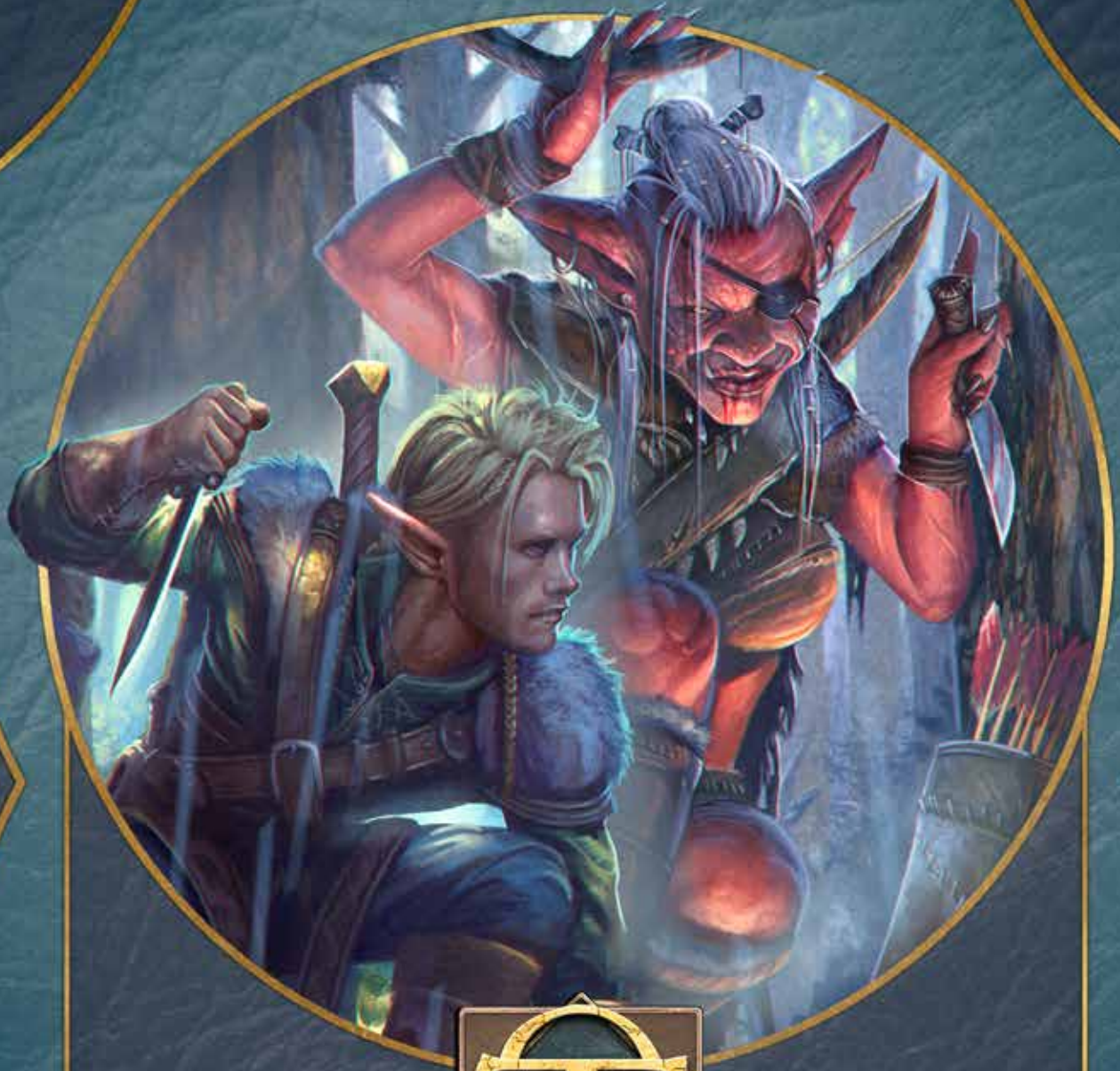
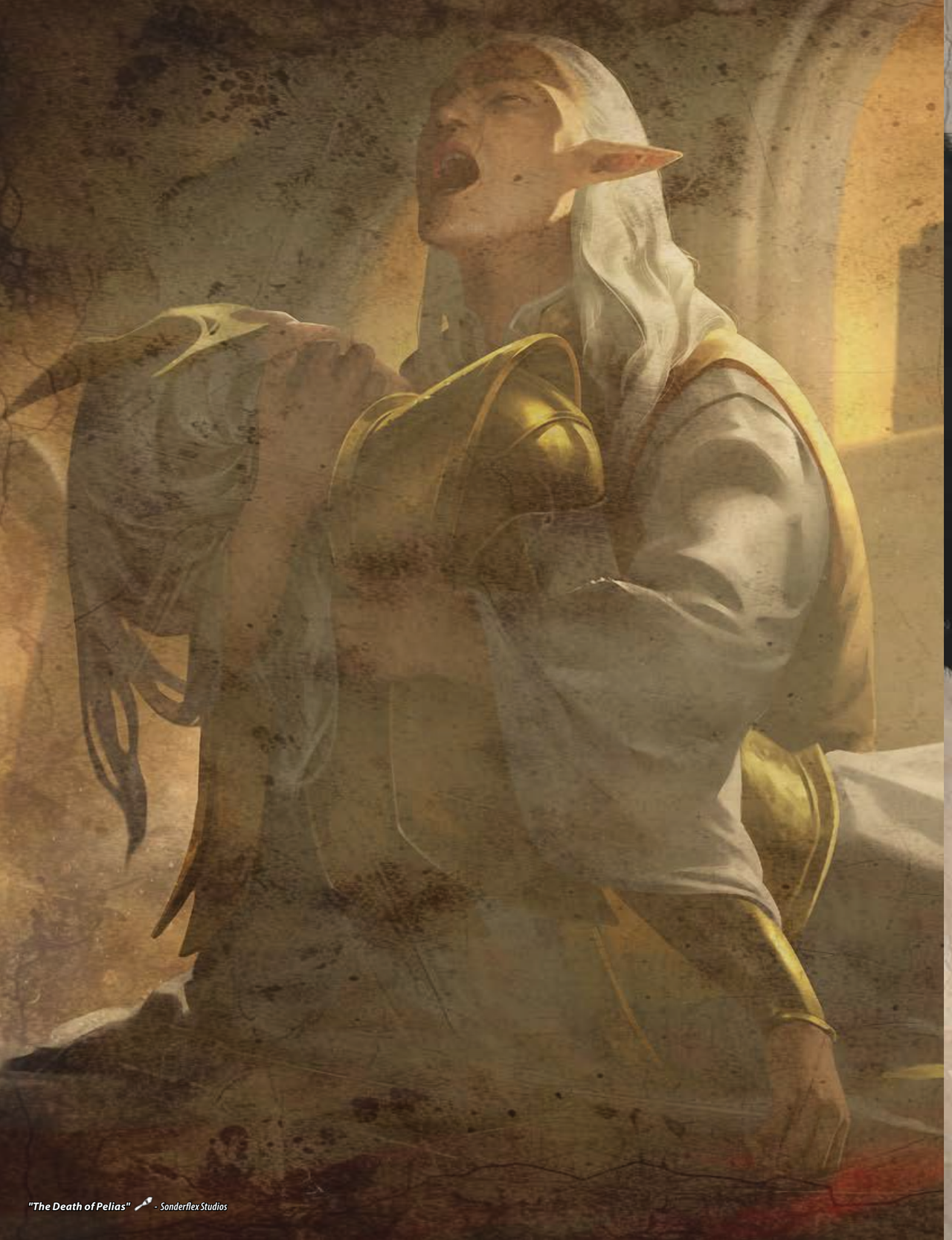


RULEBOOK

LEARN TO PLAY



"The Death of Pelias" - *Sonderflex Studios*

OATH TO EMBERS

With the unexpected death of the great King Pelias at the hands of Grand Marshal Urien, the Kingbutcher, Boernallye falls into mourning. Inheriting the throne from his father, the boy king Regis IX now rules beneath the watchful eyes of his advisors. The Church of Divinas faces a rising threat that spreads into every corner of the world, one that even the gifts of Melaya cannot heal: wither.

The Autumn Legion, fractured under new leadership, stands as only a shadow of its former strength. Beyond the walls, something stirs. In the deepening dark, monsters in countless forms prey upon the weak and weary. Horrors stalk the land once more, cursing, killing, and feeding upon the people of Astyria. But what has caused this sudden rise?

The young king has chosen to act, issuing a call to arms to any who would defend the realm and restore order to the growing chaos. Adventurers and mercenaries from across Astyria have gathered in his great city, drawn by promises of wealth, fame, honor, and glory.

Unbeknownst to them, these champions will shape the fate of the world.

GREY HALO GAMES

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ART AND VISUALS

Every piece of art in Oath to Embers, both visual and written, was created by human artists. This project was built by real people, guided, assigned, and reviewed by hand from start to finish. As a result, some characters may differ in appearance, tattoos, and style, reflecting the unique perspectives of the artists who brought them to life.

I have spent more than twenty years making a living through art. With AI threatening the livelihoods of artists around the world, I felt a responsibility to ensure this project supported real creators. More than sixty artists were paid to build this world, and the largest share of the budget went directly into their hands.

AI is fast, cheap, and easy. Art is not meant to be easy. I have been broke for years making this game, choosing again and again to invest in people instead of shortcuts. The goal was never convenience. It was to celebrate artists who still put heart, time, and humanity into their work.

Every painting, every illustration, and every passage of writing was made by someone who cared enough to make it real. Each artist is credited by name, because credit matters. Oath to Embers exists as proof of what people can still create when given the chance.

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"A Winter's End" - *Furkan Yeşilyurt*

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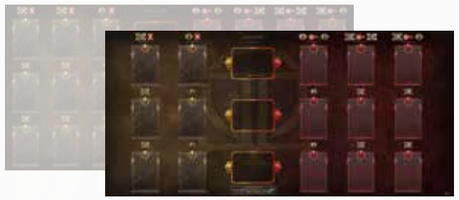
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Components

The Game Board, **Mastery Boards,** Pamphlets, and Books are the core components used throughout the game. For now, you can set them off to the side while unboxing. *Transparent components show the backside of that component.*



x1 Game Board
A - B



x1 Location Book /
Lore Compendium



x4 Act Books-
Act 1 - 4



x1 Vocali Arma
Contract



x6 Hero
Player Aids



x2 Bifold Player
Aid Pamphlets



x18 Card
Trays



x18 Hero
Boards



x6 Hero Trays
x2 Token Trays



x1 Initiative
Sheet

Tokens and Markers

Tokens and Markers marked with (*) are considered unlimited. If you run out of the supplied components, use suitable substitutes.



x20 Initiative
Tiles



*x45 Health
Markers



*x20 Focus/
Distract Tokens



*x27 Shield
Tokens



x18 + and - ATK
Tokens



x19 X, V, I
Lirium Tokens



x8 Talent
Markers



x2 Locked
Tokens



x1 Threat
Token



x100+
Colored Cubes



*x16 Once Per
Round Tokens



*x6 Stun/
Pinned Tokens



x20 Ancestral
Echoes
(Plastic Beads)



x1 Balance Marker
(Glass Bead)



x4 Rancor
Tokens



x4 Taunt
Tokens



x4 Mark
Tokens



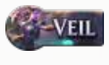
x2 Stealth
Tokens



x1 Cunning
Token



x4 Curse
Tokens



x3 Veil
Tokens



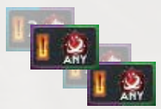
x1 Light Token
x1 Dark Token



x1 Hunted
Token



x1 Dawn Owl
Token



x4 Arcane Wheel
Tokens



x1 Immune to
HP Loss Token



x2 Ironback
Tokens



x1 Slagwolf
Armor Token



x3 Viper
Tokens

Standard Cards and Dividers



x48 Core Deck
Cards

x283
Hero Cards

x24 Stance Cards

x55 Shared
Market Cards

x200 Special
Cards

x100 Environment
Cards

x70 Battleflux
Cards

x60 Boss
cards

x26 Evade
Cards

x300 Enemy
Cards

x17 Dividers

Mini Cards

x80 Hero and Enemy
Fate Cards

x14 Acrobatic
Asset cards

x1 Deck SF cards
x1 Deck AT cards

x18 Harmony
Asset cards

x11 Fenix
Asset cards

Large Cards

x25
XL Cards

x10
XXL Cards

x30
Explore Cards

x70 Special
Rules Cards

Talent Tiles

x7 Erdin
Talent Tiles

x7 Hamza
Talent Tiles

x7 Loriah
Talent Tiles

x7 Talina
Talent Tiles

x7 Kryger
Talent Tiles

x7 Nabyri
Talent Tiles

x7 Shared
Talent Tiles

1) Setup - Hero Trays

DO NOT PUNCH OUT ANY TOKENS OR TILES YET. The game setup has been designed to make unboxing as easy and painless as possible. You'll be guided through when to punch out and place each component, so for now, leave everything in the punchboards until instructed.

1) **RETRIEVE THE x6 HERO TRAYS FROM THE BOX** A. Each tray contains that Hero's Boards. The six Heroes are: **Erdin, Hamza, Loriah, Talina, Kryger, and Nabyri**. Remove the Hero Boards from each tray for now.
2) **PUNCH OUT THE x1 INITIATIVE TILE FOR EACH HERO** B. Place it in the top empty rectangular spot of the tray.
3) **PUNCH OUT THE x1 TALENT MARKER TILE FOR EACH HERO** C. Place it in the empty circle spot in the middle of the tray
4) **PUNCH OUT THE x7 TALENT TILES FOR EACH HERO** D. Place them in the bottom left empty square spot in the bottom left of the tray.





5) **RETRIEVE THE SHRINK WRAP CONTAINING THE SIX HEROES' CARDS FROM THE BOX** E. These have the Hero's name on the bottom right corner. This will include **x1 Stance Card - STN 1, x12 Starter Cards, x1 Unacquired card Divider, x18 Upgrade cards, x12 Market Cards** and **x3 Traits.** For each Hero's Tray:

- Place their **x1 Stance Card - STN 1** and their **x12 Starter Cards** in the middle tray F *(Erdin also has x1 STN 1 'Fenix').*
- Place the **x1 Unacquired card Divider, x18 Upgrade cards, x12 Market Cards and x3 Traits** in the top tray G *The Unacquired card Divider should be the top card.*

6) **FROM THE TRAY AT THE BOTTOM OF THE MAIN BOX:**
- Retrieve the mini pack of **x11 Fenix cards** H and place them in the bottom right empty spot of Erdin's tray.
- Retrieve the mini pack of **x18 Harmony cards** I and place them in the bottom right empty spot of Loriah's tray.
- Retrieve the mini pack of **x14 Acrobatic cards** J and place them in the bottom right empty spot of Talina's tray.

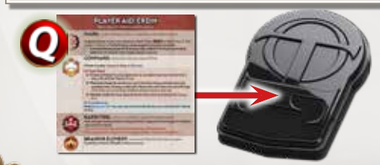




7) **PUNCH OUT AND PLACE:**
- **x4 Mark Tokens** and **x1 Slagwolf Armor Token** K. Place them in Erdin's tray above the Fenix cards.
- **x1 Balance Marker** L. Place it in the bottom right empty spot of Hamza's tray.
- **x2 Stealth Tokens and x1 Cunning Token** M. Place them in Talina's tray above the Acrobatic cards.
- **x2 Rancor Tokens, x2 Ironback Tokens and x4 Taunt Tokens** N. Place them in the bottom right empty spot of Kryger's tray.
- **x3 Veil Tokens and x4 Curse Tokens** O. Place them in the bottom right empty spot of Nabyri's tray.

8) **FROM THE MAIN BOX'S SMALLER COMPONENTS** P
In the top right spot of each Hero's Tray:
- Place **x1 green** and **x2 yellow** cubes in each of Erdin's and Hamza's trays.
- Place **x1 green**, **x1 yellow** and **x1 red** cube in Loriah's tray.
- Place **x2 green** and **x1 yellow** cubes in Talina's tray.
- Place **x1 green**, **x1 yellow** and **x1 clear** cube in Kryger's tray.
- Place **x1 green**, **x1 yellow** and **x6 purple cubes** in Nabyri's tray.





9) **PLACE THE HERO BOARDS BACK INTO THEIR TRAYS.**
10) **RETRIEVE x1 PLAYER AID CARD FOR EACH HERO** Q. Place it on top of the Hero Boards, and close the lid.

2) Setup - Token Trays

1) **RETRIEVE THE x2 TOKEN TRAYS FROM THE BOX** A.

In the first tray, punch out and/or place:
- **Health Markers** B
- **Focus/Distract Tokens** C
- **Shield Tokens** D
- **Once Per Round Tokens** E
- **Stun Tokens** and **ATK Tokens** F
- **Assorted cubes** G
- **Remaining x2 Talent Markers** H

In the second tray, punch out and place:
- **Ancestral Echoes** I
- **Lirium I, V,** and **X** J
- **Locked Tokens** and **THREAT Tokens** K
- **All remaining Initiative Tiles** L
- **All remaining tokens** M
- From the tray at the bottom of the main box, retrieve the mini pack of **Hero and Enemy Fate Cards** N. Take Hero **Fate Cards** HF #1-15 and Enemy **Fate Cards** EF #1-15. **DO NOT SHUFFLE THEM!** Place them in the bottom left empty spot of the second tray. Return the remaining **Fate Cards** to the main box.





11) **PUNCH OUT THE INITIATIVE TRACK** O
- Place it off to the side for now. *This will go on top when the box is packed away.*

12) **PUNCH OUT THE REMAINING 7x SHARED TALENT TILES** P
- Place them in the tray at the bottom of the main box.

3) Setup - Cards and Dividers

1) **RETRIEVE THE x17 CARD DIVIDERS** A.
- Sort the cards in the large card boxes behind their matching dividers by type and number. *These cards may be placed in different boxes depending on whether you choose to sleeve them, so organize them in whatever way best fits your setup.*

2) **RETRIEVE THE SHRINK WRAP PACK CONTAINING THE ENEMY CARDS.**
- Open it and place each group in order behind its matching divider. For example, Enemy Cards 1-30 go behind the divider labeled 'Enemies 1-30'. Repeat this for Enemies 31-60 and 61+.

3) **RETRIEVE THE SHRINK WRAP PACK CONTAINING THE SPECIAL CARDS.**
- Open it and use the dividers to separate them into groups: Special Cards S1-50, S51-100, S101-150, and S151+.

4) **RETRIEVE THE SHRINK WRAP PACK CONTAINING ENVIRONMENT AND SHARED MARKET CARDS.**
- Use the dividers to separate the Environment Cards into two groups: Environment EV 1–50 and EV 51+. Place Shared Market Cards M1-M26 behind the Shared Market (Available) divider, and cards M27+ behind the Shared Market (Unavailable) divider.

5) **RETRIEVE THE SHRINK WRAP PACK CONTAINING BATTLEFLUX, BOSS, CHARACTER, EVADE, INTRO, AND STANCE CARDS.**
- Use the dividers to separate them by their type.



4) Setting Up the Learn to Play

It is MANDATORY to begin with the Learn to Play! This Learn to Play is a fully guided tutorial designed to teach the core mechanics step by step while introducing characters important to the story.

Do not shuffle any decks during the tutorial. Because this is a guided experience, the cards are arranged in a specific order so that each rule, **Action**, and mechanic is introduced exactly when you need it. **Now, let's gather the required components and set up the play area by following the steps below.**

1) RETRIEVE THE GAME BOARD.

Place it in the center of the table with the A side facing up.

Its label is located at the bottom right of the board.



2) RETRIEVE HERO FATE CARDS HF #1 - 15 A

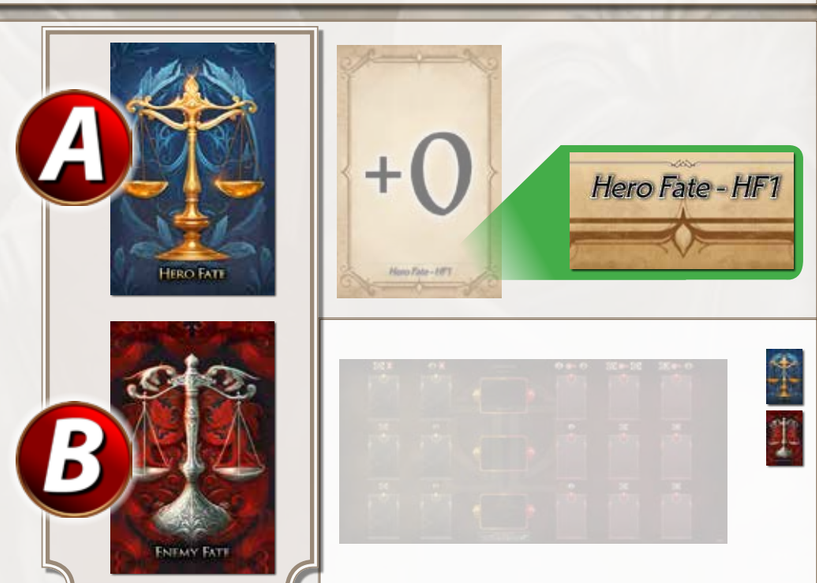
DO NOT SHUFFLE THEM!

Place them together into a face-down deck next to the top right of the board. They must be numbered in order **#1-15** *(the top face-down card should be #1).*

3) RETRIEVE ENEMY FATE CARDS EF #1 - 15 B

DO NOT SHUFFLE THEM!

Place them together into a face-down deck next to the top right of the board. They must be numbered in order **#1-15** *(the top face-down card should be #1).*



4) RETRIEVE THE TOKEN TRAY C and place it where all players can reach. We recommend placing it to the right of the board.

During this Learn to Play, you'll mostly be using Health Markers, Shield Tokens, and Focus/ Distract Tokens, so keep those especially close at hand.



5) RETRIEVE THE TWO 'SPECIAL RULES CARDS' NUMBERED "0". *These have the number 0 in the top right corner* D*. These are the "Endurance Boards" for the Heroes "Gryz" and "Aldryn". Place them in front of you.*

6) SET THEIR ENERGY (yellow track) E to **6,** using a yellow cube.

7) SET THEIR INSIGHT (green track) F to **0,** using a green cube.



8) RETRIEVE THE TWO CORE DECKS with the **"Sun" and "Arrow"** logo numbered **#1-12** G

DO NOT SHUFFLE THEM!
(The top face-down card should be #1)

9) Place the Core Deck with the "Sun" face-down to the left of Aldryn's **Endurance Board**.

10) Place the Core Deck with the "Arrow" face-down to the left of Gryz's **Endurance Board**.

Core Decks are identical, each containing the same Basic Actions used to learn the game.



11) RETRIEVE THE TALENT MARKERS that match the "Sun" and "Arrow" Core Decks H*. Place them off to the side next to their Endurance Boards.*

12) RETRIEVE THE INITIATIVE TILES for Aldryn and Gryz I.
Place the tiles off to the side for now.

13) RETRIEVE THE STANCE CARDS LABELED STN 0 for Aldryn and Gryz J.

Place them to the right of each Hero's Endurance Board for now.

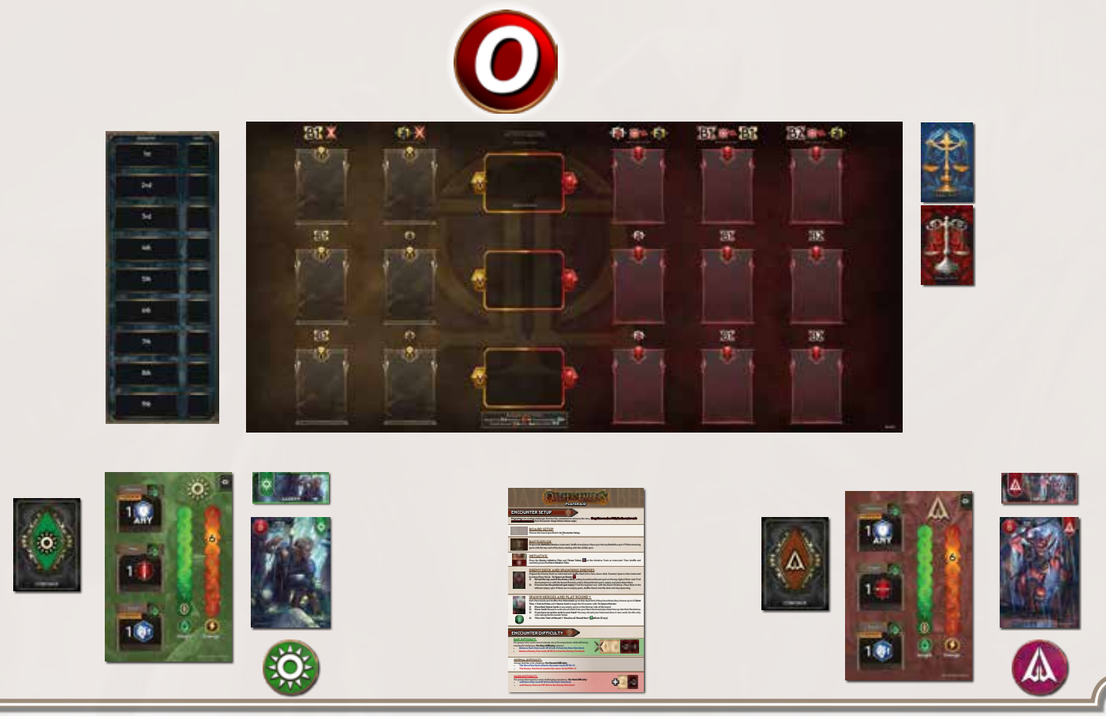


14) **Retrieve the Initiative Track** (K) and place it to the left of the Game Board.

15) **Retrieve a Player Aid Pamphlet** (L) and place it where each player can see it. *This explains all of the Actions and steps during this Tutorial.*



Once all steps are complete, your setup should look like this (O). Players can also sit across from each other, but for this setup we have two players sitting next to each other.



Listen with the Forteller App

The Forteller app brings your journey to life with voice acting, music, and sound that pulls you deeper into the world of Oath to Embers.

Download the Forteller App at fortellergames.com

Begin with **•0-00 Eyes In The Rain** to hear the tale of Gryz and Aldryn as they face their next challenge.

Prefer to read? Go to •0-00 'Eyes In The Rain' on the next page!



0 EYES IN THE RAIN



"Eyes in the Rain" - Linggar Bramanty

•0-00 Eyes in the Rain

Lightning branches across the sky, briefly revealing the shadows that lie in wait. The storm is a blessing—one that they must take advantage of. The thunder masks their steps, while the rain blurs the lookout's sight. They were scouts, or for a better word, professionals. The minister paid a large sum for the discretion.

The first shadow, a giblin by the name of Gryz, slides her knife across the lookout's neck. The second, a Boernallyean called Aldryn, surveys the encampment.

"What do you see, boy?" asks Gryz, licking the blood from her knife.

"The patrols are changing shifts," replies Aldryn.

"Time to move, then. Make sure to keep up this time."

The pair calculate each step as they sneak all the way up to the commander's tent. Inside, there are maps, encoded messages, and plans. Plans of an attack—or rather a raid. Important information, but not what they were sent for. They needed a name.

Aldryn begins to stuff the scrolls into his pouch when suddenly, two silhouettes move along the canvas.

"Did you see the look on the commander's face?" asks a bandit as he steps into the tent. "Something's got him spooked."

"Don't let 'im catch you saying that," says another with a bow slung across his back. "You heard about this King's Call nonsense? Looks like young Regis suddenly cares about what happens outside the walls. I'd be scared too if the Legion were coming."

"I'd be scared 20 years ago. Those new boys? I don't think they have the guts. The Legion ain't coming. Sides, if you knew the general like I do, you'd know they're the ones who should be scared."

There it was. The reason they had been sent in the first place: who was the general?

They couldn't let the moment slip.

As quickly as they hid, the scouts emerge from behind, kill the archer, and begin their interrogation. Aldryn was never comfortable with Gryz's tactics, but they always worked. As Gryz works her teeth through cartilage and sinews, the bandit finally gives them the general's name. It was one that worried them.

"Time to go, boy," says Gryz.

The scouts slowly look through the tent flap. "Wait." Her yellow giblin eyes were built for the dark. She could see helmets and armor peeking from trees, barrels, and tents.

An ambush.

"We've been had."

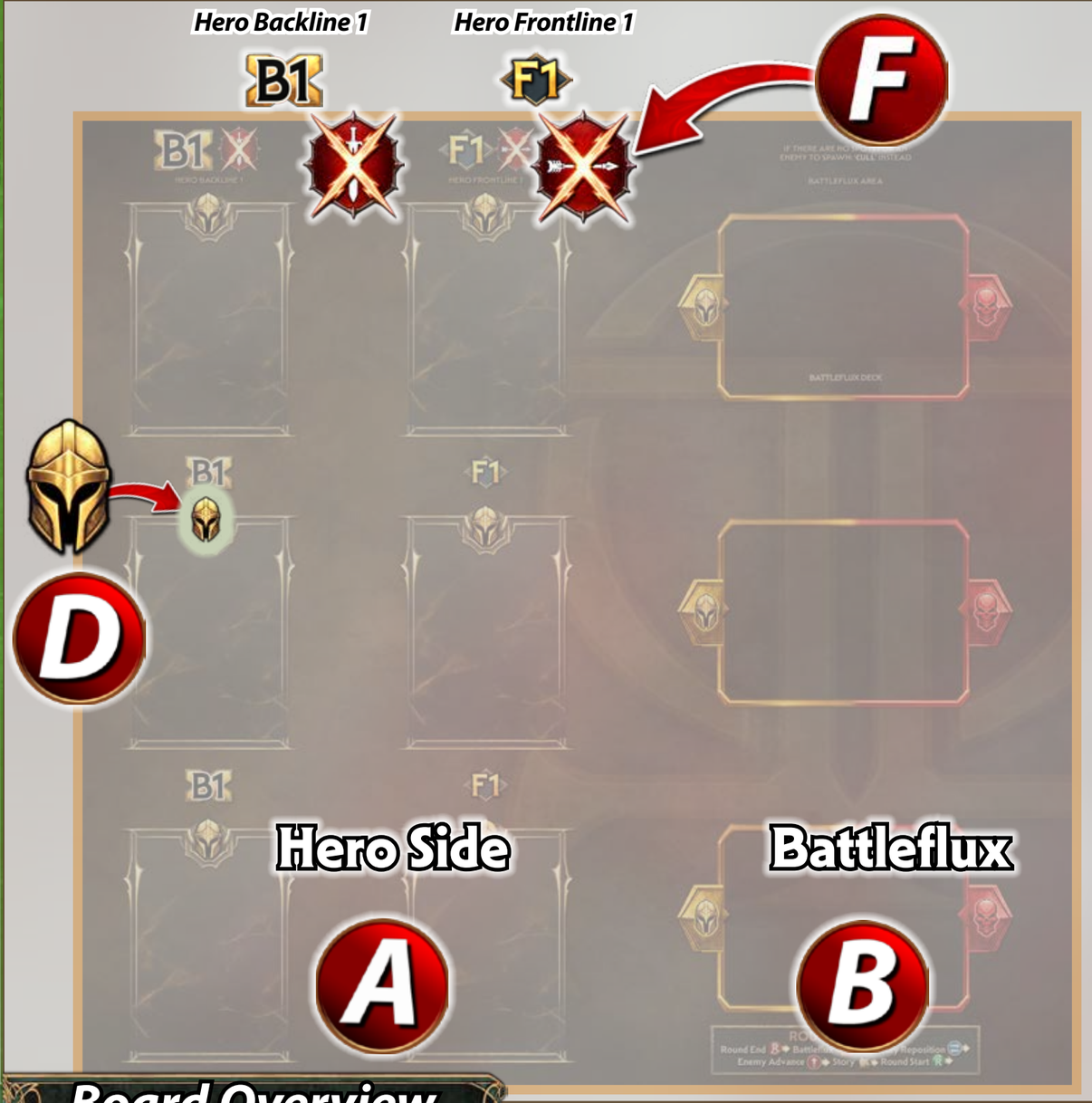
Aldryn blows out the lantern, casting the tent into darkness. Lightning strikes. Before the thunder reaches the ambushers, the scouts slice through the tent and duck behind a row of shields.

Gryz pans the campsite. From what she can see, bandits have tucked themselves into every visible corner. The way out gets trickier.

"We kill through."

Aldryn nods and removes his dagger before lunging towards the next three victims.

Proceed to the next page.





Board Overview

Oath to Embers **Encounters** are played on a board. The board setup always has 3 parts: **The Hero Side** (A), **the Battleflux Area** (B), **and the Enemy Side** (C). On the top of each spot on the **Hero Side,** you'll see a gold helmet icon (D). This is where Heroes place their **Stance Cards** to show their position in combat. **The Battleflux Area** is where **Battleflux Cards** are placed. These cards can affect the characters in the same row as this card, which we will show later. Lastly, there's the **Enemy Side,** marked with the red skull icons (E) on each spot where Enemy Cards are placed to show their positions in combat.

At the top of the Hero Side of the board, you'll see labels like **"F1" and "B1"**; these mark the **Frontline (F)** and **Backline (B)** columns. Next to each label, there are red hexagon icons with an X through them (F). These show the Attack **Action** that cannot be performed from this column. We will explain more on attacks later.

To recap: The board is split up into 3 parts: Hero Side, Battleflux and Enemy Side. The labels "F1" and "B1" at the top mark the Frontline and Backline columns. Icons beside these labels indicate the types of attacks that are not allowed in each column.

On the Enemy Side, you'll see there is **one Frontline (F1) and two Backline (B1) and (B2) columns.**

Unlike Heroes, Enemies don't have attack restrictions at the top of their board and can perform any attacks. Instead, their columns show target icons that determine which board spot they target during battle.

At the top of the **Enemy Frontline (F1)** column, there's an icon matching the F1 at the top of the Hero Side, with a target in front of it (G) This means an Enemy in the **Frontline (F1)** board spot will target the **Hero F1** board spot in their row. Likewise, the Enemy **Backline (B1)** board spot targets **Hero's B1** board spot in the same row. The second **Backline (B2)** targets **Hero's F1** board spot. Don't worry, we'll explain targeting and attacking later on.

So, to recap: At the top of each Enemy column, you can see which Hero spot they will target.

Go to this chapter's Encounter Setup on the next page.

Encounter Setup

As you progress, you will come across **Encounters.** When you reach them, the book will present you with a setup box as shown below.



- **OBJECTIVES:** Indicates to the players what they need to accomplish during the **Encounter** (A)
- **BOARD SETUP:** This **Encounter** tells us to set up the board on its **A** side (B)
- **BATTLEFLUX:** **Battleflux Card**s affect characters in the same row as this card. **Encounter Setup** determines what the **Battleflux Deck** is and how these cards move each round. In this case, the deck is **BF 1 - 6,** and they **SHIFT** each Round (C), which we will explain later. Normally, you would shuffle these cards to form a deck. However, for this tutorial, arrange them in numerical order from BF 1 - 6, with BF 1 visible on top. Place the deck face up in the top spot of the Battleflux board labeled '**Battleflux Deck**'. Then, starting with the middle Battleflux spot, shift the top card of the **Battleflux Deck** down into each empty Battleflux spot, one at a time, until all three spots are filled. *From top to bottom you should have: BF 3, BF 1, and BF 2.*
- **INITIATIVE:** This determines the turn order using **Initiative Tiles** on the **Initiative Track** (D). For this **Encounter**: Place **Light** in the **2nd** slot and **Ranged** in the 3rd slot. Place the **Threat Token** in the "**State**" column on the **4th** slot (E). Normally, after placing Enemy **Initiative Tile**s, the Hero **Initiative Tile**s are shuffled and placed in a random order. However, for this tutorial, place **Aldryn's Initiative Tile** in the **1st** slot and **Gryz's** in the **4th** slot.
- **ENEMIES:** This determines the composition of the **Enemy Deck** (F). In this case, you will need **x2 Enemy #3: Marksman, and 5x Enemy #4: Skirmisher.** Normally, you would create this deck and shuffle it. However, for this tutorial, we will build the face-down **Enemy Deck** from bottom to top in this order: **3 Skirmishers, 2 Marksmen, then 2 Skirmishers.** *The top three cards should be Skirmisher, Skirmisher, then Marksman.*
- **SPAWN**: Here you'll be instructed to **Spawn Enemies** (G). '**Spawning** Enemies' means you'll reveal them one by one from the top of the **Enemy Deck** you've prepared and place them on the Enemy Side of the board.

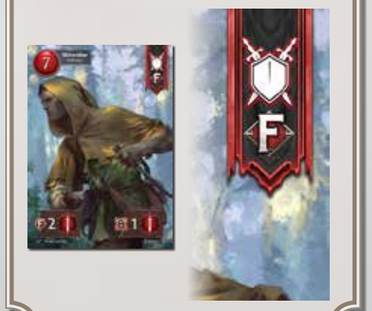
Spawning

Enemies Spawn one at a time in the top left-most board spot, prioritizing their preferred spot in the row with the fewest Enemies.

The 1st card revealed is a **Skirmisher.** To determine its placement, check the top right of its card. This has the "F" Board icon, indicating a preference for the **Frontline** (F) board spot. As there's an available **Frontline** board spot at the top left-most (F1), place them there.

The 2nd revealed Enemy is another **Skirmisher.** Since the top row is occupied, they will search for a board spot in the next row with the fewest Enemies. As they also prefer the **Frontline** (F) and there's an available F spot in the middle row (F1), place them there.

The 3rd revealed Enemy, a **Marksman**, seeks a spot in the bottom row, as it has the fewest Enemies. Checking the top right of its card, it indicates a preference for the **Backline** (B) spot. Place them in B1, the left-most **Backline** board spot.

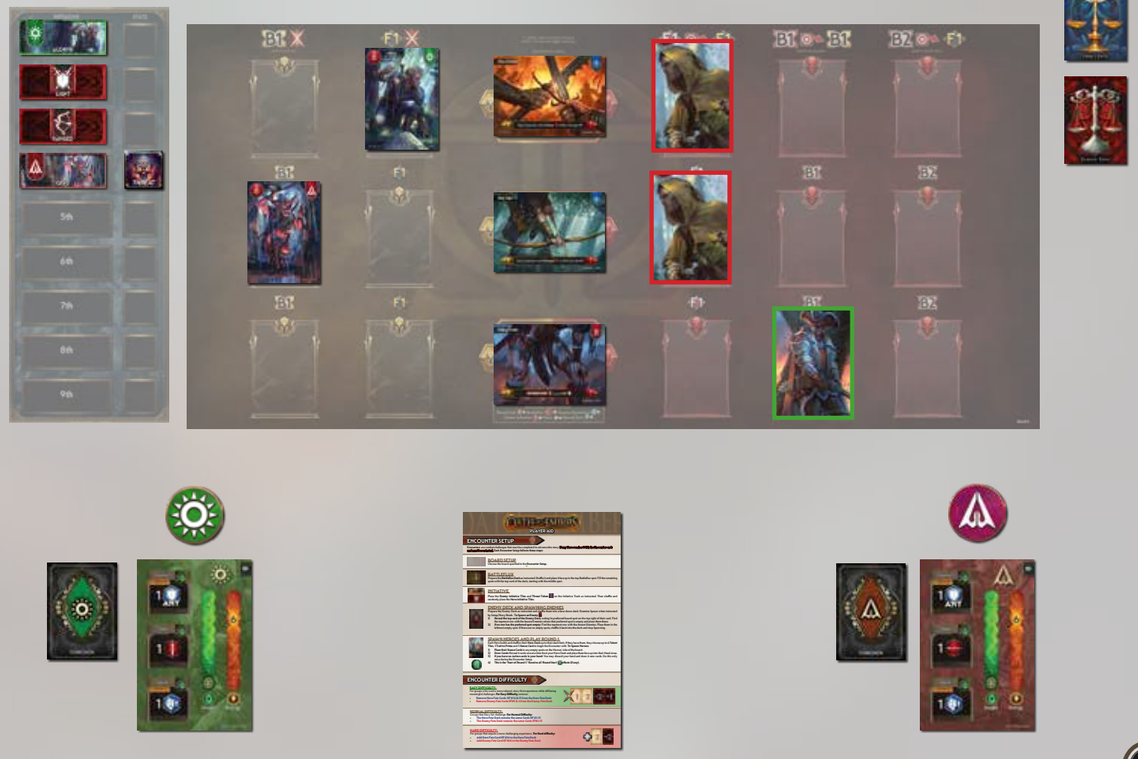


Now you are prompted to Spawn your Heroes. This means placing their **Stance Card** anywhere on the Hero Side of the board. Normally, players choose their own starting board spots, but for this tutorial, **Spawn Aldryn** on the top Hero **F1** spot and **Gryz** on the middle Hero **B1** spot. Your board setup should match the image below.

Oath to Embers includes individual card trays, each designed to hold a single card. These make it easier to move the Hero and Enemy Cards when they have tokens on them.

While not required, we recommend placing cards on trays for a smoother play experience.





Setup Complete

To recap: Encounter Setup defines the Objectives, Board, Battleflux Deck, Initiative order, and Enemy Deck. Then we Spawn Enemies in their preferred spots, followed by Spawning our Heroes.

During an **Encounter**, players will utilize their cards to execute combos and perform **Actions**, either attacking or defending against the Enemy across multiple Rounds. Each Round ends once all characters have completed their turns.

Now that the **Encounter** is set up, the instructions at the bottom of the **Encounter Setup** indicate: **"Play Rounds 1 and 2 . When Round 2 ends, go to •0-01"**

The icon signals you to pause and avoid reading ahead to prevent any spoilers.

Proceed to the next page.



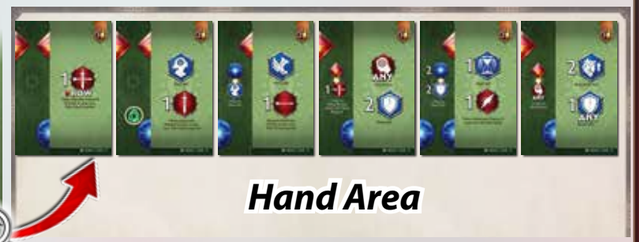
Drawing cards into your Hand Area

Now that the **Encounter Setup** is complete, each Hero will draw 6 cards from their deck and place them face up below their **Endurance Board**.

In Oath to Embers, the game emphasizes teamwork, so cards are placed face-up on the table for all players to see, rather than kept hidden in your hand. This area is your **Hand Area.**

Aldryn and Gryz should now have **Core cards #1-6** in their **Hand Area** like below. **Drawing your cards begins the Start of Round 1.**





Hand Area

Learning your cards

Let's explain what each card does.

Every card has an **Energy cost** displayed at the top right corner. For example, **card #3** has a cost of **2 Energy** to play, while **card #4** costs **3 Energy.** Paying its **Energy cost** allows you access to the **Actions** on the brighter right side of the card, known as its **Main Area.**

For example, if you spend **5 Energy** on cards **#3** and **#4,** your Hero can perform all the **Actions** on their **Main Areas**. This would be: a **Move Action, a Ranged Attack with a value of 1, a Distract Action, and a Shield 2 Action.**

We'll explain these **Actions** later in the tutorial.

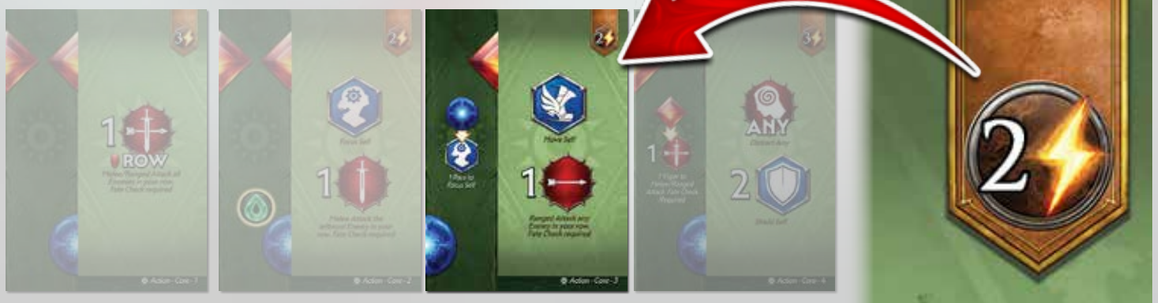
To recap: After spending Energy, you gain access to the Actions on the right-hand side of the card called the "Main Area".

Playing single cards gives you access to the **Main Area,** but connecting cards together gives you access to their **Combo Area.**



Main Area

Combo Area



Comboing cards

You can play cards in combo by aligning their **Combo Areas,** the darker left sides. Each card you place in Combo to the left of its **Main Area** adds **1 additional Energy** to the total cost of your play. Comboing cards is the only way you gain access to all **Resources** and **Actions** in the **Combo Area**. Let's take a look at two examples by using cards **#3** & **#4,** and placing them in different combos.

Example **A** shows a **Main Area** cost of **2 Energy;** since it has **1 card in Combo,** it has a total cost of **3 Energy.**

Example **B** shows a **Main Area** cost of **3 Energy;** since it has **1 card in Combo,** it has a total cost of **4 Energy.**

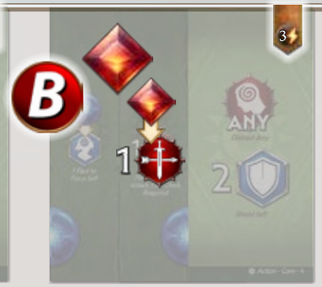
Energy isn't the only **Resource** that can be spent to play **Actions**. In your **Combo Area**, you'll see different half **Resources** that when connected become **Pace** and **Vigor**



While you don't need to connect **Pace** and **Vigor** to create a valid combo, connecting them makes those **Resources** available to gain.



Card #3 over card #4
Energy Cost = 3



Card #4 over card #3
Energy Cost = 4

Examples **A** and **B** show that the **Resource** above the arrow can be spent to perform the **Action** below it

- **In example A, spending a Pace Resource allows the Hero to perform a Focus Action**
- **In example B, spending a Vigor Resource allows the Hero to perform a Melee/Ranged 1 Action**



Create your Combo

Now that you know how to gain and spend **Resources** to complete **Actions**, let's see how those **Actions** play out during an **Encounter**. In this tutorial, you will combine specific cards as directed to fully understand the **Actions** they perform.

Aldryn takes the first turn. Since the Objective is to "Defeat all Enemies", we build a combo that includes an attack while keeping him protected.

Arrange the cards from left to right to create this combo: **#4, #5, #3, and #2 C**.

This combo costs **5 Energy** (the **Main Area** costs **2 Energy**, and there are **3** cards in combo). So, we'll spend his **Energy** moving his yellow cube down to **1.**





Playing a Hero's Turn

Now that Aldryn has paid **5 Energy** for his combo, he can perform any available **Actions** from his Main or **Combo Area** in any order. Let's see what this combo provides.

The hexagon shapes on your cards represent **"Actions"**, as listed on your **Player Aid Pamphlet.**

Offensive Actions, shown in the spiked, red and bronze hexagon, typically target opponents while **Support Actions**, shown in the smooth, blue and silver hexagon, typically target **SELF.** All **Actions** in the **Main Area** are available after paying the initial **Energy Cost**.

In the **Combo Area**, you have 4 **Resources** available to gain: **2 Pace**, **1 Vigor**, and 1 new glowing **Resource** called **"Insight,"** represented by a green teardrop (A)

To gain a **Resource** from your **Combo Area**, place a clear cube over it. Once gained, immediately spend it, store it (if possible), or lose it.

Unlike **Vigor** and **Pace**, **Insight** is stored on your **Endurance Board**. Gain this **Insight** now by placing a clear cube over it, then increase the Insight Track on **Aldryn's Endurance Board** from **0** to **1**. *Each Resource may be gained only once, and each Action may be performed only once. Place clear cubes over them as they are gained or performed.*

Let's prepare for our first **Action**: a **Melee Attack 1.**

Some **Actions**, like **Melee Attacks**, require a **Fate Check** to resolve.





Fate Checks

A **Fate Check** is performed by revealing a **Fate Card** (B), applying its value to the **Action**, then discarding all revealed **Fate Cards**. The large number on it (C) is the **Fate value,** which is added to or subtracted from the **Action's** value.

Example: If you perform a **Melee Attack 1**, which requires a **Fate Check**, you'll reveal a Hero **Fate Card**. If it's a **+1** (D), the attack value is **2,** but if you reveal a **-2,** it instead drops to **0** *(the lowest it can go)* (E)

Fate Checks are always a bit of a gamble, as the outcome can shift your **Action** in either direction, but some **Actions**, like **Focus**, let you reveal two **Fate Cards** and choose which one to use (F)







Melee Attack and Focus

Aldryn has decided to perform **Focus** first. Since **Focus** is a **Support Action**, this only targets **SELF**, so place a clear cube over the **Focus Action** on his cards and place a **Focus Token** on his **Stance Card** (G).

Aldryn is now **'Focused'**.

Aldryn is in the **Frontline** spot, and the top of that column indicates that **Ranged Attacks** are restricted. Lucky for him, he has chosen a **Melee Attack** for his **Main Area**.

Melee Attacks are close-range **Offensive Actions** that Heroes can perform from the **Frontline**. When performing one, first choose a valid target, then perform a **Fate Check** to determine the Attack's final value. The resulting value is dealt to the target as **DMG**.

By default, a Hero's **Melee Attack** targets the closest opponent in the attacker's row. Therefore, this targets the Skirmisher.

Aldryn also benefits from the **Battleflux Card,** which increases the first **Melee Attack** performed by each character in this row by **1.**

The Hero and Enemy icons on the left and right of the **Battleflux Card** indicate that its effect applies to both sides of the row. This increases Aldryn's **Melee Attack** value from **1** to **2.**

Now, for the **Melee Attack Fate Check**.

Since Aldryn is **Focused**, he MUST decide **BEFORE** revealing **Fate Cards** whether to use his **Focus Token** now or to save it for later. He chooses to use it by removing it, allowing him to reveal **two Fate Cards** and select the better one.

Aldryn's **Fate Check** reveals a **+0 and a -2,** so he chooses the **+0**. His attack deals **2 DMG** in total: 1 from the attack and 1 from the **Battleflux Card** (H)

When an Attack causes its target to lose **HP**, it is considered **'Successful'**

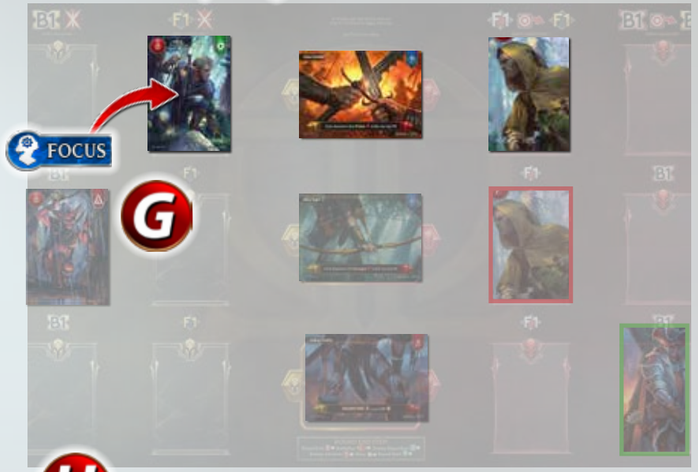
The Skirmisher starts with **7 HP**, displayed at the top left of his card. After taking **2 DMG**, place a 5 **Health Marker** to track its remaining **HP** (I). Then place a clear cube over the **Melee Attack** to show it has been used.

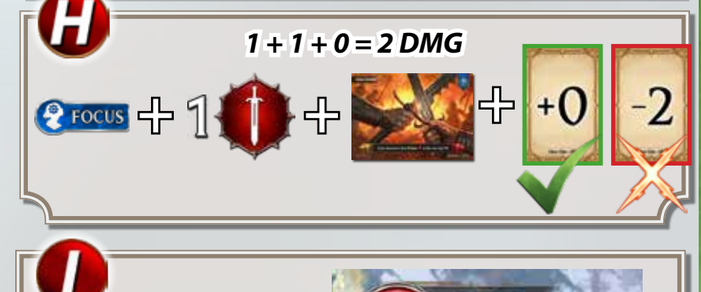
Aldryn has **2 Pace** and **1 Vigor** available to gain from his **Combo Area** (J)

With these available resources, he can spend:

- **1 Vigor** to perform a **Melee/Ranged Attack 1 Action** (K)
- **2 Pace** to perform a **Shield 2 Action** (L)
- **1 Pace** to perform **Focus** (M)

With so many options, it's best to assess the board and figure out Aldryn's best choices.







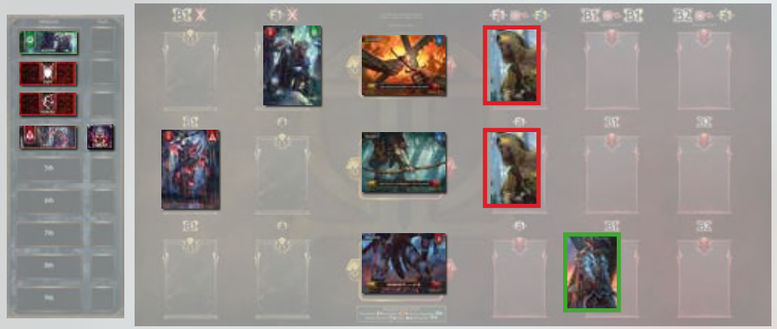




Assessing the board

With Aldryn's turn coming to an end, Enemies with the **Light Initiative icon** on the top right of their card (A) will act next, followed by those with the **Ranged Initiative** (B), then **Gryz**. With multiple attackers incoming, it's a good idea for Aldryn to prepare.

Shielding will let him reduce incoming damage.





Shielding

Aldryn decides to perform the **Shield 2 Action** from his **Combo Area**, which requires **2 Pace.** He gains his first **Pace** by placing a clear cube over it and spends it on the **Shield 2 Action.** He then gains his second **Pace** the same way, completing the cost. Since **Shield** is a **Support Action,** it only targets **SELF**, so place a **Shield 2 Token** (C) on his **Stance Card** to show it's available. Place a clear cube over the **Shield 2 Action** to show it has been performed. Both **Pace Resources** have now been gained and spent, so Aldryn cannot perform the **Focus** in his **Combo Area.** This leaves **1 Vigor** available to gain and a **Melee/Ranged Attack 1** that costs **1 Vigor.**





Melee/Ranged Attack

Aldryn gains his available **Vigor** by placing a clear cube over it, then immediately spends it to perform the **Melee/Ranged 1** from his **Combo Area**, giving him the option to choose between the two attacks. Place a clear cube over this **Attack.** Since the **Frontline (F1)** spot restricts **Ranged Attacks,** he must choose Melee. *Since the Battleflux Card was used earlier, he no longer gets its benefit.*

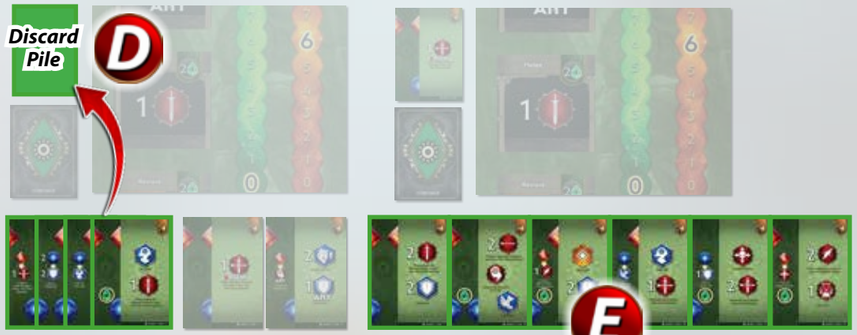
He targets the Skirmisher in his row and performs the attack along with its **Fate Check**. The **Fate Card** is a **+0,** so the attack deals **1 DMG**. Replace the Skirmisher's **5 Health Marker** with a **4.**



Ending your Turn

When you finish using your played cards, discard them into the Hero's discard pile (D). This leaves Aldryn with two cards left in his hand. Since both cost more than his remaining **1 Energy,** his turn ends.
Ending a Hero's turn follows four steps, resolved in this order:

1) **GAIN 6 ENERGY.** Aldryn spent **5 Energy** and had 1 remaining, so he now has **7 Energy.**
2) **KEEP UP TO ONE CARD.** At the end of their turn, players may keep one card in their **Hand Area** and discard the rest. For this tutorial, Aldryn discards both.
3) **DRAW NEW CARDS.** Draw until you have 6 cards in your **Hand Area** (E). *Aldryn should now have cards #7-12.*
4) **FLIP INITIATIVE.** Flip Aldryn's **Initiative Tile** to its gray side to show his turn has ended (F)





Enemy Turn and Targeting

Next in **Initiative** are the **Light Enemies** (G), identified by the icon at the top right of their cards matching the **Initiative Tile.** To determine which Enemy takes its turn first, start at the top left-most Enemy on the board that hasn't acted yet. If none is found, move right across the row, then down to the next row, repeating the process. In this case, the top left-most Enemy with the matching **Initiative** icon is a **Skirmisher**, so it takes its turn. **Now, what does the Skirmisher do and who does it target?**

Enemies have small boxes at the bottom of their card called Abilities (H) & (I)**.** The **Ability** they play is based on the board spot they occupy. The Skirmisher is currently in the **Frontline (F1),** so it plays its **Frontline Ability**: **Melee Attack 2** (H)

If it were in the **Backline (B1)** , it would instead play its **Backline Ability**: **Melee Attack 1** (I)

Now that we know where Enemies are positioned and which **Ability** they play is based on their board spot, how do we determine their target?

Look at the top of the column the Enemy is in (J). There, you'll find a target icon and a matching board position.

In this case, Enemies in F1 target the Hero in the F1 spot of their row.

To recap: The Skirmisher is in the Frontline, so it plays its Frontline Ability: a Melee Attack 2 targeting the Hero F1 board spot within its row. In this case, the target is Aldryn.







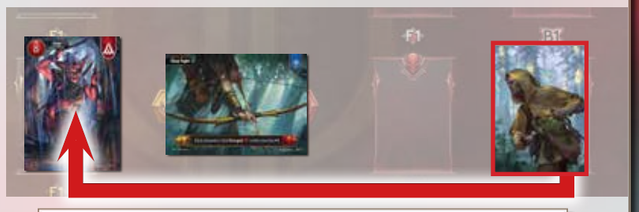
Enemy Actions and Enemy Fate Checks

Similar to the Heroes, whenever Enemies perform a Melee or Ranged attack, they also perform a **Fate Check** to determine how effective the attack is. However, they use their own deck: the **Enemy Fate Deck** (A). This Skirmisher attacks Aldryn with a Melee Attack 2, increased to **3** by the **Battleflux Card**. Now, perform the **Fate Check.**

The Enemy reveals a **-1**, reducing the attack from **3 to 2.** Aldryn must decide whether to take the hit or use his Shield Token to prevent **DMG**. He chooses to take the **DMG** and save the Shield for later, reducing his HP from 8 to 6. Place a 6 **Health Marker** on his **Stance Card**.



With that attack resolved, continue scanning the board from left to right for the next Enemy that shares the same **Initiative** icon and hasn't acted yet. Below, another Skirmisher matches.



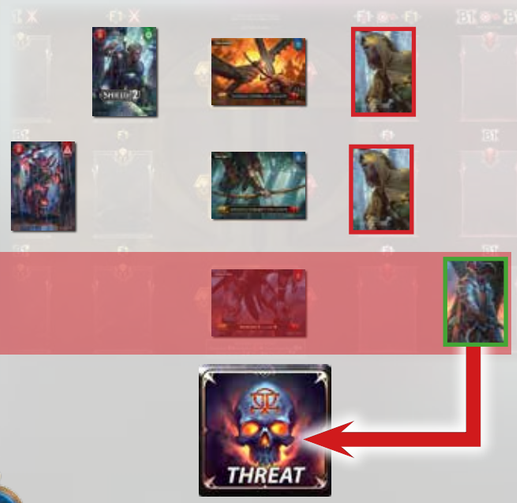
It targets the Hero in the F1 spot of its row, but there is no target there. **Do they simply ignore their attack? No.**

Targeting determines the first valid target. If none is found, the Enemy instead targets the next closest character in its row. In this case, that is Gryz. The Skirmisher attacks Gryz with a Melee Attack 2 and reveals a **+0 Fate Card,** dealing **2 DMG.** Gryz has no way to prevent it, so her HP is reduced from 8 to 6.

Since all Light Enemies have acted, flip the Light Initiative Tile to its gray side to end their turn.



Threat Token Targeting



Next are the Ranged Enemies. The only one on the board is a Marksman in the bottom row, targeting the Hero in the B1 spot of its row, but there is no one there.

In fact, there are no targets in its row at all.

If an Enemy has no valid target in its row, it instead targets the character with the **Threat Token**. This is called "Targeting THREAT" In this case, the Marksman targets Gryz.

It plays its **Backline Ability**, a Ranged Attack 2, and reveals a **+2 Fate Card**, increasing it to **4**. Gryz has no way to prevent this, so she takes **4 DMG,** reducing her HP from **6** to **2.**

After anything targeting Threat resolves, pass the **Threat Token** to the next Hero in **Initiative** order. In this case, it moves to Aldryn. Place the **Threat Token** in the State column next to his **Initiative Tile**.

With no Ranged Enemies remaining, flip the Ranged Initiative Tile to its gray side to end their turn.

Distract

Gryz is last to act, and she's badly hurt with only 2 HP remaining. If she takes another hit, she could die. **In Oath to Embers, if a Hero dies, the entire Encounter is restarted,** so surviving this turn is critical.

To reduce the damage she might take, we'll build a combo focused on defense while explaining the **Actions** along the way.

Arrange her cards from left to right as follows: **#6, #5, #3,** and **#4** (B), with **#4** on the far right showing its **Main Area**. This combo costs 6 Energy: **3** for the **Main Area** and **1** for each additional card, leaving Gryz with 0 Energy.

Similar to Focus, Distract causes a target to reveal two **Fate Cards** during a **Fate Check**, but they must choose the less favorable result. Since Gryz wants to limit incoming damage, this is a strong option. By default, Distract only targets an opponent in her row, but since these **Actions** have the word **ANY** underneath them, this allows her to target any character on the board.

Now, who should she Distract? Let's first consider who might be targeting her.

Looking at the board, the Skirmisher in the top row is targeting Aldryn, and the Marksman is also targeting Aldryn, since he now has the **Threat Token**. The Skirmisher in Gryz's row will attack her next, making it the best target. Gryz performs the Distract ANY from her **Main Area** on that Skirmisher. Place a cube over the **Action** to show it has been played, then place a Distract Token on the Skirmisher (C)

Next, she spends 2 Pace from her **Combo Area** to perform Shield 2, and also plays the Shield 2 from her **Main Area**, increasing her Shield to 4, the maximum value a Shield Token can have. Place a Shield 4 Token on her **Stance Card**, and place cubes over the spent **Resources** and **Actions**.

Gryz has 1 Vigor remaining. She can spend it on Distract ANY or a Melee/Ranged Attack from her **Combo Area**.

With her defense set, Gryz spends her remaining Vigor to attack.







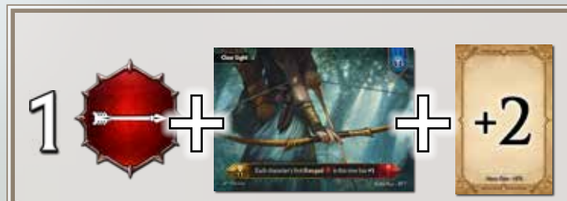
Ranged Attacks

Just like Heroes can only perform Melee Attacks in the **Frontline**, they can only perform Ranged Attacks from the **Backline**. Ranged Attacks can target any opponent in their row. She'd much prefer to attack the weakened Skirmisher in the top row, but since there's an Enemy in her current row, she is unable to target Enemies outside of her row. She performs a Ranged Attack 1, increased to **2** by the **Battleflux Card** in her row. Her **Fate Check** reveals a **+2**, bringing the total attack value to **4**. *Finally, some luck.* Place a 3 **Health Marker** on the Skirmisher, then discard her used cards.

Now, end her turn following the same steps as before:

1) **GAIN 6 ENERGY** Move the yellow cube on her **Endurance Board** from **0** to **6.**
2) **KEEP UP TO ONE CARD:** Keep card **#2** in her hand.
3) **DRAW NEW CARDS** Draw cards until she has **6**. She should now have cards: **#2, #7, #8, #9, #10, and #11**
4) **FLIP INITIATIVE** Flip her **Initiative Tile** to its gray side.

Now that all players have taken their turns, the Round ends.



Round End Step

Once all **Initiatives** have taken a turn, the Round ends. Perform the Round End Steps to prepare for the next Round. The Round End Step is made up of several instructions, which are listed on your **Player Aid** and shown along the **bottom of the Board.** *The icons are only there to help remind you of the order and do not need to be memorized.*

1) **ROUND END:** Resolve any Round End effects.
   - *In this case, the bottom Battleflux Card (A) causes characters in its row to lose 1 HP. Only the Marksman is in that row, so its Health is reduced from 5 to 4.*

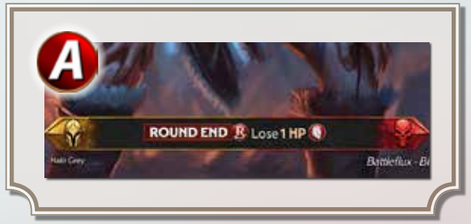
2) **BATTLEFLUX (SHIFT):** This Encounter Setup uses SHIFT, meaning the top two Battleflux Cards shift down one spot each round.
   - *Move the top 2 cards down one spot The new order should be BF4 -> BF3 -> BF1 (B)*

3) **ENEMY REPOSITION:** Each Enemy checks if it is NOT in one of its preferred spots. If it's not, check the spots within their row. If a preferred spot is empty or occupied by an Enemy also not in its preferred spot, they perform a Move Action to that spot.
   - *None of the Enemies had moved from their spots since they first Spawned, so none of them will move during this step.*

4) **ENEMY ADVANCE:** The slowest Enemy Initiative with a Hero Initiative directly above them swaps places. Then flip all tiles to their colored side.
   - *Ranged is the slowest Enemy but has no Hero above it, so it does not move. The next slowest is Light, which does have Aldryn above it, so they swap places. Light moves to 1st, and Aldryn, along with his Threat Token, moves to 2nd (C)*

5) **STORY:** Refer to the Story for new Round effects, Spawn amounts, etc.
   - *In some cases, the story may affect how many Enemies are in battle, or introduce new rules and challenges. In this tutorial, the story states: "Play Rounds 1 and 2 (). When Round 2 ends, go to •0-01". This simply means that nothing happens, and we move on to the next step.*

6) **ROUND START:** Then resolve any Round Start effects and begin the next Round.
   - *The Battleflux Card Readiness triggers at the start of the Round and has two effects.*
   - *The Hero icon on the left indicates that all Heroes in this row gain 1 Energy.*
   - *The Enemy icon on the right indicates that all Enemies in this row perform a Focus Action.*





Recap Rules So Far

- **Energy and card Combos:** Using cards consumes **Energy**. Playing a combo requires one additional **Energy** per card, but allows access to **Combo Area Resources** and **Actions**!
- **Attacks and Fate:** Performing **Ranged** and **Melee Attacks** prompts characters to reveal their **Fate Cards**. If an Enemy is in your row you must target them.
- **Focus and Distract:** **Focused** characters reveal two **Fate Cards** and select one, while being **Distracted** forces you to reveal two **Fate Cards**, and keep the least favorable of the two.
- **Shielding:** Being **Shielded** reduces incoming **DMG**. Players may choose to use this **Shield Token** during an attack *(Enemies always use their Shield Token when attacked).*
- **End Hero's Turn:** Played cards are discarded ➡ Gain 6 **Energy** ➡ You MAY keep up to 1 card in your **Hand Area** ➡ Then, draw cards until you have 6 cards ➡ Finally, flip your **Initiative Tile** over.
- **Enemy Targeting Priority:** Enemies target based on their board spot in their column, then within their row, then to the **Threat Token** if their row is empty.
- **Round Progression:** Each Round concludes with specific steps: Round End ➡ Battleflux (SHIFT) ➡ Enemy Reposition ➡ Enemy Advance ➡ Story is reviewed ➡ Round Start.

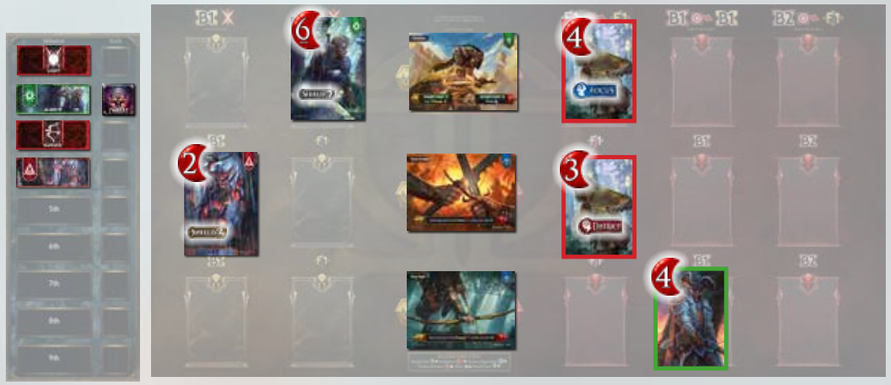
State of the Board

Aldryn took some damage, but he still has a **Shield 2 Token** and **8 Energy.** He also has **6 HP** and **1 Insight.** He will get attacked by the Skirmisher in his row and the Marksman, so long as the bottom row remains unoccupied.

Gryz has **6 Energy,** but is badly hurt with only **2 HP** left. However, she has a **Shield 4 Token** to reduce incoming damage, and she's only getting targeted by one Enemy that she **Distracted** earlier. She should be safe.

Neither Hero currently benefits from a Battleflux Attack bonus, while the Enemies can take advantage of their Battleflux effects. This will require thinking more carefully about positioning, both for the Heroes and the Enemies.

Let's continue the tutorial to see what the next steps are and how the newly drawn cards can shape our strategy.





"Pinned Down" - Halo Grey

Round 2: Light Enemies

The Light Enemies act first in **Initiative**, so the top left-most Skirmisher attacks first. Occupying the **Frontline** (F1) it plays their **Frontline Ability**, a Melee Attack 2, targeting the Hero F1 spot in its row, where Aldryn is.

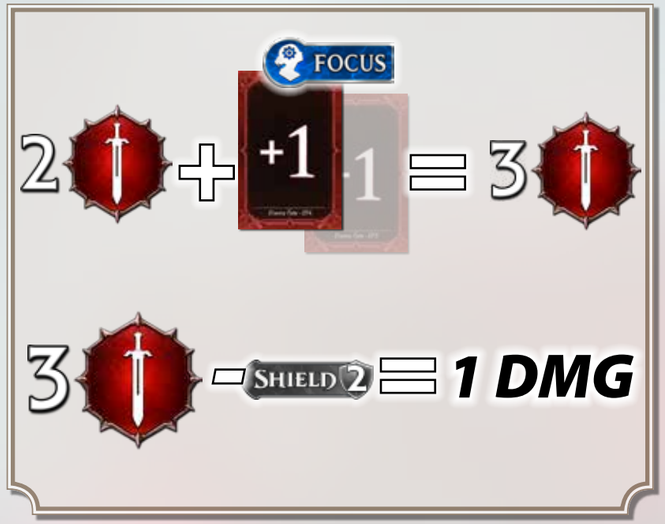
This Skirmisher is **Focused**. Unlike Heroes, Enemies MUST use their **Focus Token** before their next **Fate Check**. Remove its **Focus Token** and reveal two **Fate Cards**.

Both cards are **+1**. Since they have the same value, either result may be chosen. This increases the attack value to **3**.

Now is an ideal moment for Aldryn to use the **Shield Token** he saved.

When a **Shield Token** is used, a **Fate Check** may be performed to modify its value, but he chooses not to and uses it to prevent **2 DMG.** Remove his **Shield Token** to show it has been used.

The **1 unprevented DMG** reduces Aldryn's HP to **5.**



The next Skirmisher performs a **Distracted Melee Attack 2** targeting the Hero in the F1 spot of its row, increased to 3 by the **Battleflux Card**. However, since the F1 spot is vacant, it instead targets Gryz as the next closest character in the row. Removing its **Distract Token**, the Skirmisher reveals two **Fate Cards**, a **-2** and a **+0**, and applies the lower result, reducing the attack to **1.**

Gryz chooses to use her **Shield Token** rather than taking any more **DMG**, especially since she has more **Shields** in her **Hand Area**. **When you use a Shield Token, it is removed completely, no matter how much DMG it prevents.** She removes her **Shield Token** to prevent the 1 DMG, so she loses no HP. Since the attack did not cause her to lose **HP**, it has 'failed'. Now that all Light Enemies have acted, flip their **Initiative Tile**.



Round 2: Aldryn

It's Aldryn's moment to shine, and with **8 Energy** he has a clever strategy that will disrupt the Enemies' **Initiative** and positioning. Remember, as long as you have the **Energy**, you can play your cards however you like, including individually.

Bigger combos are not always better, and playing fewer cards can still create strong advantages.

Let's combo cards **#8 and #12** (A), with **#12** on top, while placing card **#11** beside them (B), but not in a combo. This costs **7 Energy** and he gains the **2 Insight** from the **Combo Area**. **Since the Combo Area is only accessible when cards are played in combo, Aldryn DOES NOT gain the 1 Insight from card #11.**

Playing cards individually can provide strong **Main Area Actions**, but you lose access to **Combo Area** benefits.



Direct Attack and Displace

As long as you've paid for them, you can perform your **Actions** in any order and move between cards freely. Aldryn has the choice between a **Direct Attack 2** and a **Melee/Ranged Attack 2.**

Direct Attacks (C) **DO NOT use Fate Checks**, can be performed from any board spot and can target any Enemy in your row. They are more reliable, but cannot be increased through **Fate Checks**.

Aldryn performs the **Direct Attack 2** on the Skirmisher in his row, reducing their **HP** from **4** to **2.** Place a clear cube over the **Action** on his card.

He then follows up with a **Melee/Ranged Attack 2**, revealing a **+0 Fate Card** and reducing their **HP** to **0.** The Skirmisher is defeated, so they are removed from the board and placed in the Enemy discard pile (D).

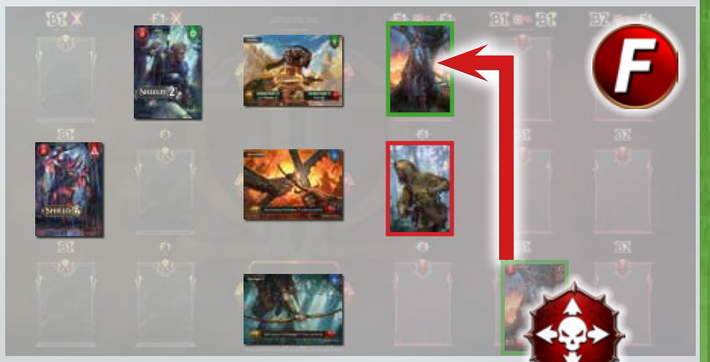
Now, let's look at the board to plan the next move. The Ranged Enemies act next, and the Marksman in the bottom row currently benefits from the **Battleflux Card**.

This is where the **Displace** (E) becomes useful.

Displace lets you place an Enemy from outside your row into any empty spot on the Enemy Side within your row, or place an Enemy already in your row into any empty spot on the Enemy Side. Aldryn plays **Displace** to pull the Marksman into the F1 spot in his row (F)

Now in the **Frontline**, the Marksman is forced to its weaker **Ranged Attack 1,** and no longer benefits from the **Battleflux Card**, making its attack much less threatening.





Slow and Haste

Aldryn notices that Gryz is the slowest in **Initiative** order and wants to help her act before the Ranged Enemies. Heroes can not only alter Enemy positions on the board, but also adjust **Initiative** through **Slow** and **Haste** **Actions**.

Slow moves a character's **Initiative Tile** down equal to the **Action's** value, while **Haste** moves it up.

If that character also had Threat, it would move up or down with them.

Aldryn performs the **Slow 1** (G) on his cards to move the Ranged **Initiative** down, placing it **4th** and moving Gryz to **3rd**. This allows her to act before the Ranged Enemies (H)

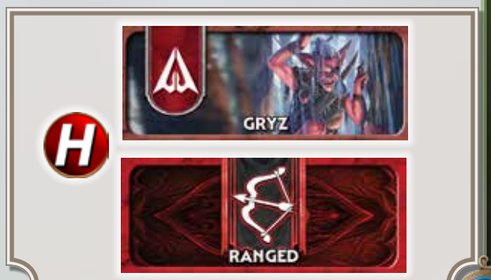
Ending his turn, Aldryn gains **6 Energy,** bringing him to 7. He keeps no cards and draws back up to 6.

Aldryn has no cards left in his deck, only his discard pile. **Whenever you cannot draw from any Deck, shuffle its discard pile to form a new face-down Deck.**

For this tutorial, place cards **#1, #2, #3, #4, #5, and #6** into your Hand Area.

Finally, flip Aldryn's Initiative Tile. It is now Gryz's turn.





Round 2: Gryz

Gryz struggled against the bandits at first, but she's ready to turn it around. She sets up a larger combo using cards **#8, #11, #10, #9, and #2** (A) from left to right. This costs **6 Energy** and gives her a wide range of **Resources** and options during her turn (B)

We'll move a bit faster this round, assuming you're familiar with gathering **Resources** and performing **Actions**. *Don't forget to use clear cubes to track what you have gained and performed as you play.*

Start by gaining the **4 Insight** from her **Combo Area** and adding it to her **Endurance Board**. Then spend **1 Pace** to perform **Shield 1** from the **Combo Area**.

After that, **Focus** from the **Main Area**, placing both a **Focus** and **Shield Token** on her **Stance Card**.

Since Gryz is in the **Backline** (B1), she cannot perform her **Melee Attack,** as shown at the top of her column.

This is unfortunate, as the **+1 Melee Attack Battleflux Card** would have been very useful. If only she could change her position somehow...



A

#8 → #11 → #10 → #9 → #2

B

Available Actions and Resources



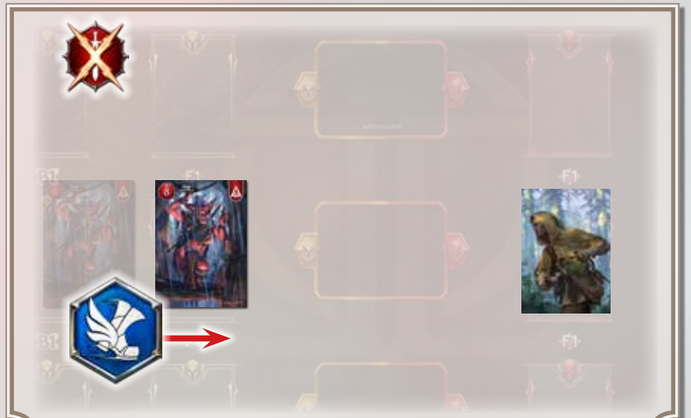
Move

In Oath to Embers, positioning plays a major role in your strategy. In her **Combo Area**, a **Pace** can be spent to perform a **Move Action**.

Move allows a character to move to any board spot on their side, or swap places with an Ally.

Gryz spends her last **Pace** from the **Combo Area** to **Move** into the **Frontline** of her row, allowing her to perform the **Melee Attack 1.**

She chooses not to apply **Focus** to this attack, hoping the **Battleflux Card** and Fate will be enough. She reveals a **+1 Fate Card**, making the attack value **3,** defeating the Skirmisher. Place the Skirmisher in the Enemy discard pile.



⚠ Even though all Light Enemies are defeated, we keep their Initiative Tile out, in case more Light Enemies Spawn later!

Gryz is now alone, and the only Enemy left is the Marksman, but it is not in her row. **When a Hero has no Enemies in their row, they may target an adjacent row.** This allows Gryz to target the Marksman.

In her **Combo Area**, she has a **Direct Attack 1** that costs **1 Vigor,** and she still has **1 Vigor** remaining. She spends it to deal **1 DMG** to the Marksman, reducing its **HP** from **4** to **3.**

After discarding all used cards, she has no **Resources** left to spend.

But what about the Insight she collected earlier? Let's see how she can use it.



"Sudden" and Talents

Printed on the left side of these tutorial **Endurance Boards,** you'll find three **Talents** (C)**.** These are always available, at the cost of **Insight.**

Each **Talent** shows its title at the top, its cost at the top right, and its **Main Area** underneath. Each of these **Talents** costs **2 Insight.** Some effects like **Talents** will also show an orange **Sudden** symbol **!.** This means it is "**Sudden,**" meaning it can be played AT ANY TIME, even during another character's turn.

- **The first Talent** allows Gryz to spend **2 Insight** to perform a **Sudden ! Shield 1** to **ANY** target at any time.
- **The second Talent** lets her spend **2 Insight** to perform a **Ranged Attack 1,** but since it doesn't have **Sudden**, she is only able to perform it during her turn.
- **The third Talent** enables her to spend **2 Insight** to perform a **Sudden ! Restore 1** (**HP**) at any time.

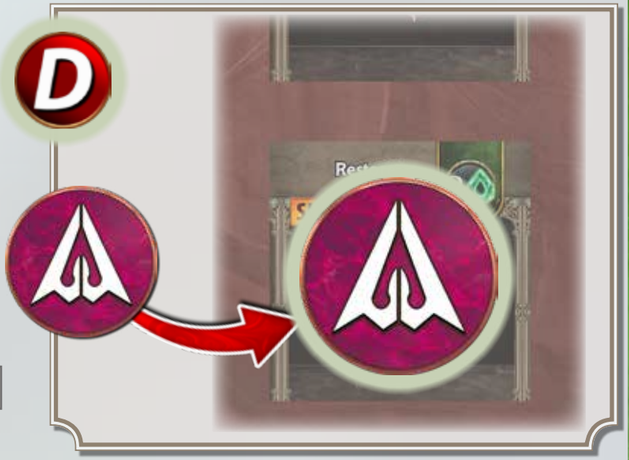


Although the battle is under control for now, Gryz knows things can change quickly. She plays her **Restore 1 Talent,** reducing her **Insight** to **2** and increasing her **HP** to **3.**

After using any Talent, Heroes must place their Talent Marker over the Talent to show it's on "cooldown" (D). Talents on cooldown cannot be played. To remove a **Talent** from cooldown, play a different **Talent**, moving the marker to the newly played one.

Let's end Gryz's turn, gain **6 Energy,** and keep no cards. She will draw the last card in her deck, **#12**. Since she must draw until she has 6 cards, she would shuffle her discard pile to create a new deck.

For this tutorial though, find cards #1, #2, #3, #10, and #11 and place them into your Hand Area.



Round 2: Ranged

The lone Marksman is the final character to act. Since Aldryn moved it to the **Frontline** with **Displace**, it is forced to its weaker **Ranged Attack 1,** targeting the Hero in the F1 spot.

The Marksman reveals a **+1 Fate Card**, increasing the attack to **2.**

Interrupting this, Gryz spends her remaining **2 Insight** to play her **Talent**, **Sudden ! Shield 1 ANY,** targeting Aldryn. Place the **Talent** Marker over **Shield 1 ANY** (E), and place a **Shield 1 Token** on Aldryn.

Aldryn uses the **Shield 1 Token** and chooses not to perform a **Fate Check**, preventing **1 DMG**. He removes the **Shield Token,** and takes the excess **1 DMG**.

Flip the Ranged Enemy Initiative Tile to show their turn has ended. The Round End now begins.

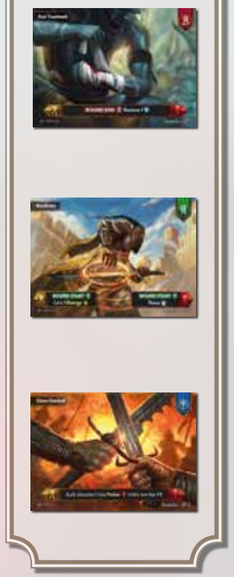


Round 2 End Step

Remember, all of these steps are listed on your **Player Aid Pamphlet.**

1) **ROUND END:** *Resolve any Round End effects.*
   - *There are no Round End effects, so nothing happens.*
2) **BATTLEFLUX (SHIFT):** *Shift the top 2 Battleflux Cards down one spot.*
   - *It should now show* **BF5 -> BF4 -> BF3** A
3) **ENEMY REPOSITION:** *One by one, each Enemy checks if it is NOT in one of its preferred spots. If it's not, check the spots within their row. If a preferred spot is empty or occupied by an Enemy also not in its preferred spot, they perform a Move Action to that spot.*
   - *The Marksman wants to be in the Backline (B), but they are currently in the Frontline (F), so not their preferred spot. There are 2 empty B board spots in their row, so they would take the left-most board spot (B1)* B
4) **ENEMY ADVANCE:** *The slowest Enemy Initiative with a Hero Initiative directly above them swaps places. Then flip them over to their colored side.*
   - *In this situation, the Ranged Enemy is the Slowest with Gryz above them. This means the Ranged would swap with Gryz, placing them 3rd and Gryz 4th* C
5) **STORY:** Refer to the Story for new Round effects, **Spawn** amounts, etc.
   - *The story states: "Play Rounds 1 and 2 When Round 2 ends, go to •0-01".* **Since Round 2 is now over,** we can now continue reading ahead. *Let's go to •0-01 below.*

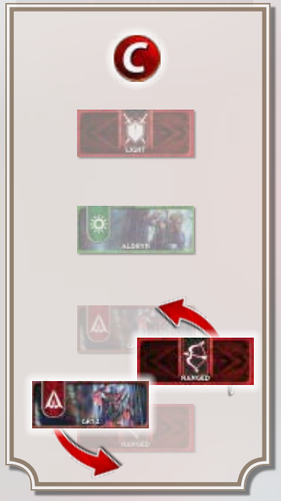
A



B



C



•0-01

Gryz and Aldryn dig their blades into the bandits, yet more ambushers have taken notice. The fight is escalating. The scouts know that they'll not be able to keep it contained for much longer.

1) **Spawn 2 and play Round 3**
2) **When Round 3 ends, go to •0-02 (Proceed below for now)**

Now you try!

It's the Round End Story Phase, which instructs us to:

Spawn 2 and play Round 3

See if you can complete these correctly. The current board state should match the image to the right.

The image shows the board before the new Enemies Spawn. Spawn 2 Enemies and resolve the Round Start effects.



How'd you do?

First, you should have revealed a **Marksman** from the **Enemy Deck**. Since the top row does not have the fewest Enemies, the Marksman is placed in the first available **Backline** spot of the middle row, B1.

Next, a Skirmisher is revealed.

Preferring the **Frontline**, it is placed in the bottom row's **Frontline** spot, F1, as that row has the fewest Enemies.

At the Round Start, BF4 in the middle row triggers, granting Gryz **1 Energy** and causing the Marksman in her row to **Focus**.

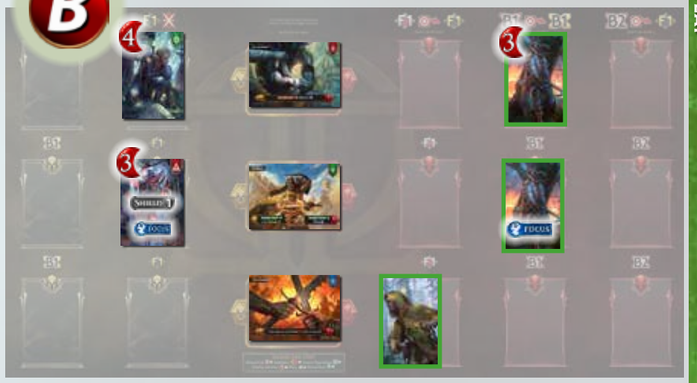
Aldryn should have **7 Energy, 4 HP** and **3 Insight.** His hand should contain cards:
#1, #2, #3, #4, #5, and #6

Gryz also has **7 Energy**, with **3 HP** and **0 Insight**. Her hand should contain cards:
#1, #2, #3, #10, #11, and #12

Her **Talent Marker** is over the **Shield Any Talent**, and she is **Focused** and has a **Shield 1 Token.**

The board should match B. Let's go to Round 3.

B



Round 3: Light

The Skirmisher at the bottom acts first. Since it has no target in its row, it instead targets Aldryn, since he has the **Threat Token**.

It performs a **Melee Attack 2,** which gains **+1** due to the **Battleflux Card**. Revealing a **+0 Fate Card**, the attack value remains at **3**.

Not wanting to take any chances, Aldryn spends **2 Insight** to play his **Sudden Shield 1 ANY**, targeting himself. This places the **Talent** Marker over the played **Talent**. Using the **Shield Token** and choosing not to perform a **Fate Check** for it, he removes it, preventing **1 DMG**. Taking **2 DMG**, his **HP** drops to **2.**

As always, whenever an Action targeting the Threat Token resolves, pass it to the next Hero in Initiative. Move the **Threat Token** to Gryz.

This ends the Light Enemies' turn. Flip their Initiative Tile.



Now you try!

Aldryn's next move is in your hands! Using only **6 Energy,** create a combo with cards **#2, #3, #4, and #6** to include:

- **2 Distracts,**
- A **Melee/Ranged Attack,**
- A **Shield 2,**
- And a **Focus.**

Once you're ready, stuck, or just want to see the answer, continue to the next page.



How'd you do?

A **Shield 2**, **2 Distracts**, a **Melee/Ranged Attack**, and a **Focus**. One way to achieve this is by arranging the cards in this order:

#6 -> #3 -> #2 -> #4 A

Start by collecting the **1 Insight**. Then spend your **Pace** to perform **Focus**, then **Shield 2**, placing both tokens on Aldryn. Next, spend **1 Vigor** to perform **Distract ANY** on the **Focused** Marksman.

What happens when a Focused character gains Distract?

When a **Focused** character gains **Distract**, they cancel each other out, removing the Marksman's **Focus Token** B. This allows him to perform his second **Distract ANY** **Action** on them. By doing this, the Marksman is now **Distracted**, helping keep Gryz safe for the moment.

Aldryn then spends his remaining **Vigor** to perform a **Melee/Ranged Attack 1** from his **Combo Area** on the Marksman in his row. Revealing a **+0 Fate Card**, the attack reduces its **HP** to **2.**

Aldryn ends his turn. He discards the cards he played, gains **6 Energy**, discards the rest of his hand, draws until he has 6, then flips his **Initiative Tile**.

Now you play the Ranged Enemies' turn. Be sure to perform a **Focused** **Fate Check** on Aldryn's **Shield Token** for the attack that targets him, but do not do so for Gryz.

When you're done with the Ranged Enemies, move to the next section.

A



B



Ranged Recap

The top Marksman performs a **Ranged Attack 2**, revealing a **+2 Fate Card** for a total of **4 DMG** C

Aldryn would not survive unless he used **Focus** on his **Shield**. Doing so allows him to reveal two **Fate Cards**, a **-1** and a **+1**, increasing his **Shield** to 3 D.

The remaining **1 DMG** lowers his **HP** to **1.** Remove the **Shield** and **Focus Tokens** from his **Stance Card**.

The second Marksman performs a **Ranged Attack 2** on Gryz, but it is **Distracted**. It reveals two **Fate Cards**, a **-1** and a **-2,** and must apply the lower result. The attack value is reduced to 0 and fails E

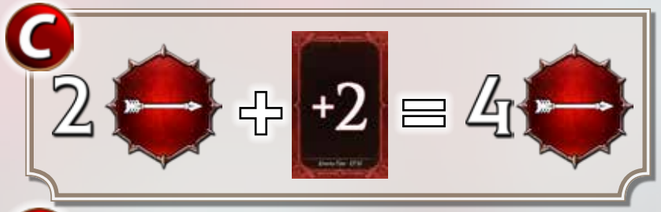
You owe Aldryn for that **Distract**, it just saved your life.

Flip the Ranged **Initiative Tile** to show their turn has ended.

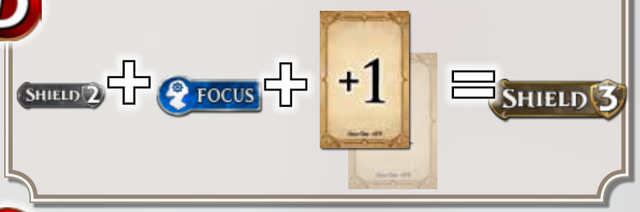
It is possible for Gryz to defeat both Marksmen this turn by using cards **#1 and #11** individually, not in a combo.

Set these aside.

C



D



E



ROW Targeting

Using these two cards separately will cost **6 Energy** and gives Gryz access to **Displace**, a **Melee/Ranged Attack 2**, and a **Melee/Ranged Attack 1** that targets an **Enemy** **ROW**. This targets the entire row on the Enemy Side, not just a single character. The attack is still treated as one **Action**, but its **DMG** is applied to each character in the row from left to right. Because the same **Fate Check** determines the outcome for every target, a strong result can deal high **DMG** across the entire row, while a poor result can weaken the entire attack. Being **Focused** can help control that risk by letting you choose the better outcome.

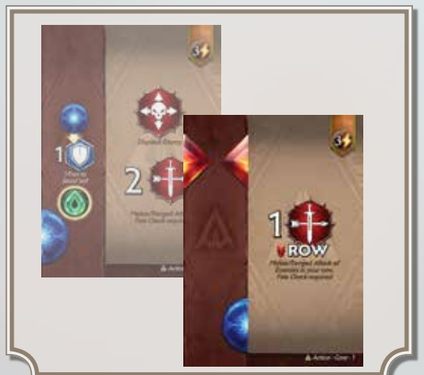
Try to defeat both Marksmen this turn using everything you've learned so far. When you're done, move to the next section.

Gryz Recap

Did you successfully eliminate both Marksmen? There are a couple ways to do this, but here is one way:

1) **Displace** the top Marksman down to Gryz's row on B2.
2) Perform her **Melee/Ranged Attack 2** WITHOUT using her **Focus Token,** targeting the closest Marksman. Revealing a +1 **Fate Card** increases the attack to **3,** reducing its **HP** to **2**.
3) Then perform the **Melee/Ranged Attack 1** that targets the **ROW**, this time using **Focus**. Reveal two **Fate Cards**, a **-1** and a **+2,** and choose the **+2,** dealing 3 **DMG** to the row and defeating both Marksmen.

Way to go! Now, let's end Gryz's turn. She will discard all of her cards, gain 6 Energy and draw until she has 6. Flip her Initiative Tile and let's start the Round End Step.





Round End Step:

1) **ROUND END:** Aldryn would Restore 1 **HP**.
2) **BATTLEFLUX (SHIFT)**: Shift the top 2 **Battleflux Cards** down one spot.
3) **ENEMY REPOSITION:** Check to see if Enemies are in their preferred spots within their row.
4) **ENEMY ADVANCE:** The Slowest Enemy in **Initiative** with a Hero **Initiative** above them swaps places in **Initiative**. Then flip all **Initiative Tiles** over to the colored side.
5) **STORY:** After you complete the above steps, let's go back to see what the story said when we started this Round: **When Round 3 ends, go to •0-02.** Let's read that below or listen to it on the Forteller App.

•0-02

A barbed blade smashes into Gryz's side, sending her down into the mud. Aldryn dives under the next swing and helps her up.

"You got them, sir!" shouts a bandit as the commander steps out from the corner. His familiar armor catches Aldryn's eye. Perhaps it's a trick of the storm, but he swears he sees a familiar luster under the scratched surface.

"So, this is who they send," says the commander. "Thieves? Unusual. I'm sure the general would like a word... but not before I've had my fun."

Sweat forms along Gryz's brow as she holds her wound. Giblin blood drips from the commander's blade.

"My steel's not feasted in weeks. Will your blood be enough?"

1) **Spawn 2**
2) **Retrieve x1 #6 'Gerrod' from the box and Spawn him.**
   a) **Retreat. Go to •0-03**
   b) **Stand and fight Go to •XX**

**Reminder: When you see numbered steps like 1) and 2), follow them in order before moving on. When you see lettered options like a) and b), you must choose between them.*

For this tutorial, we'll choose a) Retreat. This choice leads us to section •0-03. Proceed to that section to continue with the story.

•0-03

The commander is too great a threat. He laughs before sounding his warhorn and signaling the entire camp. The scouts hear feet crushing their way through the rain nearby. Time has run out.

In a last ditch effort, Gryz brings a flask to her mouth and spews it into a nearby torch, releasing a firebomb that singes the hairs on the commander's face. It buys the scouts a moment, just enough time for them to scramble away.

They exit the camp, then pass the brush. However, before they reach the shelter of the forest, they hear the commander's bark once more.

"Loose!"

Aldryn turns back a moment and sees the glint of an arrowhead honing in towards Gryz.

a) Dive in front of the arrow Go to •0-04
b) Let the arrow find its mark Go to •0-05

•0-04

Without a second thought, Aldryn dives in front of the arrow. It sinks deep into his neck and plummets him to the ground. Gryz, hearing his body slide across the mud, rushes back to his side.

"Get up," she growls. "Silas waits." Aldryn shoves her off of him. Their eyes meet. She sees his skin begin to pale as the blood trickles from his neck and into the puddles below. "Damn you Stupid... stupid, boy". The rain masks the tear that falls down her nose. The thunder blurs the approaching footsteps. By the time the bandits arrive at Aldryn's body, they find the Boernallyean cold and alone.

"Sir, what now?" asks a bandit. The commander looks over Aldryn's corpse, considering his own fate should he delay the general's plan.

"We will have to improvise."

1) **Acquire the "Stupid Boy" badge.** *Badges serve as a record of the decisions made by players. When informed about receiving a badge, check off that box in your Badge Log* A
2) **Go to •0-06**



•0-05

Gryz collapses as the arrow sinks into her spine. Before the young Boernallyean scout can get his arm around her, however, she swipes her knife at him.

"Get away," she says as blood leaks from behind her teeth. "I'll only slow you down. Keep the accord. Get to Silas."

Their eyes meet. Gryz's red skin begins to fade to a dull white.

"No tears, boy."

Aldryn takes one last look at her before vanishing in the rain.

By the time the bandits reach Gryz's body, they find her bloody and alone in the mud.

"Where has your friend gone?" asks the commander as he stoops down.

Gryz spits in his face.

"You're tough, I'll give you that." He puts his hand around her neck and begins to squeeze. "Know this. When we find him, my master will not be as kind."

Gryz's body goes limp.

"Sir, what now?" asks a bandit.

Looking down at Gryz's corpse, the commander considers his own fate should he delay the general's plan further.

"We will have to improvise."

1) **Acquire the "No Tears" badge.** *Badges serve as a record of the decisions made by players. When informed about receiving a badge, check off that box in your Badge Log* A
2) **Go to •0-06**

•0-06

Congratulations! You've finished the tutorial for Oath to Embers and now understand the basics of the game. Let's 'Refresh' the board.

1) **Return the Special Rules Cards, Initiative Tiles and Stance Cards to their box/tray.**
2) **Place all Enemies and Battleflux Cards back into the box.**
3) **Reshuffle all Decks.** *This includes the Hero and Enemy Fate Decks and both Core Decks for future Encounters.*
4) **If playing solo, go to •0-07. If not, go to •0-08**

•0-07

Oath to Embers was designed as a deeply cooperative experience built around teamwork, strategy, and collaboration. While many games we admire offer simplified solo modes, our goal was to preserve the full depth and integrity of the experience, even when played alone.

Throughout development, we explored streamlined solo variants, but every version that either oversimplified the Heroes or altered how they played ultimately compromised what made the game feel unique.

As a result, solo play does not change the core game. Instead, a single player controls all four Heroes. While managing four Heroes may feel demanding and may not appeal to everyone, it preserves the richness and strategic depth of the intended experience. We have played Oath to Embers solo many times and found it both challenging and deeply rewarding.

- **Go to •0-08**

•0-08

Keep the **Player Aid Pamphlet** nearby throughout your adventure, as it will guide you through **Encounter Setup, Gameplay, and Basic Actions.**

The early chapters are designed to start simple and gradually increase in complexity, making the learning process both smooth and manageable.

You'll also find **Campaign Log Sheets** in the box. Use these to track your progress.

They can also serve as a save point if you need to pack up the game or run multiple campaigns at the same time.



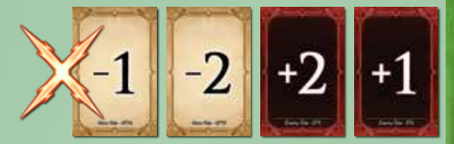
Set Your Campaign's Difficulty

Oath to Embers is a challenging experience that rewards coordination, smart play, and careful planning in all difficulties. You should choose your own difficulty based on the needs of your team. If you play through the Campaign and feel that it is too easy or too punishing for your team, you can adjust the difficulty during any **Encounter Setup**. **Set your difficulty now using the options below:**

EASY DIFFICULTY:

For groups who want a more relaxed, story-first experience while still facing meaningful challenges. **For Easy Difficulty**:

- **Remove Hero Fate Cards HF #14 & 15 from the Hero Fate Deck.**
- **Remove Enemy Fate Cards EF #3 & 4 from the Enemy Fate Deck.**



NORMAL DIFFICULTY:

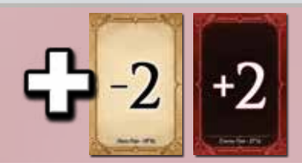
Groups that like a fair challenge. **For Normal Difficulty,**

- **The Hero Fate Deck remains the same: cards HF #1-15.**
- **The Enemy Fate Deck remains the same: cards EF #1-15.**

HARD DIFFICULTY:

For groups that require a more challenging experience. **For Hard Difficulty**:

- **Add Hero Fate Card HF #16 to the Hero Fate Deck.**
- **Add Enemy Fate Card EF #16 to the Enemy Fate Deck.**



Begin your Campaign!

IMPORTANT! AVOIDING SPOILERS!

Oath to Embers is a story-rich game that focuses heavily on storytelling, with multiple choices leading to various outcomes, many of which contain surprises. If you choose to use the book instead of the app, we STRONGLY advise against reading or looking ahead, as this will spoil the story and diminish your experience.

If you find it difficult to resist looking ahead, we recommend using the Forteller app or placing a sheet of paper over the book to hide future content as you progress. The game is far more enjoyable when you allow yourself to experience the surprises as they come.

Retrieve the book Act 1: Under Autumn Leaves from the box and begin your adventure!



COMPANIONS

Companions are not Heroes, but additional characters that can be put into play by either Priming or **Spawning** them. Companions offer unique Abilities, which may differ depending on whether they are Primed or **Spawned**.

This icon shows that the Companion can be Primed and identifies the Ability they play if Primed.
This only benefits the Hero who Primed them.

This icon shows that the Companion can be Spawned and identifies the Ability they play if Spawned
During any Hero's turn, any Hero may spend the required **Resources** to have a **Spawned** Companion perform its **Ability**, unless that **Ability** is Sudden.

Companions are not discarded after playing their Ability

TO PRIME A COMPANION

During your turn, pay the Energy cost A and place the Companion in an available Prime Area.

- **Only the Hero who Primed it may play their Primed Ability B.** Any **Actions/Resources** are performed/gained by the Hero who Primed them.
- **Primed Companions do not use their Health Points (HP) C.** They can't be targeted like other characters on the board.
  - *Example: If Ryko and Zayde are Primed, the Hero who Primed them can place a "Once per Round" token on that Ability, then perform the Ability "Draw 2 cards."*

TO SPAWN A COMPANION

During your turn, pay the Energy cost and Spawn the Companion in an empty board spot on the Hero Side.

- **Spawned Companions have Health Points (HP) C**
  - *Companions can be targeted like other characters on the board. They cannot exceed their max HP unless otherwise stated.*
- **If a Companion reaches 0 HP:** Resolve the effect beneath its HP. If it shows the Threat icon, any excess **DMG** beyond its remaining HP is dealt to the Hero with the **Threat Token**. Then **Exhaust** the Companion.
- **Any Hero may pay the cost for a Companion's Spawned Ability D**
  - *Example: If Ryko and Zayde are Spawned, Heroes may place a Once per Round token on that Ability, then spend 1 Pace + 1 Vigor to have Ryko and Zayde perform a Focus ANY and a Melee/Ranged 1 Attack.*

COMPANIONS VS. INVALID EFFECTS

- **If a Companion would lose or gain a Resource they cannot gain/lose, (Insight, Energy, etc),** it is ignored.
  - *Example: If you target a Companion with a "Gain 2 Energy", if they do not have an Energy track, this is ignored.*
- **If a Companion is targeted by an Action that cannot affect them (Haste, Slow, etc), or is instructed to perform an Action they cannot perform,** it is ignored, unless stated otherwise.
  - *Example: If an Enemy performs a "Slow 2" on a Companion, since they do not have an Initiative, this is ignored. Likewise, if a "Stance ALL" Action is performed, Companions do not have Stance Actions, so this is also ignored.*



Companion FAQ

- **Can I Spawn a Companion that is Primed ?** No. When you pay a Companion's **Energy cost**, you must immediately choose to either Prime them or **Spawn** them. Once a Companion is **Spawned**, they cannot be Primed unless an **Action** or effect specifically allows it. Likewise, once a Companion is Primed, they cannot be **Spawned** from the **Prime Area** unless an **Action** or effect specifically allows it.
- **Can I give a Resource to a Companion to play their Ability?** No. Since a Companion cannot gain **Resources**, this would be ignored. However, you can give the **Resource** to a Hero, and they can spend it on the Companion's **Ability**.
- **Can I Prime a Companion that does not have a Prime Ability or Spawn a Companion without a Spawn Ability?** No. The symbols indicate whether the Companion can be Primed or **Spawned**, not just what the **Ability** does.
- **What happens if I must Spawn a Companion, but there is no space?** They do not **Spawn**.

MINIGAMES

Sometimes, the game will prompt you to play minigames, which are marked with a distinctive red border.

The basic rules for these minigames are:

- **Unless stated otherwise, cards cost no Energy and may be played alone or in combos.**
- **Any cards used are discarded as normal, and all unused cards are discarded when the Minigame ends.**
- **If a Minigame asks you to pay a Charge cost, or Forfeit an Action/Resource: Use that cost only as payment. Do not perform the card's Action or gain its Resources.**
- **Only cards may be used during Minigames (no Talents, Stances, Echoes, etc).**

"Minigame Example" Objective:

1) **Erdin draws 5 cards.**
2) **Forfeit 2 Ranged Attack Actions and 2 Vigor to succeed.**
3) **If you succeed, go to •1-06. If not, go to •1-07**

DECK FUNCTIONALITY

- **All Decks are kept face-down,** unless otherwise specified (i.e. Boss cards, Battleflux, etc).
- **When a card is discarded,** it should be placed **face up** in the discard pile to clearly separate it from the deck.
- **When searching for a card,** the deck should be shuffled afterwards.
- **Players may freely search any discard pile** to see which cards have already been played or assess their chances of drawing specific cards. **However, players cannot freely search a Deck.**
- **When a Deck is depleted,** and you need to interact with it, shuffle its discard pile to create a new deck, keeping that deck's normal face-up or face-down orientation, unless stated otherwise.
- **During Encounter Setup or between Encounters,** players may build their Hero Deck as they wish as long as they meet their Campaign Log's Deck Minimum (12, 16, 20).
- **Shared cards** may be freely moved between Hero Decks when building them.
- **Acquired cards** do not have to go into a deck, unless stated otherwise. These can remain in your Hero Tray or Sir Loche for later use.

ON REVEAL

- **Revealing a card** means that the card is flipped face up.
- **When a card with the On Reveal icon is revealed:** Immediately resolve its effect. **Sudden Actions cannot be played during this time.** Pause the instruction that caused the card to be revealed; once the On Reveal effect fully resolves, resume that instruction.
- **Example of drawing an "On Reveal" card:** It's the end of your turn, and you need to draw cards until you have 6 in your **Hand Area**, but the fourth card you draw is a Memory called 'Homesick' B, which triggers an "On Reveal" effect. You must pause drawing and resolve this effect. Once the "On Reveal" effect is fully resolved *(the card is Primelocked and the Distract SELF Action is performed)*, continue drawing cards until you reach the needed 6 cards for your **Hand Area**.



NUMBERS AND LETTERS

NUMBERS:

Numbers are used to show the specific order in which **Actions** or events must happen, while letters provide options or choices for the players. When you see a numbered list, it's important to follow the sequence exactly, completing each task before moving on to the next. This ensures that the game flows correctly and that all necessary steps are taken. For example, if the instructions say:

1) **Spawn 5**
2) **Focus All Heroes.**
3) **Play Round 2**
   - *You must first Spawn 5 Enemies (step 1). After that, all Heroes Focus (step 2). Only after these two steps are completed can you move on to playing Round 2 (step 3).*

LETTERS:

Letters represent different choices, and only one choice can be selected at a time. For example, if the instructions say:

a) **If Erdin is in your party, he can respond, go to XX**
b) **If Kryger is in your party, he can respond, go to XX**
c) **You can decide that no one will respond, go to XX**
   - *In this case, you have three options, but you can only choose one. If you select option a), Erdin responds, the other choices are no longer available and you continue with the story.*

ACTION CARDS

Action Cards mostly show **Actions** within their **Main Area.** This **Main Area** on **Action** Cards takes up the larger portion on the right-hand side, with the **Combo Area** shown on the left.
Action Cards can be played on their own for their Main Area during your turn. When played this way, their Combo Area is not available. **See Combo Area below.*



A **Energy Cost:** Indicates how much **Energy** must be spent to play the card.

B **Main Area:** Indicates what **Resources/Actions** are available once it's played. These can be played in any order.

C **Type Area:** Indicates the card type and the card number.

D **Combo Area (if any):** Indicates what **Resources/Actions** are available if the card is placed in combo. These can be played in any order.

COMBO AREA

The **Combo Area** is the narrow vertical strip along the left side of the card, set apart by its own frame and background. It shows **Resources** and **Actions** that are only available to gain when it is connected to other cards with a **Combo Area**. This is known as **"Comboing cards".** A set of multiple cards placed together like this is known as a **"Combo".**

COMBOS CAN ONLY BE PLAYED DURING YOUR TURN.

They can be created to plan for your next turn, but cannot be paid for.

EACH COMBO MUST BEGIN WITH AN ACTION CARD ON THE RIGHT.

This sets the base **Energy cost.** Each card that connects its **Combo Area** to its left adds **+1 Energy** to the Combo's total cost. **Once its cost is paid, that Combo is 'locked in'; cards cannot be added or rearranged unless an effect specifically allows it.** *Example E costs 4 Energy, since the card in the Main Area costs 3 Energy and it has 1 card in Combo.*

RESOURCES SHOWN IN A COMBO ARE AVAILABLE TO GAIN; THEY ARE NOT GAINED AUTOMATICALLY.

When you gain one, place a clear cube over it, then immediately spend it, store it if possible, or lose it. If multiple Resources are gained at the same time, resolve them one at a time. See Gaining Resources, pg 42.

DURING YOUR TURN, WHEN CARDS ARE IN COMBO, YOU MAY:

- **Sudden : Gain an ALIGNED Vigor or Pace.**
- **Sudden : Gain a GLOWING Resource at no cost.**
  Example : Insight is a glowing Resource.
- **Sudden : Gain a Resource by paying its cost above it,**
  Example : A Brandir Element that costs 1 Vigor.
- **NOT Sudden: Perform Actions (glowing and non-glowing).**

RESOURCES/ACTIONS CANNOT BE GAINED/PERFORMED TWICE.

Place a clear cube on each one to show it is no longer available.

IF A CARD IS NOT IN COMBO, ITS COMBO AREA IS UNAVAILABLE.

Example: E shows two cards in Combo and F shows one card NOT in combo. The Combo Area is available on E but NOT on F

CARDS CAN BE COMBOED EVEN IF THE RESOURCES ARE NOT ALIGNED.

Example: Combo G is valid even if Vigor and Pace aren't ALIGNED



MEMORIES

Memory cards are acquired through the story, reflecting the decisions made throughout the campaign.

- Each Memory is unique, so some can be played in a Combo, Primed, or may even have effects while in your hand.

ENEMIES

Enemies are the opponents that you face throughout the campaign.

A **Max HP:** Indicates the Maximum **HP** of the Enemy. They cannot exceed their max **HP** unless otherwise stated. When this reaches 0 **HP**, it is defeated. Remove it from the board and place it face up in the Enemy discard pile, unless otherwise stated.

B **Title Area:** Indicates the name of the Enemy and the Enemy type.

C **Enemy Initiative Type:** Indicates the **Initiative** Type of the Enemy.

D **Preferred Spawn Spot (if any):** Indicates which spot the Enemy will try to **Spawn** first.
- **If it says "Force",** *that Enemy MUST be Spawned on that spot. For more info, see Force Spawning, pg 49*
- **If it is blank,** *they do NOT have a preferred spot*

E **Passive Effect:** Indicates what additional passive effects the Enemy has (if any).

F **Abilities:** This box indicates what the Enemy will do during their turn depending on their current spot on the board. Multiple **Actions** in an **Ability** are performed from left to right.

G **Enemy Number:** Displays where to find the Enemy in the box and its number.



Enemy FAQ

- **What happens if an Enemy Card flips during their Initiative in the middle of their Ability?** The **Ability** stops when the card flips over.
- **Does an Enemy without a preferred spot reposition?** No.



PRIMEABLE CARDS

Cards that can be Primed are known as **Primeable** Cards. These are indicated by the **Prime** symbol located at the top right of the card. **Primeable** Cards include: **Companions, Consumables, Gear, Memories, Skills, Synergies and Traits.** The example below shows the anatomy of the **Primeable** Consumable card *"Healing Elixir"*.



A Energy Cost: Indicates how much **Energy** must be spent to Prime the card.

B Lirium Cost (if any): Indicates how much Lirium it costs to purchase the card.

C Title Area: Shows the name of the card.

D Charge Cost Area (if any): Indicates what **Actions/Resources** are needed to **Charge** it (if any). If a card does not have a **Charge cost**, it is considered to be '**Charged**'.

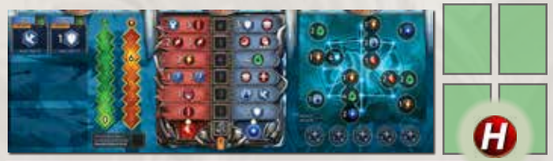
E Main Area: Once the card is **Charged**, this indicates what **Actions**, **Resources** and effects are available and can be performed in any order.

F Type and Ownership Area: Indicates who can use this card, the card type, where the card is stored in the box, and the card number.

G Combo Area (if any): Shows what **Resources** and **Actions** are offered if the card is placed in combo. These can be played in any order.

PRIME AREAS

- **Prime Areas** are the four implied spaces each Hero has for **Primeable** Cards **H**. When a **Primeable** Card's **Energy cost** is paid, place it in an empty **Prime Area**. It is now considered **"Primed".**
- **Heroes may discard a Primed card during their turn** to free up space and Prime another card, unless it is **Primelocked**.



Prime Area FAQ

- **How long can cards remain Primed?** Primed cards stay in the **Prime Area** until they are played or Unprimed (excluding Constants and Companions).
- **What is Primelock?** A Primelocked card cannot be Unprimed unless an effect or its Main Area allows it.
- **What if an Action makes me Primelock something but my Prime Areas are full?** You must make space by discarding an existing Primed card *(that is not already Primelocked). If all your Prime Areas contain Primelocked cards, see Primelock, pg 53.*

CHARGING PRIMEABLE CARDS

Primed cards can be **Charged** by paying their cost shown in the **Charge Cost Area D**. This area indicates the **Resources** or **Actions** the Primed card requires in order to play its **Main Area E**

- **Charges can be paid at any time, even outside of your turn,** as long as you have the **Resources** or can legally perform the **Action**.
- **To pay a Resource Charge Cost,** spend that Resource.
- **To pay an Action Charge Cost,** forfeit that Action instead of performing it. If the cost does not specify an Action value, an Action of that type with any value may be forfeited.
- **To track Charges,** place a clear cube over each cost that has been paid.
- **Once all Charge Costs of a Primed card are paid,** the **Main Area** can only be played during your turn, unless it is **Sudden**.
- **When you play the Main Area of a Primed card,** resolve any amount of its effects.
  - **If you fully resolve the Main Area,** the card is discarded unless otherwise stated.
  - **If you partially resolve the Main Area,** the card is discarded unless otherwise stated, but you lose the effects not resolved yet.

Charging Primeable Cards FAQ

- **I have a Charge cost of 2 Ranged Attack Actions with no value next to them. Can I pay that with a Ranged Attack 2?** No. If a **Charge cost** has no value, it still requires an **Action** of the same type, but any value. You cannot use the same '**Ranged Attack** 2' to pay for both **Charge Costs**.
- **When can I play my Primed card's Main Area?** Once all **Charge Costs** have been paid, the **Main Area** of a Primed card can only be played during your turn, unless it has "**Sudden**".

SYNERGIES

A **Synergy** is a card that belongs to two Heroes that must both contribute to the **Charge cost**.

- **The left and right sides of a Synergy require a different Hero to pay the corresponding Charge cost below** (A). The Hero named first on the bottom of the card must pay the left **Charge cost**, while the second Hero pays the cost on the right.
- **Once Charged,** either Hero may play the card's **Main Area** during their turn from their current position.



Synergy FAQ

- **If the Synergy belongs to both Heroes, whose Deck does it belong in?** Since the card has both Heroes' names on it, it can go in either deck.
- **What if an Action on the Charge Cost Area doesn't show a value? Actions** that do not show a value mean that each forfeited **Action** could be of any value.
- **When can I pay the Charge Cost? Charge Costs** can be paid at any time.
- **Can I pay the other Hero's Charge Costs?** No. Heroes can only pay their own **Charge Costs**.

TALENTS

Talents are permanent tiles added to your **Endurance Board** that can be played at the cost of your stored **Insight**.

- **During Encounter Setup,** each Hero may equip up to four **Talent** Tiles on their **Endurance Board**. Once selected, these **Talents** cannot be changed.
- Each **Talent** has a **Title** (C), **a Cost,** (D) **and a Main Area** (E)
- **After resolving the Main Area of a Talent,** place the tile on cooldown with your Hero's **Talent Marker** (F)
- **Talents on cooldown** cannot be played again until the **Talent Marker** is moved to another **Talent**.
- **Multiple Actions** can be played in any order.

Talents FAQ

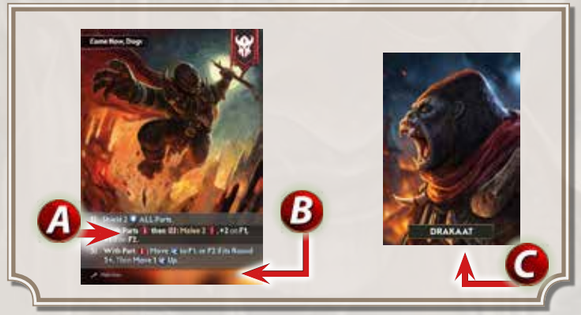
- **Can I play a Talent anytime?** If a **Talent** tile has a "Sudden" icon in its **Main Area**, it can be played at any time. If not, it can only be played during your turn.
- **When can I choose my Talents?** During the Heroes Spawn step in the **Encounter Setup**.
- **How do I remove a Talent from cooldown?** To remove a Talent from cooldown, you must play a different Talent. This will put the new Talent on cooldown, making the original Talent available again.
- **What happens if the game tells me to Exhaust a Talent tile?** You would choose one of your T2 and higher Talent Tiles and remove it from the Encounter *(even a Talent on cooldown).*
- **When does my Talent ACTUALLY go on cooldown?** Immediately after the Talent's Main Area finishes resolving, place your Talent Marker over it. You cannot begin playing a Talent again while that Talent's Main Area is still resolving.



BOSS CARDS

Some **Encounters** have **Boss** cards which determine how certain Enemies take their turn. *Boss Cards are considered hidden information and should not be inspected unless they are the top card of the Deck or players are instructed otherwise.*

- **When an Encounter Setup uses Boss Cards:** Unless otherwise stated, shuffle the required cards and place the deck face up where all players can see. This shows what the Boss will do during its turn, in numerical order. Any passive effects *(Constant, Must, etc)* are considered in effect as soon as it's revealed.
- **After all Actions on a Boss Card resolve:** Place that card face-down to create a discard pile.
- **Once a Boss deck is empty:** Shuffle the discard pile to create a new deck, then place the deck face up.



(A) **Main Area Effects:** Shows what the Enemy will do in numerical order when they take their next turn. Any passive effects *(Constant, Must, etc)* are considered in effect.

(B) **Card Number:** Indicates the number for this card and where to locate it within the box.

(C) **Card Back:** Indicates the name of the Boss. Each Enemy will show a different art and name.

STANCE CARDS

Stance Cards show your Hero's position on the board, their Max HP, their Stance Action, and any additional effects they may have.

- **During each Encounter Setup,** choose which **Stance Card** to use, then choose which side of that card to have in play. Once chosen, neither can be changed for the rest of the **Encounter**.



(A) **Hero Max HP:** Indicates the Maximum HP of the Hero. They cannot exceed their max HP unless otherwise stated.
(B) **Initiative:** Shows the **Initiative** type of the Hero.
(C) **Passive Effect:** Indicates what additional passive effects the Hero has (if any).
(D) **Stance Action:** Indicates what your Stance Action does. Multiple **Actions** separated by a comma can be performed in any order.
(E) **Card Number:** Displays the Hero this belongs to, the card type and number of the **Stance Card**.

GAINING RESOURCES

Resources are not gained simply because they are available. A **Resource** is gained only when an **Action**, effect, or player choice causes it to be gained. Gained Resources that are not stored cannot remain unresolved for later use.

- **When a Resource is gained, it must immediately be resolved in one of three ways:**
  - *Spent on an available cost,*
  - *Stored in an available storage area, if possible, or*
  - *Lose it (if it cannot be spent or stored)*
- **If multiples of a single Resource are gained at the same time:** Resolve them one at a time.

SPENDING RESOURCES

- **If a single cost requires 2 or more Resources at the same time (i.e. Vigor+Pace, 2 Pace, etc):** Once you begin paying that cost, it is locked in. No other effects, including Sudden effects, may interrupt the payment. You may gain and spend the required Resources as part of the same payment sequence. Once the full cost is paid, resolve the effect. *Example: A card in your Combo Area costs 2 Pace to perform a 2 Shield Action. Once you choose to perform that Action, the cost is locked in. You may gain 1 Pace and spend it toward the cost, then gain and spend the second Pace. After both Pace are paid, perform the Action.*

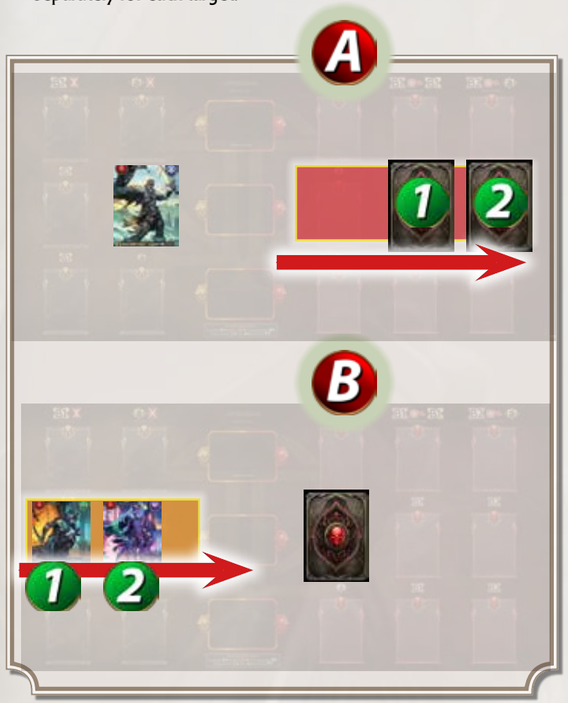
Gaining Resources FAQ

- **I have 7 Insight and my track only goes up to 8, and I gain 2 Insight. What happens?** Gain the first Insight and store it, bringing you to 8 Insight. Then gain the second Insight. Since you cannot store any more on your Insight Track, you must spend it, or lose it.
- **I have 2 Pace available in my Combo Area and want to perform an Action that costs 2 Pace. Do I gain both Pace at once?** No. Gain the first Pace and immediately commit it toward the **Action's** cost. Then gain the second Pace and commit it to complete the cost. Once a **Resource** is committed to a cost, it cannot be used for something else.
- **I use an Ancestral Echo and gain 2 Pace. What happens?** Any instance of gaining multiple of a single Resource, resolves one at a time. Gain the first Pace and immediately spend, store or lose it. Repeat this for the next Pace.

ROW & CLMN

Actions that have ROW or CLMN expand their targeting to include all characters in that row or column (working from left-most to right-most, and top-most to bottom-most). These are considered single **Actions** that have multiple targets.

- **If an Action that targets a ROW or CLMN requires a Fate Check:** Perform it once, not once per target. Use that result when resolving the Action against each target. Determine Success/Fail separately for each target.



Example A: Kryger performs a Melee/Ranged Attack Action that targets the Enemy Row. He first finds the target for the attack, then expands its targeting to all characters in that row. From left to right, it would resolve on the first left-most Enemy 1 followed by the next left-most which is 2.

Example B: The Enemy performs a Direct Attack targeting the Hero Row. From left to right, it would resolve on the first left-most Hero 1, followed by 2

Row and Clmn FAQ

- **Can I choose any row?** No, you must choose a valid row based on the **Action**/Effect it modifies (See Target, Perform and Resolve).
- **If I perform a ROW attack, and the Enemies have responses (when they reach 0 HP, Counter, etc), do they respond immediately or once the Action fully resolves?** Although this **Action** has multiple targets, since its effect is applied individually to each target, each response is triggered and resolved individually as it happens before moving to the next one.
- **What if an Enemy performs a ROW attack that dealt DMG to one opponent, but another trigger would cause an opponent to move to a different board spot?** Once a target(s) has been established, they are considered "locked in" (See Actions: Target, Perform and Resolve). After the interrupting effect resolves, the attack resumes against its remaining original targets, unless the attacker has been defeated, or another rule ends the Action.

SIDE QUESTS

Side Quests are optional adventures that can be taken after completing a chapter but before progressing to the next one.

- **They provide unique challenges and rewards, allowing you to further shape the story.**
- **Some Side Quests have an expiration point—if not taken in time, they expire and are removed permanently.**
- **Unlike regular Encounters, failing a Side Quest does not restart the Encounter. The story continues, but your choices and failures will have consequences.**

COMPLETING A SIDE QUEST:

- **Once a Side Quest is completed,** the game will instruct you to "Continue the story where you left off". This means you either return to your previously directed chapter or, if another Side Quest is available, you may choose to complete that one instead.
- **To ensure smooth progression,** record your current chapter in your Campaign Log to keep track of where you are in the story.

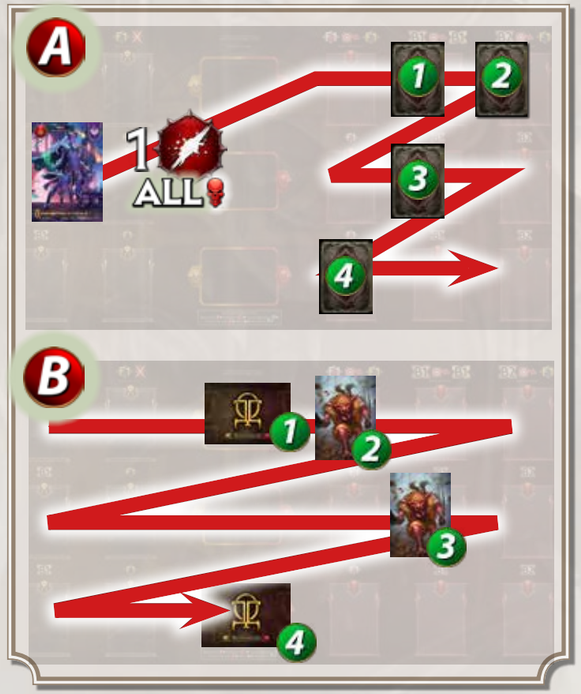
ENCOUNTERS: COMPLETING AND FAILING

An **Encounter** is a mission that is played on the Game Board. Each **Encounter** may have its own **Setup, Objectives, and Special rules.**

- **You complete an Encounter** when the criteria of its Main Objective are met. Each **Encounter** will dictate where to go.
- **You fail an Encounter** if you do not meet the Main Objective or if any Hero reaches **0 HP**, unless stated otherwise.
- **If you fail an Encounter:** It must be restarted from the beginning unless otherwise specified. Anything gained during the Encounter: *(Lirium, Badges, rewards, acquired cards, etc.)* must be returned.
- **When restarting an Encounter:** Undo all changes made during the failed attempt, including gains, losses, and changes to cards or components. Restore the campaign state from immediately before that attempt, then repeat Encounter Setup. Do not undo changes made before the failed attempt, unless instructed otherwise.

GOLDEN RULE (TIE, ALL, EACH, MULTIPLE EFFECTS)

The Golden Rule is the default order used to resolve multiple targets, simultaneous effects, or ties. When this rule applies, start resolving effects from the top row, starting from the left-most spot and moving to the right, one spot at a time. Then continue to the middle row and finally the bottom row, repeating the pattern from left to right on each. This consistent order ensures that multi-target effects and timing conflicts are handled fairly and predictably.
Haste and Slow are not affected by this rule, as they target Initiative, not the character directly. See "Haste and Slow" for more details.



A RESOLVING AN ALL EFFECT:

Example: Nabyri performs a Direct Attack 1 All Enemies and there are four Enemies on the board.

According to the Golden Rule, we resolve the effect starting from the top left-most Enemy and moving to the right across each row before moving down to the next.

In this case, the Attack resolves in the following order:

First on the top left-most Enemy 1, 2, 3 and finally 4.

B MULTIPLE ROUND END EFFECTS:

In this Example, there are multiple Round End effects between Enemies and **Battleflux Cards.**

Using the Golden Rule, we resolve them in the following order:
The top left-most **Battleflux Card** resolves first 1

Then the Ambooshur to its right 2 and another underneath it 3

Finally, the **Battleflux Card** at the bottom 4 finishes all Round End effects.

OBJECTIVES

Encounters may include different types of Objectives, Main and Bonus.

MAIN OBJECTIVE:

The primary condition required to successfully complete the Encounter.

- **If a NEW MAIN OBJECTIVE is introduced:** It replaces the previous Main Objective unless stated otherwise.

BONUS OBJECTIVE:

An optional goal that can be completed in addition to the Main Objective. Failing a Bonus Objective does not fail the Encounter. If completed, resolve its reward or effect when instructed.

ROUND CHALLENGES

An optional challenge that must be completed during the specified Round. Failing a Round Challenge does not fail the Encounter. If completed, resolve its reward or effect when instructed.

NO ACTION CARDS - REDRAW

Your Endurance Board has a Redraw slot.

During your turn, once per Encounter, if you have no Action Cards in your Hand Area, you may discard your hand and draw a new hand.

When you do, place a cube in the Redraw slot to show that you have used it this Encounter.

ACTIONS: TARGET- PERFORM- RESOLVE

In Oath to Embers, **Actions** appear in hexagons, with different coloring and frames.



1 **Offensive:** Red hexagon with spiked frame. These usually target **OPPONENTS** within your row.

2 **Support:** Blue hexagon with silver sturdy frame. These usually target **SELF.**

3 **Gold:** Gold hexagon with ornate frame. Targeting will be specified according to the **Action's** rule.

4 **Hero-Specific:** Unique **Actions** that only a specific Hero can perform (Acrobatics, Fenix, etc).

5 **Glowing:** These appear in the **Combo Area** and **do not cost Resources.**

The above are the usual targeting rules for these Actions. Keywords such as ANY, ROW, and SELF, usually shown below or beside the Action, can override that targeting.

Actions follow this order: Targeting -> Performing -> Resolving

1) TARGETING

An **Action** must have a legal target to be performed. Characters from the **Enemy Side** use the icons at the top of their column to determine their target, while characters from the **Hero Side** use the rules of the **Action** to find a valid target.

Enemy Side Targeting

1 If the Action does NOT have a specific target (ROW, THREAT, etc)

Use the targeting icon at the top of the board in their current column to determine which opponent board spot will be targeted (A)

- **If there is a character there,** they are the target.
- ***If there is no character there, or that board spot is unavailable, follow these steps*** *(Example B):*
  1) **Check Row for a similar spot (F/B)** The Enemy checks if the next available board spot of the same type (**Frontline** or **Backline**) is occupied by a character in its current row.
  2) **If it is,** they are the target.
  3) **If not,** it targets the closest character to that spot (F or B) in its current row.
- **If the row has no characters,** the character with the **Threat Token** is the target.

2 If the Action HAS a specific target (ROW, THREAT, etc)

- **If the Action targets THREAT** *(Example C),* the character with the **Threat Token** is the target.
- **If the Action targets ROW or CLMN** *(Example D),* find a target for the **Action** using step 1 above. Then expand the targeting to include all characters in their row or column.
- **In any other case,** the target will be specified with keywords or text *(Example: a "2 1 KRYGER" means that this will target Kryger).*



Example B: The Enemy performs a Ranged Attack of 2 and their target is the Hero B1 spot. Since there is no character there to assign targeting to, they check to see if there is another Backline spot available (B2). Since there is no B2 on this board setup, it targets the closest character to that spot in its current row, which means that Kryger on F1 will be the target.

Example C: The Enemy in the top row performs a Melee 2 THREAT, and the Threat Token is currently on Kryger. Because the Action specifically targets THREAT, the Attack goes to Kryger - even if there are targets in their current row.

Example D: The Enemy in the middle row performs a Distract: CLMN. Since they are targeting F1 and Kryger is on F1, it targets him, then it expands to all characters in the target's column.

Hero Side Targeting

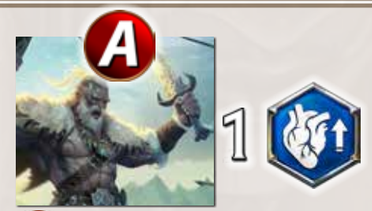
1 If the Action does NOT have a specific target (ROW, THREAT, etc)

Use the default targeting based on the **Action's** rule to find a valid target *(Example A)*

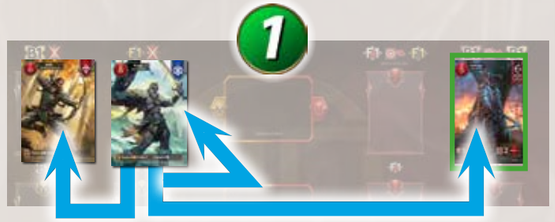
- **If the row is empty,** you may use an adjacent row for targeting *(Example D)*

2 If the Action HAS a specific target (ROW, THREAT, etc)

If the Action targets a ROW or CLMN, find a target for the **Action** using step 1 above. Then expand the targeting to include all characters in their row or column *(Example B)*
In any other case, the target will be specified with keywords or text *(Example C)*



Example A: Kryger performs a Restore 1 Action. The default targeting is SELF.



Example C: Kryger performs a Shield 2 ANY. Since this Action specifically lists ANY as the target, Kryger can perform the Shield Action to any character.



Example B: Erdin performs Shield 1 CLMN. Since the default target for Shield is SELF, he is the target. The Action then expands to include every character in his column.

Example D: Talina performs a Melee Attack 1. The default targeting for this Action is "the closest opponent in her row". Since her row is empty, she may target an adjacent row, using the same targeting rule to select the closest opponent from that row.

2) PERFORMING AND RESOLVING THE ACTION

Once an **Action** has one or more targets, those targets are considered "locked in" and cannot change unless another effect allows it.
Actions are performed and resolved in this order:

1) PERFORM

The Action is now considered "performed". *Resolve effects triggered by performing this Action, such as "When you Melee" or "On a Challenge."*

2) MODIFY

Modify the Action with effects from Tokens, Traits, Battleflux Cards, etc. *Example: You're performing a Melee Attack 1 and have a +1 ATK Token. There is also a Battleflux Card in your row that gives +1 to Melee Attacks. Both of these modify the Action, making it a Melee 3*

3) FATE CHECK

If the Action requires a Fate Check, reveal a Fate Card to modify the Action's value. *Example: The Melee Attack 3 you are performing requires a Fate Check. The Fate Card you revealed is a -1, so the Melee Attack is modified from 3 to 2.*

4a) If the Action would deal DMG as part of its effect:

1) **The Action directs DMG at the target. DMG** is not dealt yet. **If the attacker is defeated before the next step, the Action ends immediately and is considered "resolved".*
2) **DMG can now be "prevented" if possible** *(Acrobatics, Evades, Shields, etc. may all be used here, in any order).*
3) **DMG that was not prevented is dealt to the target. They lose HP equal to that amount.** *They cannot lose more HP than they have.*
4) **The Action is considered "resolved".** *Resolve any effect that starts with "After" now (After an attack of 4+ value resolves, After your Melee, etc.).*
5) **Determine Success:** *If the target lost HP, the Action is "successful". If not, the Action "fails". Any effect that says "On a Success/Fail" or "When your 'Action' succeeds" triggers now. Example: Kryger is targeted with 4 DMG and has a Shield 2 Token. He chooses to discard it, preventing 2 of the 4 DMG. He now has 2 DMG that he cannot prevent, so he loses 2 HP. This Action is "successful" since it caused him to lose HP.*

4b) If the Action would NOT deal DMG as part of its effect:

1) **The Action applies the effect(s) to the target.**
2) **The Action is considered "resolved".** *Resolve any effect that starts with "After" now (After an attack of 4+ value resolves, After your Melee, etc.).*
3) **Determine Success:** *If the Action has its own Success/Fail condition, follow that condition. Otherwise, if the Action attempts to cause a target to lose HP and they did, the Action is successful. If not, the Action fails. Any effect that triggers "If Successful," "On a Failed," or when an Action succeeds/fails triggers now. Actions that do not have a Success/Fail condition and do not attempt to cause HP loss do not succeed or fail.*

HASTE AND SLOW

Haste and Slow are used to move **Initiative Tiles** up or down in the **Initiative** order.

- **Slow moves ANY character's Initiative Tile downward by the number of spaces equal to the Slow Action's value.**
- **Haste moves the Initiative Tile of SELF upward by the number of spaces equal to the Haste Action's value.**
- **If an Initiative Tile cannot move the full number of spaces listed by the Action, move it as far as it can go.**

Haste and Slow FAQ

- **If an Enemy has started their turn and I Haste above them halfway through, do I take my turn immediately?** No. Once an **Initiative** begins, all characters that share that **Initiative** must finish their turns. To act before them, Haste before their turn starts.
- **How do I resolve Hasting or Slowing multiple Initiatives (e.g., ALL, All Enemies)?** If Hasting multiple **Initiatives,** start with the Fastest **Initiative** first. If Slowing multiple **Initiatives,** start with the Slowest **Initiative** first.
- **An Enemy played a Slow 2 Action on me, but I can only move down 1 space. What happens?** You move down as far as possible. Even if you cannot move the full number of spaces, you still apply as much of the effect as possible.
- **What happens if an Enemy Hastes or Slows themselves, but they have two Initiatives?** If an Enemy Hastes or Slows themselves, they apply the effect to their current **Initiative**.
- **My Hero has a card that forces an Enemy to Slow themselves, but they have two Initiatives. Which one do I choose?** Since it is the Hero's card that is determining it, you decide.

SUDDEN

Sudden Actions, **Resources** and effects may be used at any time unless a rule or effect specifically prevents them. *This includes during Story events and other characters' turns.*

When an effect with Sudden is played:

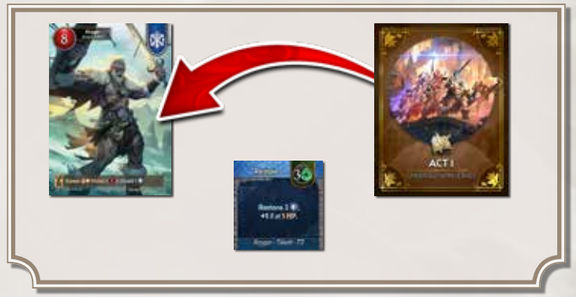
1) If another effect is currently resolving, pause it.
2) Resolve as much as you wish from the **Sudden** effect.
3) Resume the paused effect exactly where it left off.

**Reminder: Any Resources gained through a Sudden effect must immediately be spent, stored, or lost. See Gaining Resources, pg 42.*

EXAMPLES OF SUDDEN

Kryger has 2 HP left and the 'Story' step of the 'Round End' Phase says: "Deal 2 Direct DMG to the THREAT", which is Kryger. He has a Talent that is a "Sudden: Restore 2 HP" Action. What happens?

1) **2 DMG** is about to be dealt to Kryger, which would reduce his **HP** to **0.**
2) Before Kryger loses **HP**, he interrupts this **Action** by performing his **Talent**, **"Restore"** which is a **Sudden 'Restore 2 HP' Action.** His **HP** increases from **2 to 4,** and the **Talent** is placed on cooldown.
3) The initial **Action** resumes and the **2 DMG** is dealt. With no way to prevent any incoming **DMG**, he loses **2 HP**.



EXAMPLES OF MULTIPLE SUDDEN EFFECTS

Sudden effects resolve in reverse order: The most recently played **Sudden** effect resolves first, followed by each paused effect in turn.

1) Erdin begins resolving an Attack.
2) Before it finishes, Hamza plays a **Sudden** effect, pausing Erdin's Attack.
3) Before Hamza's **Sudden** effect finishes, Loriah plays another **Sudden** effect, pausing Hamza's effect.
4) Loriah's **Sudden** effect resolves first.
5) Hamza then resumes his **Sudden** effect exactly where he left off. Once Hamza finishes, Erdin resumes his Attack.

USES

Some cards have a limited number of **Uses** *(2 Uses, 3 Uses, etc),* allowing their effects to be used multiple times.

- Cards with **Uses** remain in play until all their **Uses** have been played.
- **Each time you use the card's effect:** Place a clear cube on it to track the amount of Uses played.
- **Once all Uses have been spent:** It is discarded as usual, unless stated otherwise.

MULTILIFE

When a character has Multilife, it possesses multiple **HP** totals instead of a single **HP** total.

- **When a character with Multilife loses HP:** It must all be assigned to its top-most nonzero **HP** total. The Enemy is not defeated until all its **HP** totals are reduced to 0.
- **When a character with Multilife Restores HP:** It Restores the one with the lowest value, including those at 0.

Multilife FAQ

- **How do multi-target attacks like ROW or ALL affect Enemies with Multilife?** Enemies with Multilife are still only one Enemy. So when they lose **HP**, only their top-most non zero **HP** total is affected.
- **I deal 5 DMG to an Enemy with Multilife that has 0, 2, and 2 HP. What happens to the excess 3 DMG?** Since it must all be assigned to its top-most non zero **HP** total (in this case its middle **HP** total), the excess **DMG** is lost.

ANCESTRAL ECHOES

Ancestral Echoes or **Echoes** are flexible **Resources** you spend to gain the benefits shown on your **Ancestral Echo Board** (A). Unspent **Echoes** are kept in the **Echo Storage** at the bottom of the board (B)

Above your **Echo Storage** is your Hero's Constellation, which contains recessed spaces called **Echo Slots.** Each slot or group of connected slots shows the benefit you gain by filling it.

SPENDING ANCESTRAL ECHOES:

Like other resources, you may spend **Echoes** at any time, even outside your turn. To spend **Echoes**, choose an empty **Echo Slot** or a group of connected empty slots. Move **1 Echo** from your **Echo Storage** into each chosen slot, then immediately gain the benefit shown.

Connected **Echo Slots** must be filled together in a single payment. You cannot fill part of a group now and finish paying for it later.

- **1 connected Echo Slots** (C)**:** Requires **2 Echoes** and becomes available during Round 2+.
- **2 connected Echo Slots** (D)**:** Requires **2 Echoes** and becomes available during Round 2+.
- **3 connected Echo Slots** (E)**:** Requires **3 Echoes** and becomes available during Round 3+.

This is reminded at the bottom left of the Constellation (F)

Spent Ancestral Echoes remain unavailable until your next Refresh, or until you recover them by performing a Recover Ancestral Echo Action during play.

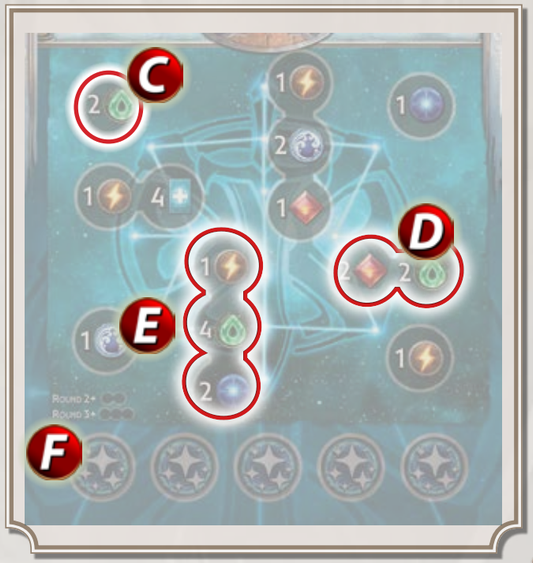
RECOVERING ANCESTRAL ECHOES:

Target **SELF.** The target returns the amount of spent Ancestral Echoes equal to the **Action's** value back to their storage.

Ancestral Echoes FAQ

- **Can I have more Ancestral Echoes than I started the Encounter with ?** No, you cannot gain additional Ancestral Echoes beyond what you have earned during the campaign. Recovering Echoes means taking back those you previously spent and placing them back into your storage.
- **If I spent two Echoes in an Echo slot and later recover one, can I place it back in the same two-cost slot and get the benefits?** No, you cannot. Echo Slots that require two Echoes must be paid with two Echoes at the same time. If you recover only one, you must recover the second one before you can spend them in that same slot again.
- **If I Exhausted an Echo, can I recover it?** No, you can only Recover SPENT Echoes. Exhausted ones are removed from the Encounter.





SPAWNING ENEMIES

Spawning Enemies involves revealing cards from the top of the **Enemy Deck** or the box and placing them face up on the Enemy Side of the board.

TO SPAWN AN ENEMY:

1) **Reveal the top card of the Enemy Deck,** noting its preferred board spot on the top right of the Enemy's card
2) **Find the top-most row with the fewest Enemies where that preferred spot is empty** and place them there.
3) **If no row has the preferred spot empty, or the Enemy has no preferred spot:** Find the top-most row with the fewest Enemies. Place them in the left-most empty spot.
4) **If there are no empty spots:** Cull Instead. *See Cull, pg*



Example A: A Skirmisher is about to Spawn and has a preference for the Frontline board spot. The board currently has two available Frontline spots in the top and middle row. It chooses the middle row, as it has the fewest Enemies.

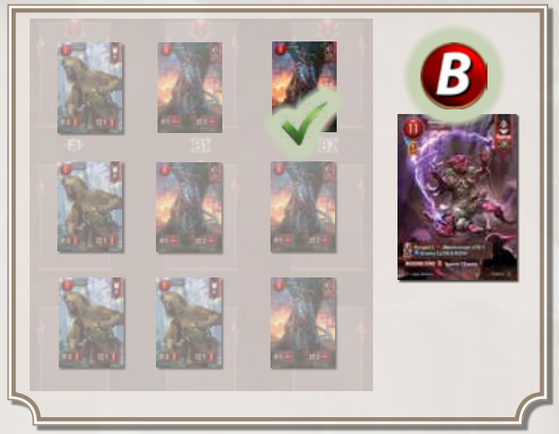
Spawning Enemies FAQ

- **Do Hazards count as Enemies for Spawning purposes?** No, Hazards and Objectives are not in the Enemy category since they lack the word 'Enemy' at their bottom right**.**

FORCE SPAWNING

Force **Spawn** means an Enemy MUST be placed in their preferred spot.

1) **Check for preferred board spots** F, B, etc.
2) **If there is only 1 preferred spot available: Spawn** them there.
3) **If there is more than 1 preferred spot available: Spawn** them in the left-most valid spot in the row with the fewest Enemies *(In case of a tie, the top-most row).*
4) **If all of their preferred spots are occupied:** Set aside the top-most Enemy currently in their preferred spot *(with their Health Markers and Tokens).*
5) **Spawn the Enemy with Force Spawn** in that empty spot.
6) **Spawn the Enemy that was put aside** following the regular rules of **Spawning**.

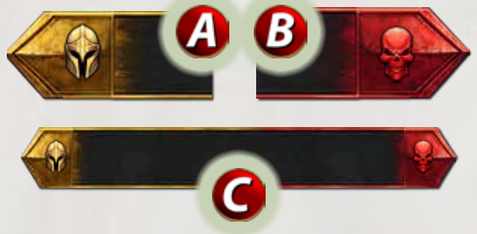


Example B: A Giblin Shawmin is about to Force Spawn in B2, but all B2 spots are full. Since this is a tie, we apply the Golden Rule. Thus, we choose the top left-most Enemy: a Marksman, and put them aside to make room. The Shawmin Spawns in that empty spot. Finally, we Spawn the Marksman we put aside. With no empty spots available, we perform a "Cull" to resolve this.

BATTLEFLUX

Battleflux Cards grant status effects, modifiers, or special **Actions** that require **Resources** to play.

- **Battleflux effects only apply to the characters in the same row as the card.**
- **The Icons indicate which side of the row is affected.** The Hero Side Icon A shows it affects the Hero Side of the row, and the Enemy Side icon B affects the Enemy Side.
- **If the Hero and Enemy icons are on it:** The effect applies to both sides C
- **During the Round End Step, Battleflux Cards** will change based on the **Encounter Setup**.



BATTLEFLUX ROUND END BEHAVIORS:

- **"SHIFT"**: Shift the top 2 **Battleflux Cards** down one spot. *When you can no longer shift a card, the current Battleflux Cards remain in place until the Encounter ends.*
- **"CYCLE"**: Keep the bottom **Battleflux Card** off to the side, shift each remaining **Battleflux Card** down by one space, then place the set-aside card into the top empty spot.
- **"LOCKED"**: These **Battleflux Cards** do not move from their spots for this **Encounter**.

FATE CHECKS

Certain **Actions** require or allow players to reveal **Fate Cards** to modify an **Action's** value or resolve a Story Event. This process is called a **Fate Check**.

- **Characters on the Hero Side of the board use the Hero Fate Deck.**
- **Characters on the Enemy Side of the board use the Enemy Fate Deck.**
- **Players may check any discard pile to assess probability, but cannot look through the Deck itself.**

AFTER PERFORMING A FATE CHECK

a) **If modifying an Action:** Adjust its value by the revealed **Fate Card**(s), then discard the revealed card(s).
b) **If resolving a Story Event,** follow its instructions, then discard the revealed **Fate Card**(s).

RESOLVING FATE CARDS WITH ADDITIONAL EFFECTS

As the campaign progresses, some **Fate Cards** will provide additional **Actions**, **Resources**, and effects.

- **When resolving a Fate Card that has additional Actions/ Resources,** they must be resolved from top to bottom.
  - *Example A: Erdin has revealed this card for his Fate Check. Resolving this from top to bottom, he must first modify his Action by +1, then Distract himself.*



INITIATIVE ORDER

Initiative determines the order in which characters take their turns using **Initiative Tiles.**

- **Hero Initiative Tiles** show their Hero icon and their name.
- **Enemy Initiative Tiles** have an icon that matches the icon in the top-right corner of the Enemy Card.
- **Once an Initiative begins,** all characters that share that **Initiative** must finish their turns.
  - *Example A: Loriah has finished her turn and the Light Initiative is about to begin. Hamza wants to Haste to act before them, but must decide to do so before they take any Actions. If the Light Initiative has already started, Hamza can still Haste ahead in Initiative order, but all characters that share that Initiative must finish their turn(s).*

Initiative Order FAQ

- **An Enemy played a Slow 2 Action on me, but I can only move down 1 space. What happens?** You move down as far as possible. Even if you cannot move the full number of spaces, you still apply as much of the effect as possible.



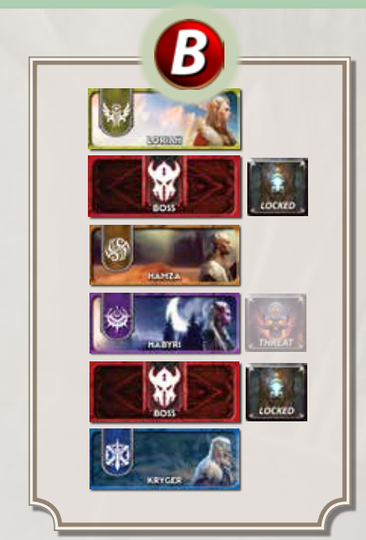
LOCKED INITIATIVE

Locked Initiatives are permanent once set. Mark this by placing a **Lock Token** next to them in the **"State"** Column of the **Initiative** Track.

- **Locked Initiatives cannot be affected by any Haste or Slow effects, and characters cannot Haste above them or Slow below them.**
- **Locked Initiatives do not count during the Round End: Enemy Advance phase, so the next slowest Initiative would be targeted instead.**
  - *Example B: The Boss has two Locked Initiative Tiles in 2nd and 5th place. Loriah is unable to Slow, so she will always act 1st. Hamza and Nabyri, positioned in 3rd and 4th, may Haste or Slow, but only to shift above or below each other. Locked Initiatives prevent either of them from moving past the Boss, regardless of the Haste or Slow value. Kryger will always act last in that chapter and there are no Round End: Enemy Advance effects since both Enemy Initiatives are Locked.*

Locked Initiative FAQ

- **What happens if Nabyri Hasted 2 in example B?** If Nabyri played a Haste 2 **Action**, she would only go as far as she can, which is up 1 spot in the **Initiative** order, just ahead of Hamza.



REFRESH

Refresh means returning a component to its normal starting state. **Refresh never undoes permanent campaign changes, like cards that are removed from the game.**

- **If the game simply says "Refresh,":** Refresh everything used in the current Encounter. If specific components are named, only Refresh those components. *Example: The game says, "Refresh all decks and all Heroes refresh their Energy." Reshuffle every deck currently used in the Encounter or Location, returning its cards to that deck, and reset each Hero's Energy to 6. Insight, HP, and Status Tokens are not affected.*

1) **Return each Hero and their Hero-specific components to their starting states.**
2) **Reset Energy to 6, Insight to 0, remove Talent markers from cooldown, remove Status tokens, and reset Hero-specific Resource tracks and markers.**
3) **Return all cards to the Decks they belong to and reshuffle them, including discarded and Exhausted cards.**
4) **Remove all characters and Initiatives from play, return Ancestral Echoes to their storage, and return Encounter components to their normal storage or the box.**

EVADE ACTION

Evade Actions can prevent **DMG**, but they may also punish the Hero.

- **When a Hero is being attacked,** once per attack, that Hero may perform an Evade as a **Sudden Action**. To perform it:

1) Announce how many Evade Cards you will draw.
2) Draw that many cards face down from the Evade Deck.
3) Reveal and resolve all drawn cards, one at a time.

- **When an Enemy targets a Hero with an Evade Action,** that Hero must draw cards face-down from the **Evade Deck**, equal to the **Action**'s value. Then start revealing and resolving them, one at a time.

Evade FAQ

- **You have 4 incoming DMG and only have 2 HP left. You decide to perform an Evade Action and draw 3 Evade cards. What happens?**
- Draw 3 cards from the **Evade Deck** face-down.
- Reveal them one at a time, resolving their "On Reveal" effect.
- Take any excess **DMG** that you couldn't prevent.
- **A Hero or Enemy performs an Evade Action, but the Evade Deck is empty. What happens?** The **Action** cannot be performed since there are no available cards in the **Evade Deck**.

ENTITY TYPES

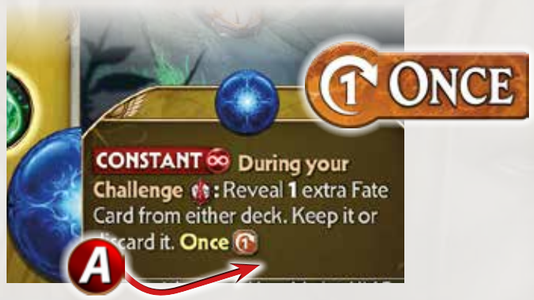
An Entity is any object or character in an **Encounter**. **Battleflux Cards, Status Effects,** and **Fate Cards**, for example, are not considered Entities. Below is a list of the different Entity types.

- **Characters:** Includes Heroes, Enemies, and Companions.
- **Heroes:** A character with the 'Hero' type at the bottom of its card.
- **Enemies:** A character with the 'Enemy' type at the bottom of its card.
- **Companions:** A character with the 'Companion' type at the bottom of its card. ***Companions are NOT considered Heroes.**
- **Objectives/Hazards:** Non-character assets or obstacles in the game. ***These DO NOT count as Enemies for Spawning purposes.**

ONCE PER ROUND TOKENS

Some effects in the game can only be played once per Round. These effects are marked with the Once Keyword and icon at the end of that effect A

- **When a 'Once Per Round' effect is played,** place a Once Per Round Token ONCE on the card face-down *(Red NO side, max 1 per card).*
- **If a card has multiple Once Per Round effects:** Only one of those effects may be used each Round.
- **Each Round, at the Round Start Phase,** flip all Once Per Round Tokens in play face up. *Alternatively, you can also remove them instead of flipping them to save space on your card.*



CULL- NO SPOTS FOR ENEMIES TO SPAWN

In the rare case that the board is full and an Enemy has no empty spot to Spawn into, the Enemies will "Cull" the lowest-HP Enemy to make room.

A reminder of this rule appears at the top of the board, above the Battleflux Area.

To Cull:
1) **Find the lowest-HP non-Elite Enemy on the board, prioritizing one in the Spawning Enemy's Preferred Spot.**
2) **That Enemy performs Direct X THREAT, X= Half its remaining HP, rounded up.**
3) **Discard that Enemy, then Spawn the new Enemy in its spot.**

ROUND END STEP

Once all characters have taken their turns, the Round ends. At the end of each Round, there's a cleanup phase that happens in this order:

Round End -> Battleflux -> Enemy Reposition -> Enemy Advance -> Story -> Round Start

ROUND END EFFECTS

Resolve any **Round End** effects. If there are multiple Round End effects on cards, follow the Golden Rule, which states that any time there is a tie, resolve them in order from the top left most to the bottom right-most. *For more info, see Golden Rule.*

BATTLEFLUX

Battleflux Cards will change positions based on the rules of the **Encounter Setup** (SHIFT, CYCLE, etc). *For more info, see Battleflux.*

ENEMY REPOSITION

One by one, each Enemy checks to see if they are in their preferred spots within their row.

- **If they're not in their preferred spot**, and a preferred spot is empty or occupied by an Enemy also NOT in its preferred spot, it performs a Move **Action** to that spot.
- **If no preferred spot is shown on the Enemy Card,** they do NOT have a preferred spot.

Example A: Since there are three Enemies in the row, start with the left-most Enemy, Gerrod 1. His preferred spot is B2, but he is currently in F2. B2 is occupied by a Skirmisher that is also not in its preferred spot, so Gerrod Moves there, swapping places with the Skirmisher.

Next, the Marksman's 2 preferred spot is any B spot. Since it is already in B1, it does not Move. Finally, the Skirmisher 3, the third Enemy that has not yet been checked, remains in F2 because it is now in its preferred spot.



ENEMY ADVANCE

The **Slowest Enemy Initiative** with a **Hero Initiative** directly above them swaps places. Then flip all **Initiative Tiles** over to their colored side. *Example B: Light is the Slowest 4, but Light has no Hero directly above it. The next Slowest Enemy with a Hero above it is the Boss 5. The Boss is Locked, so it cannot Slow or Haste. Because of that, the Enemy Advance moves to the next eligible Enemy Initiative. In this case, Heavy 6 swaps with Loriah.*



STORY

Refer to the **Act Book** for the new round, **Spawn** amounts, etc.

ROUND START EFFECTS

Flip all **Once per Round tokens** on their cards face up, then resolve any **Round Start** effects and begin the next Round.

If there are multiple Round Start effects, follow the Golden Rule. *For more info, see Golden Rule.*

THREAT TOKEN

The **Threat Token** determines which character is considered THREAT for targeting. Its placement in the State column of the **Initiative** Track is determined by the **Encounter Setup**. **The Threat Token serves two purposes:**

- **It provides a target for Enemies that have no valid target within their row.** If an Enemy has no valid target in their row, they will direct their Attack or **Actions** toward the Hero with the **Threat Token** on their **Initiative Tile**, regardless of that Hero's actual position.
- **It enables specific Threat Token targeting in certain Attacks or Actions.** If an Attack specifically targets the **Threat Token**, it will be directed at the Hero whose **Initiative Tile** currently has the token next to it.



⚠ **After resolving any Action targeting the Threat Token,** whether it succeeds or fails, place the token next to the Hero's **Initiative Tile** that acts next in **Initiative** order. **If they are the Slowest Hero, Threat goes to the Fastest.*

⚠ **If the Hero with THREAT moves up or down in Initiative,** the **Threat Token** moves with them.

Threat Token FAQ

- **What if the Enemy has multiple Attacks, but no one is in the row?** The first Attack will target the Hero with the **Threat Token**. After resolving that Attack, the **Threat Token** is passed, and the next Attack will target the new Hero with the **Threat Token**.
- **If an attack targets the Threat Token and I play an Action that forces the attack to target me instead, what happens to the Threat Token?** Once you redirect the attack, the attack no longer resolves on the **Threat Token**, so it does not move.

PRIMELOCK

A card with **Primelock** MUST be placed in your **Prime Area** and cannot be unprimed unless an effect or its **Main Area** allows it.

Primelock FAQ

- **I drew a Primelocked card, but all of my Prime Areas are full. What happens?** You must discard a non-**Primelocked** card to make room.
- **I drew a Primelocked card, but all Prime Areas are full with Primelocked cards. What happens?** Create a temporary **Prime Area** next to your normal **Prime Areas** and place the card there. This temporary **Prime Area** stays only until one of your original ones becomes available. When that happens, the card in the temporary **Prime Area** immediately moves into that open space. If the card in the temporary **Prime Area** ever becomes unprimed, remove that temporary **Prime Area**.

HANDLOCK

A card with Handlock MUST be placed in your **Hand Area** and must remain there. You cannot choose this card for any discarding effects or discard it at the end of your turn.

Handlock FAQ

- **What if an Action says 'Discard a card at random'? Does the Handlocked card count?** No. Since the card must remain locked in your hand, it cannot be chosen for random discard effects.
- **I have a Handlocked card. Can I still choose a card to keep at the end of my turn?** Yes. The 'Turn End' step states that you may choose one card to keep in your hand, but Handlocked cards are not a choice and must always remain in your hand.

COUNTER

After an attack on a character with **Counter** is resolved (whether successful or not), if they are still in play, the Counter **Action**(s) are performed targeting their attacker, unless stated otherwise.
***Counter does NOT trigger against Rancor or another Counter.**

Counter FAQ

- **What if I attack a character that has Counter with two different attacks?** Each attack will trigger the Counter effect separately. Therefore, you will face two separate Counters, one for each attack you made.
- **What if I perform a ROW Attack, but multiple Enemies have Counter?** ROW, ALL, and other multi-target **Actions** resolve on each target individually in Golden Rule order (top to bottom, left to right). In this case, each surviving target with Counter resolves its Counter in that same order, continuing until the attacker's **Action** has fully resolved.

ENCOUNTER SETUP

Encounters are battles where Heroes fight Enemies on the board. When directed to an **Encounter**, follow these steps:

1) SETUP THE ENCOUNTER

The Encounter setup provides the following:

- **MAIN OBJECTIVE:**
Lists the Encounter's Main Objective and any Bonus Objectives. Round Challenges may also appear during Setup or throughout the Encounter.
- **BOARD SETUP:**
Which side of the board to use.
- **INITIATIVE:**
The starting placement of Initiative Tiles on the Initiative Track.
- **CARDS AND DECKS:**
Which Battleflux, Enemy, Environment, Boss, and Special Rules Cards are used. These may be specific cards or full decks.
- **STARTING THE ENCOUNTER:**
Any required placement of cards or elements before the Encounter begins.
  - *If an Encounter has Special Rules cards: Read the Overview side first, then read the Special Rules side. Keep it where all players can see.*
  - *If an Encounter has Boss Cards, shuffle the cards together to create a deck, then place the deck face up*
  - *YOU MAY: Look at the current top card of the Boss Deck and Enemy Cards, etc.*
  - *DO NOT: Look ahead at any Side B of cards, Boss Cards than the top one, or any other cards that were set aside.*

2) SPAWN ENEMIES AND HEROES

At the bottom of each Encounter setup, you will be told to:

- **SPAWN ENEMIES:**
Spawn the specified number of Enemies from the Enemy Deck.
- **SPAWN HEROES:**
Each Hero chooses the following:
  - **Hero Deck:** *Select acquired cards for your Hero Deck, meeting at least the current minimum deck size in your Campaign Log.*
  - **Start Encounter Primed cards:** *Place any cards in their respective area (Example: This card starts each Encounter Primed).*
  - **Talent Tiles:** *Choose up to 4 Talent Tiles. Place them face up on your Endurance Board.*
  - **Trait:** *Choose up to 1 Trait card and Prime it.*
  - **Stance:** *Choose 1 Stance Card to Spawn.*
- **DRAW 6 CARDS:**
Reveal cards one at a time from your Hero Deck until you have 6 cards in your Hand Area. Resolve any On Reveal effects as normal.

3) PLAY ROUND 1

Round Start: *Resolve any 'Round Start' effects. Then begin playing Round 1 by following the Initiative order.*

This Round: *Any 'This Round' effects may be triggered during the Round you are currently playing.*

Round End: *Once all Heroes and Enemies have taken their turns, resolve any 'Round End' effects.*

PLAYING A HERO'S TURN

WHEN YOUR TURN STARTS:

- **Resolve any 'Turn Start' effects.**

DURING YOUR TURN YOU MAY:

- **Pay for a single card's Energy cost and declare it is 'In play'.**
Single cards are not considered a Combo, and cards cannot be added to it to create one.
- **Pay for a Combo's Energy cost and declare it is 'In play'.**
No cards can be added to this Combo unless an effect allows it.
- **Gain a Resource**
Each Resource can be gained only once. Vigor, Pace, Elements, Insight, etc. Glowing Resources are free to gain from Combos.
- **Perform an Action from a card 'In play'.**
Each Action can be performed only once. Glowing Actions from Combos are free to perform, others may have costs directly above them.
- **Pay to play your Talent.**
Pay its Insight cost, resolve its Main Area, then place your Talent Marker over it.
- **Prime a card.**
Pay its Energy cost, then place it in an empty Prime Area.
- **Charge your Primed card.**
Spend the required Resource or forfeit the required Action to pay one of the card's Charge Costs. Place a clear cube over the paid cost.
- **Play your Charged Primed card.**
Resolve its Main Area, then discard it unless stated otherwise.
- **Unprime your non-Primelocked card.**
Discard it, unless stated otherwise.
- **Spend your Ancestral Echo(es) to gain their effects.**
Spend the required amount of Echoes by placing them on the empty spot(s) on your Ancestral Echo Board.
- **Pay to play an Ability on a Companion, your Stance or Trait.**
- **Pay to play a Non-Action Card.**
Resolve it, then discard it unless stated otherwise.
- **When you finish using a played Action Card or Combo, discard its cards unless an effect states otherwise.**

WHEN YOUR TURN ENDS:

1) **Resolve any 'Turn End' effects.**
2) **Gain 6 Energy.**
3) **Keep up to one card.** *You may keep up to one card in your Hand Area; discard the rest.*
4) **Draw cards until you have 6 in your Hand Area.**
5) **Flip your Initiative Tile to its other side.** *This ends your turn.*

ACTIONS LEGEND (BASIC)

Burn

The hotter it gets, the worse it hurts

a) **If the Hero does not already have a Burn Card Primelocked,** retrieve one and Primelock it (max 1 per Hero). Place a cube on Step 1. Then, if the Action's value was more than 1, move the cube down one space for each additional value, resolving each step along the way.
b) **If the Hero already has a Burn Card Primelocked,** move the cube down one space at a time equal to the Action's value, resolving each step along the way.
c) **If they are a Companion,** they lose HP equal to the Action's value.

Challenge

Compete in a battle of fate

The Challenger performs 3 consecutive **Fate Checks,** then their target does the same. Compare their sum totals *(Only the Fate base value applies when Challenging). If Loriah is the Challenger, she chooses who performs their Fate Check first.*

- **If the Challenger has a higher sum or ties:** Perform the **"Success"** effect to the **target.**
- **If not:** Perform the **"Fail"** effect to **SELF.**

Focus

Choose the best of two cards during a Fate Check

Target **SELF.**

- **If they are not Distracted,** place a **Focus Token** on them (max 1). *Their Status is "Focused."*
- **If they are Distracted,** remove their Distract Token.

If Focused before a Fate Check (max 1 token per Fate Check).

- **Heroes/Companions MAY** remove their token to reveal **2** Fate Cards instead of **1.** Then choose which one to use.
- **Enemies MUST** remove their token to reveal **2** Fate Cards instead of **1.** Then choose the one with the highest value (On a tie, players choose).

Direct Attack

Deals DMG without a Fate Check

Target any opponent in your row. Deal **X DMG** to the target, X= The Action's value.

Displace

Forces an opponent to a new empty board spot

Choose one:

a) Target **ANY** opponent in your row. Place them into any empty board spot on their side.
b) Target **ANY** opponent not in your row. Place them into any empty board spot on their side within your row.

Distract

Uses the worst of two cards during a Fate Check

Target any opponent in your row.

- **If they are not Focused,** place a **Distract Token** on them (max 1). *Their Status is "Distracted."*
- **If they are Focused,** remove their Focus Token.
- **If Distracted before a Fate Check,** (max 1 token per Fate Check), they **MUST** remove it to reveal **2** Fate Cards instead of **1** and choose the one with the lowest value (In case of a tie, players choose).

Dread

A lasting deadly effect

a) **If the Hero does not already have a Dread Card Handlocked,** retrieve one and Handlock it (max 1 per Hero). Place a cube on Step 1. Then, if the Action's value was more than 1, move the cube down one space for each additional value, resolving each step along the way.
b) **If the Hero already has a Dread Card Handlocked,** move the cube down one space at a time equal to the Action's value, resolving each step along the way.
c) **If they are a Companion,** They lose HP equal to the Action's value.

Evade

Prevent damage, but cause fatigue

When a Hero is being attacked, once per attack, that Hero may perform an Evade as a Sudden Action. To perform it:

1) Decide how many Evade cards you want to draw.
2) Reveal and resolve each of the cards you drew, one at a time.

When an Enemy targets a Hero with an Evade Action, that Hero must draw cards face-down from the Evade Deck, equal to the Action's value. Then start revealing and resolving them, one at a time.

Fly

Take to the skies

Place a **Fly Token on SELF.** *Their Status is 'Flying'* until it is removed or flipped.

Frost

The colder you get, the more likely you are to freeze

a) **If the Hero does not already have a Frost Card Primelocked,** retrieve one and Primelock it (max 1 per Hero). Place a cube on Step 1. Then, if the Action's value was more than 1, move the cube down one space for each additional value, resolving each step along the way.
b) **If the Hero already has a Frost Card Primelocked,** move the cube down one space at a time equal to the Action's value, resolving each step along the way.
c) **If they are a Companion,** They lose X HP, X= The Action's value.

Haste

Play your turn sooner

Target **SELF.** Move their **Initiative Tile** up the **Initiative Track** X spaces, X= The Action's value.

Hero-Specific Action

Special Actions that only a Hero can perform

Target **SELF.** The targeted Hero performs an Action that only they can perform.

- **If the chosen Action would have a value,** its value is 1.

Increase Attack

Permanently increase your attack

Target **SELF.**

- **If the target has an ATK token:** Increase its value by the Action's value *(max token value 2).* The Token is removed if its value reaches 0.
- **If not:** Place a **+ATK token** on the target equal to the Action's value *(max 1 ATK token).*
- **When a character with this token attacks:** Increase its attack value by X, *X= The token's value.*

Lose (HP)

Reduces the target's HP

Target any opponent in your row. They lose **HP** equal to the Action's value. ***This is not an Attack Action. Losing HP is not the same as dealing DMG, so this bypasses Shields, if any.***

Melee Attack

Attacks Enemies closest to you

Target the closest opponent in your row. Perform a Fate Check to modify its value, then deal **X DMG** to the target, *X= The modified value.*

Melee/Ranged Attack

Decide between attacks

Select the valid attack based on your board spot, either Melee or Ranged, and perform it.

Move

Relocate yourself on the board

Target **SELF.** Place the target in any spot on their side of the board, *unless a specified spot is required.*

- **If that spot is occupied:** Swap spots with that character.
- **If the Move specifies a direction:** They Move X spots in that direction one spot at a time, *X= The Action's value.*
- **If they cannot Move in the intended direction:** They Move to the furthest spot in the OPPOSITE direction.

Ranged Attack

Attacks anyone in your row

Target any opponent in your row. Perform a Fate Check to modify its value, then deal **X DMG** to the target, X= The modified value.

Recover Ancestral Echo

Returns spent Echoes back to storage

Target **SELF.** The target returns X spent Ancestral Echoes back to their storage, X= The Action's value.

Reduce Attack

Permanently reduce attack values

Target any opponent in your row.

- **If the target has an ATK token:** Reduce its value by the Action's value *(max token value 2).* The Token is removed if its value reaches 0.
- **If not:** Place a **-ATK token** on the target equal to the Action's value *(max 1 ATK token).*
- **When a character with this token attacks:** Reduce its attack value by X, *X= The token's value.*

Restore (HP)

Heals your HP

Target **SELF.** The target gains **HP** equal to the Action's value.

Shield

Defend against damage

Target **SELF.**

- **If they are not Shielded:** Place a **Shield Token** on them that has a value equal to the Action *(max 1 token). Their Status is "Shielded."*
- **If they are Shielded:** Add X value to their existing Shield Token, (max value 4) *X= The Action's value.*

If Shielded, once per attack:

- **Heroes/Companions MAY** remove their **Shield Token** to prevent X DMG to SELF, *X= the token's value.* They MAY also perform a **Fate Check** to modify that value.
- **Enemies MUST** remove their token to prevent DMG equal to its value. They **DO NOT Fate Check** it.

Shift Ability

Enemies rotate between Abilities

After resolving the Ability in the current slot (I), move the cube to the next slot to the right of it (II). They will play that Ability on the next turn. If the cube cannot move any further, it returns to the first slot (I).

Slow

Reduces an opponent's Initiative

Target **ANY.** Move their **Initiative Tile** down the **Initiative Track** X spaces, *X= The Action's value.*

Stance

An Action unique to your Stance Card

Target **SELF.** The target resolves all Actions, Resources, and effects the Stance Action points to on their Stance Card.

Steal

Steal cards at random until defeated

Take X random cards from the target's Hand Area and tuck them beneath the Enemy Card, *X= The Action's value.*

- **When this Enemy is defeated,** return all of the stolen cards to their owners' Hand Area.
- **If this targets a Companion,** they take 1 DMG instead.

Stun

An opponent skips their next turn

Target any opponent in your row and place a **Stun token** on them. *Their Status is "Stunned."*

- **If the Stunned character has not started their Ability and is about to play it:** Remove the Stun token instead.

KEYWORDS

2x2 Area:
This targets all characters within the board spots of a 2x2 area.

Ability:
The area showing what a Character does based on their position in play.

Acquire:
A permanent addition of a component to the campaign.

Adjacent/AJCT:
Any space directly next to another space horizontally or vertically. Diagonal spaces are not considered adjacent.

Ally/Allies:
Any character(s) other than SELF sharing the same side of the board.

ANY:
This Action targets any character in play of your choice.

Attack:
Direct, Melee and Ranged are the only attacks. Anything else is an Action.

Backline:
Board spots with a "B" in their column.

Base Value:
The original value of an Action before any modifiers are applied. *Example: If an Enemy performs a Melee Attack 2, and the Fate Check reveals a +2, the modified value of the Action becomes 4. However, the Action's Base Value remains 2.*

Character:
A Hero, Enemy or Companion unless stated otherwise by the Encounter.

Charge Cost/Charged:
A secondary cost to a card before its Main Area can be played. A card with all Charge Costs currently paid for is considered 'Charged'. If a card does not have a Charge cost, it is considered to be 'Charged'.

Companion:
An allied character. Companions are not Heroes.

Cooldown:
A Talent with a Talent Marker currently on it is considered "On Cooldown".

Counter:
Effects that are played after a character is attacked.

Cull:
Enemies make room for new Enemies to Spawn when there are no empty spots. See Cull, pg 51

Cursed:
A character with a Curse Token currently on them. This is their Status.

Distracted:
A character with a Distract Token currently on them. This is their Status.

Draw:
Reveal the top card face up from its deck, then place it in your Hand Area, unless otherwise stated.

DMG:
The harm inflicted on a character. If not prevented, it reduces their HP.

Effect:
A game instruction that attempts to change the game state as the result of a card, Action, token, rule, etc.

Element:
A Resource that can be gained, spent, or stored. When gained, it must immediately be spent on a legal cost, stored if possible, or lost. If multiple Resources are gained at the same time, resolve them one at a time. See Gaining Resources, pg 42

Elite/Non-Elite:
An Enemy type.

Encounter:
A combat chapter.

Entity:
Any Character, Hero, Enemy, Companion, Objective, or Hazard in an Encounter.

Exhaust:
This card or asset is removed from the Encounter until the next Refresh.

Fails/Failed:
An Action that attempts to reduce a target's HP, but upon resolving does not cause the target to lose any HP. If an Action defines its own Success/Fail condition, follow that condition instead.

Faster/Fastest
A character is Faster when all of their Initiatives are higher than all Initiatives of the character they are compared to. The Fastest character is the one that is the highest in Initiative order.

Flipping a Token:
Turning a token to its opposite side. The character now has the Status that the new side shows.

- After flipping, if it has an X through it, the token is removed.

Flying:
A character with a Fly Token currently on them.

Focused:
A character with a Focus Token currently on them. This is their Status.

Forfeit:
Use the specified Action or Resource as payment instead of performing or gaining it, when instructed. Normal Resource Charge Costs are paid by spending the Resource.

Frontline:
Board spots with an "F" in their column.

Full Set:
Set Cards have Full Set effects that are only available if all cards in that Set are Primed and Charged, unless otherwise stated.

Hand Area:
The area where cards you draw from your Hero Deck are kept for play.

Handlock:
This card remains in your Hand Area and cannot be discarded/Exhausted.

Hazard:
A card that does not count as a character. It is considered an empty spot for characters (Moving, Displacing, Spawning, etc.), unless stated otherwise.

Hero:
One of the six main Heroes playing the campaign.

Immune:
The character or entity is completely unaffected by the specified effect, condition, or Action.

In play:
A card is in play while it is on the board, Primed, or has been paid for from a Hand Area and has not yet been discarded or Exhausted.

Marked:
A character with a Mark Token currently on them. This is their Status.

Objectives:
The goals set for Minigames and Encounters.

Opponent:
A character or entity on the opposite side of the board.

Owner:
The player whose Hero a card belongs to. Shared cards have no Owner.

Overkill:
Occurs when an effect would cause an Enemy to lose more HP than it has remaining.

Pinned:
A character with a Pin Token currently on them. This is their Status.

Prime:
Pay the Energy cost (if any) and place the card into one of your 4 Prime Areas.

Primed:
A card currently in a Prime Area.

Primelock:
A Primelocked card cannot be Unprimed unless an effect or its Main Area allows it.

Refresh:
Return the specified components to their starting states without undoing permanent campaign changes. If no components are specified, perform the full Refresh procedure on pg 51.

Replace:
Permanently removing an asset from the game and adding a new one in its place.

Resolve:
Apply the instructions of an Action or effect. For an Action's resolution timing and the timing of its triggered effects, follow the sequence on pg 46

Resource:
A currency that can be gained, spent, or stored. When gained, it must immediately be spent on a legal cost, stored if possible, or lost. If multiple Resources are gained at the same time, resolve them one at a time. See Gaining Resources, pg 42

Reveal:
Flip a face-down card face up. Resolve any On Reveal effect immediately. What happens to the card afterward is determined by the instruction or effect that caused it to be revealed.

Round:
One complete cycle of an Encounter, beginning with Round Start, followed by each character taking their Turn in Initiative order, and ending with the Round End Step.

SELF:
This targets the performer.

Shared:
A card that does not have an owner and can be traded freely amongst the party. During Encounter Setup, Shared cards can go into any Hero Deck.

Shared Market:
All cards in the Shared Market Deck.

Shielded:
A character with a Shield Token currently on them. This is their Status.

Single-target Attack:
An attack that only targets a single character. Attacks that target ROW, CLMN, or ALL characters are not Single-target, even if they resolve individually.

Slower/Slowest
A character is Slower when all of their Initiatives are lower than all Initiatives of the character they are compared to. The Slowest character is the one that is the lowest in Initiative order.

Spawn:
Place a character on their side of the board.

Status Token:
A token that grants a character a status. These are: Focused, Cursed, Distracted, Flying, Marked, Pinned, Rancored, Shielded, Stealthed, Stunned, Taunted, Immune to HP Loss. All other tokens and markers are not considered Status tokens.

Successful/Success:
An Action that upon resolving causes the target to lose HP. If an Action defines its own Success/Fail condition, follow that condition instead.

Sudden:
An optional effect that may be played at any time.

Survey:
Pay the Survey Cost to discard any number of revealed Market Cards and replace them. Each set of Market Cards create their own discard pile.

Turn:
A Turn is when a single Hero or Enemy resolves its Action(s)/Ability(s). Only one character takes their turn at a time.

Trapped:
A character with a Trap card currently in their Prime Area.

Undefeatable:
This remains in play despite having 0 HP, and functions as normal (regains HP, performs Actions, etc).

Unenterable:
Characters cannot be placed on or swap places with this.

Untargetable:
This cannot be the target of Actions or effects that are not performed by SELF.

Word:
If you need this to be defined, then what exactly are you reading right now?

Badge Log

- [ ] A Long Time Coming
- [ ] A Lover's Killer
- [ ] Altruist
- [ ] Barrows Veil
- [ ] Battle Insight
- [ ] Bells
- [ ] Black Wing
- [ ] Blind Charity
- [ ] Blood On Your Hands
- [ ] Born Of The Flame
- [ ] Broken Beak
- [ ] Broken Wings
- [ ] Bronze Sables
- [ ] Captured
- [ ] Champions
- [ ] Children Of Silver
- [ ] Community Serviced
- [ ] Contention
- [ ] Cooked
- [ ] Corruption
- [ ] Culling
- [ ] Cultured
- [ ] Curious Thing
- [ ] Death's Dealer
- [ ] Deluge
- [ ] Detainment
- [ ] Devil's Horn
- [ ] Devoted
- [ ] Diplomacy
- [ ] Emerald Eyes
- [ ] Empty Handed
- [ ] Enemies In High Places
- [ ] Facts
- [ ] Fearless Rescue
- [ ] Fiction
- [ ] Find Your Mercy
- [ ] For Her
- [ ] For Him
- [ ] Friend In Need
- [ ] Friends in Bad Places
- [ ] Funny Feet
- [ ] Ghost Town
- [ ] Giving Thanks
- [ ] Good Sister
- [ ] Greatest Friends
- [ ] Hangman
- [ ] Hangover
- [ ] Hapless
- [ ] Hundredth
- [ ] Inquiry
- [ ] Journal
- [ ] Leave Nature Be
- [ ] Letting Go
- [ ] Little Flower
- [ ] Lone Wolf
- [ ] Lovers
- [ ] Malik's Favor
- [ ] Man in the Mirror
- [ ] Misdirection
- [ ] Night Out
- [ ] No Tears
- [ ] Not Well In The Heart
- [ ] Old Friend
- [ ] Old Songs
- [ ] Once A Crow
- [ ] Once A Reaver
- [ ] Once In A Wile
- [ ] Oops-a-Daisy
- [ ] Oreseer
- [ ] Over Easy
- [ ] Patched Up
- [ ] Penance
- [ ] Pick Your Poison
- [ ] Precious Cargo
- [ ] Quillbreaker
- [ ] Recipe for Disaster
- [ ] Red Wanderers
- [ ] Remembrance
- [ ] Sandy Hot
- [ ] Scrubbed Up
- [ ] Second Chances
- [ ] Senior Savior
- [ ] Separation Anxiety
- [ ] Servant
- [ ] Silver Lining
- [ ] Skyfall
- [ ] Slink's Eye
- [ ] Smashing Time
- [ ] Sore Loser
- [ ] Sort of Mercy
- [ ] Spoilsport
- [ ] Squires
- [ ] Still Barking
- [ ] Stingy
- [ ] Stonefruit
- [ ] Stubborn
- [ ] Stupid Boy
- [ ] Sweet Darlings
- [ ] The Aviatrix
- [ ] The Brunyk
- [ ] The Salir
- [ ] The Valdoran
- [ ] Tutelage
- [ ] Unmender
- [ ] Unscathed
- [ ] Unusual Meal
- [ ] Unusual Shoppers
- [ ] Urdokine
- [ ] Valdoran Connection
- [ ] Vacancy
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Badge Log

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APPENDIX

Campaign Log : Heroes

Hero

Erdin | Loriah | Kryger
Hamza | Talina | Nabyri

Hero Upgrades	Hero Market	Talent Level
UG1	HM1	T2
UG2	HM2	T3
UG3	HM3	T4
UG4	HM4	T5
UG5	HM5	T6
UG6	HM6	T7
UG7	HM7	T8
UG8	HM8	
UG9	HM9	
UG10	HM10	Stance Level
UG11	HM11	STN2
UG12	HM12	STN3
UG13		STN4
UG14	Ancestral Echoes	STN5
UG15		STN6
UG16		STN7
UG17		STN8
UG18		

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UG6	HM6	T7
UG7	HM7	T8
UG8	HM8	
UG9	HM9	
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UG8	HM8	
UG9	HM9	
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UG11	HM11	STN2
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UG7	HM7	T8
UG8	HM8	
UG9	HM9	
UG10	HM10	Stance Level
UG11	HM11	STN2
UG12	HM12	STN3
UG13		STN4
UG14	Ancestral Echoes	STN5
UG15		STN6
UG16		STN7
UG17		STN8
UG18		

Special cards

S1	S21	S41	S61	S81	S101	S121	S141	S161
S2	S22	S42	S62	S82	S102	S122	S142	S162
S3	S23	S43	S63	S83	S103	S123	S143	S163
S4	S24	S44	S64	S84	S104	S124	S144	S164
S5	S25	S45	S65	S85	S105	S125	S145	S165
S6	S26	S46	S66	S86	S106	S126	S146	S166
S7	S27	S47	S67	S87	S107	S127	S147	S167
S8	S28	S48	S68	S88	S108	S128	S148	S168
S9	S29	S49	S69	S89	S109	S129	S149	S169
S10	S30	S50	S70	S90	S110	S130	S150	S170
S11	S31	S51	S71	S91	S111	S131	S151	S171
S12	S32	S52	S72	S92	S112	S132	S152	S172
S13	S33	S53	S73	S93	S113	S133	S153	S173
S14	S34	S54	S74	S94	S114	S134	S154	S174
S15	S35	S55	S75	S95	S115	S135	S155	S175
S16	S36	S56	S76	S96	S116	S136	S156	S176
S17	S37	S57	S77	S97	S117	S137	S157	S177
S18	S38	S58	S78	S98	S118	S138	S158	S178
S19	S39	S59	S79	S99	S119	S139	S159	S179
S20	S40	S60	S80	S100	S120	S140	S160	S180

Shared Market cards

M1	M21	M41
M2	M22	M42
M3	M23	M43
M4	M24	M44
M5	M25	M45
M6	M26	M46
M7	M27	M47
M8	M28	M48
M9	M29	M49
M10	M30	M50
M11	M31	M51
M12	M32	M52
M13	M33	M53
M14	M34	M54
M15	M35	M55
M16	M36	
M17	M37	
M18	M38	
M19	M39	
M20	M40	

Campaign Log: Party

Encounters/Chapters

Ch 1	Ch 10	Ch 19	Ch 28
Ch 2	Ch 11	Ch 20	Ch 29
Ch 3	Ch 12	Ch 21	Ch 30
Ch 4	Ch 13	Ch 22	Ch 31
Ch 5	Ch 14	Ch 23	Ch 32
Ch 6	Ch 15	Ch 24	
Ch 7	Ch 16	Ch 25	
Ch 8	Ch 17	Ch 26	
Ch 9	Ch 18	Ch 27	

Sub Chapters (ex. 15.13)

Deck Min

12
16
20

Cards Added to the Available Market

M27	M30	M33	M36	M39	M42	M45	M48	M51	M54
M28	M31	M34	M37	M40	M43	M46	M49	M52	M55
M29	M32	M35	M38	M41	M44	M47	M50	M53	

Removed from the game

Fate Cards Added/Removed/Replaced

Hero Fate | *Enemy Fate*

Explore Cards Acquired

1	6	11	16	21	26
2	7	12	17	22	27
3	8	13	18	23	28
4	9	14	19	24	
5	10	15	20	25	

Explore Cards Resolved

1	6	11	16	21	26
2	7	12	17	22	27
3	8	13	18	23	28
4	9	14	19	24	
5	10	15	20	25	

Evade Cards Added/Removed/Replaced

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Favor

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APPENDIX

ICONS, RESOURCES, COSTS AND EFFECTS LEGEND

Alter (Gold or Green)
Conditions that alter the way an Action/effect works.

Ancestral Echo
A **Resource** stored on your Ancestral Echo Board. **If Echoes are a cost:** Exhaust one of your available Echoes from the storage on your board.

Constant
An optional effect that keeps the card in play after it resolves.

Discard
You must place THIS card into its discard pile once its effect resolves.

Draw
Reveal the top card of your deck and add it to your Hand Area.

Element
A powerful **Resource** a character can create. In order from left to right: *Brandir, Divinian, Nafarik, Salir, Verdanic, Ysólf*



Enemy
Any entity on the Enemy Side of the board.

Enemy Card
An Enemy Card, usually Spawned from the Enemy Deck.

Energy
A **Resource** that is stored on an Energy track.

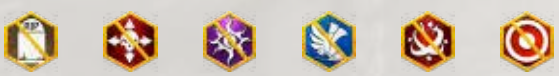
Exhaust
You must remove THIS card from the Encounter once its effect resolves.

Flip Card
Flip THIS card from its current side to its other side.
If this is in an HP box: This card flips over when it reaches 0 HP with all of its current Status tokens.

Hero/Companion
Any entity on the Hero Side of the board.

Health Points (HP)
A character's current Health Points. **If HP is a cost:** Lose HP equal to that cost.

Immune
The Action/effect does not affect this character. In order from left to right, is Immune to: *Defeat, Displace, Dread, Move, Stun, Targeting. Some characters may have other ones.*



Insight
A **Resource** that is stored on an Insight track.

Lirium
Indicates the Lirium cost of a card from the Market.

Lose Token
This token must be removed from the target. In order from left to right, is Lose: *Curse, Distract, Focus, Flying, Shield, Stealth*



Must
You must immediately resolve this card's effect when triggered.

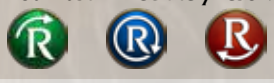
On Reveal
Immediately resolve its effect when this is revealed.

Once
Place a Once Per Round Token on this card face down. This effect can only be used once per Round.

Pace
A **Resource** used for various purposes.

Prime
Pay this card's Energy cost to place it in an empty Prime Area.
- **If this is on a Companion:** This shows what effects they have when in a Prime Area.

Round - Start/This/End
You must immediately resolve this card's effect when triggered.



Success/Fail
Whether or not the Attack or Action succeeded in its intended purpose or not. *Example: An attack is successful if it causes at least one of its targets to lose HP*

Sudden
An optional effect that may be played at any time.

Target
This indicates which board spot the Enemy is targeting.
- **If this is on an Enemy Card:** It performs its Ability(s) from this spot.

Turn - Start/This/End
You must immediately resolve this card's effect when triggered.



Vigor
A **Resource** used for various purposes.

Wild
A **Resource** that creates any Element that the Hero could create.
If this is a cost: It requires any Element.