll act as another layer on top of the artifact's song, producing a more neutral response. It's very technical. And it's kind of experimental. But most importantly, it's all we've got right now."
7-8	"The Nullsong Tapestry isn't the best plan B, but it's better than nothing. At the very least, if the artifact starts misbehaving, this should give off a tonal signal that will keep it in check and reduce the fallout. Hopefully we won't even need it. Honestly, it kind of worried me how intense my aunt was about it. The way she told me to build it if anything ever happened to her, or to the artifact—it freaks me out. It's like she knew she was going to die and I would be stuck with dealing with this mess all alone."

Trust	Answer
9+	"To understand the Nullsong Tapestry, you have to understand the artifact first. Think of the artifact as being kind of like the control console of an airship, except instead of controlling a vessel it's attached to, it controls the city's ancient automata—even without being connected to them.. When it's powered up, it gives signals to accelerate, or slow down, or veer right, or fire weapons—things like that. The Nullsong Tapestry is like an inhibitor placed on those commands. When played overtop of the artifact's song, it should replace the more dangerous commands with different behaviours. It was one of my aunt's many contingency plans, from her hidden weapons caches to her encrypted diaries to her experimental devices. I think she was always expecting someone to come kill her. That's why she was so hard on me when I was growing up. She never knew how much time she'd get to get me ready to face the world on my own. Imagine living like that? This is the device she was working on in the days before... you know. It makes me feel weird hanging on to it. I'd rather you take it."

- Add 1 *"Claptrap Cuff"* to 1 Hero's Inventory
- The Heroes have concluded this Dialogue Path and will not receive further information or Items for asking about it
- After the campaign, read Storyteller Section on "The Wound" to learn more about Pavina's paranoia and contingency plans

HIDDEN: RECEIVED ITEM

Claptrap Cuff

Effect: *AUTO-HIT* (Skip **CAP**). 1 Adjacent Foe skips their first Action next Turn.

Action: Fast   **Use:** 1

Dialogue Path: How the mission is going

Trust	Answer
0-1	"We're following a wanted fugitive through sewers and abandoned tunnels that even the city's law enforcement don't want to delve into. I'd say things are going pretty great."
2-3	"Considering how things were going yesterday, I'd say we're doing pretty well. Today there have been no wholesale massacres of all my allies. Just attempted massacres. And to be honest, we're more-or-less on schedule. As long as I get to test the artifact, we should be looking good heading into the unveiling at the Festival of Sparks."
4-5	"I mean, we're alive and we should have time enough to inspect the artifact before we unveil it to the world, but... I have this uneasy feeling. Like there are other forces at play. Like I'm putting together a jigsaw without all the pieces or any idea what the finished thing should look like. Actually, that sounds like a fun game. This... this is fun too, but... I don't know. A more stressful kind of fun."

Trust	Answer
6+	"We've had a couple close calls, but we're on schedule and safe for the moment. Still, I can't help but feel like something's wrong. Or about to go wrong. I just don't think we have the full picture. I don't think Hamara has the full picture. I don't even think Greyhand has the full picture, and he seems to know everything. I want to keep forging onward, but there are so many unknowns. For now we proceed with caution and keep an eye on the exits. If things go off the rails, this might come in handy." • Add 1 *"Brightburst Grenade"* to 1 Hero's Inventory • The Heroes have concluded this Dialogue Path and will not receive further information or Items for asking about it

HIDDEN: RECEIVED ITEM

Brightburst Grenade

Effect: (*AUTO-HIT* (Skip **CAP**). Target Foe within 3 Squares of you suffers *DAZE*. All Foes adjacent to your Target also suffers *DAZE*.

Action: Fast   **Use:** 1

Dialogue Path: The Grey Legion

◆ If any Hero has the "Grey Legion" Anchor, Aetona responds as if she has +1 Trust

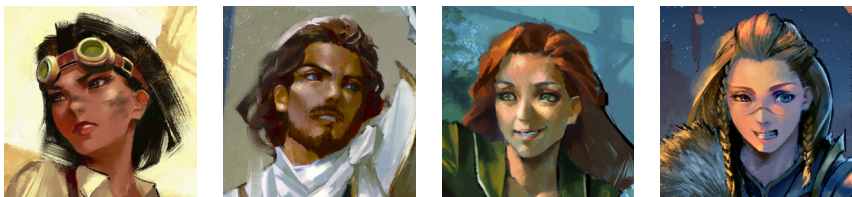| Trust	Answer
0-1	"The Grey Legion and the Riftkeepers had a falling out, and no one knows why. The Legion used to be the Riftkeepers' thugs, and now they're Greyhand's thugs, which means their kind of our thugs. "
2-4	"For the longest time, I couldn't understand why my aunt wasn't more worried about getting a visit from them. After all, back then the Grey Legion was supposed to be the Riftkeepers' bulldogs, and the Riftkeepers always had her in their sights. But we have nothing to worry about. They hate the Riftkeepers more than they distrust Scions."
5-8	"Greyhand is their leader, but they call him 'the Greyhand' like it's a title or something. He plays his cards close to his chest, and very little is known about him by the general population. A few see him as a bogeyman, but just as many paint him a folk hero now that he's broken off from the Riftkeepers. The Grey Legion serve the purple, doing all the dirty jobs so the Riftkeepers could play at being diplomats and politicians with clean hands and clean consciences. A lot is about to change on this mountain."

Trust	Answer
9+	"As far as I know, Greyhand built himself an almost cult-like following in the Grey Legion. I don't think the Riftkeepers realized the monster they'd created in him. When they finally tried to strip him of his power, it was too late. He walked out with their whole army—even the Vaultguard. I think he knew he could leverage the long history of malcontent in the Grey Legion to his advantage. The Riftkeepers have always treated them like second-class citizens. If I remember my history right, the Grey Legion used to be the Riftkeepers' conscript army made up of disavowed soldiers desperate for work. Desperate enough to abandon friends and family for the shadow life of a Grey Legionary and kept in line by the promise of maybe one day being promoted to the Riftkeeper ranks. The Riftkeepers exploited this for centuries. Greyhand's just the latest to take advantage. And now somehow I've got myself wrapped up in his schemes, and it terrifies me. All I want to do is honour my aunt's legacy, and I think Greyhand knows that. I just hope I'm not walking into a trap. Here, take one of these. Greyhand's right-hand man gave me some in case of emergency. If something goes wrong, maybe it will help."

- Add 1 *"Grey Legion Shadow Rune"* to 1 Hero's Inventory

- The Heroes have concluded this Dialogue Path and will not receive further information or Items for asking about it

- After the campaign, read "Whispers of the Forgotten" in the *EMBERWIND*™ Lore Archive to learn more about the early days of the Grey Legion

HIDDEN: RECEIVED ITEM

Grey Legion Shadow Rune

Effect: +2 🏋.

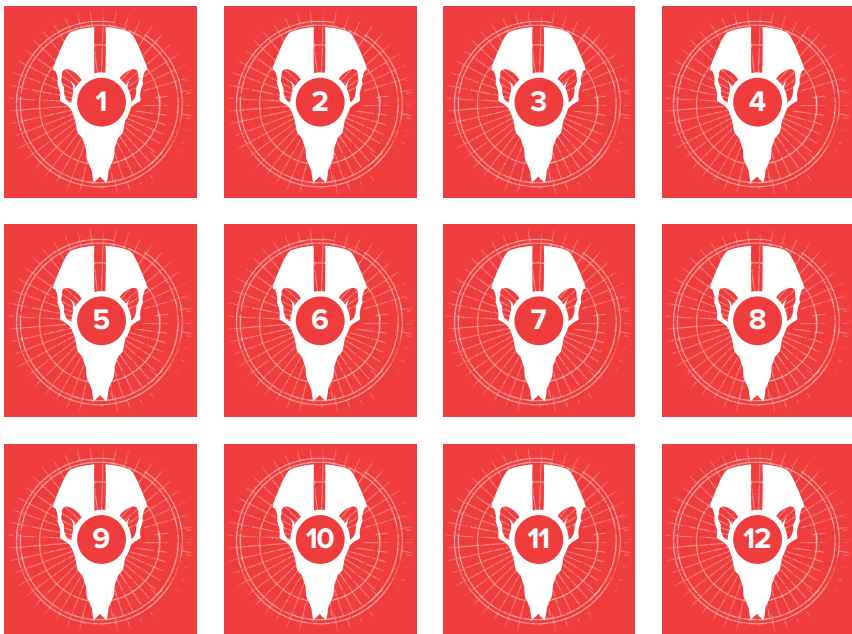**Action:** N/A **Use:** N/A

Trim out each of the Tokens below. These may be used in conjunction with the maps found in the Map Package.

OBJECTIVE
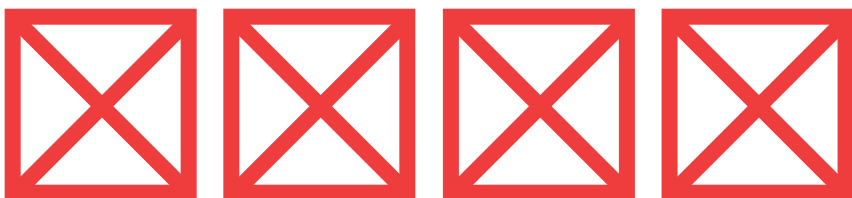

HEROES

GRUNT FOES
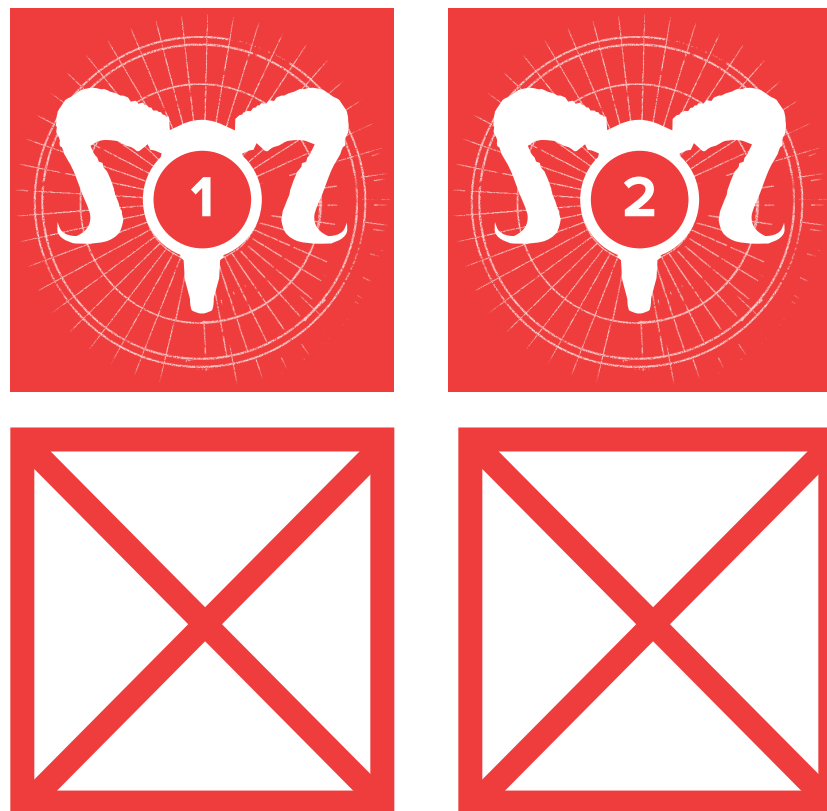

DESTROYED COVER

AWAKENED FOES

ELITE FOE

QUICK GUIDE: HERO TURNS

Flip for Quick Guide: Foe Turns.
For full Rules, see Appendix.

STEP 1
STARTING YOUR TURN:

Each Hero Action has a speed. Each Turn, you have:

| 2 Slow Actions | OR | 1 Slow Action & 2 Fast Actions | OR | 4 Fast Actions |

You may take any number of Free Actions.

STEP 2
SELECTING YOUR TARGETS:

Action Targeting: Actions can Target Combatants (yourself, other Heroes, or Foes), the Battlefield (Squares or the entire map), or a combination of the above. Any Action that includes at least 1 Foe as a Target requires a **CAP Check**. Actions that do not include any Foes do not require **CAP Checks**.

Action Range: Actions can only include Target(s) that are within the specified **Action Range**.

[1] **Cover:** You cannot Target Combatant(s) [and/or Square(s)] if there is 1 or more **Square(s) of Cover** *(Local Field Effect)* between you and your Target.

STEP 3
RESOLVING YOUR ACTIONS:

CAP Check: If your Action includes 1 or more Foes as a Target, you must roll 1d20 and check the Roll Result against your **"C"**, **"A"**, and **"P"** Values.

C If your Roll Result is ≤ your **"C"** Value, your Action is a **Critical Hit*** and proceed to **Step 4**. If your Roll Result is > your **"C"** Value, proceed to **"A"**.

AUTO-CRIT: An Action with this Special Property do not require a **CAP Check** and is treated as though you rolled a Critical Hit.

A If your Roll Result is ≤ your **"A"** Value, your Action Hits your Target and proceed to **"P"**. If your Roll Result is > your **"A"** Value, your Action Misses.

AUTO-HIT: An Action with this Special Property do not require a **CAP Check** and is treated as though you hit your Target. However, *AUTO-HIT* Actions never bypass Barrier Values.

P If your Roll Result is ≤ your **"P"** Value, your Action bypasses your Target's Barrier Values. If your Roll Result is > your **"P"** Value, the Damage of your Action is reduced. Proceed to **Step 4**.

PIERCING: An Action with this Special Property always bypasses Barrier Values when calculating Damage dealt.

STEP 4
DEALING DAMAGE:

Normal Hits: Roll the associated damage dice for your Action. If you bypassed your Target's Barrier Values, subtract your Roll Result from your Target's HP. If you failed to bypass, reduce your Roll Result by your Target's corresponding Barrier Value before subtracting the remainder from their HP.

*Critical Hits: A Critical Hit automatically hits your Target, bypasses their Barrier Values, and deals the maximum Damage associated with that Action.

HEALING:

If your Action includes Healing, roll the associated healing dice with your Action. Add the Roll Result to that Hero's Current HP. A Hero's Current HP cannot exceed their maximum HP and you cannot heal a *FALLEN* Target.

SPECIAL ACTIONS TYPES & THEIR RESOURCES:

Trigger Actions: Can be used out of Turn Order if the Trigger Condition is met. You must have enough unused Action Points remaining in your Action Pool to expend on the Trigger Action.

Trigger Limit: The total amount of Trigger Actions you can use per Round.

Sustain Actions: Actions may have a Sustain Effect. If they do, they can have their Sustain Effect applied at the start of each of your Turns following the initial use of that Action. Initiating the Action will use an amount of your **Action Pool** equal to that Action's Speed, but maintaining the Action's Sustain Effect does not deplete your Action Pool. Any interruption to Sustaining that Effect will require you to expend Action Points to initiate the Effect all over again.

Sustain Limit: The total amount of Sustain Effects that you can have active each Round. Multiple copies of the same Effect count separately.

Amplify Actions: The power of an Action can be increased with an Amplify Effect. Amplify Effects may exist within an Action or exist independently as Amplify Actions, which can be applied to other Actions. You may decide to apply Amplify Effects after you have made all dice rolls.

Amplify Limit: The total amount of Amplify Effects and Amplify Actions you can use per Round.

Tide-Turner Actions: Your most powerful Actions. They are activated by expending a Tide-Turner Charge in addition to any other costs.

EMBERWIND

STEP 1

STARTING A FOE'S TURN:

Read the Foe's Default Characteristics.

TIP: Players seeking additional challenge may read the Foe's Optional Modifiers as well.

STEP 2

USING THEIR ACTION CHAIN:

Roll 1d6 to determine the Foe's Action Chain.

[2] Action Chain: Begin with the centre Hex. Then, progress through adjacent Hexes in the direction of the Roll Result. Perform the Action listed in each Hex in order.

Move Hex: The Foe travels a number of Unoccupied Squares up to the value listed in the Hex. Each Diagonal Square transversed counts as 1 Movement.

Basic Attack Hex: The Foe Targets a Hero with their Basic Attack. If the Foe has a Melee and Ranged option, it prioritises its preferred Basic Attack.

Special Ability Hex: The Foe's strongest powers.

STEP 3

SELECTING A FOE'S TARGETS:

Action Targeting: Foes move toward and Target Combatants using a combination of their Default Characteristics, Optional Modifiers, Combat Flairs, and the Effects of their Actions. If Targeting is unspecified, the Narrator/Storyteller has the Foe act in its best interest.

No Valid Target: If a Hex has no valid Target, the Foe skips that Hex and continues with the next Action in their Action Chain.

Action Range: See Quick Guide: Hero Turns.

[1] Cover: See Quick Guide: Hero Turns.

STEP 4

RESOLVING FOE'S ACTIONS:

Foes do not roll **CAP Checks**. Instead, Heroes avoid Foe Actions using **Defence Checks**. When Targeted by a Foe's Action, the Hero makes a Defence Check by rolling 1d20 and compares the Roll Result to the corresponding Defence Value matching the Icon listed directly after the name of the Foe's Action. If the Roll Result > Hero's Defence Value, the Hero is Hit and proceed to **Step 5**.

STEP 5

DEALING DAMAGE:

The Narrator/Storyteller rolls the Damage Dice listed in the Foe's Action. Reduce the Roll Result by the corresponding Hero's Barrier Value, then subtract the remainder from the Hero's Current HP. If the Hero's Current HP becomes 0, that Hero becomes **FALLEN**.

ADDITIONAL EFFECTS:

Foe Actions may have additional Effects. If a Hero is hit by an Action that includes an additional Effect, that Hero will need to roll additional Defence Checks to determine whether they suffer from those Effects. Which Defence Value the Hero must make a Check against is listed directly after the additional Effect.

SPECIAL PROPERTIES:

AUTO-CRIT: Foe Actions with this Special Property are treated as a **Critical Hit*** (see Quick Guide: Hero Turns).

AUTO-HIT: Foe Actions with this Special Property cannot be avoided.

PIERCING: Foe Actions with this Special Property bypass Hero Barrier Values.

REFERENCES:

[1] COVER

[2] ACTION CHAIN

	Basic Attack	
Basic Attack	Move 5 Sqs	Basic Attack
A	Basic Attack	
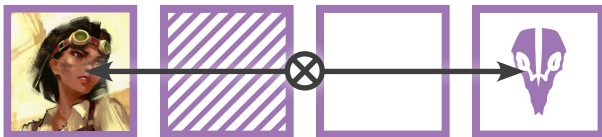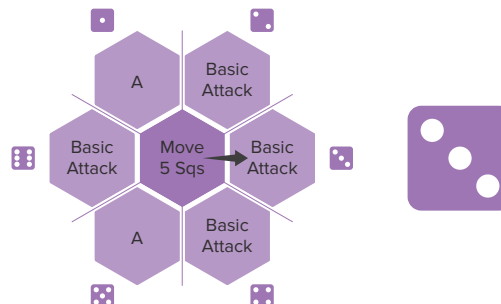
[3] FLANKING

A Hero who is adjacent to two or more Foes that occupy Squares on opposite edges or corners suffer **OFF-GUARD** *(see back of Hero Card)*. The same is true for a Foe positioned between two Heroes. **OFF-GUARD** granted from Flanking is removed when the Combatant is no longer surrounded.

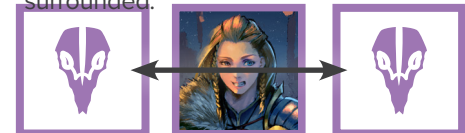| Name	Type	Target	Range	Effect	Speed
MOVEMENT				• You cannot end your Movement in an Occupied Square.	
Move Action				Move _1_ - _5_ Squares. Can move through friendly Combatants.	Slow
Shift Action				Move _1_ Squares. Can move through friendly Combatants.	Fast
MANEUVER				• You cannot end your Maneuver in an Occupied Square.	
Tumble				Move 1-3 Squares. Can move through any Combatant.	Slow
BASIC ACTIONS					
Spear	Melee	1 Foe	2	3d8 Damage 🛡.	Slow
Clockwork Crossbow	Ranged	1 Foe	5	3d8 Damage 🛡.	Slow
CLASS ACTIONS					
Opportunist	Passive -		-	+5 Damage to Damage-dealing Actions that include 1 or more *OFF-GUARD* Foe(s).	-
Trickster's Flurry	General Exploit	1 Foe	Melee 2	+3 A to **CAP** Check. 3d8 Damage 🛡. If Hit Foe is *OFF-GUARD*, +6 Damage. (*Note:* This does not include the bonus from *Opportunist*.)	Slow
Fan of Knives	General Exploit	1-3 Foes	Ranged 3	-4 A to **CAP** Check. 2d6 Damage 🛡 to Hit Foe(s). 1 per Round.	Fast
Reaper's Delight	Amplify Exploit	1 Action	-	*Amp. Effect:* When you Hit 1 or more *OFF-GUARD* Foe(s), +2 **C** to your next **CAP** Check.	Fast
Envenom	General Exploit	1 Action	-	*Amp. Effect:* When you hit 1 or more Foe(s), 1 of those Foe(s) suffers 2 Stacks of *POISON*.	Free
Pharmakon	General Exploit	1 *POISONED* Foe	Ranged 3	Remove all Stacks of *POISON* from your Target. Heal 1 Hero within 3 Squares of that Foe 1d6x[Removed Stack(s)] HP.	Slow

CLASS TIDE-TURNER ACTIONS — • Check 1 ☑ each time you use a Tide-Turner.   Tide-Turner Charges: 2 ☐ ☐

Name	Type	Target	Range	Effect	Speed
Ravenous Toxin	General Exploit	1 Foe	Ranged 3	Whenever your Target is Hit by an Action that inflicts *POISON*, +1 Stack of *POISON*. The Max Stacks of *POISON* on your Target is increased by +5.	Slow
Hidden Blade	Sustain Exploit	Self	-	You may make 1 Basic Melee Attack against an *OFF-GUARD* Foe each Round as a Free Action. 1 per Round. *Sust. Effect:* Repeat Effect.	Slow

Name: BOOTS

Tier: 2   **EXP:** /1000

HP: / 34   **Class:** Rogue

Barrier Values
🛡 Toughness:	6	🛡 Resistance:	6

Athletics:	8	Insight:	12
Endurance:	8	Knowledge:	8
Intimidate:	8	Mend:	8

Skills

Defence Values
🧍 Dodge:	8	🔒 Willpower:	6

Acrobatics:	12	Focus:	12
Stealth:	8	Fast Talk:	8
Sleight of Hand:	16	Leadership:	8

Skills

CAP Check
Critical	Accuracy	Penetration
C: 2 →	**A: 14** →	**P: 7**

• Roll 1d20 when your Action Targets at least 1 Foe.
• Must be ≤ than **CAP** Values to succeed.

Special Action Limits
Trigger: 1   **Sustain:** 1   **Amplify:** 2

Action Pool
☐ ☐ ☐ ☐

• Slow Action: Check 2 ☑ • Fast Action: Check 1 ☑

YOUR TURN:
1. Restore Action Pool. 2. Select Sustains.
3. Use up to your Action Pool of Actions.

AT END OF COMBAT:
1. Restore HP to full.
2. Remove all Conditions.

EMBERWIND

Inventory

Keepsake: The Frozen Clock

Effect: Gain 2 Action Points.

Action: Free   **Use:** 1 per Campaign   ☐

Keepsake: Emberwind Spark

Effect: Alter 1 Roll Result by up to +/- 4. Usable in any Encounter Type.

Action: Free   **Use:** 1 per Campaign   ☐

Item:

Effect:

Action: **Use:**   ☐

Item:

Effect:

Action: **Use:**   ☐

Notes

Use a blank sheet of paper to track more.

Conditions

• Check the ☑ next to the Condition for each Stack you are suffering. If a **(Max ∞)** is specified, write number of Stacks instead.

Condition	Stacks	Effect	
POISON DAMAGE OVER TIME	☐ ☐ ☐ ☐ ☐	Combatant takes 1d6 x [Stack] **PIERCING** Damage at the start of each of their Turns.	
BURNING DAMAGE OVER TIME	☐ ☐	Combatant takes 1d20 x [Stack] **PIERCING** Damage at the start of each of their Turns.	
FRAGILITY DAMAGE	☐	All Damage Combatant takes has the **PIERCING** property. **FRAGILITY** is removed next Round at the start of Combatant's Turn.	
VULNERABILITY DAMAGE	____ **(Max ∞)**	-1 x [Stack] 🛡 & 🛡.	
WEAKNESS DAMAGE	____ **(Max ∞)**	-1 x [Stack] Damage to all of your Actions.	
DAZE HIT RATE	☐	On Hero: -4 **A**.	On Foe: Heroes have +4 👤 against Actions used by Foe.
OFF-GUARD HIT RATE	☐	On Hero: -2 👤.	On Foe: +2 A to **CAP** Checks to Actions that Target only this Foe.
PRONE HIT RATE	☐	Hero: **OFF-GUARD** and cannot take Actions. Remove **PRONE** by expending 1 Fast Action during your Turn.	Foe: **OFF-GUARD** and skips first Action of Action.
SLEEP HIT RATE ACTION RESTRICTION	☐	Combatant cannot take Actions during their next Turn. **SLEEP** is removed at the end of that Turn or if the Combatant takes Damage. Actions that Target only that Combatant gains the **AUTO-CRIT** property.	
SILENCE ACTION RESTRICTION	☐	On Hero: Cannot use Spells or Tide-Turners. **SILENCE** is removed next Round at the start of Hero's Turn.	On Foe: Skips Special Ability Hexes. **SILENCE** is removed next Round at the start of Foe's Turn.
CHILL ACTION RESTRICTION	☐	On Hero: Restore -1 Action Point at the start of each your Turns.	On Foe: Skip last Action in Action Chain.
PARALYSIS ACTION RESTRICTION	☐	Combatant may only take 1 Action during their next Turn. **PARALYSIS** is removed at the end of that Turn.	

Anchors   Deadweights

Anchors	Deadweights
Clockwork	
Sparkstone	
College of Inventors	

SPECIAL PROPERTIES

AUTO-CRIT:	Action is a **Critical Hit**—hits Target, bypasses 🛡 & 🛡, and deals Max Damage.	
AUTO-HIT:	Hero Action: Skip **CAP** Check. Damage dealt is always reduced by 🛡 / 🛡.	Foe Action: Skip Hero's Defence Check.
PIERCING:	Damage bypasses 🛡 & 🛡.	

LEGEND: FOE RANKS

🛡	Grunt	🐏 Awakened	🐐 Elite	🦂	Boss

EMBERWIND

Name	Type	Target	Range	Effect	Speed
MOVEMENT				• You cannot end your Movement in an Occupied Square.	
Move Action				Move _1_ - _5_ Squares. Can move through friendly Combatants.	Slow
Shift Action				Move _1_ Squares. Can move through friendly Combatants.	Fast
MANEUVER				• You cannot end your Maneuver in an Occupied Square.	
Tumble				Move 1-3 Squares. Can move through any Combatant.	Slow
BASIC ACTIONS					
Spear	Melee	1 Foe	2	3d8 Damage 🛡.	Slow
Clockwork Crossbow	Ranged	1 Foe	5	3d8 Damage 🛡.	Slow
CLASS ACTIONS					
Thronebreaker	General Exploit	1 Foe	Melee 2	3d8 Damage 🛡. *Amp. Effect:* Reduce your 🛡 & 🛡 to 0 until the start of your next Turn to deal +7x[each Rank above 🗡] Damage.	Slow
Final Assault	General Exploit	1 Foe	Melee 2	3d8 +5x[your Hero Slot] Damage 🛡. End your Turn after *Final Assault*.	Slow
Clairvoyant Forethought	General Exploit	Self	-	Your next Trigger Action does not count toward your Trigger Limit. If you occupy the first Hero Slot (in the Initiative Order), it is also a Free Action.	Fast
Decisive Blow	Trigger Exploit	1 Hero	Ranged 3	*Trig. Cond.:* If a Hero Hits 1 or more Foe(s) with an Action, *Trig. Effect:* Apply **FRAGILITY** to 1 of those Foe(s). (*Note:* **FRAGILITY** is applied after Damage).	Fast
Energizing Victory	Trigger Exploit	1 Other Hero	Ranged 5	*Trig. Cond.:* If another Hero Hits 1 or more Foe(s) with an Action, *Trig. Effect:* That Hero's next Fast Action is a Free Action. If the Triggering Action caused 1 or more Foe(s) to become **FALLEN**, the Hero's next Slow or Fast Action is a Free Action instead.	Fast
Double or Nothing	General Exploit	Self	-	+3 **C** & -3 **A**. *Sust. Effect:* Repeat Effect.	Fast

CLASS TIDE-TURNER ACTIONS   • Check 1 ☑ each time you use a Tide-Turner.   Tide-Turner Chages: 2 ☐ ☐

Name	Type	Target	Range	Effect	Speed
Intercept	Trigger Exploit	1 Action	Ranged 5	*Trig. Cond.:* If another Hero is the Target of a Foe's Action, *Trig. Effect:* Cancel that Action. You and that Hero may swap Occupied Squares.	Free
Overturn	Trigger Exploit	1 Foe	Ranged 5	*Trig. Cond.:* If a Foe uses a Special Ability, *Trig. Effect:* Cancel that Action and 1 Other Hero gains 1 Tide-Turner Charge. 1 per Encounter.	Slow

Name BOOTS

Tier: 2   **EXP:** _____ /1000

HP: ___ / 38   **Class:** Tactician

Barrier Values
🛡 **Toughness:**	8	🛡 **Resistance:**	4
Athletics:	8	**Insight:**	8
Endurance:	8	**Knowledge:**	8
Intimidate:	16	**Mend:**	12

(Skills)

Defence Values
👤 **Dodge:**	4	🔒 **Willpower:**	10
Acrobatics:	8	**Focus:**	8
Stealth:	12	**Fast Talk:**	12
Sleight of Hand:	8	**Leadership:**	8

(Skills)

CAP Check
Critical	Accuracy	Penetration
C: 2 →	**A: 14** →	**P: 7**

• Roll 1d20 when your Action Targets at least 1 Foe.
• Must be ≤ than **CAP** Values to succeed.

Special Action Limits
Trigger: 2   **Sustain:** 1   **Amplify:** 1

Action Pool
☐ ☐ ☐ ☐

• Slow Action: Check 2 ☑ • Fast Action: Check 1 ☑

YOUR TURN:
1. Restore Action Pool. 2. Select Sustains.
3. Use up to your Action Pool of Actions.

AT END OF COMBAT:
1. Restore HP to full.
2. Remove all Conditions.

More info available on back of Card. →

EMBERWIND

Inventory

Keepsake: The Frozen Clock

Effect: Gain 2 Action Points.

Action: Free **Use:** 1 per Campaign ☐

Keepsake: Emberwind Spark

Effect: Alter 1 Roll Result by up to +/- 4. Usable in any Encounter Type.

Action: Free **Use:** 1 per Campaign ☐

Item:

Effect:

Action: **Use:** ☐

Item:

Effect:

Action: **Use:** ☐

Notes

Use a blank sheet of paper to track more.

Conditions

• Check the ☑ next to the Condition for each Stack you are suffering. If a **(Max ∞)** is specified, write number of Stacks instead.

Condition	Check	Effect	
POISON DAMAGE OVER TIME	☐☐☐ ☐☐	Combatant takes 1d6 x [Stack] **PIERCING** Damage at the start of each of their Turns.	
BURNING DAMAGE OVER TIME	☐☐	Combatant takes 1d20 x [Stack] **PIERCING** Damage at the start of each of their Turns.	
FRAGILITY DAMAGE	☐	All Damage Combatant takes has the **PIERCING** property. **FRAGILITY** is removed next Round at the start of Combatant's Turn.	
VULNERABILITY DAMAGE	_____ (Max ∞)	-1 x [Stack] 🛡 & 🛡.	
WEAKNESS DAMAGE	_____ (Max ∞)	-1 x [Stack] Damage to all of your Actions.	
DAZE HIT RATE	☐	On Hero: -4 **A**.	On Foe: Heroes have +4 🎯 against Actions used by Foe.
OFF-GUARD HIT RATE	☐	On Hero: -2 🎯.	On Foe: +2 A to **CAP** Checks to Actions that Target only this Foe.
PRONE HIT RATE	☐	Hero: **OFF-GUARD** and cannot take Actions. Remove **PRONE** by expending 1 Fast Action during your Turn.	Foe: **OFF-GUARD** and skips first Action of Action.
SLEEP HIT RATE ACTION RESTRICTION	☐	Combatant cannot take Actions during their next Turn. **SLEEP** is removed at the end of that Turn or if the Combatant takes Damage. Actions that Target only that Combatant gains the **AUTO-CRIT** property.	
SILENCE ACTION RESTRICTION	☐	On Hero: Cannot use Spells or Tide-Turners. **SILENCE** is removed next Round at the start of Hero's Turn.	On Foe: Skips Special Ability Hexes. **SILENCE** is removed next Round at the start of Foe's Turn.
CHILL ACTION RESTRICTION	☐	On Hero: Restore -1 Action Point at the start of each your Turns.	On Foe: Skip last Action in Action Chain.
PARALYSIS ACTION RESTRICTION	☐	Combatant may only take 1 Action during their next Turn. **PARALYSIS** is removed at the end of that Turn.	

Anchors   Deadweights

Anchors	Deadweights
Clockwork	
Sparkstone	
College of Inventors	

SPECIAL PROPERTIES

AUTO-CRIT:	Action is a **Critical Hit**—hits Target, bypasses 🛡 & 🛡, and deals Max Damage.	
AUTO-HIT:	Hero Action: Skip **CAP** Check. Damage dealt is always reduced by 🛡 / 🛡.	Foe Action: Skip Hero's Defence Check.
PIERCING:	Damage bypasses 🛡 & 🛡.	

LEGEND: FOE RANKS

🗡	Grunt	🐐	Awakened	🐍	Elite	💀	Boss

More info available on front of Card. →

EMBERWIND

Name	Type	Target	Range	Effect	Speed
MOVEMENT				• You cannot end your Movement in an Occupied Square.	
Move Action				Move _1_ - _5_ Squares. Can move through friendly Combatants.	Slow
Shift Action				Move _1_ Squares. Can move through friendly Combatants.	Fast
MANEUVER				• You cannot end your Maneuver in an Occupied Square.	
Tumble				Move 1-3 Squares. Can move through any Combatant.	Slow
BASIC ACTIONS					
Sigil Staff	Melee	1 Foe	1	3d8 Damage 🛡. Your first Spell each Encounter is a Free Action.	Slow
Throwing Knives	Ranged	1 Foe	3	2d6 Damage 🛡. Your first Basic Ranged Attack each Round is a Fast Action.	Slow
CLASS ACTIONS					
Raging Inferno	General Spell	1-3 Foes	Ranged 3	3d8 Damage 🛡.	Slow
Fan The Flames	General Spell	Self	-	+2 Die Types (Max d20) to your next Damage-dealing Spell. 1 per Round.	Fast
Overheat	Sustain Spell	Self	-	Whenever you use 5 *Amp. Effects*, your next Spell gains *AUTO-CRIT*. *Sust. Effect:* Repeat Effect.	Slow
Hearth's Glow	Amplify Spell	1 Spell	-	*Amp. Effect:* When you Hit 1 or more Foe(s) with a Spell, 1 Hero heals 5 HP.	Fast
Spark	Amplify Exploit	1 Spell	-	*Amp. Effect:* When you Hit 1 or more Foe(s) with a Damage-dealing Spell, +4 Damage to that Spell.	Free
Memory Lapse	General Spell	1 Foe	Ranged 7	Select a number between 1 to 5. Your Target skips that Hex in their Action Chain during their next Turn. 1 per Foe per Round.	Slow

CLASS TIDE-TURNER ACTIONS   • Check 1 ☑ each time you use a Tide-Turner.   Tide-Turner Charges: 2 ☐ ☐

Name	Type	Target	Range	Effect	Speed
Composite Magic	General Spell	Self	-	Your next 2 Spells are Free Actions.	Slow
False Bravado	General Spell	1 Foe	Ranged 7	Your Target moves up to 7 Squares directly toward you and suffers 5 Stacks of *VULNERABILITY*. All Actions that include your Target gain *AUTO-HIT* until the start of your next Turn.	Slow

Name   *CECYL*

Tier: 2   **EXP:**   /1000

HP: __ / 42   **Class:** Ardent

Barrier Values

🛡 **Toughness:**	9	🛡 **Resistance:**	5
Athletics:	8	**Insight:**	8
Endurance:	16	**Knowledge:**	12
Intimidate:	8	**Mend:**	8

Skills

Defence Values

🏃 **Dodge:**	4	🛡 **Willpower:**	5
Acrobatics:	8	**Focus:**	12
Stealth:	8	**Fast Talk:**	8
Sleight of Hand:	8	**Leadership:**	8

Skills

CAP Check

Critical	**Accuracy**	**Penetration**
C: 2 →	A: 16 →	P: 7

• Roll 1d20 when your Action Targets at least 1 Foe.
• Must be ≤ than **CAP** Values to succeed.

Special Action Limits

Trigger: 1   **Sustain:** 1   **Amplify:** 2

Action Pool

☐ ☐ ☐ ☐

• Slow Action: Check 2 ☑   • Fast Action: Check 1 ☑

YOUR TURN:
1. Restore Action Pool. 2. Select Sustains.
3. Use up to your Action Pool of Actions.

AT END OF COMBAT:
1. Restore HP to full.
2. Remove all Conditions.

More info available on back of Card. ⟶

EMBERWIND

Inventory

Keepsake: Hollow Staffhead

Effect:	Until the start of your next Turn, Cancel all Special Abilities that include you as a Target.
Action: Slow	**Use:** 1 per Campaign ☐

Keepsake: Emberwind Spark

Effect:	Alter 1 Roll Result by up to +/- 4. Usable in any Encounter Type.
Action: Free	**Use:** 1 per Campaign ☐

Item:

Effect:	
Action:	**Use:** ☐

Item:

Effect:	
Action:	**Use:** ☐

Notes

Use a blank sheet of paper to track more.

Conditions

• Check the ☑ next to the Condition for each Stack you are suffering. If a **(Max ∞)** is specified, write number of Stacks instead.

| Condition	Stacks	Description
POISON DAMAGE OVER TIME	☐ ☐ ☐ ☐ ☐	Combatant takes 1d6 x [Stack] **PIERCING** Damage at the start of each of their Turns.
BURNING DAMAGE OVER TIME	☐ ☐	Combatant takes 1d20 x [Stack] **PIERCING** Damage at the start of each of their Turns.
FRAGILITY DAMAGE	☐	All Damage Combatant takes has the **PIERCING** property. **FRAGILITY** is removed next Round at the start of Combatant's Turn.
VULNERABILITY DAMAGE	____ (Max ∞)	-1 x [Stack] 🛡 & 🛡.
WEAKNESS DAMAGE	____ (Max ∞)	-1 x [Stack] Damage to all of your Actions.

Condition	Stacks	On Hero	On Foe
DAZE HIT RATE	☐	On Hero: -4 **A**.	On Foe: Heroes have +4 🦿 against Actions used by Foe.
OFF-GUARD HIT RATE	☐	On Hero: -2 🦿.	On Foe: +2 A to **CAP** Checks to Actions that Target only this Foe.
PRONE HIT RATE	☐	Hero: **OFF-GUARD** and cannot take Actions. Remove **PRONE** by expending 1 Fast Action during your Turn.	Foe: **OFF-GUARD** and skips first Action of Action.
SLEEP HIT RATE ACTION RESTRICTION	☐	Combatant cannot take Actions during their next Turn. **SLEEP** is removed at the end of that Turn or if the Combatant takes Damage. Actions that Target only that Combatant gains the **AUTO-CRIT** property.	
SILENCE ACTION RESTRICTION	☐	On Hero: Cannot use Spells or Tide-Turners. **SILENCE** is removed next Round at the start of Hero's Turn.	On Foe: Skips Special Ability Hexes. **SILENCE** is removed next Round at the start of Foe's Turn.
CHILL ACTION RESTRICTION	☐	On Hero: Restore -1 Action Point at the start of each your Turns.	On Foe: Skip last Action in Action Chain.
PARALYSIS ACTION RESTRICTION	☐	Combatant may only take 1 Action during their next Turn. **PARALYSIS** is removed at the end of that Turn.	

Anchors / Deadweights

Anchors	Deadweights
Hamara Groveguard	
Truthbrokers	
Animal Handling	

SPECIAL PROPERTIES

AUTO-CRIT:	Action is a **Critical Hit**—hits Target, bypasses 🛡 & 🛡, and deals Max Damage.	
AUTO-HIT:	Hero Action: Skip **CAP** Check. Damage dealt is always reduced by 🛡 / 🛡.	Foe Action: Skip Hero's Defence Check.
PIERCING:	Damage bypasses 🛡 & 🛡.	

LEGEND: FOE RANKS

🛡	Grunt	🐐	Awakened	🐍	Elite	🦂	Boss

More info available on front of Card. →

EMBERWIND

Character Sheet

Name: CECYL

Tier: 2   **EXP:** ___ /1000

HP: ___ / 40   **Class:** Druid

Barrier Values

🛡 Toughness:	7	🛡 Resistance:	7

Athletics:	12		Insight:	8
Endurance:	8	Skills	Knowledge:	8
Intimidate:	8		Mend:	8

Defence Values

🧍 Dodge:	5	🔒 Willpower:	4

Acrobatics:	8		Focus:	8
Stealth:	8	Skills	Fast Talk:	12
Sleight of Hand:	12		Leadership:	16

CAP Check

Critical	Accuracy	Penetration
C: 3	→ A: 14	→ P: 7

• Roll 1d20 when your Action Targets at least 1 Foe.
• Must be ≤ than **CAP** Values to succeed.

Special Action Limits

Trigger:	1	Sustain:	2	Amplify:	1

Action Pool

☐ ☐ ☐ ☐

• Slow Action: Check 2 ☑   • Fast Action: Check 1 ☑

Name	Type	Target	Range	Effect	Speed
MOVEMENT				• You cannot end your Movement in an Occupied Square.	
Move Action				Move _1_ - _5_ Squares. Can move through friendly Combatants.	Slow
Shift Action				Move _1_ Squares. Can move through friendly Combatants.	Fast
MANEUVER				• You cannot end your Maneuver in an Occupied Square.	
Tumble				Move 1-3 Squares. Can move through any Combatant.	Slow
BASIC ACTIONS					
Sigil Staff	Melee	1 Foe	1	3d8 Damage 🛡. Your first Spell each Encounter is a Free Action.	Slow
Throwing Knives	Ranged	1 Foe	3	2d6 Damage 🛡. Your first Basic Ranged Attack each Round is a Fast Action.	Slow
CLASS ACTIONS					
Stormsurge	Passive -		-	Whenever you remove or stop Sustaining a Sust. Effect, your next Basic Melee Attack is a Free Action. 1 per Round.	-
Miring Squall	Sustain Spell	1-3 Foes	Ranged 5	1d10 *PIERCING* Damage and Hit Foes suffer -1 Square to Move Actions (Min 1). *Sust. Effect:* Repeat Effect.	Slow
Rejuvenation	Sustain Spell	1 Hero	Ranged 5	Your Target heals 1d8 HP. *Sust. Effect:* Repeat Effect.	Fast
Primal Precision	Sustain Spell	1 Hero	Ranged 5	Your Target gains 1 Stack of Advantage on their first **CAP** Check each Round. *Sust. Effect:* Repeat Effect. (*Note:* 2 Stacks of Primal Precision on the same Target results in 2 Stacks of Advantage on the first **CAP** Check).	Fast
Bloom (Growth)	General Exploit	1 Hero	Ranged 5	Remove all of your Sustain Effects from your Target. +3x[each removed Effect] Damage to your Target's next Damage-dealing Action. *Amp. Effect:* Expend 1 Fast Action to remove all Sust. Effects instead.	Free
Ancestral Return	Trigger Spell	1 *FALLEN* Foe	Ranged 5	Trig. Cond: If a Foe becomes *FALLEN*, Trig. Effect: Transfer all non-Tide-Turner Sust. Effects you are Sustaining on that Foe to another Foe within 5 Squares of your Target.	Fast

CLASS TIDE-TURNER ACTIONS — • Check 1 ☑ each time you use a Tide-Turner.   Tide-Turner Charges: 2 ☐ ☐

Name	Type	Target	Range	Effect	Speed
Resurgence	General Spell	1 Hero	Ranged 5	Your Target heals 3 HP. If your Target would become *FALLEN* from Damage, negate that Damage and remove Resurgence instead. *Sust. Effect:* Repeat Effect.	Fast
False Bravado	General Spell	1 Combatant	Ranged 5	+1 Die to all Damage-dealing and Healing Actions that include your Target.	Slow

YOUR TURN:
1. Restore Action Pool. 2. Select Sustains.
3. Use up to your Action Pool of Actions.

AT END OF COMBAT:
1. Restore HP to full.
2. Remove all Conditions.

EMBERWIND

Inventory

Keepsake: Hollow Staffhead

Effect:	Until the start of your next Turn, Cancel all Special Abilities that include you as a Target.

Action: Slow	**Use:** 1 per Campaign	☐

Keepsake: Emberwind Spark

Effect:	Alter 1 Roll Result by up to +/- 4. Usable in any Encounter Type.

Action: Free	**Use:** 1 per Campaign	☐

Item:

Effect:

Action:	**Use:**	☐

Item:

Effect:

Action:	**Use:**	☐

Notes

Use a blank sheet of paper to track more.

Conditions

• Check the ☑ next to the Condition for each Stack you are suffering. If a **(Max ∞)** is specified, write number of Stacks instead.

Condition	Stacks	Effect	
POISON DAMAGE OVER TIME	☐ ☐ ☐ ☐ ☐	Combatant takes 1d6 x [Stack] **PIERCING** Damage at the start of each of their Turns.	
BURNING DAMAGE OVER TIME	☐ ☐	Combatant takes 1d20 x [Stack] **PIERCING** Damage at the start of each of their Turns.	
FRAGILITY DAMAGE	☐	All Damage Combatant takes has the **PIERCING** property. **FRAGILITY** is removed next Round at the start of Combatant's Turn.	
VULNERABILITY DAMAGE	____ **(Max ∞)**	-1 x [Stack] 🛡 & 🛡.	
WEAKNESS DAMAGE	____ **(Max ∞)**	-1 x [Stack] Damage to all of your Actions.	
DAZE HIT RATE	☐	On Hero: -4 **A**.	On Foe: Heroes have +4 🎯 against Actions used by Foe.
OFF-GUARD HIT RATE	☐	On Hero: -2 🎯.	On Foe: +2 A to **CAP** Checks to Actions that Target only this Foe.
PRONE HIT RATE	☐	Hero: **OFF-GUARD** and cannot take Actions. Remove **PRONE** by expending 1 Fast Action during your Turn.	Foe: **OFF-GUARD** and skips first Action of Action.
SLEEP HIT RATE ACTION RESTRICTION	☐	Combatant cannot take Actions during their next Turn. **SLEEP** is removed at the end of that Turn or if the Combatant takes Damage. Actions that Target only that Combatant gains the **AUTO-CRIT** property.	
SILENCE ACTION RESTRICTION	☐	On Hero: Cannot use Spells or Tide-Turners. **SILENCE** is removed next Round at the start of Hero's Turn.	On Foe: Skips Special Ability Hexes. **SILENCE** is removed next Round at the start of Foe's Turn.
CHILL ACTION RESTRICTION	☐	On Hero: Restore -1 Action Point at the start of each your Turns.	On Foe: Skip last Action in Action Chain.
PARALYSIS ACTION RESTRICTION	☐	Combatant may only take 1 Action during their next Turn. **PARALYSIS** is removed at the end of that Turn.	

Anchors | Deadweights

Anchors	Deadweights
Hamara Groveguard	
Truthbrokers	
Animal Handling	

SPECIAL PROPERTIES

AUTO-CRIT:	Action is a **Critical Hit**—hits Target, bypasses 🛡 & 🛡, and deals Max Damage.	
AUTO-HIT:	Hero Action: Skip **CAP** Check. Damage dealt is always reduced by 🛡 / 🛡.	Foe Action: Skip Hero's Defence Check.
PIERCING:	Damage bypasses 🛡 & 🛡.	

LEGEND: FOE RANKS

🛡	Grunt	🐐	Awakened	👹	Elite	💀	Boss

More info available on front of Card. →

EMBERWIND

Character Sheet

Name	Type	Target	Range	Effect	Speed
MOVEMENT				• You cannot end your Movement in an Occupied Square.	
Move Action				Move _1_ - _5_ Squares. Can move through friendly Combatants.	Slow
Shift Action				Move _1_ Squares. Can move through friendly Combatants.	Fast
MANEUVER				• You cannot end your Maneuver in an Occupied Square.	
Tumble				Move 1-3 Squares. Can move through any Combatant.	Slow
BASIC ACTIONS					
Fencing Sword	Melee	1 Foe	1	3d10 Damage 🛡.	Slow
Greatbow	Ranged	1 Foe	5	3d8 Damage 🛡.	Slow
CLASS ACTIONS					
Marked Prey	General Exploit	1 Foe	Ranged 3	Your next Action that includes Target Foe gains *PIERCING*.	Slow
Replenishing Raid	General Exploit	1 Foe	Melee 1	3d10 Damage 🛡. If you Hit, heal 5 HP.	Slow
Howling Hail	General Exploit	1-3 Foes	Ranged 5	-10 **P** to **CAP** Check. 3d8 Damage 🛡.	Slow
Arrow Volley	General Exploit	1 Foe	Ranged 5	-4 **A** & **P** to each **CAP** Check. Make 3 Basic Ranged Attacks at your Target.	Slow + Slow
Death from Above	Amplify Exploit	1 Ranged Action	-	*Amp. Effect:* When you use a Ranged Action, you may Target Combatants behind *Cover (Local Field Effect)*.	Fast
Shearing Tempest	General Spell	Self	-	+3 Range on your next Melee Action. That Melee Action is considered as both a Melee and Ranged Action. 1 per Round.	Fast

CLASS TIDE-TURNER ACTIONS

• Check 1 ☑ each time you use a Tide-Turner.   Tide-Turner Charges: 3 ☐ ☐ ☐

Name	Type	Target	Range	Effect	Speed
Repeating Shot	General Exploit	1 Foe	Ranged 5	+4 P to **CAP** Check. 3d8 Damage 🛡. *Amp. Effect:* Expend additional Fast Actions to make +1x[expended Fast Action] *Repeating Shot(s)*.	Slow
Squadsight	Sustain Exploit	Self	-	You may calculate Range (and line of sight) as though it originated from any Square occupied by any Other Hero. *Sust. Effect:* Repeat Effect.	Fast

---

Name KARA

Tier: 2   **EXP:**   /1000

HP: / 39   **Class:** Archer

Barrier Values

🛡 Toughness:	4	🛡 Resistance:	9

Athletics:	8		Insight:	8
Endurance:	12	Skills	Knowledge:	8
Intimidate:	8		Mend:	16

Defence Values

🏃 Dodge:	7	🔒 Willpower:	4

Acrobatics:	8		Focus:	12
Stealth:	8	Skills	Fast Talk:	8
Sleight of Hand:	8		Leadership:	12

CAP Check

Critical	Accuracy	Penetration
C: 2 →	A: 17 →	P: 8

• Roll 1d20 when your Action Targets at least 1 Foe.
• Must be ≤ than **CAP** Values to succeed.

Special Action Limits

Trigger: 1   **Sustain:** 1   **Amplify:** 1

Action Pool

☐ ☐ ☐ ☐

• Slow Action: Check 2 ☑   • Fast Action: Check 1 ☑

YOUR TURN:
1. Restore Action Pool. 2. Select Sustains.
3. Use up to your Action Pool of Actions.

AT END OF COMBAT:
1. Restore HP to full.
2. Remove all Conditions.

More info available on back of Card. →

EMBERWIND

Inventory

Keepsake: Dredgerock

Effect:	Transfer all Stacks of 1 Condition from another Hero to you.
Action: Fast	**Use:** 1 per Round ☐

Keepsake: Emberwind Spark

Effect:	Alter 1 Roll Result by up to +/- 4. Usable in any Encounter Type.
Action: Free	**Use:** 1 per Campaign ☐

Item:

Effect:	
Action:	**Use:** ☐

Item:

Effect:	
Action:	**Use:** ☐

Notes

Use a blank sheet of paper to track more.

Conditions

- Check the ☑ next to the Condition for each Stack you are suffering. If a **(Max ∞)** is specified, write number of Stacks instead.

Condition	Stacks	Description	
POISON DAMAGE OVER TIME	☐☐☐ ☐☐	Combatant takes 1d6 x [Stack] **PIERCING** Damage at the start of each of their Turns.	
BURNING DAMAGE OVER TIME	☐☐	Combatant takes 1d20 x [Stack] **PIERCING** Damage at the start of each of their Turns.	
FRAGILITY DAMAGE	☐	All Damage Combatant takes has the **PIERCING** property. **FRAGILITY** is removed next Round at the start of Combatant's Turn.	
VULNERABILITY DAMAGE	____ (Max ∞)	-1 x [Stack] 🛡 & 🛡.	
WEAKNESS DAMAGE	____ (Max ∞)	-1 x [Stack] Damage to all of your Actions.	
DAZE HIT RATE	☐	On Hero: -4 **A**.	On Foe: Heroes have +4 🎯 against Actions used by Foe.
OFF-GUARD HIT RATE	☐	On Hero: -2 🎯.	On Foe: +2 A to **CAP** Checks to Actions that Target only this Foe.
PRONE HIT RATE	☐	Hero: **OFF-GUARD** and cannot take Actions. Remove **PRONE** by expending 1 Fast Action during your Turn.	Foe: **OFF-GUARD** and skips first Action of Action.
SLEEP HIT RATE ACTION RESTRICTION	☐	Combatant cannot take Actions during their next Turn. **SLEEP** is removed at the end of that Turn or if the Combatant takes Damage. Actions that Target only that Combatant gains the **AUTO-CRIT** property.	
SILENCE ACTION RESTRICTION	☐	On Hero: Cannot use Spells or Tide-Turners. **SILENCE** is removed next Round at the start of Hero's Turn.	On Foe: Skips Special Ability Hexes. **SILENCE** is removed next Round at the start of Foe's Turn.
CHILL ACTION RESTRICTION	☐	On Hero: Restore -1 Action Point at the start of each your Turns.	On Foe: Skip last Action in Action Chain.
PARALYSIS ACTION RESTRICTION	☐	Combatant may only take 1 Action during their next Turn. **PARALYSIS** is removed at the end of that Turn.	

Anchors / Deadweights

Anchors	Deadweights
Tooth and Claw Armourer	
Hooked on Tonics Merchant	
Appraisal	

SPECIAL PROPERTIES

AUTO-CRIT:	Action is a **Critical Hit**—hits Target, bypasses 🛡 & 🛡, and deals Max Damage.	
AUTO-HIT:	Hero Action: Skip **CAP** Check. Damage dealt is always reduced by 🛡 / 🛡.	Foe Action: Skip Hero's Defence Check.
PIERCING:	Damage bypasses 🛡 & 🛡.	

LEGEND: FOE RANKS

🗡	Grunt	🐐	Awakened	🐍	Elite	🕷	Boss

More info available on front of Card. ⟶

EMBERWIND

Character Sheet

Name: *KARA*

Tier: 2 **EXP:** /1000

HP: / 38

Class: Ardent

Barrier Values

🛡 Toughness:	6	🛡 Resistance:	4

Athletics:	8	Insight:	12
Endurance:	8	Knowledge:	16
Intimidate:	8	Mend:	8

Skills

Defence Values

🏃 Dodge:	6	🔒 Willpower:	8

Acrobatics:	8	Focus:	8
Stealth:	12	Fast Talk:	8
Sleight of Hand:	8	Leadership:	12

Skills

CAP Check

Critical	Accuracy	Penetration
C: 2	→ A: 15 →	P: 8

- Roll 1d20 when your Action Targets at least 1 Foe.
- Must be ≤ than **CAP** Values to succeed.

Special Action Limits

Trigger:	1	Sustain:	1	Amplify:	1

Action Pool

☐ ☐ ☐ ☐

- Slow Action: Check 2 ☑ • Fast Action: Check 1 ☑

Name	Type	Target	Range	Effect	Speed
MOVEMENT				• You cannot end your Movement in an Occupied Square.	
Move Action				Move _1_ - _5_ Squares. Can move through friendly Combatants.	Slow
Shift Action				Move _1_ Squares. Can move through friendly Combatants.	Fast
MANEUVER				• You cannot end your Maneuver in an Occupied Square.	
Tumble				Move 1-3 Squares. Can move through any Combatant.	Slow
BASIC ACTIONS					
Fencing Sword	Melee	1 Foe	1	3d10 Damage 🛡.	Slow
Throwing Knives	Ranged	1 Foe	5	2d6 Damage 🛡. Your first Basic Ranged Attack each Round is a Fast Action.	Slow
CLASS ACTIONS					
Ground Zero	General Exploit	Self	-	-2 Range on your next Spell (Min 1). All Foes Hit by your next Spell suffer 1 Stack of *BURNING*. 1 per Round.	Fast
Soul Strike	General Spell	1 Foe	Ranged 7	3d12 Damage 🛡.	Slow
Molten Rain	General Spell	1-3 Foes	Ranged 3	2d6 Damage 🛡. Hit Foe(s) suffer 1 Stack of *VULNERABILITY*.	Slow
Rising Phoenix	General Spell	1 Hero	Ranged 7	Your Target heals 1d8 + 2 HP. 1 Foe adjacent to your Target suffers 1 Stack of *BURNING*.	Slow
Gravity Well	General Spell	1 Square	Ranged 7	The nearest Foe to your Target is pulled up to 7 Squares directly toward it (if possible).	Slow
Mana Shield	Trigger Exploit	Self	-	*Trig. Cond.:* If you take Damage from an Action, *Trig. Effect:* -5 Damage Taken and your next Action cannot be a Spell. 1 per Round.	Fast

CLASS TIDE-TURNER ACTIONS • Check 1 ☑ each time you use a Tide-Turner. **Tide-Turner Charges: 3** ☐ ☐ ☐

Name	Type	Target	Range	Effect	Speed
Shatterstorm	General Exploit	1-3 Foes	Ranged 3	2d12 *PIERCING* Damage and Hit Foe(s) suffer 5 Stacks of *VULNERABILITY*.	Slow
Menacing Madness	Sustain Exploit	1 Foe	Ranged 7	Replace your Target's last valid Action in their Action Chain with a Basic Attack with *AUTO-HIT* that Targets Foe(s) of your choosing (if possible). *Sust. Effect:* Repeat Effect. (*Note:* If there are no valid Targets, that Foe skips that Action instead.)	Fast

YOUR TURN:
1. Restore Action Pool. **2.** Select Sustains.
3. Use up to your Action Pool of Actions.

AT END OF COMBAT:
1. Restore HP to full.
2. Remove all Conditions.

More info available on the back of Card. ⟶

EMBERWIND

Inventory

Keepsake: Dredgerock

Effect:	Transfer all Stacks of 1 Condition from another Hero to you.

Action:	Fast	**Use:**	1 per Round ☐

Keepsake: Emberwind Spark

Effect:	Alter 1 Roll Result by up to +/- 4. Usable in any Encounter Type.

Action:	Free	**Use:**	1 per Campaign ☐

Item:

Effect:	

Action:		**Use:**	☐

Item:

Effect:	

Action:		**Use:**	☐

Notes

Use a blank sheet of paper to track more.

Conditions

• Check the ☑ next to the Condition for each Stack you are suffering. If a **(Max ∞)** is specified, write number of Stacks instead.

Condition	Stacks	Effect	
POISON DAMAGE OVER TIME	☐☐☐ ☐☐	Combatant takes 1d6 x [Stack] **PIERCING** Damage at the start of each of their Turns.	
BURNING DAMAGE OVER TIME	☐☐	Combatant takes 1d20 x [Stack] **PIERCING** Damage at the start of each of their Turns.	
FRAGILITY DAMAGE	☐	All Damage Combatant takes has the **PIERCING** property. **FRAGILITY** is removed next Round at the start of Combatant's Turn.	
VULNERABILITY DAMAGE	_____ (Max ∞)	-1 x [Stack] 🛡 & 🛡.	
WEAKNESS DAMAGE	_____ (Max ∞)	-1 x [Stack] Damage to all of your Actions.	
DAZE HIT RATE	☐	On Hero: -4 **A**.	On Foe: Heroes have +4 🎯 against Actions used by Foe.
OFF-GUARD HIT RATE	☐	On Hero: -2 🎯.	On Foe: +2 A to **CAP** Checks to Actions that Target only this Foe.
PRONE HIT RATE	☐	Hero: **OFF-GUARD** and cannot take Actions. Remove **PRONE** by expending 1 Fast Action during your Turn.	Foe: **OFF-GUARD** and skips first Action of Action.
SLEEP HIT RATE ACTION RESTRICTION	☐	Combatant cannot take Actions during their next Turn. **SLEEP** is removed at the end of that Turn or if the Combatant takes Damage. Actions that Target only that Combatant gains the **AUTO-CRIT** property.	
SILENCE ACTION RESTRICTION	☐	On Hero: Cannot use Spells or Tide-Turners. **SILENCE** is removed next Round at the start of Hero's Turn.	On Foe: Skips Special Ability Hexes. **SILENCE** is removed next Round at the start of Foe's Turn.
CHILL ACTION RESTRICTION	☐	On Hero: Restore -1 Action Point at the start of each your Turns.	On Foe: Skip last Action in Action Chain.
PARALYSIS ACTION RESTRICTION	☐	Combatant may only take 1 Action during their next Turn. **PARALYSIS** is removed at the end of that Turn.	

Anchors / Deadweights

Anchors	Deadweights
Tooth and Claw Armourer	
Hooked on Tonics Merchant	
Appraisal	

SPECIAL PROPERTIES

AUTO-CRIT:	Action is a **Critical Hit**—hits Target, bypasses 🛡 & 🛡, and deals Max Damage.
AUTO-HIT:	Hero Action: Skip **CAP** Check. Damage dealt is always reduced by 🛡 / 🛡. — Foe Action: Skip Hero's Defence Check.
PIERCING:	Damage bypasses 🛡 & 🛡.

LEGEND: FOE RANKS

🗡	Grunt	🐂	Awakened	𝕾	Elite	🦇	Boss

EMBERWIND

Name: TYRELLA

Tier: 2 **EXP:** ___/1000

HP: ___ / 35 **Class:** Atlanta

Barrier Values

🛡 Toughness:	8	🛡 Resistance:	6

Athletics:	16	Insight:	8
Endurance:	12	Knowledge:	8
Intimidate:	8	Mend:	8

(Skills)

Defence Values

🧍 Dodge:	5	🔒 Willpower:	5

Acrobatics:	8	Focus:	12
Stealth:	8	Fast Talk:	12
Sleight of Hand:	8	Leadership:	8

(Skills)

CAP Check

Critical	Accuracy	Penetration
C: 2 →	A: 14 →	P: 10

• Roll 1d20 when your Action Targets at least 1 Foe.
• Must be ≤ than **CAP** Values to succeed.

Special Action Limits

Trigger: 1 **Sustain:** 2 **Amplify:** 1

Action Pool

☐ ☐ ☐ ☐

• Slow Action: Check 2 ☑ • Fast Action: Check 1 ☑

Name	Type	Target	Range	Effect	Speed
MOVEMENT				• You cannot end your Movement in an Occupied Square.	
Move Action				Move _1_ - _5_ Squares. Can move through friendly Combatants.	Slow
Shift Action				Move _1_ Squares. Can move through friendly Combatants.	Fast
MANEUVER				• You cannot end your Maneuver in an Occupied Square.	
Tumble				Move 1-3 Squares. Can move through any Combatant.	Slow
BASIC ACTIONS					
Battlehammer	Melee	1 Foe	1	3d12 Damage 🛡.	Slow
Longbow	Ranged	1 Foe	5	3d8 Damage 🛡.	Slow
CLASS ACTIONS					
Muse of War	Passive -		-	Your first 2 *Warsongs* each Encounter are Free Actions.	-
Warsong: Call of the Whitemane	General Exploit	All Other Heroes	Ranged 5	+1 👤 to your Target(s) until the end of the Encounter.	Slow
Warsong: Strengthen the Line	General Spell	All Other Heroes	Ranged 5	Your Target(s) heal 5 HP.	Slow
Sunspear	General Exploit	1 Foe	Melee 1	3d12 Damage 🛡. *Amp. Effect:* Expend 1 Fast Action to heal all other Heroes 3 HP.	Slow
Sweeping Strike	General Exploit	1 Foe	Melee 2	3d12 Damage 🛡. *Amp. Effect:* Expend 1 Fast Action to cause Hit Foe to be knocked **PRONE**.	Slow
Finish Them	Trigger Exploit	1 **PRONE** Foe	Ranged 5	*Trig. Cond.:* If a Foe is knocked **PRONE**, *Trig. Effect:* 1 Hero within 5 Squares of you may make 1 Basic Attack against that Foe as a Free Action. If they Hit, deal +10 Damage.	Fast
CLASS TIDE-TURNER ACTIONS				• Check 1 ☑ each time you use a Tide-Turner.	Tide-Turner Charges: 2 ☐ ☐
Warsong: Ballad of Restoration	Sustain Spell	All Other Heroes	Ranged 5	Your Target(s) heal 5 HP. *Sust. Effect:* Repeat Effect.	Slow
Warsong: Lionsong	General Exploit	All Other Heroes	Ranged 5	+5 Damage to each of your Target(s) next Damage-dealing Action. *Amp. Effect:* Expend 1 Slow Action to improve Damage by +10 instead.	Fast

YOUR TURN:
1. Restore Action Pool. 2. Select Sustains.
3. Use up to your Action Pool of Actions.

AT END OF COMBAT:
1. Restore HP to full.
2. Remove all Conditions.

More info available on back of Card. →

EMBERWIND

Inventory

Keepsake: Plucky Tooth Amulet

Effect:	When reduced to 0 HP for the first time, retain 1 HP instead. Gain +10 to 🛡 & 🛡 until the start of your next Turn.
Action: Free	**Use:** 1 per Campaign ☐

Keepsake: Emberwind Spark

Effect:	Alter 1 Roll Result by up to +/- 4. Usable in any Encounter Type.
Action: Free	**Use:** 1 per Campaign ☐

Item:

Effect:	
Action:	**Use:** ☐

Item:

Effect:	
Action:	**Use:** ☐

Notes

Conditions

• Check the ☑ next to the Condition for each Stack you are suffering. If a **(Max ∞)** is specified, write number of Stacks instead.

Condition	Check	Description
POISON DAMAGE OVER TIME	☐☐☐ ☐☐	Combatant takes 1d6 x [Stack] **PIERCING** Damage at the start of each of their Turns.
BURNING DAMAGE OVER TIME	☐☐	Combatant takes 1d20 x [Stack] **PIERCING** Damage at the start of each of their Turns.
FRAGILITY DAMAGE	☐	All Damage Combatant takes has the **PIERCING** property. **FRAGILITY** is removed next Round at the start of Combatant's Turn.
VULNERABILITY DAMAGE	_____ (Max ∞)	-1 x [Stack] 🛡 & 🛡.
WEAKNESS DAMAGE	_____ (Max ∞)	-1 x [Stack] Damage to all of your Actions.

Condition	Check	On Hero	On Foe
DAZE HIT RATE	☐	On Hero: -4 **A**.	On Foe: Heroes have +4 🎯 against Actions used by Foe.
OFF-GUARD HIT RATE	☐	On Hero: -2 🎯.	On Foe: +2 A to **CAP** Checks to Actions that Target only this Foe.
PRONE HIT RATE	☐	Hero: **OFF-GUARD** and cannot take Actions. Remove **PRONE** by expending 1 Fast Action during your Turn.	Foe: **OFF-GUARD** and skips first Action of Action.
SLEEP HIT RATE ACTION RESTRICTION	☐	Combatant cannot take Actions during their next Turn. **SLEEP** is removed at the end of that Turn or if the Combatant takes Damage. Actions that Target only that Combatant gains the **AUTO-CRIT** property.	
SILENCE ACTION RESTRICTION	☐	On Hero: Cannot use Spells or Tide-Turners. **SILENCE** is removed next Round at the start of Hero's Turn.	On Foe: Skips Special Ability Hexes. **SILENCE** is removed next Round at the start of Foe's Turn.
CHILL ACTION RESTRICTION	☐	On Hero: Restore -1 Action Point at the start of each your Turns.	On Foe: Skip last Action in Action Chain.
PARALYSIS ACTION RESTRICTION	☐	Combatant may only take 1 Action during their next Turn. **PARALYSIS** is removed at the end of that Turn.	

Anchors | Deadweights

Anchors	Deadweights
The Raincloud	
The Grove	
Cloudbreak	
Drinking	

SPECIAL PROPERTIES

AUTO-CRIT:	Action is a **Critical Hit**—hits Target, bypasses 🛡 & 🛡, and deals Max Damage.
AUTO-HIT:	Hero Action: Skip **CAP** Check. Damage dealt is always reduced by 🛡 / 🛡. / Foe Action: Skip Hero's Defence Check.
PIERCING:	Damage bypasses 🛡 & 🛡.

LEGEND: FOE RANKS

🛡	Grunt	🐂	Awakened	🐍	Elite	💀	Boss

Use a blank sheet of paper to track more.

More info available on front of Card. ➡

EMBERWIND

Name	Type	Target	Range	Effect	Speed
MOVEMENT				• You cannot end your Movement in an Occupied Square.	
Move Action				Move _1_ - _5_ Squares. Can move through friendly Combatants.	Slow
Shift Action				Move _1_ - _2_ Squares. Can move through friendly Combatants.	Fast
MANEUVER				• You cannot end your Maneuver in an Occupied Square.	
Tumble				Move 1-3 Squares. Can move through any Combatant.	Slow
BASIC ACTIONS					
Battlehammer	Melee	1 Foe	1	3d12 Damage 🛡.	Slow
Longbow	Ranged	1 Foe	5	3d8 Damage 🛡.	Slow
CLASS ACTIONS					
Sudden Ambush	Passive	-		+5 Damage to your next Damage-dealing Action after you Teleport (Max +5).	-
Shadowsteel Step	General Exploit	1 Unocc. Square	Ranged 3	Teleport to your Target. Then if you occupy a Square adjacent to a Foe, Teleport 1 Other Hero (from anywhere in the Battlefield) to an unoccupied Flanking Square. 1 per Round.	Fast
Assassin's Mark	General Exploit	1 Foe	Melee 1	3d12 Damage 🛡. +2 **C** on all your subsequent Actions that include Hit Foe as a Target.	Slow
Malicious Strike	General Exploit	1 Foe	Melee 1	3d12 Damage 🛡. If *Malicious Strike* Hits a Foe suffering from 1 or more Condition(s), deal +3 Damage per unique Condition. *Amp. Effect:* When you hit 1 or more **OFF-GUARD** Foe(s), +2 **C** to your next **CAP** Check.	Slow
Reaper's Delight	Amplify Exploit	1 Action	-	*Amp. Effect:* When you Hit 1 or more **OFF-GUARD** Foe(s), +2 **C** to your next **CAP** Check.	Fast
Tactical Retreat	Trigger Exploit	1 Action	-	*Trig. Cond.:* If you are the Target of a Basic Attack, *Trig. Effect:* That Action Misses and you may make 1 Move Action directly after as a Free Action.	Fast
CLASS TIDE-TURNER ACTIONS				• Check 1 ☑ each time you use a Tide-Turner. Tide-Turner Charges: 2 ☐ ☐	
Hidden Blade	Sustain Exploit	Self	-	You may make 1 Basic Melee Attack against an **OFF-GUARD** Foe each Round as a Free Action. 1 per Round. *Sust. Effect:* Repeat Effect.	Slow
Trickster's Reserve	General Exploit	Self	-	Remove all Stacks of 1 Condition. Heal 10 HP. Make 1 Move Action as a Free Action, and if a Foe is within range, make 2 Basic Melee Attacks as Free Actions. *Special:* Lose all Tide-Turner Charges to use Trickster's Reserve while **FALLEN** during your Turn. If you do, you recover from **FALLEN**, then gain the above Effects.	Slow

Name TYRELLA

Tier: **2** EXP: _____ /1000

HP: ___ / 33 Class: **Rogue**

Barrier Values
🛡 Toughness:	8	🛡 Resistance:	6

Athletics: **8** · Insight: **12**
Endurance: **16** · Knowledge: **8**
Intimidate: **12** · Mend: **8**
Skills

Defence Values
🧍 Dodge:	5	🔒 Willpower:	5

Acrobatics: **12** · Focus: **8**
Stealth: **8** · Fast Talk: **8**
Sleight of Hand: **8** · Leadership: **8**
Skills

CAP Check
Critical → **Accuracy** → **Penetration**
C: **4** → A: **10** → P: **6**

• Roll 1d20 when your Action Targets at least 1 Foe.
• Must be ≤ than **CAP** Values to succeed.

Special Action Limits
Trigger: **1** Sustain: **2** Amplify: **1**

Action Pool
☐ ☐ ☐ ☐

• Slow Action: Check 2 ☑ • Fast Action: Check 1 ☑

YOUR TURN:
1. Restore Action Pool. 2. Select Sustains.
3. Use up to your Action Pool of Actions.

AT END OF COMBAT:
1. Restore HP to full.
2. Remove all Conditions.

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EMBERWIND

Inventory

Keepsake: Plucky Tooth Amulet

Effect:	When reduced to 0 HP for the first time, retain 1 HP instead. Gain +10 to 🛡 & 🛡 until the start of your next Turn.
Action: Free	**Use:** 1 per Campaign ☐

Keepsake: Emberwind Spark

Effect:	Alter 1 Roll Result by up to +/- 4. Usable in any Encounter Type.
Action: Free	**Use:** 1 per Campaign ☐

Item:

Effect:	
Action:	**Use:** ☐

Item:

Effect:	
Action:	**Use:** ☐

Notes

Conditions

- Check the ☑ next to the Condition for each Stack you are suffering. If a **(Max ∞)** is specified, write number of Stacks instead.

Condition	Stacks	Effect	
POISON DAMAGE OVER TIME	☐ ☐ ☐ ☐ ☐	Combatant takes 1d6 x [Stack] **PIERCING** Damage at the start of each of their Turns.	
BURNING DAMAGE OVER TIME	☐ ☐	Combatant takes 1d20 x [Stack] **PIERCING** Damage at the start of each of their Turns.	
FRAGILITY DAMAGE	☐	All Damage Combatant takes has the **PIERCING** property. **FRAGILITY** is removed next Round at the start of Combatant's Turn.	
VULNERABILITY DAMAGE	_____ **(Max ∞)**	-1 x [Stack] 🛡 & 🛡.	
WEAKNESS DAMAGE	_____ **(Max ∞)**	-1 x [Stack] Damage to all of your Actions.	
DAZE HIT RATE	☐	On Hero: -4 **A**.	On Foe: Heroes have +4 👤 against Actions used by Foe.
OFF-GUARD HIT RATE	☐	On Hero: -2 👤.	On Foe: +2 A to **CAP** Checks to Actions that Target only this Foe.
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Anchors / Deadweights

Anchors	Deadweights
The Raincloud	
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SPECIAL PROPERTIES

AUTO-CRIT:	Action is a **Critical Hit**—hits Target, bypasses 🛡 & 🛡, and deals Max Damage.
AUTO-HIT:	Hero Action: Skip **CAP** Check. Damage dealt is always reduced by 🛡 / 🛡. / Foe Action: Skip Hero's Defence Check.
PIERCING:	Damage bypasses 🛡 & 🛡.

LEGEND: FOE RANKS

🐍	Grunt	🐐	Awakened	🐍 Elite	💀 Boss