

GENDER LADY

When you earn dice during a Maneuver, you may choose to give away one of those Strike or Charge dice to an ally. It still counts toward your limit of earnable dice.

GENDER LADY

When you earn dice during a Maneuver, you may choose to give away one of those Strike or Charge dice to an ally. It still counts toward your limit of earnable dice.

GENDER FATHER

Gain 1 Charge die every time one of your fellow PCs takes 1 or more Wounds from a Strike, or you take a Wound on another PC's behalf (using Awesome Tokens or Guard).

GENDER FATHER

Gain 1 Charge die every time one of your fellow PCs takes 1 or more Wounds from a Strike, or you take a Wound on another PC's behalf (using Awesome Tokens or Guard).

GENDER TINDER

Gain 1 Charge die for every Wound you inflict on an opponent.

GENDER TINDER

Gain 1 Charge die for every Wound you inflict on an opponent.

GENDER JACK

When you initiate a Linked Achievement, pass along an extra bonus die to the next involved PC.

GENDER JACK

When you initiate a Linked Achievement, pass along an extra bonus die to the next involved PC.

GENDER MUG

Gain 1 Charge die every time an opponent makes a Strike roll against you, whether successful or not, and every time an opponent inflicts one or more conditions on you.

GENDER MUG

Gain 1 Charge die every time an opponent makes a Strike roll against you, whether successful or not, and every time an opponent inflicts one or more conditions on you.

GENDER MONAST

If you spend Charge dice during a Strike or Achievement, and that Strike or Achievement fails, you get to keep those Charge dice rather than discarding them.

GENDER MONAST

If you spend Charge dice during a Strike or Achievement, and that Strike or Achievement fails, you get to keep those Charge dice rather than discarding them.

TRADE BLACKSMITH

- ✦ **HOT IRON**
Add +1 bonus die to every Strike you make against solo targets who have already suffered a Wound.
- ✦ **SHIELD**
Type: Action / Cost: 2 Charge
Grant the Shielded condition to a target. Until the condition is cleared, the target's Defense is raised by 1.
- ★ **TOUGH HIDE**
Add +1 to your Defense.

TRADE HOLY ONE

- ✦ **SIGHT WITHOUT SIGHT**
You are immune to the Blinded and Darkness conditions.
- ✦ **BLESSING SONG**
Type: Action / Cost: 1+ Charge
Give any one ally a number of Charge Dice equal to the number you spent to activate this power.
- ★ **FAINT HALO**
Add +2 to your Charge Pool limit.

TRADE FIELD SURGEON

- ✦ **SQUAD TACTICS**
Grant +1 bonus die to the final roll of each Linked Achievement that this character participates in.
- ✦ **RESTORING TOUCH**
Type: Action / Cost: 2 Charge
Choose an ally. Remove any number of conditions from them.
- ★ **TIRELESS**
Add +2 to your Action Pool limit.

TRADE MINER

- ✦ **DARKSIGHT**
You are immune to the Blinded and Darkness conditions.
- ✦ **SOOT**
Type: Action / Cost: 2 Charge
Inflict the Blinded condition on a solo target.
- ★ **BUILT TO ENDURE**
Add +1 Wound.

TRADE BRIGAND

- ✦ **TRICKS UP EACH SLEEVE**
At the start of every battle, you may move 2 dice from your Action Pool to your Strike Pool.
- ✦ **MOMENT OF GLORY**
Type: Achievement / Cost: 2 Charge
Add +3 bonus dice to this Achievement roll.
- ★ **HARD TO PIN DOWN**
Add +1 to your Defense.

TRADE GUARD CAPTAIN

- ✦ **AGILE**
The limit on the number of Strike and Charge dice you can earn in a Maneuver is raised by 1.
- ✦ **GUARD**
Type: Maneuver / Cost: 1+ Charge
Complete your Maneuver. Then, choose a number of allies equal to the number of Charge dice spent. Any Strikes against those allies are instead directed at you. If someone makes a Strike against you, this power ends at the start of your turn.
- ★ **BULKY ARMOUR**
Add +1 to your Defense.

TRADE RATCATCHER

- ✦ **TETHER & SNARE**
Type: Action / Cost: 2 Charge
Inflict the Exposed condition on a target. (Until cleared, their Defense is reduced by 1.)
- ✦ **SWEEPING ARC**
Type: Strike / Cost: 1 Charge
Add +2 bonus dice to a Strike against a swarm or +1 bonus die to a Strike against a solo or squad.
- ★ **VIGILANT**
Add +2 to your Action Pool limit.

TRADE HUNTER

- ✦ **THE BIG TAKEDOWN**
You can roll up to two extra dice from your Strike Pool during Strikes.
- ✦ **LAY TRAPS**
Type: Action / Cost: 2 Charge
Choose a target. Whenever that target next initiates a Strike, you may interrupt it to first make a free Strike of your own against them. For each Wound they suffer, they lose two Strike dice from their roll.
- ★ **TIRELESS**
Add +2 to your Action Pool limit.

TRADE ALCHEMIST

- ✦ **POWER-HUNGRY**
You can earn an extra die during Maneuvers.
- ✦ **ELDRITCH HYMN**
Type: Maneuver / Cost: 1 Charge
During this Maneuver, all dice that would normally get added to your Strike Pool are instead added to your Charge Pool.
- ★ **CRYSTAL PENDANT**
Add +2 to your Charge Pool limit.

ORDEAL PRESUMED DEAD

- ✦ **SECOND WIND**
Type: Action / Cost: 2 Charge
Add up to 4 Action dice to a single target's Action Pool, not exceeding their maximum pool size.
- ✦ **RISE OF THE PHOENIX**
Type: Action / Cost: 5 Charge
Choose a dead or otherwise defeated solo target. They restore one Wound and return to the fight, with current dice pools remaining as is.
- ★ **UNYIELDING**
Add +1 Wound.

ORDEAL ONCE EXILED

- ✦ **VENGEFUL**
Whenever you suffer a Wound, add a die to your Strike Pool.
- ✦ **QUICKEN**
Type: Action / Cost: 2 Charge
Grant the Quickened condition to a single target. (Until cleared, the character gains 1 bonus die to all Maneuvers.)
- ★ **UNYIELDING**
Add +1 Wound.

ORDEAL BITTEN

- ✦ **CONJURE DARKNESS**
Type: Action / Cost: 2 Charge
Inflict the Darkness condition on an entire area of the conflict. You are not affected by this Darkness.
- ✦ **VAMPIRIC STRIKE**
Type: Strike / Cost: 3 Charge
If this Strike inflicts 1 or more Wounds against a solo target, you heal 1 Wound.
- ✦ **VICIOUS**
You can roll up to two extra dice from your Strike Pool during Strikes.

ORDEAL

CULT MARTYR

✦ OTHERWORLD CONDUIT

Type: Action / Cost: 2 Charge
You gain the Conduit condition. If you suffer a Wound, you lose this condition. If at the start of your next turn you still have the condition, remove it and all your allies gain +2 Action dice and +1 Charge die.

✦ LIFE OFFERING

Type: Action / Cost: 4 Charge
You suffer a Wound. An ally of your choice restores two Wounds.

★ UNWAVERING

Add +2 to your Action Pool limit.

ORDEAL

LOST AT SEA

✦ DARING

You can roll up to two extra dice from your Strike Pool during Achievements.

✦ ICE HURRICANE

Type: Strike / Cost: 3 Charge
Add +4 bonus dice to a Strike against a swarm, +3 against a squad, or +2 against a solo.

★ WEATHERED

Add +1 to your Defense.

ORDEAL

WENT TO WAR

✦ MOMENT OF GLORY

Type: Achievement / Cost: 2 Charge
Add +3 bonus dice to this Achievement roll.

✦ EMPOWER

Type: Action / Cost: 2 Charge
Grant the Empowered condition to any single target. (Until this condition is cleared, the character gains 1 bonus die to all Strikes.)

★ TOWER SHIELD

Add +1 to your Defense.

ORDEAL

HUNTED

✦ SHADOW STRIKE

Type: Strike / Cost: 1 Charge
Add +3 bonus dice to a Strike against an opponent under the effect of the Blinded or Darkness conditions.

✦ RETRIBUTION

Type: Strike / Cost: 4 Charge
Add +5 bonus dice to a Strike against any single target.

★ PATIENCE

Add +2 to your Charge Pool limit.

ORDEAL

DARK VISIONS

✦ GUIDED BY VOICES

If you've got five or more Charge dice in your Charge Pool, add +1 bonus die to all Strikes.

✦ PSYCHIC LIGHTNING

Type: Strike / Cost: 3 Charge
Add +4 bonus dice to a Strike against a solo, +3 against a squad, or +2 against a swarm.

★ PRETERNATURAL DODGE

Add +1 to your Defense.

ORDEAL

FAMINE

✦ RESOURCEFUL

You can earn an extra die during Maneuvers.

✦ LIFE DRAIN

Type: Action / Cost: 5 Charge
A single target suffers a Wound, and you restore a Wound.

✦ SURGE OF VITALITY

Whenever you Catch Your Breath, you may trade in one of your Action dice to gain the Quickened condition. (Until cleared, the character gains 1 bonus die to all Maneuvers.)

ARTIFACT

MIRROR-SWORD

☛ DEMON-MIRROR

When you kill a demon, choose one of its powers to imbue the sword with. While you hold the sword, you can use that power as your own. The sword can only hold a single power at a time.

☛ BURST OF FLAMES

Type: Strike / Cost: 3 Charge Dice
Add +4 bonus dice to a Strike against a solo, +3 against a squad, or +2 against a swarm.

ARTIFACT

CRYSTAL HEART

☛ BLINDING CRYSTAL LIGHT

When you summon a bound demon, you can choose to restore one of its Wounds for free.

☛ LULLABY HUM

Type: Action / Cost: 2 Charge
Reduce a bound demon's Hubris by 3, or any other demon's Hubris by 2.

ARTIFACT

MOTHER'S HELM

☛ MOSAIC OF BINDING

Add +2 bonus dice to any Achievement rolls to bind demons.

☛ RITES OF DENIAL

Type: Action / Cost: 2 Charge
Inflict the Hexed condition on a single target. Until cleared, the target's Charge powers all cost one additional Charge die to use.

ARTIFACT

LASH OF SUBMISSION

☛ POWER-LINKED

When you command a demon to Strike, you may take up to three dice from your own Strike Pool and give them to the demon as bonus dice.

☛ DOMINATE

Add +1 bonus die to all Achievement rolls you make to command bound demons.

ARTIFACT

ORB OF HUNGER

☛ THE DRAINING

Type: Action / Cost: 2 Charge
Choose a bound demon. Transfer any number of dice from its Action Pool to yours, and its Charge Pool to yours, ignoring regular limits.

☛ ALL-SEEING AND VENGEFUL

When a character inflicts a Wound on a bound demon, you may pay one Charge die to give them the condition Witnessed. You and any bound demons you are commanding gain +1 bonus die to Strikes against a character with this condition.

ARTIFACT

HORN OF STUPOR

☛ DOMINATE

Add +1 bonus die to all Achievement rolls you make to command bound demons.

☛ DISORIENTING BLAST

Type: Strike / Cost: 4 Charge
If you wound your target with this Strike, remove a number of dice from their Action Pool equal to the number of successes you rolled, and remove a number of dice from their Strike Pool equal to the number of Wounds they suffered.

NAMES OF ROOK VALE

- ★ LADIES AND MONASTS
Null, Genta, Tria, Till, Sands
- ★ MONASTS AND JACKS
Toil, Tampa, Ronds, Visk, Rope
- ★ JACKS AND MUGS
Hare, Runk, Skinp, Litsa, Shorts
- ★ MUGS AND FATHERS
Dosl, Broskin, Litter, Moka, Chate
- ★ FATHERS AND TINDERS
Jesse, Sinsa, Raskin, Lon, Taber
- ★ TINDERS AND LADIES
Vare, Cartis, Trisk, Belle, Mina

SKILLS AND EXAMPLE TRAITS

- ★ SKILLS
Choose three. rank them at 2, 3, & 4.
- Brawling Cunning Grit
- Haste Hymns Insight
- Leadership Might Stealth
- Taunting Traps Triage
- Weapons Witchcraft
- ★ EXAMPLE TRAITS
Destined to die in battle.
Blood-bound to Methika's side.
Amateur astrologer.
Raised by wolves.
Unlikely to be fooled again.
Eager to please those around him.

TO BIND & CONTROL DEMONS

- ✦ BINDING DEMONS
Difficulty: *Current Defense + Remaining Wounds + Hubris.*
 - ✦ SUMMONING DEMONS
Difficulty: *Full Defense.*
 - ✦ CONTROLLING DEMONS
Difficulty: *Current Hubris.*
-
- After successfully commanding a demon, increase its Hubris by 2. When a bound demon suffers a Wound, increase its Hubris by 1.
- Fail a roll to command a demon? It can't be commanded again this battle. If it had full Hubris, the GM regains control of it.

CONDITIONS AND THEIR EFFECTS

- | | |
|--|--|
| <i>BLINDED OR DISORIENTED</i>
Discard 1 die from hand prior to every roll. | <i>SHIELDED</i>
Your Defense is raised by 1. |
| <i>DARKNESS</i>
Those in affected area discard 1 die from hand prior to every roll. | <i>QUICKENED</i>
Add +1 bonus die to Maneuvers. |
| <i>SHIVERING</i>
Lose 1 Action Pool die at start of your turns. | <i>EMPOWERED</i>
Add +1 bonus die to Strikes. |
| | <i>EXPOSED</i>
Your Defense is lowered by 1. |

ACTIONS

- ✦ MANEUVER
Mark a Skill and gain its dice rating.
Add 1-3 Action dice. Roll.
3-5s → Strike Pool. 6s → Charge Pool.
If you gain 5+ dice: Awesome Token!
- ✦ STRIKE
Take 1-6 dice from Strike Pool. Add bonus dice. Roll. 3-6s are successes.
If successes ≥ Defense, inflict Wound.
- ✦ USE A TYPE: ACTION CHARGE POWER
- ✦ CATCH YOUR BREATH
Add 2 dice to your Action Pool.
Achievements & Linked Achievements are covered on another card.

ACHIEVEMENTS

- ✦ ACHIEVEMENTS
Pick a Goal. Mark a Skill and gain its dice rating. Add 0-6 Strike dice. Roll. 3-6s are successes. *If successes ≥ difficulty rating, Goal accomplished!*
- ✦ LINKED ACHIEVEMENTS
Specify a Goal you are supporting someone toward. Mark a Skill and gain its dice rating. Add 0-6 Strike dice. Roll. Set aside 5-6s. Return 3-4s to Strike Pool. Discard 1-2s.
Another PC can use your set-aside dice as bonus dice toward their Achievement roll during this round.

SHADOWBLADE

LESSER DEMON / SOLO

ACTION	STRIKE	CHARGE
6	3	1/6

Darkcraft 2, Blades 3

DEFENSE 3 HUBRIS 3

✦ MADE OF DARKNESS
Whenever you use Darkcraft, add 2 dice to your Action Pool.

✦ VOID CHOKE
Type: Strike / Cost: 5 Charge
Add +5 bonus dice to a Strike.

EVOLVES INTO... SHADOWBANE

SHADOWBANE

GREATER DEMON / SOLO

ACTION	STRIKE	CHARGE
10	3 ✦	2/8

Darkcraft 4, Flight 4, Blades 4

DEFENSE 4 HUBRIS 3

✦ EVASIVE FLIGHT
Whenever you use Flight, you gain +1 Defense until your next turn.

✦ DEATH FROM ABOVE
Type: Strike / Cost: 5 Charge
Add +3 bonus dice to this Strike, and temporarily reduce the target's Defense by 1.

EVOLVES INTO... SHADOW LORD

SHADOW LORD

DEMON LIEUTENANT / SOLO

ACTION	STRIKE	CHARGE
16	4 ✦	2/10

Darkcraft 5, Flight 5

DEFENSE 6 HUBRIS 5

✦ SOLDIERS OF THE VOID
Type: Action / Cost: 5 Charge
Add two Shadowblades to the battle under your control. If you're defeated, they vanish.

✦ GAUNTLET OF SHADOWS
Type: Strike / Cost: 2 Charge
Your target gains the Blinded condition.

STEELTUSKS

LESSER DEMON / SQUAD

ACTION	STRIKE	CHARGE
12	0	0/8

Evade 3, Charge 3

DEFENSE 5 HUBRIS 5

✦ RILE
Type: Maneuver / Cost: 2 Charge
Lose one Wound. Add +3 bonus dice to this Maneuver. You can earn any amount of dice this roll.

✦ THE DREAD STAMPEDE
Type: Strike / Cost: 6 Charge
Add +4 bonus dice to this Strike. It applies in full to two targets.

EVOLVES... TUSK KNIGHT OR BRAWNIN

TUSK KNIGHT

HUNTER DEMON / SOLO

ACTION	STRIKE	CHARGE
12	0 ✦	2/8

Hunt 5, Evade 5

DEFENSE 5 HUBRIS 4

✦ UNSEEN ADVERSARY
Nothing can target you until you have either made your first Strike during a battle or filled your Charge Pool to maximum.

✦ PRIMAL AWARENESS
You can earn up to 7 dice per Maneuver.

BRAWNIN

GREATER DEMON / SOLO

ACTION	STRIKE	CHARGE
15	4 ✦	4/8

Axe 5, Charge 3

DEFENSE 5 HUBRIS 5

✦ RAM
Type: Strike / Cost: 3 Charge
If this Strike inflicts a Wound, the target must spend their next action Catching Their Breath.

✦ LUMBERING BRUTE
You can only gain 4 dice during Maneuvers, but may roll up to 8 Strike dice during Strikes.

GIBBERING CAW

LESSER DEMON / SWARM

ACTION	STRIKE	CHARGE
10	0	0/6

Scatter 3, Torment 3

DEFENSE 2 HUBRIS 2

✦ VOMIT SPAWN

Type: *Action / Cost: 3 Charge*

Restore a number of Wounds equal to your current Hubris.

✦ OVERWHELM

Type: *Strike / Cost: 6 Charge*

Add a number of bonus dice to this Strike equal to your current number of Wounds.

EVOLVES INTO... WINTERWING

WINTERWING

DEMON LORD / SOLO

ACTION	STRIKE	CHARGE
20	4 ✦	4/10

Torment 6, Flight 5, Frost 3

DEFENSE 5 HUBRIS 10

✦ FROST SHEPHERD

When you enter a battle, give your opponents the Shivering condition.

✦ RAY OF ICY DEATH

Type: *Strike / Cost: 6 Charge*

Reduce target's Defense by 1 until the end of the battle. Add +5 bonus dice to your Strike.

STORMCALLERS

LESSER DEMON / SQUAD

ACTION	STRIKE	CHARGE
10	0	0/6

Witchcraft 4, Bloodletting 3

DEFENSE 3 HUBRIS 2

✦ LIGHTING STRIKE

Type: *Strike / Cost: 3 Charge*

Add +3 bonus dice to your Strike. If you inflict a Wound, the target loses 2 Action dice.

✦ BECOME THE STORM

Type: *Action / Cost: 6 Charge*
Immediately evolve into a Stormsurge.

EVOLVES INTO... STORMSURGE

STORMSURGE

GREATER DEMON / SOLO

ACTION	STRIKE	CHARGE
8	6 ✦	4/4

Channelling 3

DEFENSE 3 HUBRIS 6

✦ CRATERMAKER

Type: *Strike / Cost: 4 Charge*

Add +4 bonus dice to your Strike. The target loses Action dice equal to the number of Wounds you inflict.

UNWOLVES

LESSER DEMON / SWARM

ACTION	STRIKE	CHARGE
15	4	0/6

Brawling 4, Shapeshifting 3

DEFENSE 3 HUBRIS 2

✦ SIMPLE CREATURES

You can spend your Charge dice as Strike dice.

✦ JUGULAR

Type: *Strike / Cost: 5 Charge*

Add +1 bonus die to this Strike. If it deals one or more Wounds, it deals an extra Wound.

EVOLVES INTO... BRAWNIN

DOOMTHICKET

DEMON LIEUTENANT / SOLO

ACTION	STRIKE	CHARGE
20	4 ✦	0/8

Unyielding 5

DEFENSE 4 HUBRIS 6

✦ GAUNTLET OF PINE

Type: *Strike / Cost: 3 Charge*

Add +3 bonus dice to your Strike. Move any 1-2s you roll to your Strike Pool.

✦ SHAKE OUT THE WOLVES

Type: *Action / Cost: 3 Charge*

Add an Unwolves to the battle under your control. If you're defeated, they vanish.

EVOLVES INTO... FIREBRUSH

FIREBRUSH

DEMON LORD / SOLO

ACTION	STRIKE	CHARGE
20	6 ♦♦	4/8

Fire 6

DEFENSE * HUBRIS 2

♦ EXTINGUISHABLE

Your Defense is equal to the number of Wounds you have remaining.

♦ RAIN OF EMBERS

Type: Strike / Cost: 4 Charge
Add +2 bonus dice to this Strike. Divide your dice among any number of targets before rolling.

HIDEBOUND

LESSER DEMON / SWARM

ACTION	STRIKE	CHARGE
10	0	0/4

Shambling 2, Witchcraft 3

DEFENSE 3 HUBRIS 2

♦ GLOWING SIGILS

When your Charge Pool is at maximum, add +1 bonus die to all rolls.

♦ EARSPLITTING SHRIEK

Type: Action / Cost: 3 Charge
Give all your opponents the Disoriented condition. While it remains, they remove one die from their hand before each roll.

EVOLVES INTO... PALANKIN

PALANKIN

GREATER DEMON / SQUAD

ACTION	STRIKE	CHARGE
15	2	4/4

Shambling 3, Witchcraft 4

DEFENSE 4 HUBRIS 5

♦ EAT ALIVE

Type: Strike / Cost: 4 Charge
Add +2 bonus dice to your Strike. For each Wound you inflict, regain one Wound.

♦ GLOWING SIGILS

When your Charge Pool is at maximum, add +1 bonus die to all rolls.

BLIND SAINT

GREATER DEMON / SOLO

ACTION	STRIKE	CHARGE
12	4	0/8

Flight 3, Blades 4, Doomsong 5

DEFENSE 5 HUBRIS 5

♦ BURST OF LIGHT

When you suffer a Wound, fill your Charge Pool to its maximum.

♦ BLADE OF TRUTH

Type: Strike / Cost: 6 Strike
Add +5 bonus dice to your Strike. Gain the Empowered condition.

EVOLVES INTO... THE RECKONERS

THE RECKONERS

DEMON LIEUTENANT / SWARM

ACTION	STRIKE	CHARGE
20	4 ♦	3/6

Flight 5, Torment 5

DEFENSE 6 HUBRIS 6

♦ ECLIPSE

While all of your Wounds remain, the Darkness condition applies to everyone except you.

♦ WAR OF HEAVEN AND HELL

Type: Strike / Cost: 4 Charge
Add +5 bonus dice to a Strike against a bound demon or +3 bonus dice against a PC.

FOOTSOLDIERS

HUMANS / SQUAD

ACTION	STRIKE	CHARGE
10	2	0/6

Tactics 3

DEFENSE 3

♦ DEFENSIVE FORMATION

Type: Man. / Cost: 2 Charge
Complete your Maneuver. You gain +1 Defense until the start of your next turn.

♦ COORDINATED ASSAULT

Type: Strike / Cost: 3 Charge
Add +4 bonus dice to your Strike.

CULTISTS

HUMANS / SWARM

ACTION	STRIKE	CHARGE
15	0	3/8

Trickery 3, Mob 3

DEFENSE 2

✦ LIFE DRAIN

Type: Action / Cost: 6 Charge
A target loses one Wound and you regain one Wound.

✦ PERSEVERE

Type: Action / Cost: 2 Charge
Remove all conditions, and then Catch Your Breath.

THE POSSESSED

LESSER DEMON / SWARM

ACTION	STRIKE	CHARGE
16	3 ✦	0/0

Relentless Charge 3

DEFENSE 5

✦ BLOODLUST

If you would gain a Charge die, you instead gain a Strike die.

✦ MORTAL SOULS

If you would be bound, instead you transform into a Footsoldiers squad, freed of its demonic possession.

VOLKIS

DEMON LORD / SOLO

ACTION	STRIKE	CHARGE
30	8 ✦✦	0/8

Lavacraft 5

DEFENSE 6

✦ RUMBLE

Type: Action / Cost: 4 Charge
Add a Steeltusks squad to the battle under your control. It starts with a full Charge Pool.

✦ ERUPT

Type: Strike / Cost: 6 Charge
This Strike targets every character in the battle, including your allies.

SERVITOR DRONES

DEMON SUPPORT / SWARM

ACTION	STRIKE	CHARGE
10		0/3

Devotion 2

DEFENSE 2

✦ MENIAL

You cannot Strike or do Achievements.

✦ SACRIFICE SELF

Type: Action / Cost: 0 Charge
Lose one Wound. Give all your Strike dice and Charge dice to a target demon.

DEAD KING

GREATER DEMON / SOLO

ACTION	STRIKE	CHARGE
10	0 ✦	0/8

Ancient Rites 4

DEFENSE 2

✦ CROWN OF SIN

When your Charge Pool is at maximum, add +2 bonus dice to all rolls.

✦ MANA HUNGER

During Maneuvers, add all 5s to your Charge Pool.

DEAD GOD

DEMON LIEUTENANT / SOLO

ACTION	STRIKE	CHARGE
20	1 ✦✦	0/8

Ancient Rites 4, Claws 4

DEFENSE 3

✦ MANA PIT

During Maneuvers, 1-3s are discarded and 4-6s are added to your Charge Pool.

✦ ANGERED

Whenever you lose a Wound, gain a Strike die.

✦ SEARING SKEWER

Type: Action / Cost: 4 Charge
Add +3 bonus dice to your Strike.

HIVE TOWER

DEMON SUPPORT / SOLO

ACTION	STRIKE	CHARGE
10		0/2

Hum 2

DEFENSE 8

✦ INANIMATE

You cannot Strike or do Achievements.

✦ IMBUE WITH POWER

Type: Action / Cost: 2 Charge
Give three dice to a target demon, divided any way you see fit between their Strike Pool and Charge Pool.

EVOLVES INTO... DEAD GOD