Ablaze	If this figure is targeted by an Earth Attack, or item that deals Earth damage, reduce its TN by 2.
Air	See **Glacial**.
Ally	This card is typically an ongoing effect where heroes control the summoned ally during the Refresh Phase. If a player plays a hero card with the Ally keyword into their action space, that hero is the one to control the ally.
Ammo	This card represents ammunition, which is required to use ranged weapons during an **Attack**. When a player readies an **Ammo** card, it is removed from the action space and placed above his or her board.
Arcane #	Acts as if the listed value of **Arcane** is always in play.
Attack	This defines the card as an attack, in which the hero attempts to deal damage to a target.
Avatar	This card allows the hero to become a monster. For the remainder of this turn, the hero no longer plays hero cards.
Buff	Items with this keyword may be added to a hero's dice pool.
Build X	The TN for a **Build** check is listed as **Build X** where X is the TN.
Capture	Caused a commander rank enemy to lose all activation the Hero Cycle the card is played. Makes the commander susceptible to **Interrogate**.
Capture X	You cannot spend MP or play hero cards. *This effect lasts until you discard X cards from your hand.*
Chance #	May reroll the listed number of 🎲 or 🎲 once each Hero Cycle.
Charged	If this figure is targeted by a Fire Attack, or item that deals Fire damage, reduce its TN by 2.
Chi	The Monk uses Chi to empower his attacks. **Chi** works a lot like the Acolyte's **Faith**. The amount of **Chi** gained is equal to the number next to the **Chi** keyword. When using **Chi** powers, add the total amount of **Chi** next to the **Chi** keyword in all action spaces. The total amount of **Chi** in play is available to all Monk cards played that Hero Cycle. **Chi** powers tend to have a range beyond one square and have effects that become deadlier the more **Chi** in play. **Chi** becomes more important to the Monk at Journeyman rank.
Combo	When the brigand plays one or more Combo cards, he resolves all Combo cards played before determining whether or not he loses **Shadows**. The darkness cycle does not interrupt a Combo attack until it is fully resolved. When resolving a group of Combo cards, all enemies defeated are considered to be defeated in a single attack for the purposes of calculating treasure drops.
Command	Grants bonuses to an ally card in an action space controlled by the hero playing a card with this keyword. If an ally hero card has command tokens on it, those token(s) are discarded only after that ally has attacked.
Counterattack	This is an interrupt card that allows the hero to attack a target as specified by the card.
Critical	This card (usually an **Attack**) has the potential to deal 3 or more damage to the target. Certain monsters may only be vulnerable to Critical attacks.
Curse X	This reduces a player's hand size by a number of hero cards equal to X. If the player has a number of cards in his hand greater than his hand size, he must discard excess cards during the status results step of the refresh phrase. *This effect lasts until cleared or end of Act.*
Dash + #	Adds the listed **Dash** value to **Dash** cards played.
Dash X	These cards represent movement during an attack, where X is the amount of squares the hero must move.
DoT	Damage over Time.
Dual Wield	See **Rush**.
Earth	See **Ablaze**.
Faith	The Acolyte always has a base **Faith** of 1. Cards with **Faith** are used to increase the effectiveness of many of the Acolyte's cards. Each card with the **Faith** keyword, and each facedown card on top of a *Pray* card, count as 1 **Faith**.
Fire	See **Charged**.
Focus	This card (usually an **Attack**) can use bonuses from an equipped focus item.
Frozen X	This reduces a player's available action spaces by a number of action spaces equal to X. If a player has a hero card in an unavailable action space during the status results of the Refresh Phase, he must discard that card. The unavailable action space does not reduce threat in the hero deck phase. *This effect lasts until cleared or end of Act.*
Fury	An effect that lasts for the duration of the current realm tile. The bonuses gained from this effect apply each Hero Cycle.
Gaian	If this figure is targeted by an Ice attack, or item that deals Ice damage, reduce its TN by 2.
Glacial	If this figure is targeted by an Air attack, or item that deals Air damage, reduce its TN by 2.
Hands Size + #	Hand size is permanently increased by the listed value.
Heal	This card restores vitality to one or more heroes.
Holy	If the target of this attack is defeated and has the keyword **Resurrect**, the **Resurrect** keyword is ignored.
Ice	See **Gaian**.

Interrogate	This card allows the heroes to encounter a random boss of the same monster type as the interrogated Commander while adventuring. *+2* ⬢ *and +1 additional damage against the boss after a successful Interrogation. (Shores of Kanis p.7)*
Kata	Attacks that come from adjacent planes increase the Pupil's attack dice pool by 1. This effect stacks until the Kata bonus is lost.
Malice	This card generates malice tokens for the heroes, and certain enemies, who have a malice pool. If the card does not explicitly say how many malice tokens are generated, it generates 1 malice token when played.
Malice Pool: #	This hero generates a Malice Pool with a token limit of the listed value if their Malice Pool is the largest in play.
Massive	This card (usually an **Attack**) has the potential to deal 3 or more damage to the target. Certain monsters may only be vulnerable to Massive attacks.
Melee	This card (usually an **Attack**) can use bonuses from an equipped melee weapon.
Mesmerize	When attacking the source of this status effect increase the TN needed to hit the target by 4. *This effect lasts until cleared or end of Act.*
Move	This card grants the hero additional movement points, and the hero is considered to be using **Aggressive Movement**.
Mystical	If this figure is targeted by an arcane Attack, or item that deals Arcane damage, reduce its TN by 2.
Ongoing	This card stays in play until the hero decides to discard it (referred to as "clearing").
Penetration X	This keyword reduces the successes required to hit a target, where X is the number of successes ignored. This cannot by reduced below 1.
Poison	This is a damage-over-time effect, dealing the target 1 damage during the *Status Results step* of the Refresh Phase. *This effect lasts until cleared or end of Act.*
Potency X	The TN for a **Potency** check is listed as **Potency X** where X is the TN.
Potion	Drinking potions is a free action that may be done at any time.
Prone: Enemies	The affected enemy cannot activate for one darkness cycle.
Prone: Heroes	The affected hero cannot activate for one Hero Cycle. This means that the player cannot play cards or move during the remainder of this Hero Cycle. *This effect lasts until the Status Results step of the next Refresh Phase.*
Rage	This card is treated as 1 **Rage**. Facedown hero cards in the Soldier's action spaces are also treated as **Rage**. The Soldier may add **Rage** at ANY time by moving the top card of his hero deck into an open action space. The card must be kept facedown and hero cards cannot be played in that action space.
Rage: #	Acts as if the listed value of **Rage** is always in play.
Ranged	This card (usually an **Attack**) can use bonuses from an equipped ranged weapon.
Ready #	(**Ammo**, **Ingredient**, **Ongoing**, **Part**): At the start of each realm tile the hero may look through his deck and ready (i.e. put above your hero board) the listed amount of cards.
Regrowth: #	At the start of each Hero Cycle this hero heals the listed value.
Relic	The card (usually an **Attack**) can use bonuses from an equipped relic item.
Rush	If a hero has an item with the **Dual Wield** keyword equipped in their secondary slot, they may perform a Rush attack. To perform a Rush attack, a hero must play an interrupt card upside down in an available action space during the Hero Cycle. *This increases the darkness AP by 1 and grants the hero 1 attack for 1 damage using the dice pool from the secondary item.*
Shadows X	If an enemy begins its activation adjacent to the Brigand with **Shadows X**, that enemy performs a notice check by rolling 1 ⬢ where X is the TN. If the check is successful, the Brigand loses **Shadows**. While in Shadows, the Brigand is ignored when determining enemy priority and cannot be targeted by enemy attacks. While in **Shadows**, the Brigand still occupies his space and blocks LoS. In addition, the Brigand may only use cautious movement *(half normal movement rounded up)* in **Shadows**.
Shadows + #	When in Shadows this hero's Shadows TN is increased by the listed value.
Shield	This card (usually an **Attack**) can use bonuses from an equipped shield.
Solo X	The Virtuoso must perform a skill test where X is the TN in order to play cards on top of a card that has this keyword.
Stacked	This card allows the hero to place other cards on top of it (specified by the hero card) to gain an effect. These cards typically come from Journeyman level hero cards or higher.
Stance	The Monk uses three **Stances** at Novice rank: *Tiger Fist*, *Plum Blossom* and *Iron Skin*. All **Stances** are **Ongoing**. The Monk may only play ability cards if they match the keyword to the current active **Stance**. When a new **Stance** is played, the old **Stance** no longer grants any bonuses. During the Hero Deck Phase, the unused **Stances** are cleared. Abilities that have two **Stance** keywords only receive the effects and bonuses from the **Stance** that is active.
Starting Verses: #	This hero may play the listed amount of **Verse** cards.
Steal X	Steals an item based on the strength of the enemy, where X is the TN needed to succeed at the theft. *Minion: White item, Captain: White item, Agent: Green item, Commander: Green item, Mini-boss: Green item, Boss: Blue item.*
Weakened Soul	Status effect that reduces either player or enemy ⬢'s by 1 and 🔲 by 3. *This effect lasts until cleared or end of Act.*