EMBERWIND™
WAILING SONG
SUPPORT PACKAGE

## V1.1.0

Thank you for downloading the *EMBERWIND™: Wailing Song* Support Pack!

## HOW TO USE THIS PACKAGE

This Support Pack includes all the printouts required to play the *EMBERWIND™: Wailing Song* Vignette. 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 (except for Token Sheets).

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EMBERWIND
WAILING SONG

# ROOK

**Tier:** 2

**HP:** / 42 **Class:** Atlanta

## Barrier Values

| Toughness: | 8 | Resistance: | 4 |
|---|---|---|---|

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

## Defence Values

| Dodge: | 6 | Willpower: | 8 |
|---|---|---|---|

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

## CAP Check

| Critical | Accuracy | Penetration |
|---|---|---|
| C: 1 → | A: 14 → | 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 Square. 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** | | | | • Circle corresponding Barrier Value. | |
| **Spear** | Melee | 1 Foe | Melee 2 | 3d8 Damage ***VS*** 🛡. | Slow |
| **Crossbow** | Ranged | 1 Foe | Ranged 5 | 3d6 Damage ***VS*** 🛡. | Slow |
| **CLASS ACTIONS** | | | | | |
| **Skewer** | General Exploit | 1 Foe | Melee 2 | 3d8 Damage ***VS*** 🛡. Amp. Effect: Expend 1 Fast Action to cause Hlt Foe to become ***FALLEN***. | Slow |
| **Lion's Pounce** | General Exploit | - | - | Make a Move Action as a Free Action. If 1 or more Foe(s) is within Basic Melee Attack Range at the end of your Move Action, you may make a Basic Melee Attack against 1 of those Foes as a Free Action with +2 **A** and +2 **P**. | Slow + Fast |
| **Guided Weapon** | Sustain Spell | 1 Hero | Ranged 5 | +2 **A** if your Target is 1 Other Hero ***OR*** +4 **A** if your Target is *Self. Sust. Effect*: Repeat Effect. | Slow |
| **Warsong: Exhilarating Anthem** | General Exploit | All Other Heroes | Ranged 5 | Target Other Heroes may alter their next Roll result by +/-2. | Slow |
| **Word of Comfort** | General Spell | 1 Hero | Ranged 5 | Target heals 1d10 HP. *Amp. Effect:* Expend additional Fast Actions to heal +5x[each additional Fast Action] HP. | Fast |
| **Warsong: Strengthen the Line** | General Spell | All Other Heroes | Ranged 5 | Your Target(s) heal 5 HP. | Slow |
| **CLASS TIDE-TURNER ACTIONS** | | | | • Check 1 ☑ each time you use a Tide-Turner. Tide-Turner Charges: ☐ ☐ | |
| **Blaze of Glory** | Sustain Spell | Self | - | Your Damage-dealing Actions cause Hit Foe(s) to suffer 1 Stack of ***BURNING***. Any Damage dealt by your Actions may be dealt ***VS*** 🛡. Sust. Effect: Repeat Effect. | Fast |
| **Pegasus Charger** | Sustain Spell | Self | - | Your first Move Action and Basic Melee Attack each Round are Free Actions. *Sust. Effect*: Repeat Effect. | Slow + 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.

*More info available on back of Card.* →

EMBERWIND

# Inventory

**Item:** Service Medal

**Effect:** Your next Action gains ***AUTO-CRIT***.

**Action:** Fast **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:**

**Item:**

**Effect:**

**Action:** **Use:**

**Item:**

**Effect:**

**Action:** **Use:**

*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.

| | | | |
|---|---|---|---|
| ***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 |
|---|---|
| Gelspar | |
| The Chasers | |
| Airship - Weapons | |
| | |
| | |

## 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 back of Card.* →

EMBERWIND

# LAUREAT

**Tier:** 2

**HP:** / 38 **Class:** Druid

## Barrier Values

| Toughness: | 4 | Resistance: | 8 |
|---|---|---|---|

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

## Defence Values

| Dodge: | 10 | Willpower: | 4 |
|---|---|---|---|

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

## CAP Check

| Critical | Accuracy | Penetration |
|---|---|---|
| C: 2 → | A: 16 → | 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:** 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 Square. 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** | | | | • Circle corresponding Barrier Value. | |
| **Staff** | Melee | 1 Foe | Melee 1 | 3d8 Damage ***VS*** 🛡. Your 1st Spell each Encounter is a Free Action. | Slow |
| **Throwing Knives** | Ranged | 1 Foe | Ranged 5 | 3d6 Damage ***VS*** 🛡. Your 1st Basic Ranged Attack each Round is a Fast Action. | Slow |
| **CLASS ACTIONS** | | | | | |
| **Wildfire** | Sustain Spell | 1 Foe | Ranged 5 | 2d6 ***PIERCING*** Damage. *Sust. Effect*: Repeat Effect and also deal Damage to Foes adjacent to your Target. | Slow |
| **Bloom** | General Exploit | 1 Foe | Ranged 5 | ***AUTO-HIT***. Remove all of your Sustained Effects on your Target and they take 5 x [removed Effect] ***PIERCING*** Damage. *Amp. Effect*: Expend 1 Fast Action to remove all Sustain Effects your Target instead. | Slow |
| **Rejuvenation** | Sustain Spell | 1 Hero | Ranged 5 | Your Target heals 1d8 HP. *Sust. Effect*: Repeat Effect. | Fast |
| **Restore** | Sustain Spell | 1 Hero | Ranged 5 | Remove up to 2 Stacks of 1 Condition from your Target. *Sust. Effect*: Repeat Effect. | Fast |
| **Primal Fury** | Sustain Spell | 1 Hero | Ranged 5 | +2 **P** to your Target and they may make 1 Basic Melee during their Turn as a Free Action. *Sust. Effect*: Repeat Effect. | Fast |
| **Rusting Entanglement** | Trigger Spell | 1 Foe | Ranged 5 | *Trig. Cond.*: If a Foe takes a Move Action, *Trig. Effect*: Cancel that Action. Your Target suffers 2 Stacks of ***VULNERABILITY***. | Fast |
| **CLASS TIDE-TURNER ACTIONS** | | | | • Check 1 ☑ each time you use a Tide-Turner. Tide-Turner Charges: ☐ ☐ | |
| **Gift of Life** | General Spell | All Other Heroes | Ranged 5 | Your Target(s) recover from ***FALLEN*** (if possible) and Heal 10 HP. | Slow |
| **Stoneskin** | Trigger Spell | Self | - | *Trig. Cond.*: If you would take Damage from a Foe's Action, *Trig. Effect*: Negate that and all other Damage you take until the start of your next Turn. | Free |

**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

**Item:** Silverglades Shard

**Effect:** Negate the Effect of *Concentrated Miasma (Local Field Effect)* on you.

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

**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:**

**Item:**

**Effect:**

**Action:** **Use:**

**Item:**

**Effect:**

**Action:** **Use:**

*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.

| | | | |
|---|---|---|---|
| ***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

Hearth Crystal

The Silverglades

# Deadweights

## 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 back of Card.* →

EMBERWIND

# RATH

**Tier:** 2

**HP:** / 34 **Class:** Rogue

## Barrier Values

| Toughness: | 6 | Resistance: | 6 |
|---|---|---|---|

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

## Defence Values

| Dodge: | 10 | Willpower: | 4 |
|---|---|---|---|

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

## CAP Check

| Critical | Accuracy | Penetration |
|---|---|---|
| C: 3 → | A: 14 → | 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:** 1 **Amplify:** 2

## 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 Square. 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** | | | | • Circle corresponding Barrier Value. | |
| **Axe** | Melee | 1 Foe | Melee 1 | 3d8 Damage ***VS*** 🛡. | Slow |
| **Bow** | Ranged | 1 Foe | Ranged 5 | 3d8 Damage ***VS*** 🛡. | Slow |
| **CLASS ACTIONS** | | | | | |
| **Spinal Tap** | General Exploit | 1 Foe | Melee 1 | 3d8 Damage ***VS*** 🛡. If *Spinal Tap* Hits an ***OFF-GUARD*** Foe, they are knocked ***PRONE***. | Slow |
| **Pinpoint Strike** | General Exploit | 1 Foe | Melee 1 | +2 **C** during *Pinpoint Strike*. 3d8 Damage ***VS*** 🛡. If *Pinpoint Strike* is amplified with *Dual Attack*, deal 2x Damage instead. | Slow |
| **Dual Attack** | Amplify Exploit | 1 Damage-Dealing Action | - | *Amp. Effect:* When you Hit 1 or more Foe(s) with a Damage-dealing Action, deal 1.5x Damage. 1 per Action. | Fast |
| **Envenom** | Amplify Exploit | 1 Action | - | *Amp. Effect:* When you Hit 1 or more Foe(s) with an Action, 1 of those Foe(s) suffers 2 Stacks of ***POISON***. | Fast |
| **Toxic Shock** | Trigger Exploit | 1 ***POISONED*** Foe | Ranged 3 | *Trig. Cond.:* If a ***POISONED*** Foe uses a non-Movement Action, *Trig. Effect:* Cancel that Action. Deal 3 x [each Stack of ***POISON*** on that Foe] ***PIERCING*** Damage. | Fast |
| **Shadowsteel Step** | General Exploit | 1 Square | Ranged 3 | Teleport to Target Square. If you now occupy a Square adjacent to a Foe, you may Teleport 1 other Hero to an unoccupied Square Flanking that Foe. | Fast |
| **CLASS TIDE-TURNER ACTIONS** | | | | • Check 1 ☑ each time you use a Tide-Turner. Tide-Turner Charges: ☐ ☐ | |
| **Heatseeker** | Sustain Exploit | Self | - | All Damage-dealing Actions you use deal ***PIERCING*** Damage. *Sust. Effect:* Repeat Effect. | Slow |
| **Fool's Luck** | Trigger Exploit | 1 Action | Field | *Trig. Cond.*: If you are the Target of a Foe's Action, *Trig. Effect:* Target Foe becomes the Target of that Action instead of you. If there are no valid Targets, the Action Misses you 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

**Item:** Clockwork Heart

**Effect:** +1 Action Point this Turn.

**Action:** Free **Use:** 1 Per Combat ☐

**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:**

**Item:**

**Effect:**

**Action:** **Use:**

**Item:**

**Effect:**

**Action:** **Use:**

*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.

| | | | |
|---|---|---|---|
| ***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 |
|---|---|
| Kendrick Maddox | |
| Smuggling | |
| Airship - Sky Sailing | |
| | |
| | |

## 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 back of Card.* →

EMBERWIND

# PIPER

**Tier:** 2

**HP:** / 35 **Class:** Ardent

## Barrier Values

| Toughness: | 4 | Resistance: | 8 |
|---|---|---|---|

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

Skills

## Defence Values

| Dodge: | 8 | Willpower: | 6 |
|---|---|---|---|

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

Skills

## CAP Check

| Critical | Accuracy | Penetration |
|---|---|---|
| C: 3 → | A: 13 → | P: 9 |

- 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 Square. 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** | | | | • Circle corresponding Barrier Value. | |
| **Rapier** | Melee | 1 Foe | Melee 1 | 3d6 Damage ***VS*** 🛡. | Slow |
| **Wand** | Ranged | 1 Foe | Ranged 5 | 3d6 Damage ***VS*** 🛡. | Slow |
| **CLASS ACTIONS** | | | | | |
| **Soul Strike** | General Spell | 1 Foe | Ranged 7 | 3d12 Damage ***VS*** 🛡. | Slow |
| **Mana Echoes** | General Spell | 1 Foe | Ranged 7 | ***AUTO-HIT*** (Skip **CAP**). 2d8 Damage ***VS*** 🛡. | Fast |
| **Raging Inferno** | General Spell | 1-3 Foes | Ranged 3 | 3d8 Damage ***VS*** 🛡. | Slow |
| **Chains of Calamity** | Sustain Spell | 1-3 Foes | Ranged 3 | 1d6 ***PIERCING*** Damage. Until the start of your next Turn, if 1 or more Foe(s) suffering *Chains of Calamity* is the Target of a Spell Action, deal 1d6 ***PIERCING*** Damage to all Foes suffering *Chains of Calamity*. *Sust. Effect*: Repeat Effect. | Slow |
| **False Camaraderie** | General Spell | 1 Foe | Ranged 7 | -2 **A** during *False Camraderie*. Target Foe moves up to 5 Squares toward another Foe (if possible), then makes a Basic Attack with ***AUTO-HIT*** against that Foe (if possible). | Slow |
| **Times of Need** | Amplify Exploit | 1 Spell | - | *Amp. Effect*: When you use a Spell Action, you may use that Spell Action again as a Free Action directly after the previous use. You cannot use that Spell Action for the remainder of the Encounter. | Free |
| **CLASS TIDE-TURNER ACTIONS** | | | | • Check 1 ☑ each time you use a Tide-Turner. Tide-Turner Charges: ☐ ☐ | |
| **Recurring Nightmare** | Sustain Spell | 1 Foe | Ranged 7 | ***AUTO-HIT***. 2d12 Damage ***VS*** 🛡. Until the start of your next Turn, If the Foe suffering Recurring Nightmare is the Target of a Spell, Action deal 2d12 Damage ***VS*** 🛡. *Sust. Effect*: Repeat Effect. | Slow |
| **Composite Magic** | General Exploit | Self | - | Your next 2 Spells are Free Actions. | 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.

*More info available on back of Card.* →

EMBERWIND

# Inventory

**Item:** Pheonix Pinion

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

**Action:** Fast **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:**

**Item:**

**Effect:**

**Action:** **Use:**

**Item:**

**Effect:**

**Action:** **Use:**

*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.

| | | | |
|---|---|---|---|
| ***POISON***<br>DAMAGE OVER TIME | ☐☐☐☐☐ | Combatant takes 1d6 x [Stack] ***PIERCING*** Damage at the start of each of their Turns. | |
| ***BURNING***<br>DAMAGE OVER TIME | ☐☐ | Combatant takes 1d20 x [Stack] ***PIERCING*** Damage at the start of each of their Turns. | |
| ***FRAGILITY***<br>DAMAGE | ☐ | All Damage Combatant takes has the ***PIERCING*** property. ***FRAGILITY*** is removed next Round at the start of Combatant's Turn. | |
| ***VULNERABILITY***<br>DAMAGE | ____ (Max ∞) | -1 x [Stack] 🛡 & 🛡. | |
| ***WEAKNESS***<br>DAMAGE | ____ (Max ∞) | -1 x [Stack] Damage to all of your Actions. | |
| ***DAZE***<br>HIT RATE | ☐ | On Hero: -4 **A**. | On Foe: Heroes have +4 against Actions used by Foe. |
| ***OFF-GUARD***<br>HIT RATE | ☐ | On Hero: -2 . | On Foe: +2 A to **CAP** Checks to Actions that Target only this Foe. |
| ***PRONE***<br>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***<br>HIT RATE<br>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***<br>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***<br>ACTION RESTRICTION | ☐ | On Hero: Restore -1 Action Point at the start of each your Turns. | On Foe: Skip last Action in Action Chain. |
| ***PARALYSIS***<br>ACTION RESTRICTION | ☐ | Combatant may only take 1 Action during their next Turn. ***PARALYSIS*** is removed at the end of that Turn. | |

| Anchors | Deadweights |
|---|---|
| Kendrick Maddox | |
| Elise Grant | |
| Red Market Merchant | |
| Navigation | |
| | |

## SPECIAL PROPERTIES

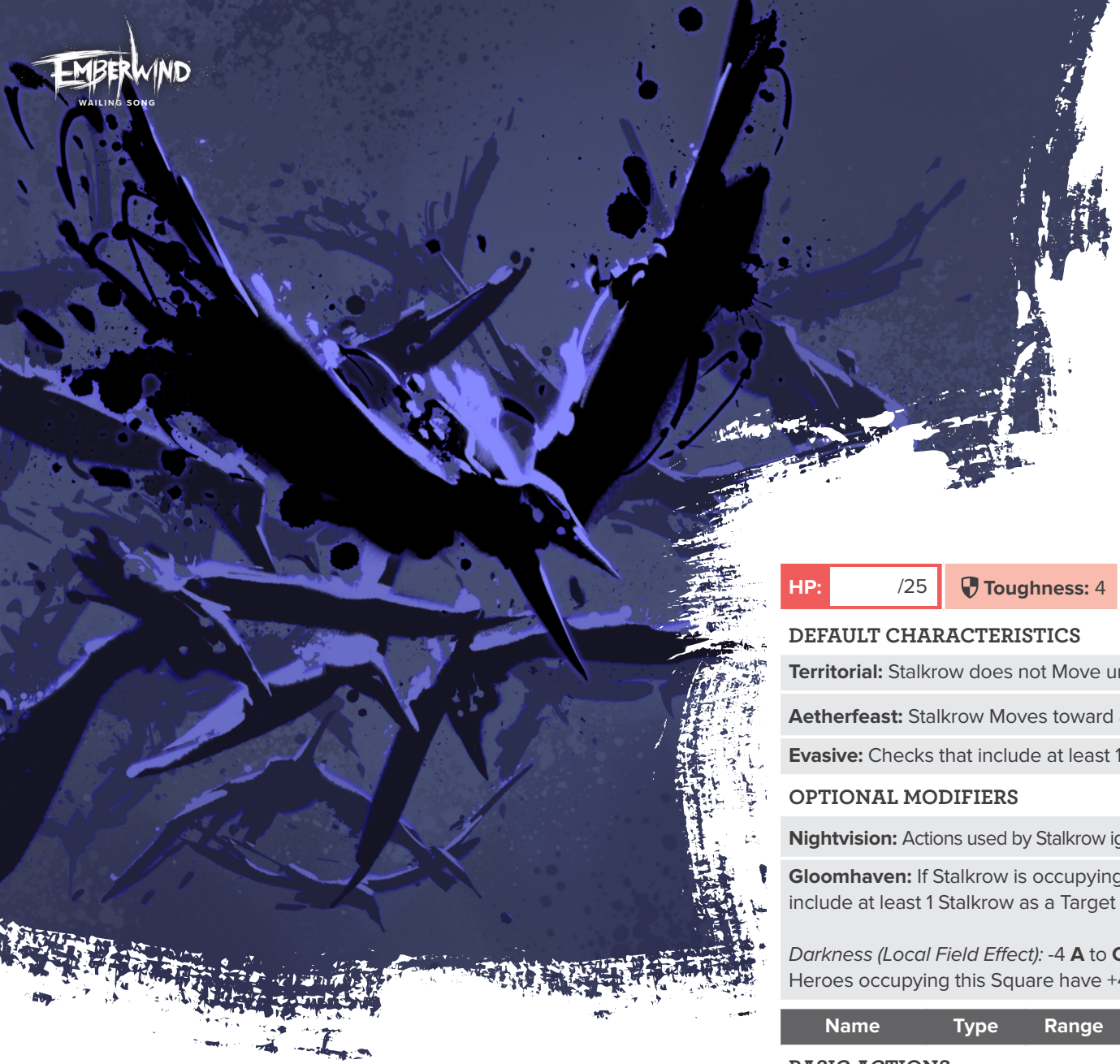
| | | |
|---|---|---|
| ***AUTO-CRIT:*** | Action is a **Critical Hit**—hits Target, bypasses 🛡 & 🛡, and deals Max Damage. | |
| ***AUTO-HIT:*** | Hero Action: Skip **CAP** Check. Damage dealt is always reduced by 🛡 / 🛡. | Foe Action: Skip Hero's Defence Check. |
| ***PIERCING:*** | Damage bypasses 🛡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

## LEGEND: FOE RANKS

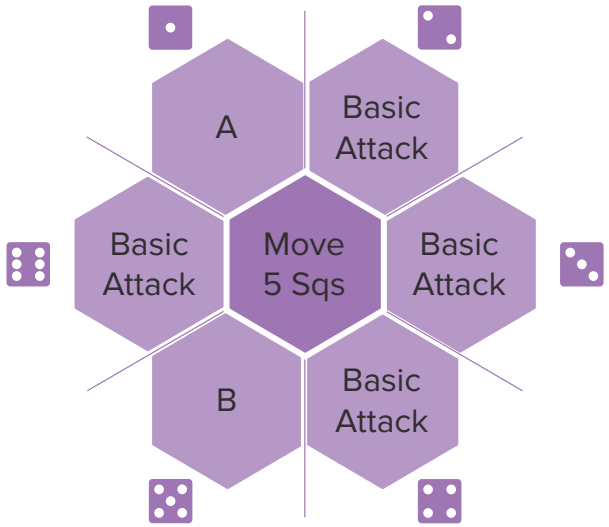
| | | | | | | | |
|---|---|---|---|---|---|---|---|
| | **Grunt** | | **Awakened** | | **Elite** | | **Boss** |

*More info available on back of Card.* →

EMBERWIND



# STALKROW




**HP:** /25 | **Toughness:** 4 | **Resistance:** 6 | **Rank:** Grunt | **Type:** Beast | **Size:** 1x1

## DEFAULT CHARACTERISTICS

**Territorial:** Stalkrow does not Move unless a Hero is within 7 Squares.

**Aetherfeast:** Stalkrow Moves toward and Targets Hero with highest .

**Evasive:** Checks that include at least 1 Stalkrow suffer 1 Stack of ***DISADVANTAGE***.

## OPTIONAL MODIFIERS

**Nightvision:** Actions used by Stalkrow ignore bonus granted by *Darkness (Local Field Effect)* to Heroes.

**Gloomhaven:** If Stalkrow is occupying a Square with *Darkness (Local Field Effect)*, Ranged Actions that include at least 1 Stalkrow as a Target suffer 1 additional Stack of ***DISADVANTAGE***.

*Darkness (Local Field Effect):* -4 **A** to **CAP** Checks to Actions that include a Foe occupying this Square. Heroes occupying this Square have +4 .

| Name | Type | Range | Effect |
|---|---|---|---|
| **BASIC ACTIONS** | | | [Storyteller only] Actions per Turn: 2 |
| **Peck** *vs* | Melee | 1 | Deal 1d10 + 10 Damage *vs* . |
| **SPECIAL ABILITIES** | | | |
| **Shadespike** *AUTO-HIT* | A | 3 | *Shadespike* Targets Hero with the highest . Deal 1d10 + 5 Damage *vs* to Target Hero and that Hero suffers -1 *vs* until the end of the Encounter. |
| **Duskburst** *vs* | B | 3 | -1 to Hit Heroes until the End of the Encounter. |

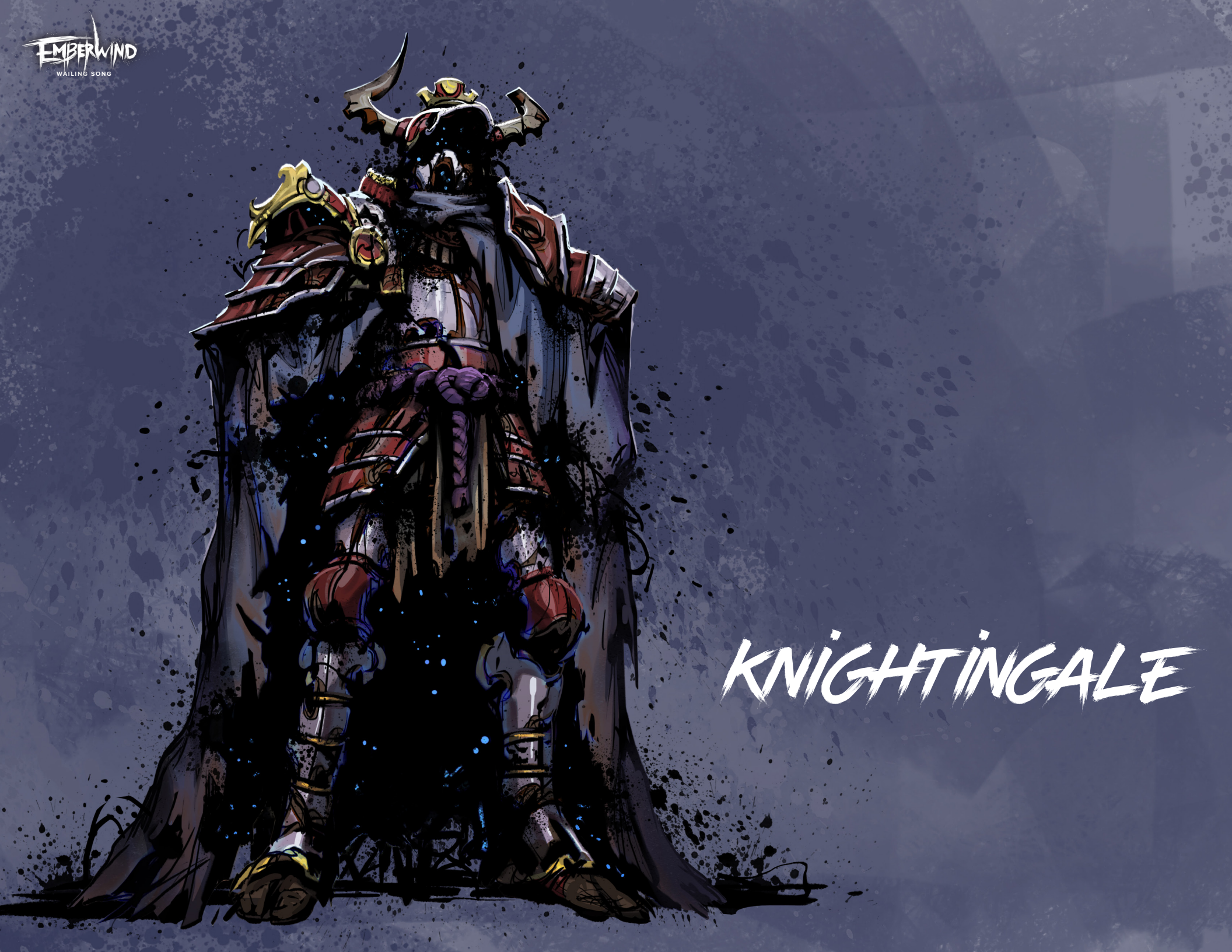
**TURN BLOCK:**

**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
WAILING SONG



# KNIGHTINGALE

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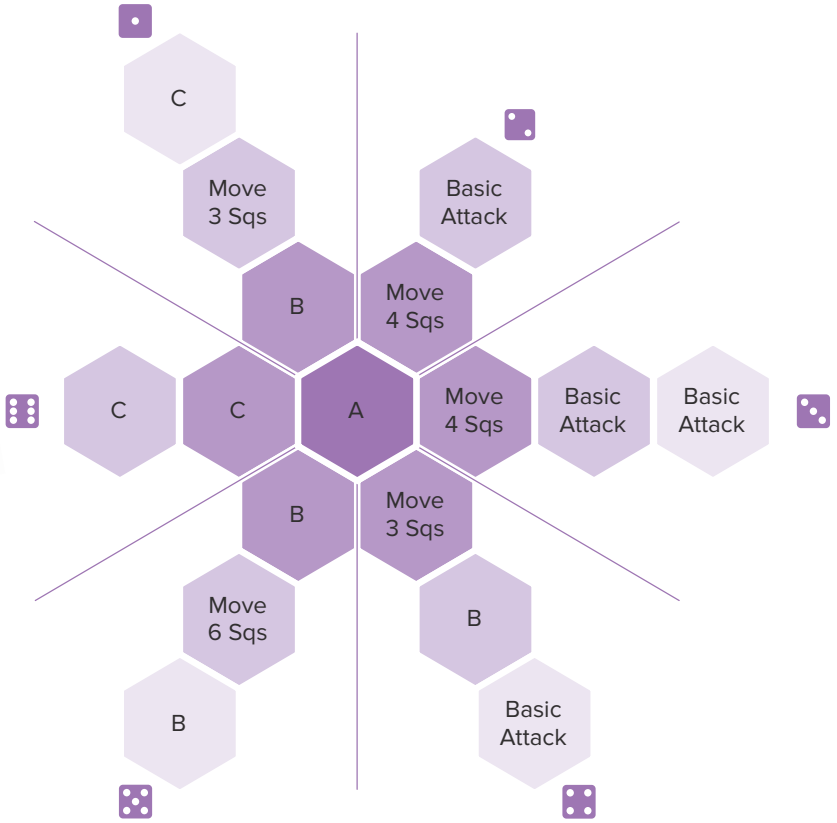
WAILING SONG

# KNIGHTINGALE




**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

**Gloomhunter:** Knightingale Moves toward and Targets nearest Hero occupying a Square with *Darkness (Local Field Effect)*. If no Heroes occupy a Square with *Darkness (Local Field Effect)*, Knightingale Moves toward and Attacks nearest Hero.

*Darkness (Local Field Effect)*: -4 **A** to **CAP** Checks to Actions that include a Foe occupying this Square. Heroes occupying this Square have +4 .

**Umbral:** Knightingale's occupied and all adjacent Squares have *Darkness (Local Field Effect)*. Squares of *Darkness (Local Field Effect)* from Umbral move with Knightingale.

*Darkness (Local Field Effect):* -4 **A** to **CAP** Checks to Actions that include a Foe occupying this Square. Heroes occupying this Square have +4 .

## OPTIONAL MODIFIERS

**Suffocating Darkness:** Knightingale is immune to ***BURNING***.

**Nightvision:** Actions used by Knightingale ignore  bonus granted by *Darkness (Local Field Effect)* to Heroes.

**Swarmhost:** Whenever Knightingale becomes ***FALLEN***, roll 1d4.
**1:** Spawn 1 Stalkrow in an unoccupied adjacent Square.
**2:** Spawn 2 Stalkrows in an unoccupied adjacent Squares.
**3:** Spawn 3 Stalkrows in an unoccupied adjacent Squares.
**4:** Spawn 4 Stalkrows in an unoccupied adjacent Squares.

**HP:** /175 | **Toughness:** 4 | **Resistance:** 6 | **Rank:** Elite | **Type:** Ebonspawn | **Size:** 1x1

| Name | Type | Range | Effect |
|---|---|---|---|
| **BASIC ACTIONS** | | | [Storyteller only] Actions per Turn: 4 |
| **Claymore** *vs* | Melee | 1 | Deal 2d10 + 5 Damage *vs* +5 Damage to Heroes occupying a Square with *Darkness (Local Field Effect)*. |
| **SPECIAL ABILITIES** | | | |
| **Cimmerian Cloak** | A | 3 | *Trig. Cond.:* Until the start of the next Round, if Knightingale is included as a Target of a Hero's Ranged Action, *Trig. Effect:* That Hero makes a  Check. If that Hero fails their Defence Check, Cancel that Action and Hit Hero Teleports to an unoccupied Square adjacent to Knightingale. If that Action was a Basic Ranged Attack or Exploit, Knightingale gains +1  until the end of the Encounter. If that Action was a Spell, Knightingale gains +1  until the end of the Encounter. |
| **Consuming Darkness** | B | 3 | Remove all Local Field Effects from all Squares except *Darkness (Local Field Effect)*. |
| **Grimtooth** *vs* | C | 5 | Deal 1d10 + 10 Damage *vs* to Hit Heroes occupying Squares with *Darkness (Local Field Effect)*. |

# EMBERWIND PARTY TRACKER CARD

## 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 | |

**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*".

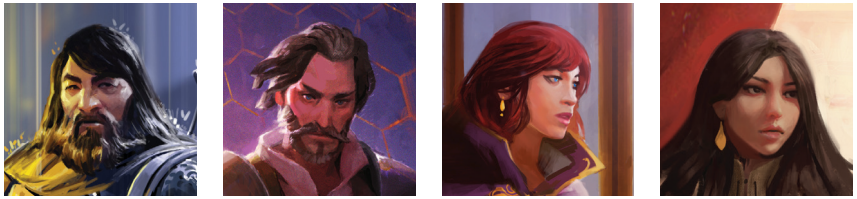
## Health & Ongoing Effects

| Foe No. | HP | Conditions and Sustain Effects |
|---|---|---|
| 1 | | |
| 2 | | |
| 3 | | |
| 4 | | |
| 5 | | |
| 6 | | |
| 7 | | |
| 8 | | |
| 9 | | |
| 10 | | |
| 11 | | |
| 12 | | |
| 13 | | |
| 14 | | |
| 1 | | |
| 2 | | |

# TOKENS

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

## HEROES

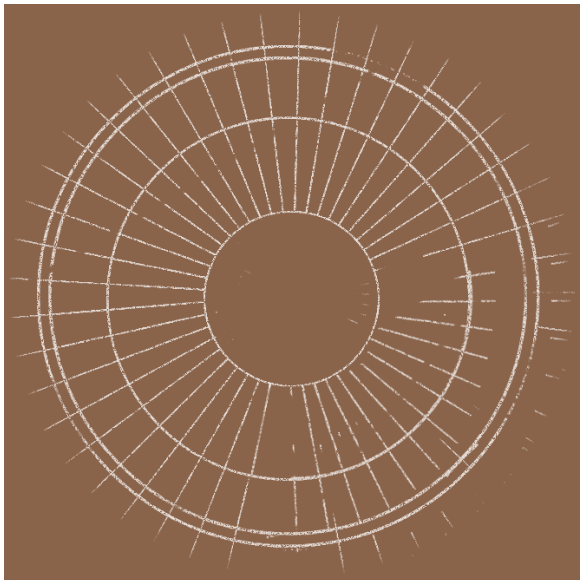


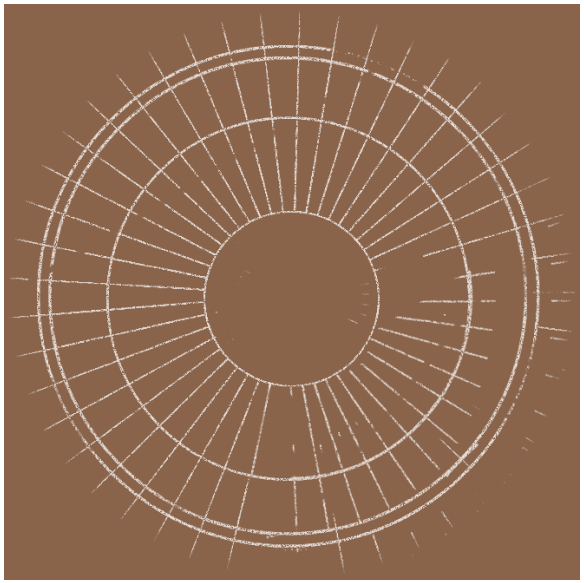
## GRUNT FOES

## ELITE FOE

## FIRE

## DARKNESS





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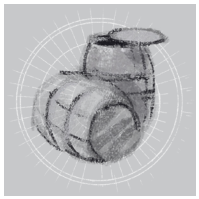
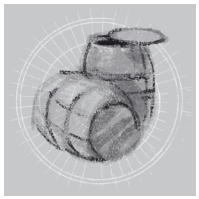
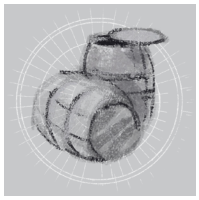
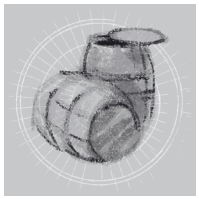
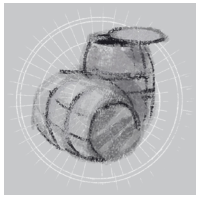
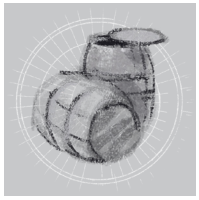
# TOKENS

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

## BARRELS

## LIGHT





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# 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.

# QUICK GUIDE: FOE TURNS

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

## 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:

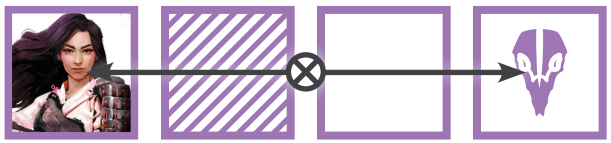
***AUTO-CRIT***: Foe Actions with this Special Property are treated as a **Critical Hit*** (see Quick Guide: Hero Turns).

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

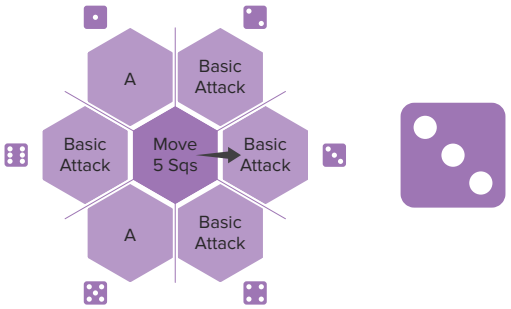
***PIERCING***: Foe Actions with this Special Property bypass Hero Barrier Values.

## REFERENCES:

### [1] COVER

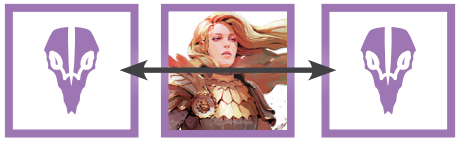


### [2] ACTION CHAIN




### [3] FLANKING

A Hero who are 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.



# QUICK GUIDE: VETERAN FOE TURNS

Flip for Step 6 & Example.

## BEFORE COMBAT

## PROMOTE FOES:

At the start of a combat, the Storyteller may promote one, some, or all Foes to their Veteran counterparts.

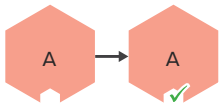
**Note:** Veteran Foes are more powerful than their normal counterparts, and feature improved statistics, an expanded A.I. Hex Grid, and can "learn" new abilities as combat progresses. If your Storyteller is using pe-written *EMBERWIND™* content and is having difficulty balancing battles, consider using the **Flow** system (located in the Variants section).

## DURING COMBAT

## STEP 1

## UNLOCK HEXES:

At the start of each Round, the Storyteller unlocks 1 Red Action Hex for each type of Veteran Foe present by marking the checkbox.




**Increasing the Rate of Learning:** Additional challenge can be found by increasing the amount of Red Action hexes that are unlocked at the start of each Round.

## STEP 2

## 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.

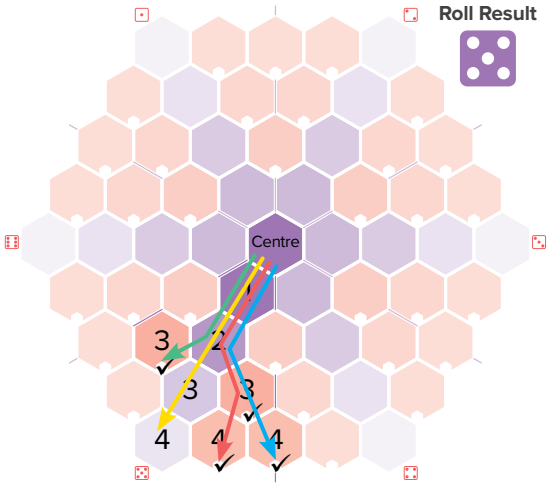
## STEP 3

## USING THEIR ACTION CHAIN:

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

[1] **Action Chain:** Begin with the centre Hex. Then progress through adjacent (purple or unlocked red) Hexes in the direction of the Roll Result. Perform the Action listed in each Hex in order.

### [1] ACTION CHAIN




**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.

**Red Action Hex:** Unlockable Action Hexes that create new Action Chains and teach new abilities.

## STEP 4

## SELECTING A FOE'S TARGETS:

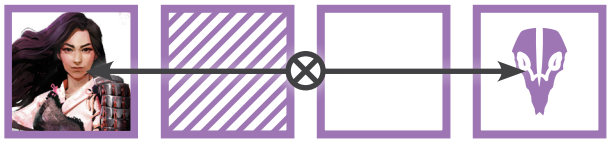
**Action Targeting:** Foes move toward and Target Combatants using a combination of their Default Characteristics, Optional Modifiers, Combat Flairs, and the Effects of their Actions. If Targeting is unspecified, the Storyteller has the Foe act in its best interest.

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

[2] **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.

### [2] COVER



## STEP 5

## 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**.

CONTINUED ON BACK

# QUICK GUIDE: VETERAN FOE EXAMPLE

Flip for Step 1-5.

STEP 6

## 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:

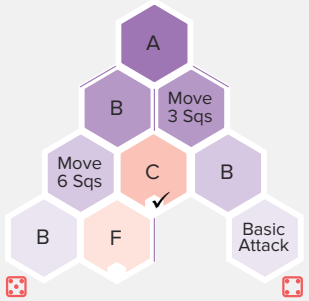
***AUTO-CRIT***: Foe Actions with this Special Property are treated as a **Critical Hit*** (see Quick Guide: Hero Turns).

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

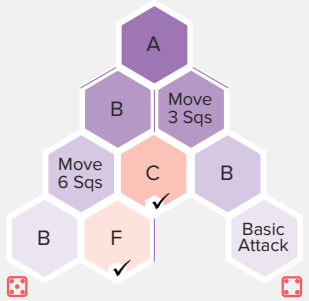
***PIERCING***: Foe Actions with this Special Property bypass Hero Barrier Values.

## EXAMPLE:

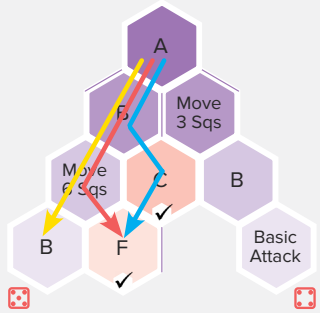
On the first Round, the Storyteller unlocks the Red Action Hex (Special Ability C) between segments “4” and “5” by marking it with a checkbox ( ✓ ).




On the second Round, the Storyteller unlocks the Red Action Hex (Special Ability F).




On the Foe’s Turn, the Storyteller rolls 1d6 to determine which **direction to create an Action Chain** with. The Storyteller rolls a 5, giving the following Action Chains to select from.




The Storyteller selects the **blue Action Chain**, performing the following Actions in this sequence: **Special Ability A**, **Special Ability B**, **Special Ability C**, and then **Special Ability F**.

| | | | |
|---|---|---|---|
| **1st Action** | Special Ability A | Special Ability A | Special Ability A |
| **2nd Action** | Special Ability B | Special Ability B | Special Ability B |
| **3rd Action** | Move 6 Squares | Move 6 Squares | Special Ability C |
| **4th Action** | Special Ability B | Special Ability F | Special Ability F |

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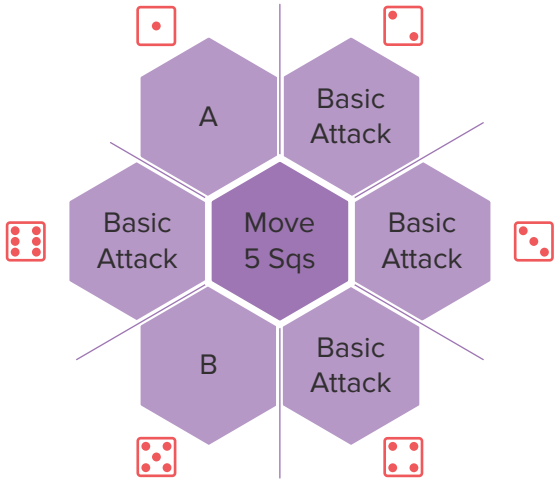
# STALKROW
## [Veteran]




**HP:** /35 | **Toughness:** 4 | **Resistance:** 6 | **Rank:** Grunt | **Type:** Beast | **Size:** 1x1

### DEFAULT CHARACTERISTICS

**Territorial:** Stalkrow does not Move unless a Hero is within 5 Squares.

**Aetherfeast:** Stalkrow Moves toward and Targets Hero with highest .

**Evasive: CAP** Checks that include at least 1 Stalkrow suffer 1 Stack of ***DISADVANTAGE***.

**Night Predator:** Stalkrow has 1 Stack of ***ADVANTAGE*** on Damage Rolls that Hit at least 1 Hero occupying a Square with *Darkness (Local Field Effect)*.

### OPTIONAL MODIFIERS

**Nightvision:** Actions used by Stalkrow ignore  bonus granted by *Darkness (Local Field Effect)* to Heroes.

**Gloomhaven:** If Stalkrow is occupying a Square with *Darkness (Local Field Effect)*, Ranged Actions that include at least 1 Stalkrow as a Target suffer 1 additional Stack of ***DISADVANTAGE***.

*Darkness (Local Field Effect):* -4 **A** to **CAP** Checks to Actions that include a Foe occupying this Square. Heroes occupying this Square have +4 .

| Name | Type | Range | Effect |
|---|---|---|---|
| **BASIC ACTIONS** | | | [Storyteller only] Actions per Turn: 2 |
| **Peck** *vs* | Melee | 1 | Deal 1d10 + 10 Damage *vs* . |
| **SPECIAL ABILITIES** | | | |
| **Shadespike** *AUTO-HIT* | A | 3 | *Shadespike* Targets Hero with the highest D. Deal 1d10 + 5 Damage vs to Target Hero and that Hero suffers -1  vs  until the end of the Encounter. |
| **Duskburst** *vs* | B | 3 | -1  to all Heroes within Range until the End of the Encounter. |

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# KNIGHTINGALE

[Veteran]

| Name: KNIGHTINGALE [Veteran] | HP: /175 | Toughness: 4 | Resistance: 6 | Rank: Elite | Type: Ebonspawn | Size: 1x1 |
|---|---|---|---|---|---|---|

## DEFAULT CHARACTERISTICS

**Gloomhunter:** Knightingale Moves toward and Targets nearest Hero occupying a Square with *Darkness (Local Field Effect)*. If no Heroes occupy a Square with *Darkness (Local Field Effect)*, Knightingale Moves toward and Attacks nearest Hero.

*Darkness (Global/Local Field Effect)*: -4 **A** to **CAP** Checks to Actions that include a Foe occupying this Square. Heroes occupying this Square have +4 .

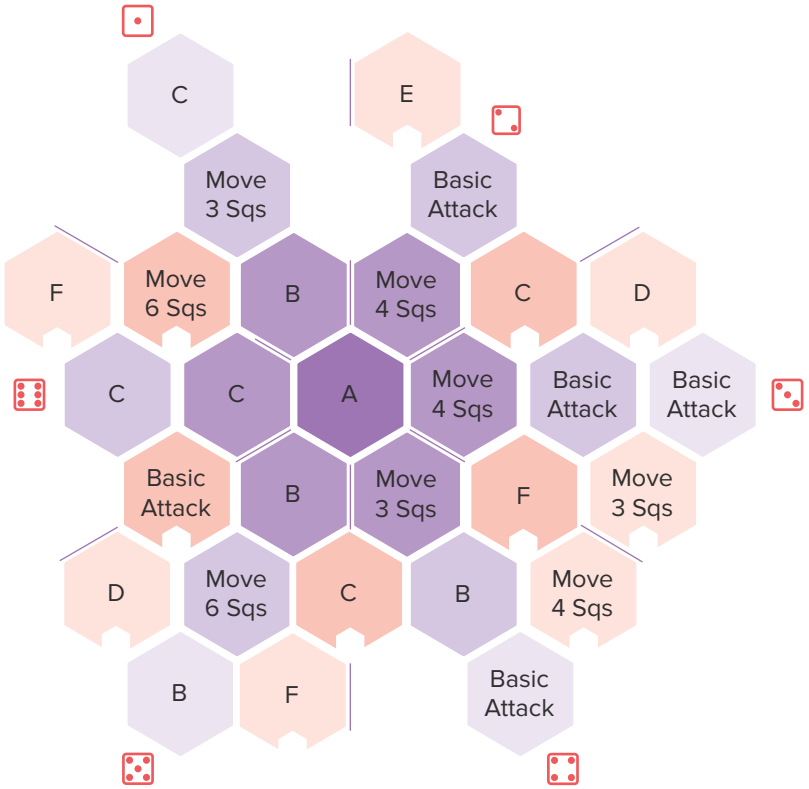
**Umbral:** Knightingale's occupied Square and all Adjacent Squares have *Darkness (Local Field Effect)*. Squares of *Darkness (Local Field Effect)* move with Knightingale.

## OPTIONAL MODIFIERS

**Suffocating Darkness:** Knightingale is immune to ***BURNING***.

**Nightvision:** Actions used by Knightingale ignore bonus granted by *Darkness (Local Field Effect)* on Heroes.

**Swarmhost:** When Knightingale becomes ***FALLEN***, roll 1d4.
**1:** Spawn 1 Stalkrow in an unoccupied adjacent Square.
**2:** Spawn 2 Stalkrows in an unoccupied adjacent Squares.
**3:** Spawn 3 Stalkrows in an unoccupied adjacent Squares.
**4:** Spawn 4 Stalkrows in an unoccupied adjacent Squares.




| Name | Type | Range | Effect |
|---|---|---|---|
| **BASIC ACTIONS** | | | [Storyteller only] Actions per Turn: 4 |
| **Claymore** *vs* | Melee | 2 | Deal 2d10 + 10 Damage *vs* . If Target Hero fails their Check, all Heroes occupying a Square with *Darkness (Local Field Effect)* take 5 ***PIERCING*** Damage. |
| **SPECIAL ABILITIES** | | | |
| **Cimmerian Cloak** | A | - | *Trig. Cond:* Until the start of the next Round, if Knightingale is included as a Target of a Hero's Ranged Action, *Trig. Effect:* That Hero makes a Check. If that Hero fails their Defence Check, Cancel that Action and Hit Hero Teleports to an unoccupied Square adjacent to Knightingale. If that Action was a Basic Ranged Attack or Exploit, Knightingale gains +2 until the end of the Encounter. If that Action was a Spell, Knightingale gais +2 until the end of the Encounter. |
| **Consuming Darkness** | B | 3 | Remove all Local Field Effects from all Squares except for *Darkness (Local Field Effect)*. |
| **Grimtooth** *vs* | C | 5 | Deal 1d10 + 10 Damage *vs* tp Hit Heroes occupying Squares with *Darkness (Local Field Effect)*. |
| **LEARNABLE SPECIAL ABILITIES** | | | |
| **Shadowgrasp** | D | 1 | *Trig. Cond.*: If a Hero takes a Move Action, *Trig. Effect*: That Hero makes a Check. If that Hero fails their Defence Check, Cancel that Action and Hit Hero is Knocked ***PRONE***. |
| **Respite's Revenge** | E | Field | Assign a Number to each non-***FALLEN*** Hero in a Square withou *Darkness (Local Field Effect)*. Roll 1d6. The Hero asigned the Roll Result suffers ***SLEEP VS*** . If no Hero is assigned to the Roll Result, nothing happens. |
| **Fearsome Slash** *vs* | F | 2 | Deal 2d10 + 5 Damage *vs* to Hit Hero and that Hero is Pushed 2 Squares directly away from Knightingale (if possible). |