

Thea

Speaker for the East



Stress & Conditions

		Psyche			Body
		Distracted			Weary
		Angry			Bruised
		Shaken			Wounded

Abilities

	→	
	→	
	→	

Achievements

Overcome an issue.

	→	Rearrange staged progress cards
	→	Change asset type
	→	
	→	Create asset at Thea's location
	→	Move to any location
	→	

Action Dice Pool



Menas

Hawkleader of the Ghost Legion



	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Stress & Conditions

		Psyche			Body
<input type="checkbox"/>		Distracted	<input type="checkbox"/>		Weary
<input type="checkbox"/>		Angry	<input type="checkbox"/>		Bruised
<input type="checkbox"/>		Shaken	<input type="checkbox"/>		Wounded

Abilities



Achievements

Overcome a unit or development.

<input type="checkbox"/>	→	Move to a wilderness location
<input type="checkbox"/>	→	Add to resource pool
<input type="checkbox"/>	→	Move a character to Menas's location
<input type="checkbox"/>	→	Flip die
<input type="checkbox"/>	→	Create asset at Menas's location
	→	

























































Action Dice Pool













Keel

Archer of the Amber Hand










Stress & Conditions
















		Psyche			Body
		Distracted			Weary
		Angry			Bruised
		Shaken			Wounded

Abilities

	→	
	→	
	→	 + 

Achievements

Overcome a trap.

	→	Move to any  location
	→	 
	→	 + 
	→	
		Stash  die
	→	 + 

Action Dice Pool



Fuscus

Master of Coin



	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Stress & Conditions

	Psyche		Body
<input type="checkbox"/>	Distracted	<input type="checkbox"/>	Weary
<input type="checkbox"/>	Angry	<input type="checkbox"/>	Bruised
<input type="checkbox"/>	Shaken	<input type="checkbox"/>	Wounded

Abilities



Achievements

Overcome a diplomat.



























































Action Dice Pool













Yasmina

Keeper of Natural Lore









Stress & Conditions














		Psyche			Body
		Distracted			Weary
		Angry			Bruised
		Shaken			Wounded

Abilities

	→	
	→	
	→	 + 1

Achievements

Overcome an eldritch obstacle.

	→	Discard top obstacle card from any obstacle deck
	→	 
	→	Discard top obstacle card from any obstacle deck
	→	 + 2
		Stash  die
	→	  

Action Dice Pool



Oniri

The Last Necromancer



Stress & Conditions

		Psyche			Body
		Distracted			Weary
		Angry			Bruised
		Shaken			Wounded

Abilities

-
-
- Move to any location

Achievements

Overcome a foe.

- Create asset at Oniri's location
-
- Convert a resource die to an action die
- Convert an action die to a resource die
- For each spent, absorb of another character's damage
- Discard all obstacles in play, play Desolation, burn Oniri

Action Dice Pool



Lucia

Traitor of Southkeep



Stress & Conditions

		Psyche			Body
		Distracted			Weary
		Angry			Bruised
		Shaken			Wounded

Abilities



Achievements

Overcome a guard or spy.

		→	
		→	
		→	
			Stash die
		→	Move to any location
		→	

Action Dice Pool

