EMBERWIND™
SUPPORT PACKAGE

HOW TO USE THIS PACKAGE

Thank you for downloading the **EMBERWIND: The Skies of Axia** Support Package!

This Support Package includes:

i. 4 Hero Cards

ii. 9 Foe Cards

iii. A Party Tracker Card

iv. A Quick Rules Reference

v. A sheet of Tokens

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

EMBERWIND

NOTE

Since the last release of **EMBERWIND: The Skies of Axia**, we've updated some of our graphical elements.
Below is an icon legend to help you compare those of the previous version to the most up-to-date ones.

PREVIOUS VERSION	CURRENT VERSION
Toughness	
Resistance	
Dodge	
Willpower	
	AUTO-CRIT
	AUTO-HIT
	PIERCING
Grunt	
Awakened	
Elite	
Boss	

PREVIOUS VERSION	CURRENT VERSION
	OFF-GUARD
	PRONE
	WEAKNESS
	DAZE
	SLEEP
	CHILL
	BURNING [PIERCING]
	POISON [PIERCING]
	VULNERABILITY
	FRAGILITY
	SILENCE
	PARALYSIS

ROOK

HP: / 42 **Class:** Atlanta **Tier:** 2

Barrier Values

Toughness: 8 | **Resistance:** 4

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

Defense Values

Dodge: 6 | **Willpower:** 8

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

CAP Check

Roll 1d20 when an Action targets at least 1 Foe.
Must be equal or less than **CAP** Values to succeed.

C: 2 (**Critical**) → **A:** 14 (**Accuracy**) → **P:** 8 (**Penetration**)

Action Pool

Check 2 Boxes when using a Slow Action.
Check 1 Box when using a Fast Action.

☐ ☐ ☐ ☐

Name	Type	Target	Range	Effect	Action Speed
MOVEMENT				You cannot end your Movement in an Occupied Square.	
Move				Move 1-5 Squares. Can move through friendly Combatants.	Slow
Shift				Move 1 Square(s). 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
Crossbow	Ranged	1 Foe	5	3d8 Damage 🛡.	Slow
CLASS ACTIONS				**Trigger Limit:** 1 **Sustain Limit:** 1 **Amplify Limit:** 1	
Skewer	General / Exploit	1 Foe	Melee / 2	3d8 Damage 🛡. *Amp. Effect:* Expend 1 Fast Action to cause Hit 🗡 Foe to become ***FALLEN***.	Slow
Lion's Pounce	General / Exploit	-	-	Make a Move Action as a Free Action. If a Foe is within Basic Melee Attack Range at the end of your Move Action, make a Basic Melee Attack against that Foe as a Free Action. That Basic Melee Attack has +2 **A** and +2 **P**.	Slow + Fast
Guided Weapon	Sustain / Spell	1 Hero	Ranged / 5	+2 **A** if Target is 1 Other Hero or +4 **A** if 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	Target Heroes heal 5 HP.	Slow
CLASS TIDE-TURNER ACTIONS				(Check 1 box each time you use a Tide-Turner.) Tide-Turner Charges: ☐ ☐	
Blaze of Glory	Sustain / Spell	Self	-	All your Damage-dealing Actions deal Damage 🗡 and cause Hit Foe(s) to suffer 1 Stack of ***BURNING***. *Sust. Effect:* Repeat Effect.	Fast
Pegasus Charger	Sustain / Spell	Self	-	Your first Move Action and first Basic Melee Attack Action each Round is a Free Action. *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: Restore HP to Full and remove All Conditions.

Inventory, Conditions, Anchors, and Icon Legend can be found on the back of this card. →

Inventory

Keepsake: 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:**

To track more items, aspects or anchors, use a separate sheet of paper.

Conditions

Check off the box next to the Condition you are currently suffering from. If a max is specified, write the number of Stacks instead.

☐ Max 1 ***DAZE***
- Hero: -4 Accuracy.
- Foe: Heroes have +4 Dodge.

☐ Max 1 ***OFF-GUARD***
- Hero: -2 Dodge.
- Foe: +2 Accuracy to Hero CAP Checks.

☐ Max 1 ***PRONE***
- Hero: ***OFF-GUARD*** and cannot take Actions until they expend a Fast Action to remove ***PRONE***.
- Foe: ***OFF-GUARD*** and removes ***PRONE*** by skipping the first Action of their Action Chain.

☐ Max 1 ***SILENCE***
- Hero: Cannot use Spell or Tide-Turner Actions. ***SILENCE*** is removed at the end of Hero's next Turn.
- Foe: Cannot use Special Ability Hexes. ***SILENCE*** is removed at the end of the Foe's next Turn.

☐ Max 1 ***SLEEP***
- Combatant cannot take Actions on their next Turn. ***SLEEP*** is removed when Combatant takes Damage or at the end of their next Turn. Actions that Target a Sleeping Combatant gain the ***AUTO-CRITICAL*** property against just that Combatant.

☐ Max 5 ***POISON [PIERCING]***
- Combatant takes 1d6 Damage per Stack at the start of their Turn.

☐ Max 2 ***BURNING [PIERCING]***
- Combatant takes 1d20 Damage per Stack at the start of their Turn.

☐ Max 1 ***FRAGILITY***
- Actions targeting Combatant gain the ***PIERCING*** property. ***FRAGILITY*** is removed at the end of Combatant's next Turn.

☐ Max ∞ ***VULNERABILITY***
- -1 to Barrier Values per Stack.

☐ Max ∞ ***WEAKNESS***
- -1 to Action Damage per Stack.

☐ Max 1 ***CHILL***
- Hero: -1 Action Point each Round.
- Foe: Skips the last Action in their Action Chain.

☐ Max 1 ***PARALYSIS***
- Combatant takes only 1 Action during their next Turn. ***PARALYSIS*** is removed at the end of that Turn.

Anchors

Gelspar

The Chasers

Airship - Weapons

DEADWEIGHTS

Icon Legend

FOE RANKS

Grunt	Awakened	Elite	Boss

OFFENSIVE PROPERTIES

AUTO-HIT:	*Foe Action:* Skip Hero Defense Check. *Hero Action:* Skip CAP Check. Damage dealt is always reduced by Barrier Values.
PIERCING:	Damage dealt bypasses Barrier Values.
AUTO-CRIT:	Hits and deals Max ***PIERCING*** Damage.

RATH

HP: / 34 **Class:** Rogue **Tier:** 2

Barrier Values

Toughness: 6 | **Resistance:** 6

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

Defense Values

Dodge: 10 | **Willpower:** 4

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

CAP Check

Roll 1d20 when an Action targets at least 1 Foe.
Must be equal or less than **CAP** Values to succeed.

C: 3 (**Critical**) → **A:** 14 (**Accuracy**) → **P:** 6 (**Penetration**)

Action Pool

Check 2 Boxes when using a Slow Action.
Check 1 Box when using a Fast Action.

☐ ☐ ☐ ☐

Name	Type	Target	Range	Effect	Action Speed
MOVEMENT				You cannot end your Movement in an Occupied Square.	
Move				Move 1-5 Squares. Can move through friendly Combatants.	Slow
Shift				Move 1 Square(s). 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					
Axe	Melee	1 Foe	1	3d8 Damage 🛡.	Slow
Bow	Ranged	1 Foe	5	3d8 Damage 🛡.	Slow
CLASS ACTIONS				**Trigger Limit:** 1 **Sustain Limit:** 1 **Amplify Limit:** 2	
Spinal Tap	General / Exploit	1 Foe	Melee / 1	3d8 Damage 🛡. If Hit Foe is ***OFF-GUARD***, they are knocked ***PRONE***.	Slow
Pinpoint Strike	General / Exploit	1 Foe	Melee / 1	+2 **C** to **CAP** Check. 3d8 Damage 🛡. If Amplified with *Dual Attack*, deal 2x Damage instead.	Slow
Dual Attack	Amplify / Exploit	1 Damage-dealing Action	-	*Amp. Effect:* When you Hit a Foe with a Damage-dealing Action, deal 1.5x Damage. 1 per Action.	Fast
Envenom	Amplify / Exploit	1 Action	-	*Amp. Effect:* When you Hit a Foe, they suffer 2 Stacks of ***POISON***.	Fast
Toxic Shock	Trigger / Exploit	1 ***POISONED*** Foe	Ranged / 3	*Trig. Cond.:* If a ***POISONED*** Foe uses a Basic Attack or Special Ability, *Trig. Effect:* Cancel that Action and deal 3 ***PIERCING*** Damage per Stack of ***POISON***.	Fast
Shadowsteel Step	General / Exploit	1 Square	Ranged / 3	Teleport to Target Square. If you occupy a Square adjacent to a Foe, Teleport 1 other Hero from anywhere on the Battlefield to a Flanking Square. 1 per Round.	Fast
CLASS TIDE-TURNER ACTIONS				(Check 1 box each time you use a Tide-Turner.) Tide-Turner Charges: ☐ ☐	
Heartseeker	Sustain / Exploit	Self	-	All Damage you deal gains the ***PIERCING*** property. *Sust. Effect:* Repeat Effect.	Slow
Fool's Luck	Trigger / Exploit	1 Action	Field	*Trig. Cond.:* If you are the Target of an Action, *Trig. Effect:* Target Foe becomes the Target of that Action instead (if possible). If there are no valid Targets, the Action Misses you.	Free

YOUR TURN: **1.** Restore Action Pool. **2.** Select Sustains. **3.** Use up to your Action Pool of Actions.
AT END OF COMBAT: Restore HP to Full and remove All Conditions.

Inventory, Conditions, Anchors, and Icon Legend can be found on the back of this card. →

Inventory

Keepsake: Clockwork Heart

Effect: +1 Fast Action 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:**

To track more items, aspects or anchors, use a separate sheet of paper.

Conditions

Check off the box next to the Condition you are currently suffering from. If a max is specified, write the number of Stacks instead.

☐ Max 1 ***DAZE***
- Hero: -4 Accuracy.
- Foe: Heroes have +4 Dodge.

☐ Max 1 ***OFF-GUARD***
- Hero: -2 Dodge.
- Foe: +2 Accuracy to Hero CAP Checks.

☐ Max 1 ***PRONE***
- Hero: ***OFF-GUARD*** and cannot take Actions until they expend a Fast Action to remove ***PRONE***.
- Foe: ***OFF-GUARD*** and removes ***PRONE*** by skipping the first Action of their Action Chain.

☐ Max 1 ***SILENCE***
- Hero: Cannot use Spell or Tide-Turner Actions. ***SILENCE*** is removed at the end of Hero's next Turn.
- Foe: Cannot use Special Ability Hexes. ***SILENCE*** is removed at the end of the Foe's next Turn.

☐ Max 1 ***SLEEP***
- Combatant cannot take Actions on their next Turn. ***SLEEP*** is removed when Combatant takes Damage or at the end of their next Turn. Actions that Target a Sleeping Combatant gain the ***AUTO-CRITICAL*** property against just that Combatant.

☐ Max 5 ***POISON [PIERCING]***
- Combatant takes 1d6 Damage per Stack at the start of their Turn.

☐ Max 2 ***BURNING [PIERCING]***
- Combatant takes 1d20 Damage per Stack at the start of their Turn.

☐ Max 1 ***FRAGILITY***
- Actions targeting Combatant gain the ***PIERCING*** property. ***FRAGILITY*** is removed at the end of Combatant's next Turn.

☐ Max ∞ ***VULNERABILITY***
- -1 to Barrier Values per Stack.

☐ Max ∞ ***WEAKNESS***
- -1 to Action Damage per Stack.

☐ Max 1 ***CHILL***
- Hero: -1 Action Point each Round.
- Foe: Skips the last Action in their Action Chain.

☐ Max 1 ***PARALYSIS***
- Combatant takes only 1 Action during their next Turn. ***PARALYSIS*** is removed at the end of that Turn.

Anchors

Kendrick Maddox

Airship - Sky Sailing

Smuggling

DEADWEIGHTS

Icon Legend

FOE RANKS

Grunt	Awakened	Elite	Boss

OFFENSIVE PROPERTIES

AUTO-HIT:	*Foe Action:* Skip Hero Defense Check. *Hero Action:* Skip CAP Check. Damage dealt is always reduced by Barrier Values.
PIERCING:	Damage dealt bypasses Barrier Values.
AUTO-CRIT:	Hits and deals Max ***PIERCING*** Damage.

LAUREAT

HP: / 38 **Class:** Druid **Tier:** 2

Barrier Values

Toughness: 4 | **Resistance:** 8

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

Defense Values

Dodge: 10 | **Willpower:** 4

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

CAP Check

Roll 1d20 when an Action targets at least 1 Foe.
Must be equal or less than **CAP** Values to succeed.

C: 2 → **A:** 16 → **P:** 8

Critical **Accuracy** **Penetration**

Action Pool

Check 2 Boxes when using a Slow Action.
Check 1 Box when using a Fast Action.

☐ ☐ ☐ ☐

Name	Type	Target	Range	Effect	Action Speed
MOVEMENT				You cannot end your Movement in an Occupied Square.	
Move				Move 1-5 Squares. Can move through friendly Combatants.	Slow
Shift				Move 1 Square(s). 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					
Staff	Melee	1 Foe	1	3d8 Damage. Your first Spell each Encounter is a Free Action.	Slow
Throwing Knife	Ranged	1 Foe	5	3d6 Damage. Your first Basic Ranged Attack each Round is a Fast Action.	Slow
CLASS ACTIONS				**Trigger Limit:** 1 **Sustain Limit:** 2 **Amplify Limit:** 1	
Wildfire	Sustain / Spell	1 Foe	Ranged / 5	2d6 ***PIERCING*** Damage. *Sust. Effect:* Repeat Effect and also deal that Damage to Foes adjacent to your Target.	Slow
Bloom	General / Exploit	1 Foe	Ranged / 5	***AUTO-HIT*** (Skip **CAP**). Remove all of your Sustained Effects from Target Foe. That Foe takes 5 ***PIERCING*** Damage per removed Effect. *Amp. Effect:* Expend 1 Fast Action to remove all Sustain Effects (not Special Abilities) on Target Foe instead.	Free
Rejuvenation	Sustain / Spell	1 Hero	Ranged / 5	Target Hero heals 1d8 HP. *Sust. Effect:* Repeat Effect.	Fast
Restore	Sustain / Spell	1 Hero	Ranged / 5	Remove up to 2 Stacks of 1 Condition from Target Hero. *Sust. Effect:* Repeat Effect.	Slow
Primal Fury	Sustain / Spell	1 Hero	Ranged / 5	+2 **P** and Target Hero may make 1 Basic Melee Attack as a Free Action. *Sust. Effect:* Repeat Effect.	Slow
Rusting Entanglement	Trigger / Spell	1 Foe	Ranged / 5	*Trig. Cond.:* If a Foe takes a Move Action, *Trig. Effect:* Cancel that Action and that Foe suffers 2 Stacks of ***VULNERABILITY***.	Fast
CLASS TIDE-TURNER ACTIONS				(Check 1 box each time you use a Tide-Turner.) Tide-Turner Charges: ☐ ☐ ☐	
Gift of Life	General / Spell	All Other Heroes	Ranged / 5	Target Heroes 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.	Fast

YOUR TURN: **1.** Restore Action Pool. **2.** Select Sustains. **3.** Use up to your Action Pool of Actions.
AT END OF COMBAT: Restore HP to Full and remove All Conditions.

Inventory, Conditions, Anchors, and Icon Legend can be found on the back of this card. →

Inventory

Keepsake: Silverglade Shard

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

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:**

Conditions

Check off the box next to the Condition you are currently suffering from. If a max is specified, write the number of Stacks instead.

☐ Max 1 ***DAZE***
- Hero: -4 Accuracy.
- Foe: Heroes have +4 Dodge.

☐ Max 1 ***OFF-GUARD***
- Hero: -2 Dodge.
- Foe: +2 Accuracy to Hero CAP Checks.

☐ Max 1 ***PRONE***
- Hero: ***OFF-GUARD*** and cannot take Actions until they expend a Fast Action to remove ***PRONE***.
- Foe: ***OFF-GUARD*** and removes ***PRONE*** by skipping the first Action of their Action Chain.

☐ Max 1 ***SILENCE***
- Hero: Cannot use Spell or Tide-Turner Actions. ***SILENCE*** is removed at the end of Hero's next Turn.
- Foe: Cannot use Special Ability Hexes. ***SILENCE*** is removed at the end of the Foe's next Turn.

☐ Max 1 ***SLEEP***
- Combatant cannot take Actions on their next Turn. ***SLEEP*** is removed when Combatant takes Damage or at the end of their next Turn. Actions that Target a Sleeping Combatant gain the ***AUTO-CRITICAL*** property against just that Combatant.

☐ Max 5 ***POISON [PIERCING]***
- Combatant takes 1d6 Damage per Stack at the start of their Turn.

☐ Max 2 ***BURNING [PIERCING]***
- Combatant takes 1d20 Damage per Stack at the start of their Turn.

☐ Max 1 ***FRAGILITY***
- Actions targeting Combatant gain the ***PIERCING*** property. ***FRAGILITY*** is removed at the end of Combatant's next Turn.

☐ Max ∞ ***VULNERABILITY***
- -1 to Barrier Values per Stack.

☐ Max ∞ ***WEAKNESS***
- -1 to Action Damage per Stack.

☐ Max 1 ***CHILL***
- Hero: -1 Action Point each Round.
- Foe: Skips the last Action in their Action Chain.

☐ Max 1 ***PARALYSIS***
- Combatant takes only 1 Action during their next Turn. ***PARALYSIS*** is removed at the end of that Turn.

Anchors

Hearth Crystals	The Silverglades
DEADWEIGHTS	

To track more items, aspects or anchors, use a separate sheet of paper.

Icon Legend

FOE RANKS

Grunt	Awakened	Elite	Boss

OFFENSIVE PROPERTIES

AUTO-HIT:	*Foe Action:* Skip Hero Defense Check. *Hero Action:* Skip CAP Check. Damage dealt is always reduced by Barrier Values.
PIERCING:	Damage dealt bypasses Barrier Values.
AUTO-CRIT:	Hits and deals Max ***PIERCING*** Damage.

PIPER

HP: / 35 **Class:** Ardent **Tier:** 2

Barrier Values

Toughness: 4 | **Resistance:** 8

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

Defense Values

Dodge: 8 | **Willpower:** 6

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

CAP Check

Roll 1d20 when an Action targets at least 1 Foe.
Must be equal or less than **CAP** Values to succeed.

C: 3 (**Critical**) → **A:** 13 (**Accuracy**) → **P:** 9 (**Penetration**)

Action Pool

Check 2 Boxes when using a Slow Action.
Check 1 Box when using a Fast Action.

☐ ☐ ☐ ☐

Name	Type	Target	Range	Effect	Action Speed
MOVEMENT				You cannot end your Movement in an Occupied Square.	
Move				Move 1-5 Squares. Can move through friendly Combatants.	Slow
Shift				Move 1 Square(s). 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					
Rapier	Melee	1 Foe	1	3d8 Damage.	Slow
Wand	Ranged	1 Foe	5	3d6 Damage.	Slow
CLASS ACTIONS				**Trigger Limit:** 1 **Sustain Limit:** 1 **Amplify Limit:** 1	
Soul Strike	General / Spell	1 Foe	Ranged / 7	3d12 Damage.	Slow
Mana Echoes	General / Spell	1 Foe	Ranged / 7	***AUTO-HIT*** (Skip **CAP**). 2d8 Damage.	Fast
Raging Inferno	General / Spell	1–3 Foes	Ranged / 3	3d8 Damage.	Slow
Chains of Calamity	Sustain / Spell	1–3 Foes	Ranged / 3	1d6 ***PIERCING*** Damage. If any Foe suffering *Chains of Calamity* is the Target of a Spell, 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** to **CAP** Check. 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
Time of Need	Amplify / Exploit	1 Spell	-	*Amp. Effect:* When you use a Spell that you could cast again this Encounter, you may cast that Spell again directly after as a Free Action. You cannot use that Spell for the remainder of the Encounter.	Free
CLASS TIDE-TURNER ACTIONS				(Check 1 box each time you use a Tide-Turner.) Tide-Turner Charges: ☐ ☐ ☐	
Recurring Nightmare	Sustain / Spell	1 Foe	Ranged / 7	***AUTO-HIT*** (Skip **CAP**). 2d12 Damage. Until the start of your next Turn, if Foe is the Target of a Spell, deal 2d12 Damage. *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: Restore HP to Full and remove All Conditions.

Inventory, Conditions, Anchors, and Icon Legend can be found on the back of this card. →

Inventory

Keepsake: 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:**

To track more items, aspects or anchors, use a separate sheet of paper.

Conditions

Check off the box next to the Condition you are currently suffering from. If a max is specified, write the number of Stacks instead.

☐ Max 1 ***DAZE***
- Hero: -4 Accuracy.
- Foe: Heroes have +4 Dodge.

☐ Max 1 ***OFF-GUARD***
- Hero: -2 Dodge.
- Foe: +2 Accuracy to Hero CAP Checks.

☐ Max 1 ***PRONE***
- Hero: ***OFF-GUARD*** and cannot take Actions until they expend a Fast Action to remove ***PRONE***.
- Foe: ***OFF-GUARD*** and removes ***PRONE*** by skipping the first Action of their Action Chain.

☐ Max 1 ***SILENCE***
- Hero: Cannot use Spell or Tide-Turner Actions. ***SILENCE*** is removed at the end of Hero's next Turn.
- Foe: Cannot use Special Ability Hexes. ***SILENCE*** is removed at the end of the Foe's next Turn.

☐ Max 1 ***SLEEP***
- Combatant cannot take Actions on their next Turn. ***SLEEP*** is removed when Combatant takes Damage or at the end of their next Turn. Actions that Target a Sleeping Combatant gain the ***AUTO-CRITICAL*** property against just that Combatant.

☐ Max 5 ***POISON [PIERCING]***
- Combatant takes 1d6 Damage per Stack at the start of their Turn.

☐ Max 2 ***BURNING [PIERCING]***
- Combatant takes 1d20 Damage per Stack at the start of their Turn.

☐ Max 1 ***FRAGILITY***
- Actions targeting Combatant gain the ***PIERCING*** property. ***FRAGILITY*** is removed at the end of Combatant's next Turn.

☐ Max ∞ ***VULNERABILITY***
- -1 to Barrier Values per Stack.

☐ Max ∞ ***WEAKNESS***
- -1 to Action Damage per Stack.

☐ Max 1 ***CHILL***
- Hero: -1 Action Point each Round.
- Foe: Skips the last Action in their Action Chain.

☐ Max 1 ***PARALYSIS***
- Combatant takes only 1 Action during their next Turn. ***PARALYSIS*** is removed at the end of that Turn.

Anchors

Kendrick Maddox	Elise Grant
Red Market Merchant	Navigation
DEADWEIGHTS	

Icon Legend

FOE RANKS

Grunt	**Awakened**	**Elite**	**Boss**

OFFENSIVE PROPERTIES

AUTO-HIT:	*Foe Action:* Skip Hero Defense Check. *Hero Action:* Skip CAP Check. Damage dealt is always reduced by Barrier Values.
PIERCING:	Damage dealt bypasses Barrier Values.
AUTO-CRIT:	Hits and deals Max ***PIERCING*** Damage.

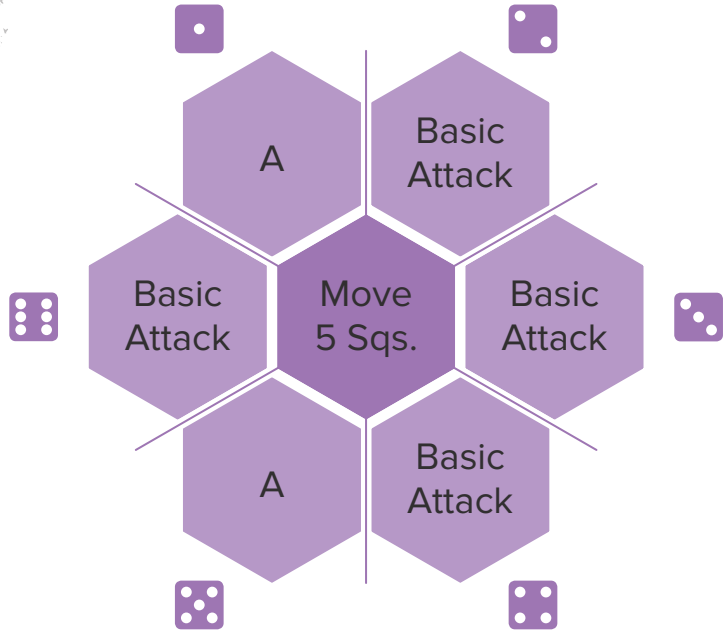
EMBERWIND

BLOOD HOUND

Size on map: 1 x 1

TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.



HP	/40
Toughness:	4
Resistance:	4
Rank:	Grunt

DEFAULT CHARACTERISTICS

Tunnel Vision: Moves toward nearest Hero.

Immediacy: Attacks nearest Hero.

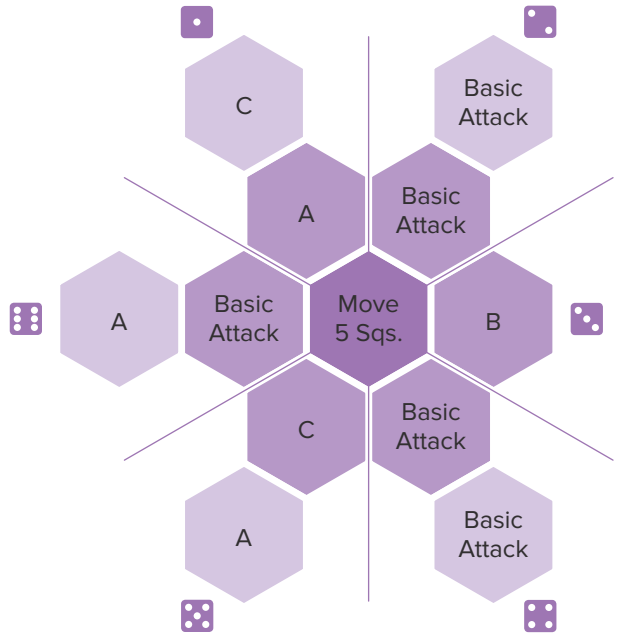
OPTIONAL MODIFIERS

Bonded: Targets the last Hero that targeted the Houndmaster.

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 2
Bite *VS*	Melee	1	Deal 1d10 + 10 Damage *VS* .
SPECIAL ABILITIES			
Pounce *AUTO-HIT*	A	5	Move up to 5 Squares toward Hero with least HP and deal 1d10 + 10 Damage *VS* . Hero is knocked *PRONE VS* .

EMBERWIND

HOUND MASTER



HP:	/60
Toughness:	8
Resistance:	4
Rank:	Awakened

DEFAULT CHARACTERISTICS

Tunnel Vision: Moves toward nearest Hero.

Immediacy: Attacks nearest Hero.

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

OPTIONAL MODIFIERS

Bonded: Targets the last Hero that targeted a Bloodhound.

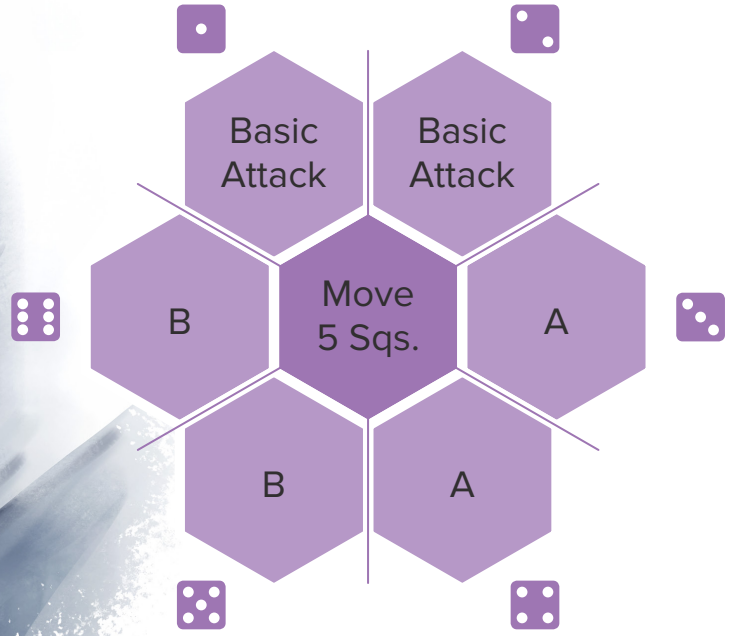
Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 3
Dagger *vs*	Melee	1	Deal 2d10 + 10 Damage ***vs***.
Whip *vs*	Ranged	3	Deal 1d10 + 10 Damage ***vs***.
SPECIAL ABILITIES			
Disarming Lash *vs*	A	3	Deal 1d10 + 10 Damage ***vs***. Hero suffers 5 Stacks of ***WEAKNESS VS***.
Animal Handling	B	-	All Bloodhounds heal 10 HP.
Unleash	C	-	Actions by nearest Bloodhound deal +10 Damage next Turn.

Size on map: 1 x 1

TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

EMBERWIND



RIFT KEEPER

Size on map: 1 x 1

TURN STEPS:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

HP	/35
Toughness: 4	
Resistance: 6	
Rank: Grunt	

DEFAULT CHARACTERISTICS

Ranged Fighter: Maintains 5 Squares of distance from nearest Hero whenever possible.

Immediacy: Attacks nearest Hero.

OPTIONAL MODIFIERS

Coordinated Assault: Targets the last Hero another Foe Attacked.

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

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 2
Rift Bolt *VS*	Ranged	5	Deal 1d10 + 10 Damage ***VS***.
SPECIAL ABILITIES			
Dazing Bolt *VS*	A	-	Deal 1d10 + 10 Damage ***VS***. Hero suffers from ***DAZE VS***.
Dew from Beyond	B	-	Nearest wounded Slitherspine heals for 10 HP.

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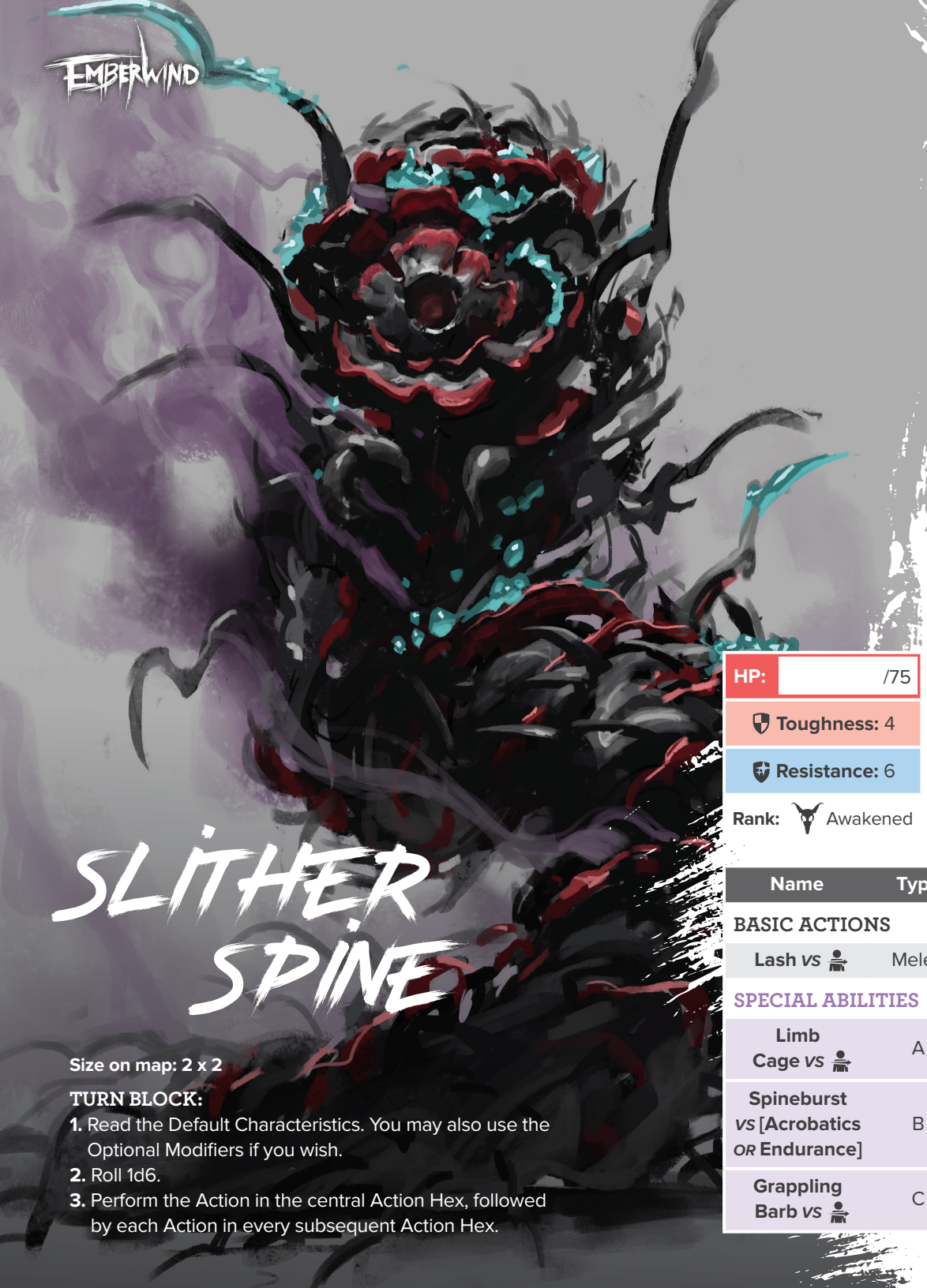
SLITHER SPINE

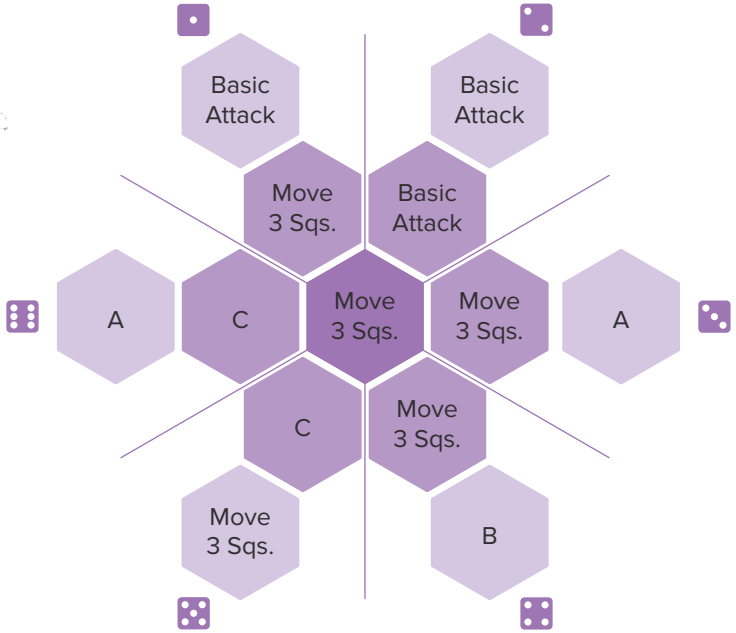


Size on map: 2 x 2

TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

HP:	/75
Toughness:	4
Resistance:	6
Rank:	Awakened



DEFAULT CHARACTERISTICS

Mob Masher: Moves toward and Attacks Hero nearest to another Hero.

High Traction: Move Actions are not affected by Elevation.

Natural Environment: Immune to Concentrated Miasma (Local Field Effect).

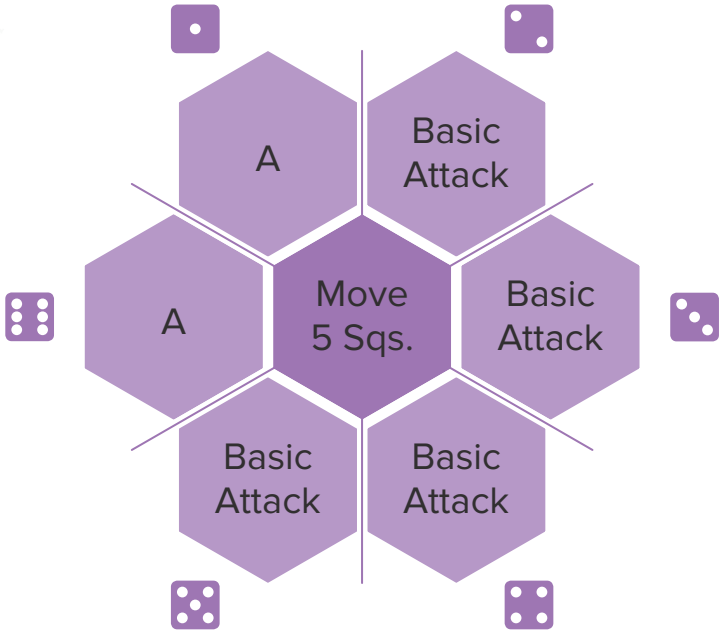
OPTIONAL MODIFIERS

Steady Feet: Cannot be knocked ***PRONE***.

Wide Attacks: Basic Attacks targeting a Hero also target all other Heroes adjacent to that Hero.

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 3
Lash *VS*	Melee	2	Deal 1d10 + 10 Damage ***VS***.
SPECIAL ABILITIES			
Limb Cage *VS*	A	1	Deal 1d10 + 5 Damage ***VS***. Hero suffers ***PARALYSIS VS***.
Spineburst *VS* [Acrobatics *OR* Endurance]	B	2	Deal 2d10 + 10 Damage ***VS*** to all Heroes within 2 Range. Slitherspine suffers from ***FRAGILITY***.
Grappling Barb *VS*	C	5	Deal 1d10 + 10 Damage ***VS***. Hero is moved to an unoccupied Square adjacent to Slitherspine.

SLAUGHTER FISH



HP	/35
Toughness:	4
Resistance:	4
Rank:	Grunt

DEFAULT CHARACTERISTICS

Territorial: Does not Move unless a Hero is within 7 Squares.

Tunnel Vision: Moves toward nearest Hero.

Immediacy: Attacks nearest Hero.

Natural Environment: Immune to Concentrated Miasma (Local Field Effect).

OPTIONAL MODIFIERS

Aetherfeast: Moves and Attacks Hero with highest Resistance.

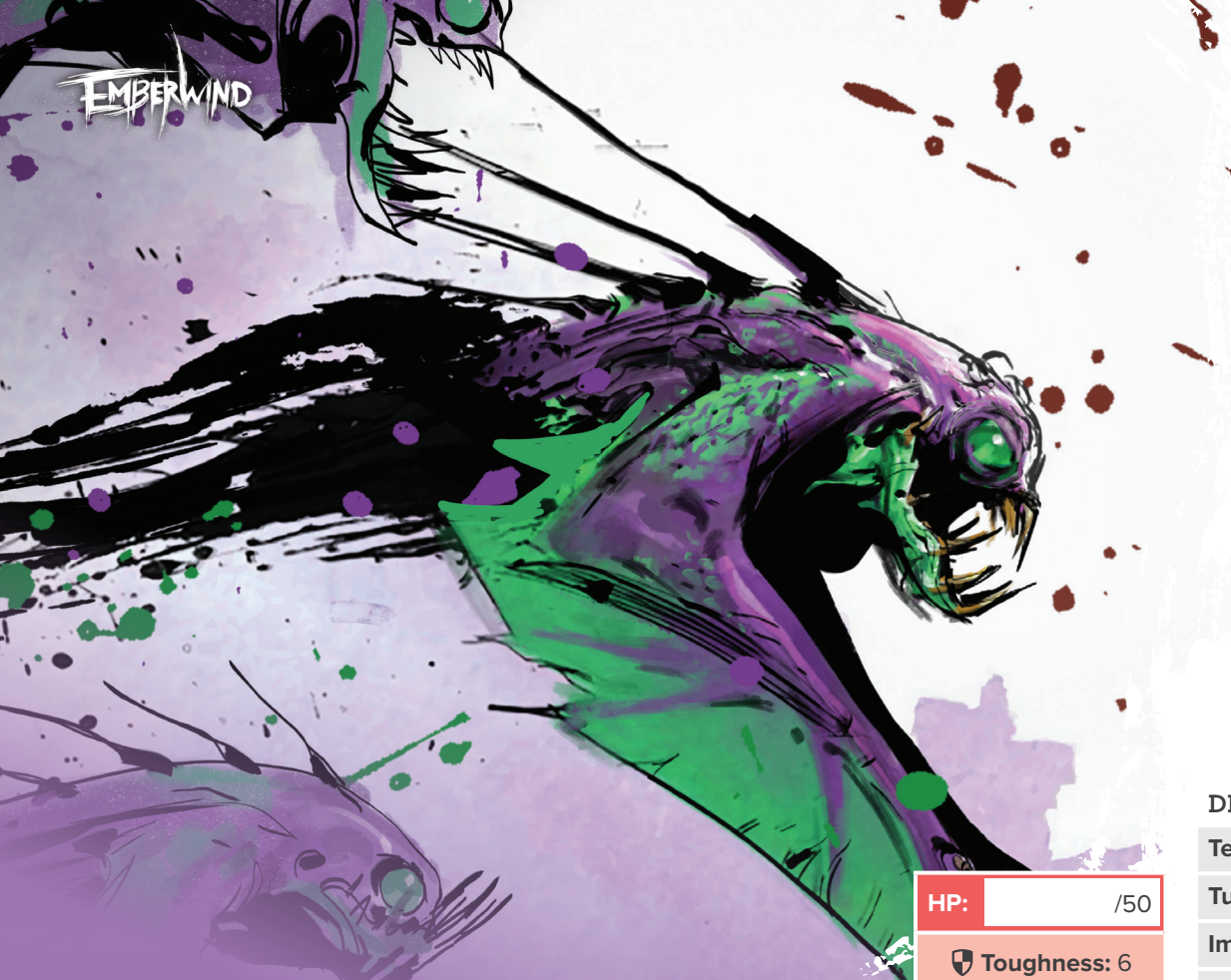
Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 2
Bite *vs*	Melee	1	Deal 1d10 + 5 Damage ***vs***. Hero suffers 1 Stack of ***VULNERABILITY VS***.
SPECIAL ABILITIES			
Shoaling Pod	A	-	Remove this Foe and another adjacent Slaughterfish from the Encounter. Replace them with 1 Slaughterswarm with full HP.

Size on map: 1 x 1

TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

EMBERWIND



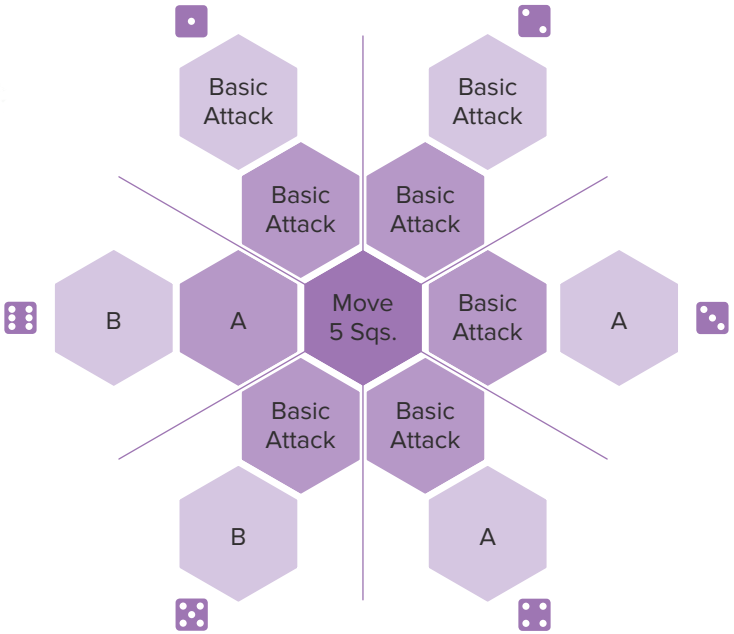
SLAUGHTER SWARM

Size on map: 2 x 2

TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

HP:	/50
Toughness:	6
Resistance:	6
Rank:	Awakened



DEFAULT CHARACTERISTICS

Territorial: Does not Move unless a Hero is within 7 Squares.

Tunnel Vision: Moves toward nearest Hero.

Immediacy: Attacks nearest Hero.

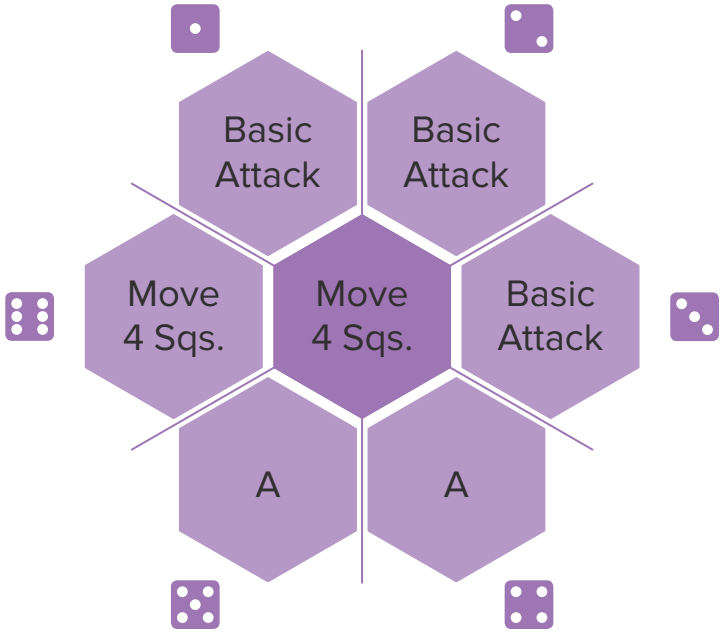
Natural Environment: Immune to Concentrated Miasma (Local Field Effect).

OPTIONAL MODIFIERS

Aetherfeast: Moves and Attacks Hero with highest Resistance.

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 3
Bite *VS*	Melee	1	Deal 2d10 + 5 Damage *VS*. Hero suffers 2 ***VULNERABILITY VS***.
SPECIAL ABILITIES			
Cannibalize	A	-	Remove 1 adjacent Slaughterfish from the Encounter. Slaughterswarm is fully healed.
Overwhelming Swarm *VS* **[Acrobatics** *OR* **Athletics]**	B	2	Deal 2d10 + 5 Damage *VS*. Hero suffers ***PARALYSIS VS*** **[Endurance** *OR* **Focus]**.

EMBERWIND



CHASER STREETJACK

Size on map: 1 x 1

TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

HP	/30
Toughness: 4	
Resistance: 4	
Rank: Grunt	

DEFAULT CHARACTERISTICS

Attack of Opportunity: If an adjacent Hero takes a Move Action, Streetjack makes a Basic Attack before that Hero's Action completes.

Tunnel Vision: Moves toward nearest Hero.

Immediacy: Attacks nearest Hero.

OPTIONAL MODIFIERS

Mob Mentality: Prefers to Flank Heroes whenever possible.

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 2
Bludgeon *vs*	Melee	1	Deal 1d10 + 10 Damage ***vs*** .
SPECIAL ABILITIES			
Spiteful Thrash	A	-	Until this Foe's next Turn, whenever an adjacent Hero targets another Foe, this Foe makes a Basic Attack. If the Attack hits, deal Basic Attack Damage and Cancel that Hero's Action.

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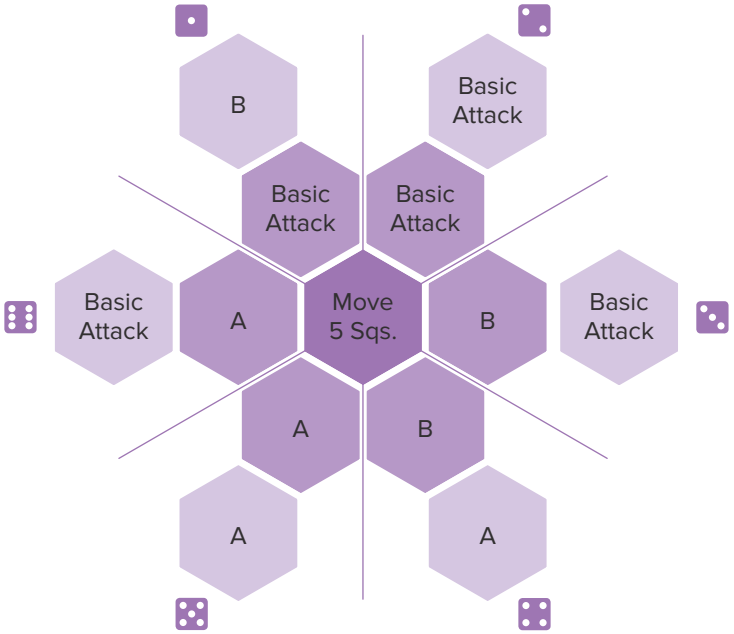

CHASER MISTWALKER

Size on map: 1 x 1

TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

HP:	/35
Toughness: 4	
Resistance: 8	
Rank:	Awakened

DEFAULT CHARACTERISTICS

Slippery: May save 1 Move Action and use it at the end of their Action Chain instead.

Ranged Fighter: Maintains 5 Squares of distance from nearest Hero whenever possible.

Backline Attacker: Attacks farthest Hero in Range.

OPTIONAL MODIFIERS

Swap: If a Hero deals Damage to this Foe, it switches Occupied Squares with the nearest Streetjack.

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 3
Aetherburn *VS*	Ranged	5	Deal 2d10 + 10 Damage *VS* .
SPECIAL ABILITIES			
Chilling Cloud *AUTO-HIT*	A	5	Hero suffers from ***CHILLED*** and ***DAZED VS*** .
Silencing Stare *AUTO-HIT*	B	5	Hero suffers from ***SILENCE VS*** **[Focus *OR* Intimidate]**.

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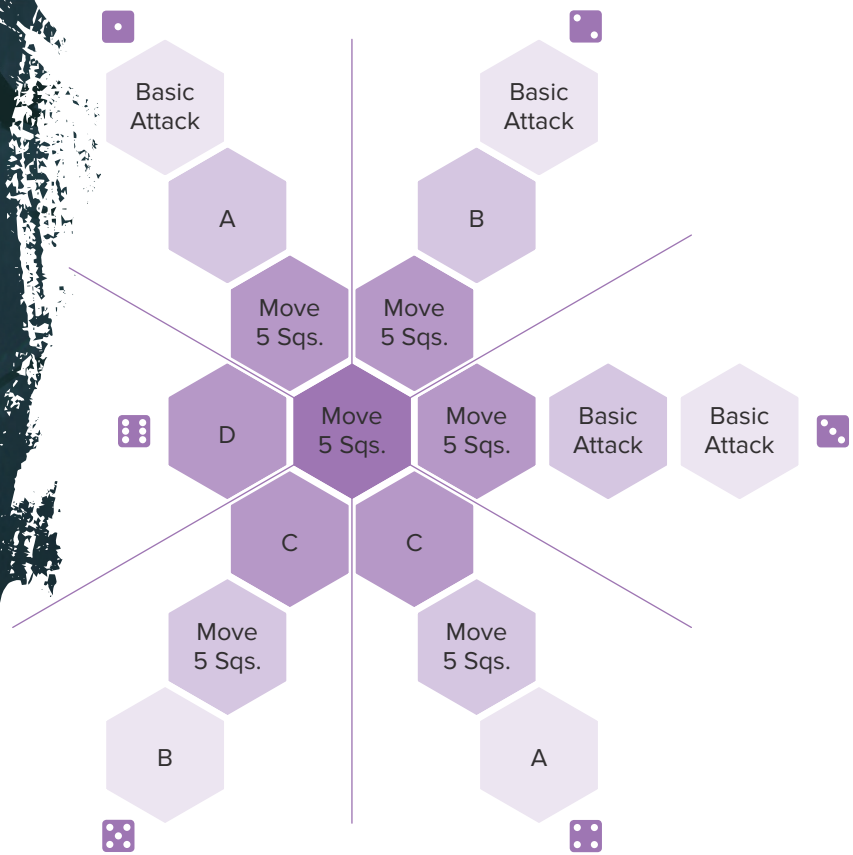
CHASER DOORCRASHER



Size on map: 1 x 1

TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

HP: /150	Toughness: 15	Resistance: 15	Rank: Elite

DEFAULT CHARACTERISTICS

Unpredictable: Assign a number to each non-fallen Hero on a d4. Roll a d4 at the start of Foe's Turn. Foe Moves toward and Attacks that Hero this Turn. Reroll if roll result is unassigned to a Hero.

Overstrung: Loses 10 HP at the start of each of its Turns.

OPTIONAL MODIFIERS

Manic Movement: 2 Free Shifts at any point during Foe's Turn.

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 4
Chop *vs*	Melee	1	Deal 2d10 + 10 Damage ***vs***.
SPECIAL ABILITIES			
Whirling Axe *vs*	A	1	Deal 1d10 + 10 Damage ***vs***. Hero cannot take Move Actions until the end of next Turn.
Meat Cleaver *vs*	B	1	Deal 2d10 + 10 Damage ***vs***. Hero suffers from ***FRAGILITY VS***.
Huff Pixie	C	-	+10 Resistance until start of next Turn. Lose 10 HP.
Defend and Recover	D	-	+10 Toughness until start of next Turn. Heals 15 HP.

PARTY TRACKER CARD

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Initiative Slot Order

Hero 1	
Grunt Foes	
Hero 2	
Awakened Foes	
Hero 3	
Elite Foes	
Hero 4	
Boss Foes	

Counters

Campaign Clock	
Round Counter	
Hit Counter	
Gold Pieces	

Health & Ongoing Effects

Foe Number	1	2	3	4	5	6	7	8
Conditions								
HP								

Foe Number	9	10	11	12	1	2	3	1
Conditions								
HP								

QUICK GUIDE: HERO TURNS

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

EMBERWIND

STEP 1
STARTING YOUR TURN:

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

- 2 Slow Actions, or
- 1 Slow and 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 yourself, Other Heroes, Foes, and Squares. Actions that Target a Foe require a CAP Check.

[2] **Cover:** You cannot Target a Combatant (or Square) with a Ranged Action if there is a Square of Cover between you and your Target.

Action Targeting: You may only Target Combatants within the Action Range.

STEP 3
RESOLVING YOUR ACTIONS:

CAP Check: Roll 1d20 to determine what happens.

C **If Roll result is ≤ your "C" Value, your Action is a Critical Hit: Hitting your Target, bypassing Barrier Values, and dealing Max Damage.**

AUTO-CRIT: An ***AUTO-CRIT*** does not require a CAP Check and is treated as a Critical Hit.

A **If Roll result is ≤ your "A" Value, your Action Hits your Target. Proceed to "P".**

AUTO-HIT: An ***AUTO-HIT*** skips the CAP Check and is treated as a Hit. ***AUTO-HIT*** Actions never penetrate Barrier Values.

P **If Roll result is ≤ your "P" Value, your Action bypasses Barrier Values.**

PIERCING: ***PIERCING*** ignores Barrier Values when dealing Damage.

STEP 4
DEALING DAMAGE:

If you Hit a Foe, roll the associated damage dice for the Action. Deal full Damage if you pass the Barrier Values. Otherwise, reduce Damage by the Foe's corresponding Barrier Value.

OR
HEALING & FALLEN:

Healing a Hero does not require a CAP Check. Roll the associated healing dice for the Action. Add the Roll result to that Hero's Current HP. Current HP cannot exceed Max HP. You cannot heal a ***FALLEN*** Target.

SPECIAL ACTIONS & RESOURCES

Trigger: Can be used out of Turn if its Condition is met. You must have enough unused Action Pool to expend. Unused Action Pool does not carry over to your next Turn.

TRIGGER LIMIT: *The total amount of Trigger Actions you can use per Round.*

Sustain: Actions may have a Sustained Effect that can be repeated on subsequent Turns. Choose which Effect(s) to sustain at the start of each Turn, then apply as indicated. Sustaining an Effect does not deplete your Action Pool.

SUSTAIN LIMIT: *The total amount of Effects you can Sustain per Round. Multiple copies of the same Effect count separately.*

Amplify: Increase the power of an Action with:

- An **Amplify Effect** that exists within that Action or
- An **Amplify Action**, which can be taken during another Action to enhance its Effects.

AMPLIFY LIMIT: *The total amount of Amplify Effects and Amplify Actions you can use per Round.*

Tide-Turners: Activated by expending a Tide-Turner Charge.

QUICK GUIDE: FOE TURNS

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

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STEP 1
STARTING A FOE'S TURN:

Read Foe's Default Characteristics and Optional Modifiers.

STEP 2
USING ACTION CHAIN:

Roll 1d6 to determine Action Chain.

Action Chain: Begin with the centre Hex, then progress through adjacent Hexes in the direction of the Roll result. Perform the Action in each Hex in order.

Move Hex: Travel a number of Unoccupied Squares up to the value listed in the Hex. Diagonal Squares count as 1.

[1] **Basic Attack Hex:** Target a Hero with a Basic Attack. If the Foe has a Melee and Ranged option, it prioritizes its preferred Basic Attack.

Special Ability Hex: Foe's strongest powers.

STEP 3
SELECTING FOE'S TARGETS:

Action Targeting: Foes move and Target using their Default Characteristics. Optional Modifiers, and Combat Flairs). If Targeting is unspecified, Narrator has Foe act in its best interest.

[2] **Cover:** See Quick Guide, Hero Turns.

Action Range: See Quick Guide, Hero Turns.

[3] **Flanking:** A Hero who is adjacent to two Foes occupying Squares on opposite edges or corners suffers from ***OFF-GUARD***. The same is true for a Foe positioned between two Heroes.

No Valid Target: If a Hex has no valid Target, Foe skips that Hex in their Action Chain.

STEP 4
RESOLVING FOE'S ACTIONS:

Foes do not roll CAP Checks. Instead, Heroes avoid Foe Actions using Defense Checks, and .

When Targeted, the Hero rolls 1d20 and compares the Roll Result to the corresponding Defense Value matching the icon listed directly after the name of the Action. If the Hero is Hit (Roll result > Defense Value), proceed to Step 5.

STEP 5
DEALING DAMAGE:

The Narrator rolls the Damage dice listed in the Foe's Action. The Hero reduces the Damage by the corresponding Barrier Value listed. Then subtract the final result from the Hero's HP.

OR
ADDITIONAL EFFECTS:

Foe Actions may have additional Effects. Heroes roll additional Defense Checks to determine whether they suffer from those Effects. Each Effect requires a separate Defense Check, listed directly after each Effect.

SPECIAL PROPERTIES:

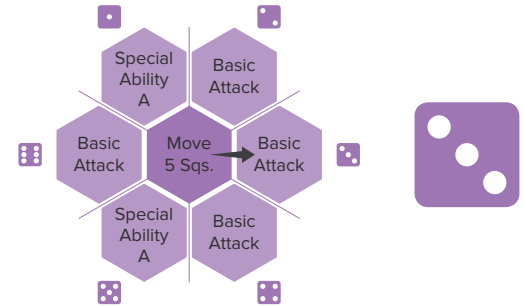
AUTO-HIT: Foe Actions marked with ***AUTO-HIT*** cannot be avoided.

PIERCING: Foe Actions marked with ***PIERCING*** cannot have their Damage reduced by Barrier Values.

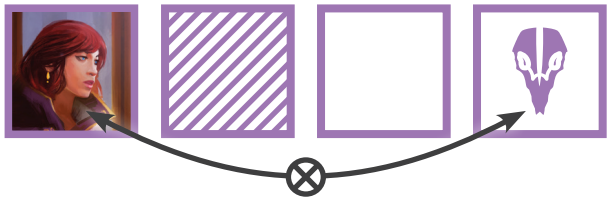
Forced Movement: Foes cannot be forced off the Battlefield or an Elevation unless the Storyteller or Narrator allows it.

EXAMPLES:

[1]



[2]



[3]

QUICK GUIDE: VETERAN FOE TURNS

A Veteran Foe is a tougher version of a standard Foe, with improved statistics and advanced abilities. Before a Combat Encounter begins, the Storyteller may pay the Flow cost listed at the top of a Foe Card to promote a Foe to their tougher Veteran status, replacing the data on its original Foe Card with the information on its Veteran Foe Card variant.

Tip: Employing Veteran Foes will likely slow down your Combat Encounters. The Veteran version of each Foe can be found at **emberwindgame.com**.

STEP 1
UNLOCK HEXES

Choose a Red Action Hex to unlock. Mark that Hex's checkbox on the A.I. Hex Grid. You may spend an additional 2 Flow Points to unlock 1 additional Red Action Hex each Round

STEP 2
ROLL FOR SEGMENT OF A.I. HEX GRID:

Roll 1d6 to determine the segment of the A.I. Hex Grid the Storyteller may use to build the Veteran Foe's Action Chain. The outer edge of the A.I. Hex Grid contains d6 icons showing which segments correspond to which rolled value.

STEP 3
BUILD VETERAN FOE'S ACTION CHAIN:

Build an Action Chain of adjacent Hexes starting at the Centre Hex and proceeding outward, choosing 1 Action Hex from each progressive ring of Hexes. Each Action Hexes must be located in or overlap with the d6 segment you rolled. Your Action Chain ends when there are no more valid Action Hexes to add.

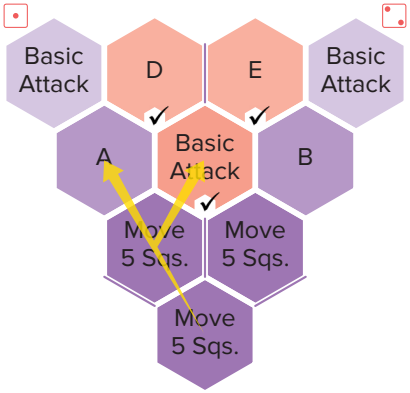
Tip: You should resolve each Veteran Foe Action as each Hex is added to the Action Chain. This means you will see the result of the previous Action Hex before choosing the next Action in the Chain, giving you the ability to adapt the Veteran Foes' strategy as it unfolds.

STEP 4
RESOLVE ACTIONS:

Resolve Veteran Foe Actions as you would standard Foe Actions, but pay attention to any new Default Characteristics or Optional Modifiers on their Veteran Foe Card. Rules for selecting Foes' Targets and resolving Foe Actions are located in the "Quick Guide: Foe Turns" section of the Combat Rules at **emberwindgame.com/game/resources**.

EXAMPLE:

You spend 5 Flow Points to unlock the Chaser Doorcrasher's Veteran Foe status and 4 Flow Points to unlock an additional 2 Red Action Hexes on its first Round of Combat. You unlock the Basic Attack Hex in the second ring of Action Hexes on the border of segments 1 and 2, the Special Ability D Hex in the fourth ring of segment 1, and the Special Ability E Hex in the fourth ring of segment 2.



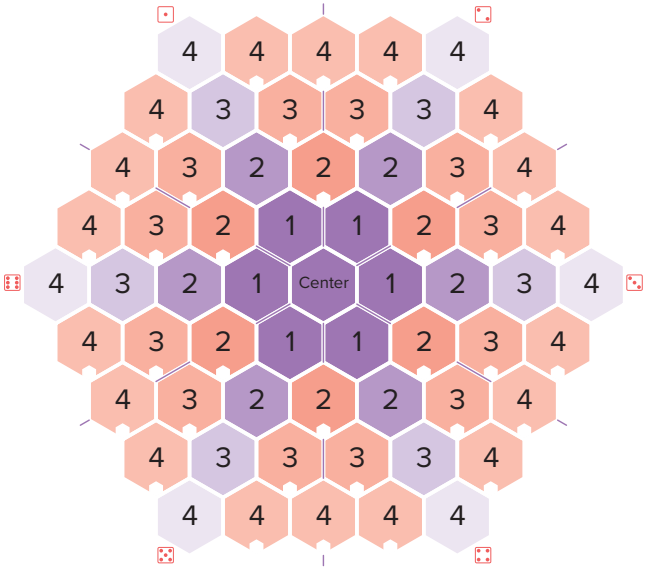
You roll 1d6 to determine which segment of the A.I. Hex Grid to use for your Action Chain. You roll a 1, giving you the following Hexes to choose from for your Action Chain.

First Action: Move 5 Sqs.
Second Action: Move 5 Sqs.
Third Action: Special Ability A ***OR*** Basic Attack
Fourth Action: Basic Attack* ***OR*** Special Ability D

** If you chose Basic Attack for the Veteran Foe's third Action, you would not be able to choose Basic Attack for its fourth Action because those Action Hexes are not adjacent..*

Manual Control: You may also take manual control of a Veteran Foe, unlocking all Action Hexes and freely choosing every Action the Foe uses. The maximum amount of Actions it takes is determined by the "Actions per Turn" field. You may wish to spend 5-8 Flow Points to adjust for the added difficulty.

HEX GRID RING REFERENCE



Name: BLOODHOUND [Veteran] | **HP:** /70 | **Toughness:** 8 | **Resistance:** 8 | **Rank:** Grunt | **Type:** Beast | **Flow:** 3 | **Size:** 1 x 1

DEFAULT CHARACTERISTICS

Tunnel Vision: Moves toward nearest Hero.

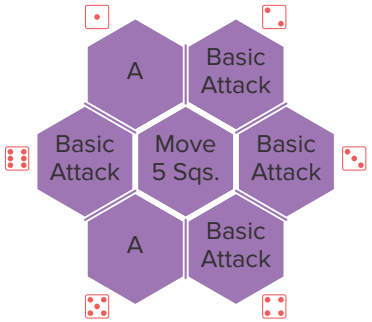
Immediacy: Attacks nearest Hero.

OPTIONAL MODIFIERS

Bonded: Targets the last Hero that targeted the Houndmaster.

Avenger: Deals +5 Damage on all Actions if the Houndmaster is ***FALLEN***.

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 3
Bite *VS*	Melee	1	Deal 1d10 + 15 *VS* .
SPECIAL ABILITIES			
Pounce *AUTO-HIT*	A	5	Move up to 5 Squares toward Hero with least HP and deal 1d10 + 10 Damage *VS* . Hero is knocked *PRONE VS* .



TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

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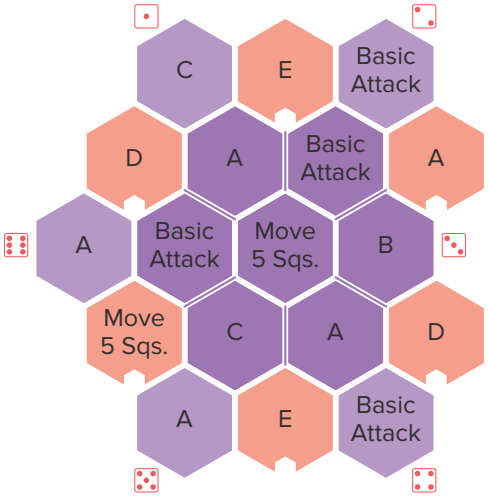
HOUND
MASTER

Name: HOUNDMASTER [Veteran] | **HP:** /120 | **Toughness:** 10 | **Resistance:** 8 | **Rank:** Awakened | **Type:** Human | **Flow:** 4 | **Size:** 1 x 1



DEFAULT CHARACTERISTICS

Tunnel Vision: Moves toward nearest Hero.

Immediacy: Attacks nearest Hero.

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

OPTIONAL MODIFIERS

Bonded: Targets the last Hero that targeted a Bloodhound.

Attack of Opportunity: If a Hero within 5 Squares takes a Move Action, Houndmaster makes a Basic Attack on that Hero before their Move Action is completed.

Avenger: Makes 1 additional Basic Attack at the end of each Turn if 1 or more Bloodhounds are ***FALLEN***.

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 3
Dagger *vs*	Melee	1	Deal 2d10 + 10 ***vs***.
Whip *vs*	Ranged	5	Deal 1d10 + 10 ***vs***.
SPECIAL ABILITIES			
Disarming Lash *vs*	A	5	Deal 1d10 + 10 Damage ***vs***. Hero suffers 5 Stacks of ***WEAKNESS VS***.
Animal Handling	B	-	All Bloodhounds heal 15 HP.
Unleash	C	-	The 2 Bloodhounds nearest to Houndmaster deal +10 Damage on all Actions next Turn.
LEARNABLE SPECIAL ABILITIES			
Crack the Whip	D	-	The Bloodhound nearest to Houndmaster takes an extra Turn at the End of the Houndmaster's Turn.
Thundercrack ***AUTO-HIT***	E	5	*Trig. Cond.:* If a Hero uses a Spell, *Trig. Effect*: Deal 1d10 + 10 Damage ***vs*** and Cancel that Hero's Action. Hero suffers ***SILENCE VS***.

TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

EMBERWIND

Name: RIFTKEEPER [Veteran] | **HP:** /50 | **Toughness:** 4 | **Resistance:** 8 | **Rank:** Grunt | **Type:** Human | **Flow:** 3 | **Size:** 1 x 1

DEFAULT CHARACTERISTICS

Ranged Fighter: Maintains 7 Squares of distance from nearest Hero whenever possible.

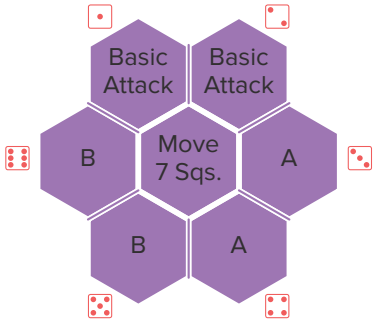
Immediacy: Attacks nearest Hero.

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

OPTIONAL MODIFIERS

Coordinated Assault: Targets the last Hero another Foe Attacked.

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 2
Rift Bolt *vs*	Ranged	7	Deal 1d10 + 15 *vs* .
SPECIAL ABILITIES			
Dazing Bolt *vs*	A	7	Deal 1d10 + 15 Damage *vs* . Hero suffers from *DAZE VS* .
Dew from Beyond	B	-	Nearest wounded Rift-type Foe heals 1/2 of their Max HP and remove all Stacks of 1 Condition from that Foe.

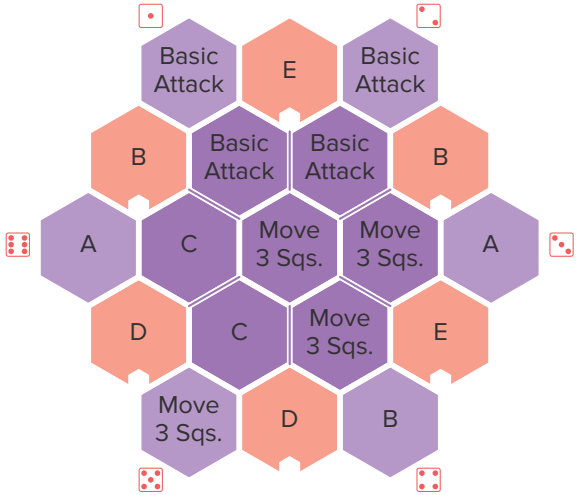


TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

EMBERWIND

Name: SLITHERSPINE [Veteran] | **HP:** /100 | **Toughness:** 4 | **Resistance:** 12 | **Rank:** Awakened | **Type:** Rift | **Flow:** 4 | **Size:** 2 x 2



DEFAULT CHARACTERISTICS

Mob Masher: Moves toward and Attacks Hero nearest to another Hero.

High Traction: Move Actions are not affected by Elevation.

Natural Environment: Immune to Concentrated Miasma (Local Field Effect).

OPTIONAL MODIFIERS

Steady Feet: Cannot be knocked ***PRONE***.

Wide Attacks: Basic Attacks targeting a Hero also target all other Heroes adjacent to that Hero.

Unstoppable: Move Actions cannot be Cancelled.

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 3
Lash ***VS***	Melee	2	Deal 1d10 + 10 ***VS***. Deal 5 ***PIERCING*** Damage.
SPECIAL ABILITIES			
Limb Cage ***VS***	A	1	Deal 1d10 + 5 Damage ***VS***. Hero suffers ***PARALYSIS VS***.
Spineburst ***VS*** **[Acrobatics** ***OR*** **Endurance]**	B	2	Deal 2d10 + 10 Damage ***VS*** to all Heroes within Range. Slitherspine suffers from ***FRAGILITY***.
LEARNABLE SPECIAL ABILITIES			
Grappling Barb ***VS***	C	5	Targets 2 furthest Heroes within Range. Deal 1d10 + 10 Damage ***VS***. Hero(es) are moved to an unoccupied Square adjacent to Slitherspine.
Elongate	D	-	+2 Range on all Actions during Slitherspine's next Turn.
Chilling Grasp ***VS***	E	5	*Trig. Cond.:* If a Hero Moves or Shifts, *Trig. Effect:* Cancel that Hero's Move Action. That Hero suffers ***CHILLED VS***.

TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

EMBERWIND

Name: SLAUGHTERFISH [Veteran] | **HP:** /45 | **Toughness:** 6 | **Resistance:** 4 | **Rank:** Grunt | **Type:** Beast | **Flow:** 3 | **Size:** 1 x 1

DEFAULT CHARACTERISTICS

Territorial: Does not Move unless a Hero is within 7 Squares.

Tunnel Vision: Moves toward nearest Hero.

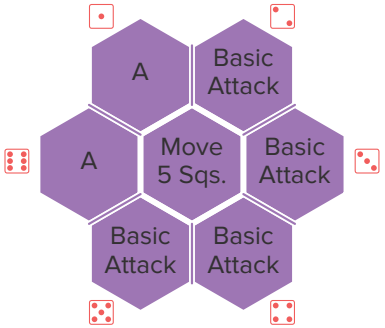
Immediacy: Attacks nearest Hero.

Natural Environment: Immune to Concentrated Miasma (Local Field Effect).

OPTIONAL MODIFIERS

Aetherfeast: Moves toward and Attacks Hero with highest Resistance.

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 2
Bite *vs*	Melee	1	Deal 1d10 + 5 Damage *vs* . Hero suffers 2 Stacks of ***VULNERABILITY VS*** .
SPECIAL ABILITIES			
Shoaling Pod	A	5	Remove this Foe and another Slaughterfish within Range from the Encounter. Replace them with 1 Veteran Slaughterswarm with full HP.



TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

EMBERWIND

Name: SLAUGHTERSWARM [Veteran] | **HP:** /75 | **Toughness:** 8 | **Resistance:** 6 | **Rank:** Awakened | **Type:** Beast | **Flow:** 4 | **Size:** 2 x 2

DEFAULT CHARACTERISTICS

Territorial: Does not Move unless a Hero is within 7 Squares.

Tunnel Vision: Moves toward nearest Hero.

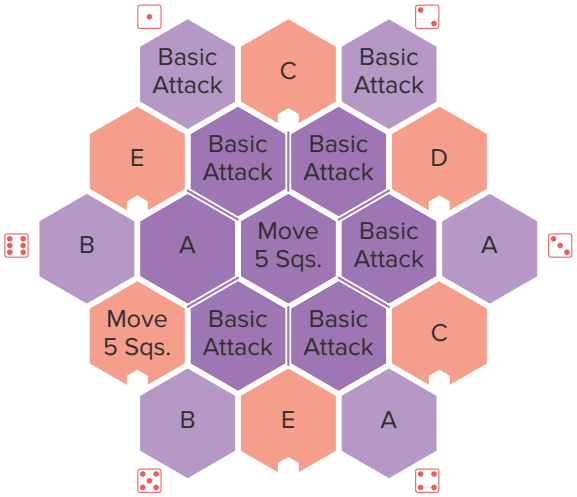
Immediacy: Attacks nearest Hero.

Natural Environment: Immune to Concentrated Miasma (Local Field Effect).

OPTIONAL MODIFIERS

Aetherfeast: Moves toward and Attacks Hero with highest Resistance.

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 3
Bite *VS*	Melee	1	Deal 2d10 + 5 Damage *VS*. Hero suffers 4 Stacks of ***VULNERABILITY VS***.
SPECIAL ABILITIES			
Cannibalize	A	3	Remove 1 Grunt Foe within Range from the Encounter. Slaughterswarm is fully healed.
Overwhelming Swarm *VS* **[Acrobatics** *OR* **Athletics]**	B	2	Deal 2d10 + 5 Damage *VS*. Hero suffers ***PARALYSIS VS*** **[Endurance** *OR* **Focus]**.
LEARNABLE SPECIAL ABILITIES			
Gnashing Fangs *VS*	C	2	Any current Stacks of ***VULNERABILITY*** or ***FRAGILITY*** on all Heroes within Range cannot be removed until the End of the Encounter.
Teeth Twister ***AUTO-HIT***	D	5	Move up to 5 Squares toward Hero furthest from Slaughterswarm. Deal 1d10 + 10 Damage *VS* to each Hero adjacent to Slaughterswarm during and after its movement.
Consume Aether	E	-	*Trig. Cond.:* If a Hero uses a Spell that includes Slaughterswarm as a Target, *Trig. Effect:* Cancel that Action and Slaughterswarm heals 10 HP.

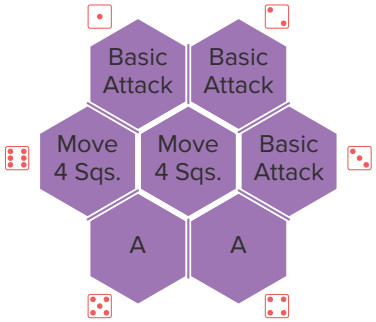


TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

EMBERWIND

Name: CHASER STREETJACK [Veteran] | **HP:** /55 | **Toughness:** 4 | **Resistance:** 4 | **Rank:** Grunt | **Type:** Human | **Flow:** 3 | **Size:** 1 x 1



DEFAULT CHARACTERISTICS

Attack of Opportunity: If an adjacent Hero takes a Move Action, Chaser Streetjack makes a Basic Attack on that Hero before their Move Action is completed.

Tunnel Vision: Moves toward nearest Hero.

Immediacy: Attacks nearest Hero.

OPTIONAL MODIFIERS

Mob Mentality: Prefers to Flank Heroes whenever possible.

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 2
Bludgeon *vs*	Melee	1	Deal 1d10 + 15 *vs* .
SPECIAL ABILITIES			
Spiteful Thrash	A	-	Until Chaser Streetjack's next Turn, whenever an adjacent Hero Targets a Foe with an Action, this Foe makes a Basic Attack on that Hero. If the Attack hits, deal Basic Attack Damage and Cancel that Hero's Action.

TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

EMBERWIND

Name: CHASER MISTWALKER [Veteran] | **HP:** /55 | **Toughness:** 4 | **Resistance:** 8 | **Rank:** Awakened | **Type:** Human | **Flow:** 4 | **Size:** 1 x 1

DEFAULT CHARACTERISTICS

Slippery: May save 1 move Action and use it at the end of their Action Chain.

Ranged Fighter: Maintains 5 Squares of distance from nearest Hero whenever possible.

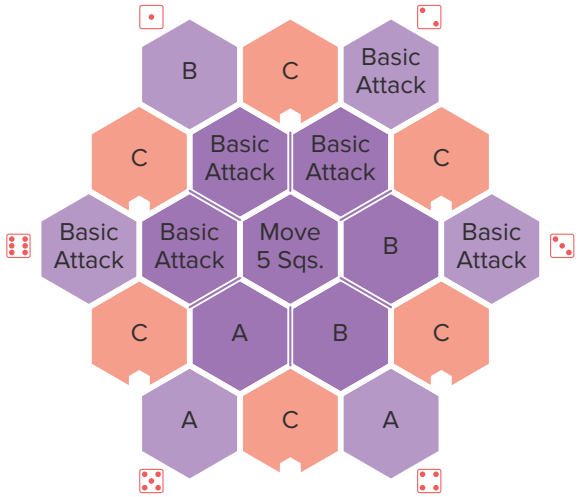
Backline Attacker: Attacks farthest Hero in Range.

OPTIONAL MODIFIERS

Attack of Opportunity: If a Hero within 5 Squares takes a Move Action, Chaser Mistwalker makes a Basic Attack on that Hero before their Move Action is completed.

Swap: If a Hero deals Damage to this Chaser Mistwalker, it switches occupied Squares with the nearest Chaser Streetjack.

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 3
Aetherburn	Ranged	5	Deal 2d10 + 10 ***VS*** .
SPECIAL ABILITIES			
Chilling Cloud ***AUTO-HIT***	A	5	Hero Suffers from ***CHILLED*** and ***DAZED VS*** .
Silencing Stare ***AUTO-HIT***	B	5	Hero Suffers from ***SILENCE VS*** [**Focus** or **Intimidate**].
LEARNABLE SPECIAL ABILITIES			
Phasing Presence	C	-	*Trig. Cond.:* If a Hero uses a Ranged Action that includes Chaser Mistwalker as a Target, *Trig. Effect:* That Action misses Chaser Mistwalker (but not other Targets).



TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

EMBERWIND

EMBERWIND
CHASER
DOORCRASHER

Name: CHASER DOORCRASHER [Veteran] | **HP:** /250 | **Toughness:** 20 | **Resistance:** 20 | **Rank:** Elite | **Type:** Human | **Flow:** 5 | **Size:** 1 x 1

DEFAULT CHARACTERISTICS

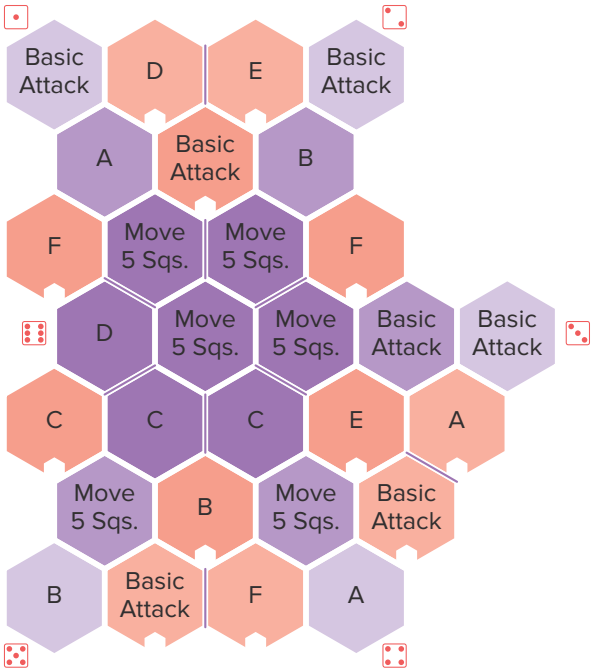
Unpredictable: Assign a number to each non-***FALLEN*** Hero on a d4. Roll a d4 at the start of Chaser Doorcrasher's Turn. Chaser Doorcrasher Moves toward and Attacks that Hero this Turn. Reroll if roll result is unassigned to a Hero.

Overstrung: Loses 10 HP at the start of each of its Turns.

Juggernaut: Negate the first 30 Damage (before /) Chaser Doorcrasher takes each Round.

OPTIONAL MODIFIERS

Manic Movement: 2 Free Shifts at any point during Chaser Doorcrasher's Turn.



Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 4
Chop ***VS***	Melee	1	Deal 2d10 + 15 ***VS*** .
SPECIAL ABILITIES			
Whirling Axe ***VS***	A	1	Deal 1d10 + 10 Damage ***VS*** . Hero cannot take Move Actions until the end of next Turn.
Meat Cleaver ***VS***	B	1	Deal 2d10 + 10 Damage ***VS*** . Hero suffers ***FRAGILITY*** ***VS*** .
Huff Pixie	C	-	+10 until start of next Turn and remove 1 Sustained Effect from Doorcrasher. Lose 10 HP.
Defend and Recover	D	-	+10 until start of next Turn. Heals 30 HP.
LEARNABLE SPECIAL ABILITIES			
Bowling Bash ***AUTO-HIT***	E	1	Deal 2d10 + 10 Damage ***VS*** and Hero is pushed directly away 5 Squares (if possible). All other Heroes adjacent to pushed Target during or when the Forced Movement ends take 5 ***PIERCING*** Damage.
Savage Slash ***VS*** **[Acrobatics** ***OR*** **Endurance]**	F	1	*Trig. Cond:* If an adjacent Hero uses a Basic Attack or Exploit, *Trig. Effect:* Doorcrasher makes a Basic Attack before that Hero's Action is completed. If the Attack hits, deal Basic Attack Damage and Cancel that Hero's Action.

TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

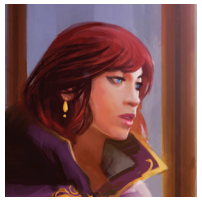
EMBERWIND

TOKENS

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

AWAKENED FOES

ELITE FOE

EMBERWIND