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When you initiate a Linked Achievement, pass along an extra bonus die to the next involved PC.

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If you spend Charge dice during a Strike or Achievement, and that Strike or Achievement fails, you get to keep those Charge dice rather than discarding them.

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TRADE BLACKSMITH

- ★ HOT IRON
Add +1 bonus die to every Strike you make against solo targets who have already suffered a Wound.
- ★ SHIELD
Type: Action / Cost: 2 Charge
Grant the Shielded condition to a target. Until the condition is cleared, the target's Defense is raised by 1.
★ TOUGH HIDE
Add +1 to your Defense.

TRADE HOLY ONE

- ★ SIGHT WITHOUT SIGHT
You are immune to the Blinded and Darkness conditions.
- ★ BLESSING SONG
Type: Action / Cost: 1+ Charge
Give any one ally a number of Charge Dice equal to the number you spent to activate this power.
- ★ FAINT HALO
Add +2 to your Charge Pool limit.

TRADE FIELD SURGEON

- ★ SQUAD TACTICS
Type: Action / Cost: 1+ Charge
Grant +1 bonus die to the final roll of each Linked Achievement that this character participates in.
- ★ RESTORING TOUCH
Type: Action / Cost: 2 Charge
Choose an ally. Remove any number of conditions from them.
- ★ TIRELESS
Add +2 to your Action Pool limit.

TRADE MINER

- ★ DARKSIGHT
You are immune to the Blinded and Darkness conditions.
- ★ SOOT
Type: Action / Cost: 2 Charge
Inflict the Blinded condition on a solo target.
- ★ BUILT TO ENDURE
Add +1 Wound.

TRADE BRIGAND

- ★ TRICKS UP EACH SLEEVE
At the start of every battle, you may move 2 dice from your Action Pool to your Strike Pool.
- ★ MOMENT OF GLORY
Type: Achievement / Cost: 2 Charge
Add +3 bonus dice to this Achievement roll.
- ★ HARD TO PIN DOWN
Add +1 to your Defense.

TRADE GUARD CAPTAIN

- ★ AGILE
Type: Maneuver / Cost: 1+ Charge
Complete your Maneuver. Then, choose a number of allies equal to the number of Charge dice spent. Any Strikes against those allies are instead directed at you. If someone makes a Strike against you, this power ends at the start of your turn.
- ★ GUARD
Type: Maneuver / Cost: 1+ Charge
Add +1 to your Defense.

TRADE RATCATCHER

◆ TETHER & SNARE

Type: Action / Cost: 2 Charge

Inflict the Exposed condition on a target. (Until cleared, their Defense is reduced by 1.)

◆ SWEEPING ARC

Type: Strike / Cost: 1 Charge

Add +2 bonus dice to a Strike against a swarm or +1 bonus die to a Strike against a solo or squad.

★ VIGILANT

Add +2 to your Action Pool limit.

TRADE HUNTER

◆ THE BIG TAKEDOWN

You can roll up to two extra dice from your Strike Pool during Strikes.

◆ LAY TRAPS

Type: Action / Cost: 2 Charge

Choose a target. Whenever that target next initiates a Strike, you may interrupt it to first make a free Strike of your own against them. For each Wound they suffer, they lose two Strike dice from their roll.

★ TIRELESS

Add +2 to your Action Pool limit.

TRADE ALCHEMIST

◆ POWER-HUNGRY

You can earn an extra die during Maneuvers.

◆ ELDRITCH HYMN

Type: Maneuver / Cost: 1 Charge

During this Maneuver, all dice that would normally get added to your Strike Pool are instead added to your Charge Pool.

★ CRYSTAL PENDANT

Add +2 to your Charge Pool limit.

ORDEAL PRESUMED DEAD

◆ SECOND WIND

Type: Action / Cost: 2 Charge

Add up to 4 Action dice to a single target's Action Pool, not exceeding their maximum pool size.

◆ RISE OF THE PHOENIX

Type: Action / Cost: 5 Charge

Choose a dead or otherwise defeated solo target. They restore one Wound and return to the fight, with current dice pools remaining as is.

★ UNYIELDING

Add +1 Wound.

ORDEAL ONCE EXILED

◆ VENGEFUL

Whenever you suffer a Wound, add a die to your Strike Pool.

◆ QUICKEN

Type: Action / Cost: 2 Charge

Grant the Quickened condition to a single target. (Until cleared, the character gains 1 bonus die to all Maneuvers.)

★ UNYIELDING

Add +1 Wound.

ORDEAL BITTEN

◆ CONJURE DARKNESS

Type: Action / Cost: 2 Charge

Inflict the Darkness condition on an entire area of the conflict. You are not affected by this Darkness.

◆ VAMPIRIC STRIKE

Type: Strike / Cost: 3 Charge

If this Strike inflicts 1 or more Wounds against a solo target, you heal 1 Wound.

★ VICIOUS

You can roll up to two extra dice from your Strike Pool during Strikes.

ORDEAL CULT MARTYR

★ OTHERWORLD CONDUIT
Type: Action / Cost: 2 Charge
You gain the Conduit condition. If you suffer a Wound, you lose this condition. If at the start of your next turn you still have the condition, remove it and all your allies gain +2 Action dice and +1 Charge die.

★ LIFE OFFERING
Type: Action / Cost: 4 Charge
You suffer a Wound. An ally of your choice restores two Wounds.

★ UNWAVERING
Add +2 to your Action Pool limit.

ORDEAL LOST AT SEA

★ DARING
You can roll up to two extra dice from your Strike Pool during Achievements.

★ ICE HURRICANE
Type: Strike / Cost: 3 Charge
Add +4 bonus dice to a Strike against a swarm, +3 against a squad, or +2 against a solo.

★ WEATHERED
Add +1 to your Defense.

ORDEAL WENT TO WAR

★ MOMENT OF GLORY
Type: Achievement / Cost: 2 Charge
Add +3 bonus dice to this Achievement roll.

★ EMPOWER
Type: Action / Cost: 2 Charge
Grant the Empowered condition to any single target. (Until this condition is cleared, the character gains 1 bonus die to all Strikes.)

★ TOWER SHIELD
Add +1 to your Defense.

ORDEAL HUNTED

★ SHADOW STRIKE
Type: Strike / Cost: 1 Charge
Add +3 bonus dice to a Strike against an opponent under the effect of the Blinded or Darkness conditions.

★ RETRIBUTION
Type: Strike / Cost: 4 Charge
Add +5 bonus dice to a Strike against any single target.

★ PATIENCE
Add +2 to your Charge Pool limit.

ORDEAL DARK VISIONS

★ GUIDED BY VOICES
If you've got five or more Charge dice in your Charge Pool, add +1 bonus die to all Strikes.

★ PSYCHIC LIGHTNING
Type: Strike / Cost: 3 Charge
Add +4 bonus dice to a Strike against a solo, +3 against a squad, or +2 against a swarm.

★ PRETERNATURAL DODGE
Add +1 to your Defense.

ORDEAL FAMINE

★ RESOURCEFUL
You can earn an extra die during Maneuvers.

★ LIFE DRAIN
Type: Action / Cost: 5 Charge
A single target suffers a Wound, and you restore a Wound.

★ SURGE OF VITALITY
Whenever you Catch Your Breath, you may trade in one of your Action dice to gain the Quicken condition. (Until cleared, the character gains 1 bonus die to all Maneuvers.)

ARTIFACT MIRROR-SWORD

◆ DEMON-MIRROR
When you kill a demon, choose one of its powers to imbue the sword with. While you hold the sword, you can use that power as your own. The sword can only hold a single power at a time.

◆ BURST OF FLAMES
Type: Strike / Cost: 3 Charge Dice
Add +4 bonus dice to a Strike against a solo, +3 against a squad, or +2 against a swarm.

ARTIFACT CRYSTAL HEART

◆ BLINDING CRYSTAL LIGHT
When you summon a bound demon, you can choose to restore one of its Wounds for free.

◆ LULLABY HUM
Type: Action / Cost: 2 Charge
Reduce a bound demon's Hubris by 3, or any other demon's Hubris by 2.

ARTIFACT MOTHER'S HELM

◆ MOSAIC OF BINDING
Add +2 bonus dice to any Achievement rolls to bind demons.

◆ RITES OF DENIAL
Type: Action / Cost: 2 Charge
Inflict the Hexed condition on a single target. Until cleared, the target's Charge powers all cost one additional Charge die to use.

ARTIFACT LASH OF SUBMISSION

◆ POWER-LINKED
When you command a demon to Strike, you may take up to three dice from your own Strike Pool and give them to the demon as bonus dice.

◆ DOMINATE
Add +1 bonus die to all Achievement rolls you make to command bound demons.

ARTIFACT ORB OF HUNGER

◆ THE DRAINING
Type: Action / Cost: 2 Charge
Choose a bound demon. Transfer any number of dice from its Action Pool to yours, and its Charge Pool to yours, ignoring regular limits.

◆ ALL-SEEING AND VENGEFUL
When a character inflicts a Wound on a bound demon, you may pay one Charge die to give them the condition Witnessed. You and any bound demons you are commanding gain +1 bonus die to Strikes against a character with this condition.

ARTIFACT HORN OF STUPOR

◆ DOMINATE
Add +1 bonus die to all Achievement rolls you make to command bound demons.

◆ DISORIENTING BLAST
Type: Strike / Cost: 4 Charge
If you wound your target with this Strike, remove a number of dice from their Action Pool equal to the number of successes you rolled, and remove a number of dice from their Strike Pool equal to the number of Wounds they suffered.

NAMES OF ROOK VALE

- ★ LADIES AND MONASTS Null, Genta, Tria, Till, Sands
- ★ MONASTS AND JACKS Toil, Tampa, Ronds, Visk, Rope
- ★ JACKS AND MUGGS Hare, Runk, Skimp, Litsa, Shorts
- ★ MUGS AND FATHERS Dosk, Broskin, Litter, Moka, Chate
- ★ FATHERS AND TINDERS Jesse, Sinsa, Raskin, Lon, Taber
- ★ TINDERS AND LADIES Vare, Cartis, Trisk, Belle, Mina

SKILLS AND EXAMPLE TRAITS

- ★ SKILLS
Choose three. rank them at 2, 3, & 4.

Brawling	Cunning	Grit
Haste	Hymns	Insight
Leadership	Might	Stealth
Taunting	Traps	Triage
Weapons	Witchcraft	
- ★ EXAMPLE TRAITS
*Destined to die in battle.
Blood-bound to Methika's side.
Amateur astrologer.
Raised by wolves.
Unlikely to be fooled again.
Eager to please those around him.*

TO BIND & CONTROL DEMONS

- ★ BINDING DEMONS
Difficulty: *Current Defense + Remaining Wounds + Hubris.*
 - ★ SUMMONING DEMONS
Difficulty: *Full Defense.*
 - ★ CONTROLLING DEMONS
Difficulty: *Current Hubris.*
- After successfully commanding a demon, increase its Hubris by 2. When a bound demon suffers a Wound, increase its Hubris by 1.
- Fail a roll to command a demon? It can't be commanded again this battle. If it had full Hubris, the GM regains control of it.

CONDITIONS AND THEIR EFFECTS

- BLINDED OR DISORIENTED**
Discard 1 die from hand prior to every roll.
- DARKNESS**
Those in affected area discard 1 die from hand prior to every roll.
- SHIELDED**
Your Defense is raised by 1.
- QUICKENED**
Add +1 bonus die to Maneuvers.
- EXPOSED**
Your Defense is lowered by 1.
- SHIVERING**
Lose 1 Action Pool die at start of your turns.

ACTIONS

- ★ MANEUVER
Mark a Skill and gain its dice rating. Add 1-3 Action dice. Roll. 3-5s → Strike Pool. 6s → Charge Pool. If you gain 5+ dice: Awesome Token!
 - ★ STRIKE
Take 1-6 dice from Strike Pool. Add bonus dice. Roll. 3-6s are successes. If successes ≥ Defense, inflict Wound.
 - ★ USE A TYPE: ACTION CHARGE POWER
Add 2 dice to your Action Pool.
 - ★ CATCH YOUR BREATH
Add 2 dice to your Action Pool.
- Another PC can use your set-aside dice as bonus dice toward their Achievement roll during this round.*

ACHIEVEMENTS

- ★ ACHIEVEMENTS
Pick a Goal. Mark a Skill and gain its dice rating. Add 0-6 Strike dice. Roll. 3-6s are successes. If successes ≥ difficulty rating, Goal accomplished!
- ★ LINKED ACHIEVEMENTS
Specify a Goal you are supporting someone toward. Mark a Skill and gain its dice rating. Add 0-6 Strike dice. Roll. Set aside 5-6s. Return 3-4s to Strike Pool. Discard 1-2s.

Achievements & Linked Achievements are covered on another card.

SHADOWBLADE

LESSER DEMON / SOLO

ACTION STRIKE CHARGE
6 3 1/6

Darkcraft 2, Blades 3
DEFENSE 3 HUBRIS 3
MADE OF DARKNESS
Whenever you use Darkcraft, add 2 dice to your Action Pool.

Void Choke
Type: Strike / Cost: 5 Charge
Add +5 bonus dice to a Strike.

EVOLVES INTO... SHADOWBANE

SHADOWBANE

GREATER DEMON / SOLO

ACTION STRIKE CHARGE
10 3 2/8

Darkcraft 4, Flight 4, Blades 4
DEFENSE 4 HUBRIS 3
EVASIVE FLIGHT
Whenever you use Flight, you gain +1 Defense until your next turn.

Death From Above
Type: Strike / Cost: 5 Charge
Add +3 bonus dice to this Strike, and temporarily reduce the target's Defense by 1.
EVOLVES INTO... SHADOW LORD

SHADOW LORD

DEMON LIEUTENANT / SOLO

ACTION STRIKE CHARGE
16 4 2/10

Darkcraft 5, Flight 5
DEFENSE 6 HUBRIS 5
SOLDIERS OF THE VOID
Type: Action / Cost: 5 Charge
Add two Shadowblades to the battle under your control.
If you're defeated, they vanish.

GAUNTLET OF SHADOWS
Type: Strike / Cost: 2 Charge
Your target gains the Blinded condition.

STEELTUSKS

LESSER DEMON / SQUAD

ACTION STRIKE CHARGE
12 0 0/8

Evade 3, Charge 3

DEFENSE 5 HUBRIS 5
Rule
Type: Maneuver / Cost: 2 Charge
Lose one Wound. Add +3 bonus dice to this Maneuver. You can earn any amount of dice this roll.

THE DREAD STAMPEDE
Type: Strike / Cost: 6 Charge
Add +4 bonus dice to this Strike.
It applies in full to two targets.
EVOLVES... TUSK KNIGHT or BRAWNNIN

TUSK KNIGHT

HUNTER DEMON / SOLO

ACTION STRIKE CHARGE
12 0 2/8

Hunt 5, Evade 5

DEFENSE 5 HUBRIS 5
RAM
Type: Strike / Cost: 3 Charge
If this Strike inflicts a Wound, the target must spend their next action Catching Their Breath.

LUMBERING BRUTE
You can only gain 4 dice during Maneuvers, but may roll up to 8 Strike dice during Strikes.

BRAWNNIN

GREATER DEMON / Solo

ACTION STRIKE CHARGE
15 4 4/8

Axe 5, Charge 3

DEFENSE 5 HUBRIS 5
CATCHING THEIR BREATH
Type: Strike / Cost: 2 Charge
Your target gains the Blinded condition.

LUMBERING BRUTE
You can only gain 4 dice during Maneuvers, but may roll up to 8 Strike dice during Strikes.

STORMCALLERS

LESSER DEMON / SQUAD

ACTION	STRIKE	CHARGE
10	0	0/6

Witchcraft 4, Bloodletting 3
DEFENSE 3 HUBRIS 2
◆ LIGHTING STRIKE
Type: Strike / Cost: 3 Charge
Add +3 bonus dice to your Strike. If you inflict a Wound, the target loses 2 Action dice.

DEFENSE 3 HUBRIS 2
◆ FROST SHEPHERD
Type: Action / Cost: 3 Charge
When you enter a battle, give your opponents the Shivering condition.
◆ RAY OF ICY DEATH
Type: Strike / Cost: 6 Charge
Reduce target's Defense by 1 until the end of the battle. Add +5 bonus dice to your Strike.
EVOLVES INTO... STORMSURGE

WINTERWING

DEMON LORD / SOLO

ACTION	STRIKE	CHARGE
20	4 ♦	4/10

Torment 6, Flight 5, Frost 3
DEFENSE 5 HUBRIS 10
◆ VOMIT SPAWN
Type: Action / Cost: 3 Charge
Restore a number of Wounds equal to your current Hubris.
◆ OVERWHELM
Type: Strike / Cost: 6 Charge
Add a number of bonus dice to this Strike equal to your current number of Wounds.
EVOLVES INTO... WINTERWING

GIBBERING CAW

LESSER DEMON / SWARM

ACTION	STRIKE	CHARGE
10	0	0/6

Scatter 3, Torment 3
DEFENSE 2 HUBRIS 2
◆ VOMIT SPAWN
Type: Action / Cost: 3 Charge
Restore a number of Wounds equal to your current Hubris.
◆ OVERWHELM
Type: Strike / Cost: 6 Charge
Add a number of bonus dice to this Strike equal to your current number of Wounds.
EVOLVES INTO... WINTERWING

DOOMTHICKET

DEMON LIEUTENANT / SOLO

ACTION	STRIKE	CHARGE
20	4 ♦	0/8

Unyielding 5
DEFENSE 4 HUBRIS 6
◆ GAUNTLET OF PINE
Type: Strike / Cost: 3 Charge
Add +3 bonus dice to your Strike. Move any 1-2s you roll to your Strike Pool.
◆ SHAKE OUT THE WOLVES
Type: Action / Cost: 3 Charge
Add an Unwolves to the battle under your control. If you're defeated, they vanish.
EVOLVES INTO... FIREBRUSH

UNWOLVES

LESSER DEMON / SWARM

ACTION	STRIKE	CHARGE
15	4	0/6

Brawling 4, Shapeshifting 3
DEFENSE 3 HUBRIS 2
◆ SIMPLE CREATURES
You can spend your Charge dice as Strike dice.
◆ JUGULAR
Type: Strike / Cost: 5 Charge
Add +1 bonus die to this Strike. If it deals one or more Wounds, it deals an extra Wound.
EVOLVES INTO... BRAWNN

STORMSURGE

GREATER DEMON / SOLO

ACTION	STRIKE	CHARGE
8	6 ♦	4/4

Channelling 3
DEFENSE 3 HUBRIS 6
◆ CRATERMAKER
Type: Strike / Cost: 4 Charge
Add +4 bonus dice to your Strike. The target loses Action dice equal to the number of Wounds you inflict.
EVOLVES INTO... FIREBRUSH

PALANKIN		GREATER DEMON / SQUAD	
ACTION	STRIKE	CHARGE	
15	2	4/4	
Shambling 3, Witchcraft 4		O O O O	
DEFENSE	HUBRIS 5		
• EAT ALIVE			
<i>Type: Strike / Cost: 4 Charge</i>			
Add +2 bonus dice to your Strike. For each Wound you inflict, regain one Wound.			
◆ GLOWING SIGILS			
When your Charge Pool is at maximum, add +1 bonus die to all rolls.			

THE RECKONERS			
DEMON LIEUTENANT / SWARM			
ACTION	STRIKE 20	CHARGE 3/6	
Flight 5	Torment 5	HUBRIS 6	
DEFENSE 6		ECLIPSE	While all of your Wounds remain, the <u>Darkness</u> condition applies to everyone except you.
► WAR OF HEAVEN AND HELL	Type: Strike / Cost: 4 Charge	Add +5 bonus dice to a Strike against a bound demon or +3 bonus dice against a PC.	

BLIND SAINT		GREATER DEMON / SOLO	
ACTION	STRIKE	CHARGE	
12	4	0/8	
DEFENSE	5	HUBRIS	5
Flight 3, Blades 4, Doomsong 5		O	O
 BURST OF LIGHT When you suffer a Wound, fill your Charge Pool to its maximum.			
 BLADE OF TRUTH Type: Strike / Cost: 6 Strike Add +5 bonus dice to your Strike. Gain the Empowered condition.			
EVOLVES INTO... THE RECKONERS			

SERVITOR DRONES			
DEMON SUPPORT / SWARM			
ACTION	STRIKE	CHARGE	
10		0/3	
Devotion 2		HUBRIS 1	
			 MENIAL You cannot Strike or do Achievements.
			 SACRIFICE SELF <i>Type: Action / Cost: 0 Charge</i> Lose one Wound. Give all your Strike dice and Charge dice to a target demon.

VOLKIS DEMON LORD / SOLO	ACTION 30	STRIKE 8 ↗↗	CHARGE 0/8
Lavacraft 5	DEFENSE 6	RUMBLE	Type: Action /Cost: 4 Charge Add a Steeltusks squad to the battle under your control. It starts with a full Charge Pool.
HUBRIS 10	CHARGE	ERUPT	Type: Strike / Cost: 6 Charge This Strike targets every character in the battle, including your allies.
○ ○ ○ ○ ○	○	↗	↗

HIVE TOWER		DEMON SUPPORT / SOLO	
ACTION	STRIKE	CHARGE	0/2
10			
Hum 2			
DEFENSE 8			○ ○
<p>★ INANIMATE</p> <p>You cannot Strike or do Achievements.</p>			<ul style="list-style-type: none"> ★ IMBUE WITH POWER <p><i>Type: Action / Cost: 2 Charge</i></p> <p>Give three dice to a target demon, divided any way you see fit between their Strike Pool and Charge Pool.</p>

DEAD GOD		DEMON LIEUTENANT / SOLO	
ACTION	STRIKE 20	CHARGE 0/8	
DEFENSE	3	HUBRIS 10	
Ancient Rites 4, Claws 4		MANA PIT	
<p>During Maneuvers, 1-3s are discarded and 4-6s are added to your Charge Pool.</p>			<ul style="list-style-type: none"> ANGERED Whenever you lose a Wound, gain a Strike die. SEARING SKEWER
<p><i>Type: Action / Cost: 4 Charge Add +3 bonus dice to your Strike.</i></p>			

DEAD KING		GREATER DEMON / SOUL	
ACTION	STRIKE	CHARGE	0/8
10	0 *		
Ancient Rites 4			
DEFENSE 2		HUBRIS 8	
		► CROWN OF SIN	
When your Charge Pool is at maximum, add +2 bonus dice to all rolls.			
► MANA HUNGER			
During Maneuvers, add all 5s to your Charge Pool.			
EVOLVES INTO... DEAD GOD			