

### Gendrik

**Skills:**

- 1
- 2
- 1

**Abilities:**

- 1
- 4

**Icons:**

- 
- 
- 

**Description:**

Common folk often rise up to face the horrors of the world to protect their land and livelihood. In an Aberrant combat encounter, you may match a single Glyph and gain Weary if Gendrik participates.

**Actions:**

- 
- 
- 

### Haiyan

**Skills:**

- 1
- 1
- 2

**Abilities:**

- 1
- 4

**Icons:**

- 
- 
- 

**Description:**

Common folk often rise up to face the horrors of the world to protect their land and livelihood. When any character (including this character) would take Shock, they may take Weary instead and this character take Despair.

**Actions:**

- 
- 
- 

### Kirek

**Skills:**

- 2
- 2
- 1

**Abilities:**

- 1
- 4

**Icons:**

- 
- 
- 

**Description:**

**Scouting:**  
Before a **•** action, refresh one Aspect Play Card that is not a gem card and has **•** for free.

**Actions:**

- 
- 
- 

### Cosa

**Skills:**

- 2
- 2
- 2

**Abilities:**

- 1
- 4

**Icons:**

- 
- 
- 

**Description:**

A yellow scarf symbolizes the Timbering of Morum Heights. This fighter carries on the traditions of the Ghethoul investigators, in both cunning and lore.

**Actions:**

- 
- 
- 

### Esokirk

**Skills:**

- 1
- 2
- 2

**Abilities:**

- 1
- 4

**Icons:**

- 
- 
- 

**Description:**

**Skullduggery:**  
Before a **•** action, refresh one Aspect Play Card that is not a gem card and has **•** for free.

**Actions:**

- 
- 
- 

### Garsov

**Skills:**

- 2
- 3
- 1

**Abilities:**

- 1
- 4

**Icons:**

- 
- 
- 

**Description:**

Grim are the defenders of Bol Herata, through a thousand years, they've held back the nightmares and horrors.

**Actions:**

- 
- 
- 

### Aremtat

**Skills:**

- 2
- 2
- 1

**Abilities:**

- 1
- 4

**Icons:**

- 
- 
- 

**Description:**

**Militant:**  
Before a **•** action, refresh one Aspect Play Card that is not a gem card and has **•** for free.

**Actions:**

- 
- 
- 

### Asauin

**Skills:**

- 2
- 1
- 2

**Abilities:**

- 1
- 4

**Icons:**

- 
- 
- 

**Description:**

**Mystic:**  
Before a **•** action, refresh one Aspect Play Card that is not a gem card and has **•** for free.

**Actions:**

- 
- 
- 

### Baeltaefa

**Skills:**

- 3
- 1
- 2

**Abilities:**

- 1
- 4

**Icons:**

- 
- 
- 

**Description:**

A veteran of a Hurum Mur expedition, Baeltaefa remained sincere and light-hearted in the face of great tragedy.

**Actions:**

- 
- 
-



**Kirek**

2 2 1

5

**Scouting:**  
Before a **↙** action, refresh one Aspect Play Card that is not a gem card and has ⚡ for free.  
Kirek may combine ⚡ tokens.

★ ✕ -



**Haiyan**

1 1 2

5

When any character (including this character) would take Shock, they may take Weary instead and this character take Despair.

★ ★ -



**Gendrik**

1 2 1

5

In an Aberrant combat encounter, you may match a single Glyph and gain Weary if Gendrik participates.

★ ★ -



**Garsov**

2 3 1

6

6

Grim are the defenders of Bol Herata, through a thousand years, they've held back the nightmares and horrors.

✗ ✗ ★



**Esokirk**

1 2 2

5

**Skullduggery:**  
Before a **↙** action, refresh one Aspect Play Card that is not a gem card and has ⚡ for free.  
Esokirk may combine ⚡ tokens.

★ ✤ -



**Cosa**

2 2 2

6

A yellow scarf symbolizes the Timbering of Morum Heights. This fighter carries on the traditions of the Ghethoul investigators, in both cunning and lore.

★ ★ -



**Baeltaefa**

3 1 2

5

5

When any character (including this character) would take Despair, they may take Weary instead and this character take Shock.

★ ✤ ✕



**Asauin**

2 1 2

5

**Mystic:**  
Before a **↙** action, refresh one Aspect Play Card that is not a gem card and has ⚡ for free.  
Asauin may combine ✤ tokens.

★ ✤ -



**Aremtat**

2 2 1

5

**Militant:**  
Before a **↙** action, refresh one Aspect Play Card that is not a gem card and has ✕ for free.  
Aremtat may combine ✕ tokens.

★ ✕ ✕ -

 **Nem**

01	02	02
1	1	1

**Athletic:**  
Before a **W** action, refresh one Aspect Play Card that is not a gem card and has **3** for free.

**Skills:** ★, ⚔, -

 **Ortem**

01	01	01
1	1	1

Common folk often rise up to face the horrors of the world to protect their land and livelihood.  
Ortem may combine any **3** **1** **1** **1** **1** **1** **1** Tokens.

**Skills:** ★, ★, -

 **Taena**

02	01	02
1	1	1

**Scrimisher:**  
Before a **W** action, refresh one Aspect Play Card that is not a gem card and has **1** for free.

**Skills:** ★, 📖, -



**Taena**

02 01 02

5

Scrivener:  
Before a **¶** action, refresh one Aspect Play Card that is not a gem card and has **¶** for free.  
Taena may combine **¶** tokens.

★ 📖 -



**Ortem**

01 01

5

Ortem may combine any **¶** **★** **✖** **■** **●** **◎** Tokens.  
Sacrifice a double **¶** or **■** to ignore **★**.  
Sacrifice a double **¶** or **●** to ignore **✖**.  
Sacrifice a double **■** or **◎** to ignore **●**.

★ ★ -



**Nem**

01 02 02

5

Athletic:  
Before a **¶** action, refresh one Aspect Play Card that is not a gem card and has **¶** for free.  
Nem may combine **¶** tokens.

★ ⚽ -