



**Kirek**

2

02  
02  
01

6

Glyphs: ⚡⚡⚡⚡⚡⚡

**Scouting:**  
Refresh one Aspect Play Card that is not a gem card and has ⚡ for free.  
Kirek may combine ⚡ tokens.

★ ⚡ -

**Haiyan**

1

01  
01  
02

5

Glyphs: ⚡⚡⚡⚡⚡

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

★ ★ -

**Gendrik**

1

01  
02  
01

5

Glyphs: ⚡⚡⚡⚡⚡

In a combat encounter, if the encounter is Aberrant, you may ignore a single Glyph and gain Weary if Gendrik participates.

★ ★ -

**Garsov**

2

02  
03  
01

7

Glyphs: ⚡⚡⚡⚡⚡⚡

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

✗ ✗ ★

**Esokirk**

2

01  
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02

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Glyphs: ⚡⚡⚡⚡⚡⚡

**Skullduggery:**  
Refresh one Aspect Play Card that is not a gem card and has ✎ for free.  
Esokirk may combine ✎ tokens.

★ ✎ -

**Cosa**

2

02  
02  
02

7

Glyphs: ⚡⚡⚡⚡⚡⚡

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**

2

01  
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03

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Glyphs: ⚡⚡⚡⚡⚡⚡

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

★ ✎ ✗ -

**Asauin**

2

02  
01  
02

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Glyphs: ⚡⚡⚡⚡⚡⚡

**Mystic:**  
Refresh one Aspect Play Card that is not a gem card and has ✎ for free.  
Asauin may combine ✎ tokens.

★ ✎ -

**Aremtat**

2

02  
02  
01

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Glyphs: ⚡⚡⚡⚡⚡⚡

**Militant:**  
Refresh one Aspect Play Card that is not a gem card and has ✗ for free.  
Aremtat may combine ✗ tokens.

★ ✗ ✗ -



