

Skill Token Pile

First Skill

Second Skill

Third Skill

Forth Skill

Fifth Skill

Shield Tokens

Mana Tokens

Tactic Card

EARLY BIRD



Hero Card



Skill Description Card

+2

DARK PATHS

Move 1 (during the Day), or
Move 2 (at Night).

+1

BURNING POWER

Once a turn:
Siege Attack 1, or
Fire Siege Attack 1.

+2

HOT SWORDSMANSHIP

Once a turn:
Attack 2, or
Fire Attack 2.

+2

DARK NEGOTIATION

Once a turn:
Influence 2 (during the Day), or
Influence 3 (at Night).

x2

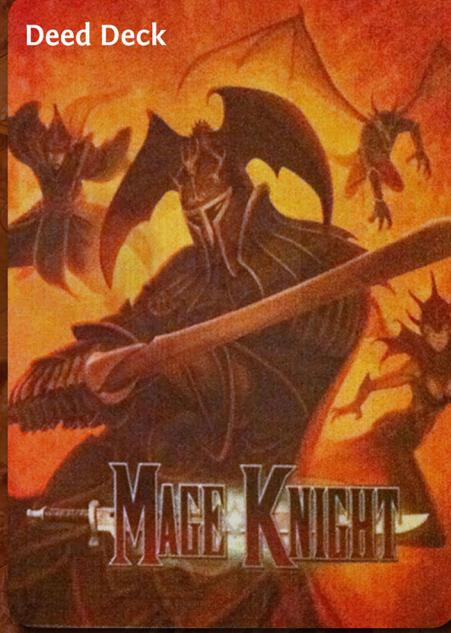
DARK FIRE MAGIC

Once a Round: Flip this to gain
one red crystal to your inventory,
and one red or black mana token.

POWER OF PAIN

Once a turn: You can play one Wound
sideways, as if it were a non-Wound card.
It gives +2 instead of +1. At the end of your
turn, put that Wound in your discard pile.

Deed Deck



Discard Pile



Command
Token
(Ready)

Command
Token
(Ready)

Unit Card



Unit Card



Unit Card



Play Area



