

LEVEL	TRAITS
0	-
1	Indomitable: Before this hero would make an activation roll, they can remove one wound counter from their character card, or turn a grievous wound counter over to a wound counter.
2	Dogged: If a Vitality roll for this hero is a critical success, you can remove one additional grievous wound counter from this hero's character card.
3	Dauntless: The first damage point allocated to this hero in each turn is ignored.
4	Tenacious: Re-roll failed Vitality rolls for this hero.
5	Inviolable: Successful Defence rolls made for this hero reduce the damage suffered by 1 additional point, to a minimum of 1.

TRAITS STALWART

LEVEL	TRAITS
0	-
1	Quick Reflexes: Do not reduce the score of remaining activation dice on this hero's character card when their activation ends.
2	Swift: Once per turn, after this hero slays a hostile during their activation, they can make one free Run (3+) action.
3	Disciplined: After this hero's activation roll, this hero's player can re-roll results of 1 for those activation dice.
4	Assassin: This hero's Move (1+) actions do not end when they move into a space adjacent to an enemy.
5	Eliminator: Add ■ to each of this hero's weapon actions. For example,  would become  .

TRAITS EXECUTIONER

LEVEL	TRAITS
0	-
1	Fated: This hero can spend three destiny dice per turn, instead of two.
2	Foresighted: Once per turn, during the initiative step, this hero can choose to invert the facing of all of their activation dice.
3	Wise Advisor: Once per turn, during their activation, this hero can give one of their inspiration points to another hero. Then roll the quest dice. On a 5+, this hero gains 1 inspiration point.
4	Hexer: Once per turn, during their activation, this hero can pick one hostile visible to this hero— that hostile is cursed.
5	Masterful: Once per turn, during their activation, this hero can spend one discarded destiny dice as if it were available.

TRAITS LOREMASTER

LEVEL	TRAITS
0	-
1	Quick Thinker: Re-roll failed gambit rolls for this hero.
2	Strategist: Once per turn, during their activation, this hero can swap spaces with one adjacent hero.
3	Adaptive: Once per turn, after making their activation roll, this hero's player can change one of their activation dice scores to a 6.
4	Instinctive Parry: If a Defence roll for this hero is a critical success and the attacker is adjacent to them, this hero can immediately make one free weapon action.
5	Bladelord: Re-roll the first failed attack roll each turn for this hero.

TRAITS BLADE

DISCOVERY TREASURE

POTION OF COAGULATED VITALITY

The revitalising efficacy of this draught is matched only by its appalling flavour and consistency.

A hero with this treasure card can use it at any time during their activation.

When this treasure card is used, roll  for each wound or grievous wound counter on this hero's character card. On a successful roll, remove that wound or grievous wound counter from this hero's character card. Then discard this card.

DISCOVERY TREASURE

POTION OF COAGULATED VITALITY

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A hero with this treasure card can use it at any time during their activation.

When this treasure card is used, roll  for each wound or grievous wound counter on this hero's character card. On a successful roll, remove that wound or grievous wound counter from this hero's character card. Then discard this card.

DISCOVERY TREASURE

SCREAMING BALEFIRE CASK

Captured spirits are put to many uses in the Realm of Death, though few appreciate their confinement.

A hero with this treasure card can use it at any time during their activation.

When this treasure card is used, pick one hostile that is adjacent to and visible to this hero. That hostile suffers 2 damage. Then discard this card.

DISCOVERY TREASURE

VITALIXIR

This sparkling vial contains a Ghyranite concoction with remarkable healing properties.

A hero with this treasure card can use it at any time during their activation or when they would be diseased.

When this treasure card is used, remove one diseased token from this hero or prevent this hero from being diseased. Then discard this card.

DISCOVERY TREASURE

SKELETON KEY

Crafted from the finger bones of a thief, this key will open any lock.

A hero with this treasure card can make this action.

Unlock (1+): This hero makes a free **Search (4+)** or **Explore (4+)** action. If they made a **Search (4+)** action, they draw two discovery cards, take one of them and discard the other. After making the **Unlock (1+)** action, discard this card.

DISCOVERY TREASURE

SOULSHOT RELIQUARY

The blessed round kept within this reliquary has a devastating effect on its target.

A hero with this treasure card can use it at any time during their activation.

When this treasure card is used, if the attack roll for the next Ranged type weapon action that this hero makes is a success, it is instead a critical success. Then discard this card.

DISCOVERY TREASURE

LIQUID COURAGE

The effects of this renowned liquor are temporary but potent, leaving the user with a terrible headache and temporary memory loss.

A hero with this treasure card can use it at any time during their activation.

When this treasure card is used, pick this hero or one hero adjacent to this hero. That hero gains 1 inspiration point and becomes stunned. Then discard this card.

DISCOVERY TRAP!

Scores of darts fly out of a shadowed corner nearby, embedding themselves in armour, flesh and brickwork. Upon closer inspection, each dart is revealed to be a filed human tooth.

When this card is drawn, the hero that made the **Search (4+)** action must make either a Defence roll or an Agility roll. If the result is a failure, that hero suffers 1 damage.

Then discard this card. That hero can choose to draw another discovery card.

DISCOVERY TRAP!

A small avalanche of gnashing skulls pours from overhead, threatening to engulf the hero from head to foot.

When this card is drawn, the hero that made the **Search (4+)** action must make either a Defence roll or an Agility roll. If the result is a failure, that hero suffers 1 damage.

Then discard this card. That hero can choose to draw another discovery card.

DISCOVERY TREASURE

CURSECATCHER

A popular charm against evil magic, this minor ward dissolves after absorbing an enemy's magic.

A hero with this treasure card can use it at any time during their activation or when they would be cursed.

When this treasure card is used, remove one cursed token from this hero or prevent this hero from being cursed. Then discard this card.

DISCOVERY TREASURE

SHARD OF NIGHT

Rumoured to have been plucked from the night sky during the witching hour, this splinter of dark glass gifts great strength when marked with the user's blood.

A hero with this treasure card can use it at any time during their activation.

When this treasure card is used, this hero suffers 1 damage. Increase the Damage values of all Melee type weapon actions made by this hero by +1/+2 until the end of the turn. Then discard this card.

DISCOVERY TREASURE

SOULSCOUR LOCKET

When this trinket is opened, tendrils of darkness lash out around the bearer, before dissipating into nothingness.

A hero with this treasure card can use it at any time during their activation.

When this treasure card is used, each hostile and hero adjacent to this hero suffers 1 damage. Then discard this card.

DISCOVERY TREASURE

VENGEFUL MIRROR

This mirror can provide more protection than any steel shield – until it breaks.

A hero with this treasure card can use it immediately after suffering 1 damage point from an adjacent hostile's weapon action.

When this treasure card is used, pick a hostile adjacent to this hero. That hostile suffers 1 damage and the hero does not suffer that 1 damage point. Then discard this card.

DISCOVERY TREASURE

GLOWSAND HOURGLASS

The sand in this hourglass is infused with the light of Hysh. While the grains tumble downwards, it produces intense daylight.

A hero with this treasure card can use it at any time during their activation.

When this treasure card is used, move the nightfall token counter-clockwise one space. Then discard this card.

DISCOVERY TREASURE

ASHES OF AQSHY

When cast upon Deadwalker Zombies, these magical ashes sear the briars that protrude from their bodies, leaving them wreathed in a thick fug of spark-filled smoke.

A hero with this treasure card can use it at any time during their activation.

When this treasure card is used, choose one Deadwalker Zombie within 2 spaces of this hero. That Deadwalker Zombie, and each Deadwalker Zombie in the same space as or adjacent to it, is stunned. Then discard this card.

DISCOVERY TRAP!

A pressure plate, cleverly hidden, causes a bolt of necromantic energy to shoot out from a concealed mechanism.

When this card is drawn, the hero that made the **Search (4+)** action must make either a Defence roll or an Agility roll. If the result is a failure, that hero suffers 1 damage.

Then discard this card. That hero can choose to draw another discovery card.

DISCOVERY TREASURE

VIAL OF CONCENTRATED POTENCY

This thick red liquid may be of suspicious provenance, but its effects are unquestionable.

A hero with this treasure card can use it at any time during their activation.

When this treasure card is used, increase the Damage values of the next Melee type weapon action made by this hero this turn by +1/+2. Then discard this card.

DISCOVERY TREASURE

INNOCENSER

The smouldering ashes of a blood-drained corpse form a cloud of smoke that undead eyes cannot penetrate.

A hero with this treasure card can use it at any time during their activation if they have not made any weapon actions this turn.

When this treasure card is used, this hero cannot make weapon actions and cannot be picked by the leader as the target of a hostile weapon action until the start of their next activation. Then discard this card.

ENCOUNTER

LEVEL	HOSTILE GROUP
0	3 Bat Swarms
1	3 Bat Swarms
2	4 Bat Swarms
3	4 Bat Swarms
4	5 Bat Swarms
5	6 Bat Swarms

ENCOUNTER

LEVEL	HOSTILE GROUP
0	3 Bat Swarms
1	3 Bat Swarms
2	4 Corpse Rats
3	4 Corpse Rats
4	5 Corpse Rats
5	6 Corpse Rats

ENCOUNTER

LEVEL	HOSTILE GROUP
0	3 Corpse Rats
1	4 Corpse Rats
2	4 Ulfenwatch
3	6 Bat Swarms
4	6 Ulfenwatch
5	6 Ulfenwatch

ENCOUNTER

LEVEL	HOSTILE GROUP
0	3 Ulfenwatch
1	3 Ulfenwatch
2	3 Deadwalker Zombies
3	4 Deadwalker Zombies
4	5 Deadwalker Zombies
5	5 Deadwalker Zombies

ENCOUNTER

LEVEL	HOSTILE GROUP
0	3 Ulfenwatch
1	2 Deadwalker Zombies
2	3 Deadwalker Zombies
3	4 Deadwalker Zombies
4	5 Deadwalker Zombies
5	5 Deadwalker Zombies

ENCOUNTER

LEVEL	HOSTILE GROUP
0	2 Deadwalker Zombies
1	3 Deadwalker Zombies
2	2 Vyrkos Blood-born
3	2 Vyrkos Blood-born
4	2 Vyrkos Blood-born
5	2 Vyrkos Blood-born

ENCOUNTER

LEVEL	HOSTILE GROUP
0	1 Kosargi Nightguard
1	1 Kosargi Nightguard
2	1 Vargskyr
3	1 Torgillius 1 Corpse Rats 1 Bat Swarm
4	1 Torgillius 2 Corpse Rats 2 Bat Swarms
5	4 Corpse Rats 2 Bat Swarms

ENCOUNTER

LEVEL	HOSTILE GROUP
0	1 Vyrkos Blood-born
1	1 Kosargi Nightguard
2	1 Torgillius 1 Corpse Rats 1 Bat Swarm
3	1 Radukar the Wolf
4	1 Radukar the Wolf
5	2 Corpse Rats 4 Bat Swarms

ENCOUNTER

LEVEL	HOSTILE GROUP
0	1 Watch Captain Halgrim
1	1 Watch Captain Halgrim 2 Ulfenwatch
2	1 Watch Captain Halgrim 3 Ulfenwatch
3	5 Ulfenwatch
4	6 Ulfenwatch
5	7 Ulfenwatch

DISCOVERY
REALMSTONE



2

DISCOVERY
REALMSTONE



1

DISCOVERY
REALMSTONE



1

DISCOVERY
REALMSTONE



1

DISCOVERY
REALMSTONE



1

DISCOVERY
REALMSTONE



1

DISCOVERY
CRISIS



Resolve one crisis for your journey
from the quest book.

DISCOVERY
CRISIS



Resolve one crisis for your journey
from the quest book.

DISCOVERY
CRISIS



Resolve one crisis for your journey
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DISCOVERY
REALMSTONE



3

DISCOVERY
REALMSTONE



1

DISCOVERY
REALMSTONE



3

DISCOVERY
REALMSTONE



1

DISCOVERY
REALMSTONE



2

DISCOVERY
REALMSTONE



2

DISCOVERY
CRISIS



Resolve one crisis for your journey
from the quest book.

DISCOVERY
CRISIS



Resolve one crisis for your journey
from the quest book.

ENCOUNTER

LEVEL	HOSTILE GROUP
0	1 Gorslav the Gravekeeper
1	1 Gorslav the Gravekeeper 2 Deadwalker Zombies
2	1 Gorslav the Gravekeeper 3 Deadwalker Zombies
3	5 Deadwalker Zombies
4	6 Deadwalker Zombies
5	7 Deadwalker Zombies

ENCOUNTER

LEVEL	HOSTILE GROUP
0	2 Ulfenwatch
1	2 Ulfenwatch
2	4 Ulfenwatch
3	5 Ulfenwatch
4	6 Ulfenwatch
5	6 Ulfenwatch

ENCOUNTER

LEVEL	HOSTILE GROUP
0	2 Ulfenwatch
1	3 Ulfenwatch
2	3 Deadwalker Zombies
3	5 Ulfenwatch
4	5 Deadwalker Zombies
5	5 Deadwalker Zombies

ENCOUNTER

LEVEL	HOSTILE GROUP
0	3 Deadwalker Zombies
1	1 Vyrkos Blood-born
2	1 Kosargi Nightguard
3	1 Vargskyr
4	1 Vargskyr
5	1 Vargskyr 1 Corpse Rats 1 Bat Swarm

ENCOUNTER

LEVEL	HOSTILE GROUP
0	1 Watch Captain Halgrim
1	1 Watch Captain Halgrim 2 Ulfenwatch
2	1 Watch Captain Halgrim 3 Ulfenwatch
3	5 Ulfenwatch
4	6 Ulfenwatch
5	7 Ulfenwatch

ENCOUNTER

LEVEL	HOSTILE GROUP
0	1 Vyrkos Blood-born
1	1 Kosargi Nightguard
2	1 Torgillius 1 Corpse Rats 1 Bat Swarm
3	1 Radukar the Wolf
4	1 Radukar the Wolf
5	2 Corpse Rats 4 Bat Swarms

ENCOUNTER

LEVEL	HOSTILE GROUP
0	2 Deadwalker Zombies
1	3 Deadwalker Zombies
2	2 Vyrkos Blood-born
3	2 Vyrkos Blood-born
4	2 Vyrkos Blood-born
5	2 Vyrkos Blood-born

ENCOUNTER

LEVEL	HOSTILE GROUP
0	3 Corpse Rats
1	4 Corpse Rats
2	4 Ulfenwatch
3	6 Bat Swarms
4	6 Ulfenwatch
5	6 Ulfenwatch

ENCOUNTER

LEVEL	HOSTILE GROUP
0	3 Bat Swarms
1	3 Bat Swarms
2	4 Bat Swarms
3	4 Bat Swarms
4	5 Bat Swarms
5	6 Bat Swarms

ENCOUNTER

LEVEL	HOSTILE GROUP
0	3 Corpse Rats
1	3 Corpse Rats
2	4 Ulfenwatch
3	6 Corpse Rats
4	6 Ulfenwatch
5	6 Ulfenwatch

ENCOUNTER

LEVEL	HOSTILE GROUP
0	3 Ulfenwatch
1	3 Ulfenwatch
2	3 Deadwalker Zombies
3	4 Deadwalker Zombies
4	5 Deadwalker Zombies
5	5 Deadwalker Zombies

ENCOUNTER

LEVEL	HOSTILE GROUP
0	3 Deadwalker Zombies
1	1 Vyrkos Blood-born
2	1 Kosargi Nightguard
3	2 Kosargi Nightguard
4	2 Kosargi Nightguard
5	2 Kosargi Nightguard

ENCOUNTER

LEVEL	HOSTILE GROUP
0	1 Kosargi Nightguard
1	1 Kosargi Nightguard
2	1 Vargskyr
3	1 Torgillius 1 Corpse Rats 1 Bat Swarm
4	1 Torgillius 2 Corpse Rats 2 Bat Swarms
5	4 Corpse Rats 2 Bat Swarms

ENCOUNTER

LEVEL	HOSTILE GROUP
0	3 Ulfenwatch
1	2 Deadwalker Zombies
2	3 Deadwalker Zombies
3	4 Deadwalker Zombies
4	5 Deadwalker Zombies
5	5 Deadwalker Zombies

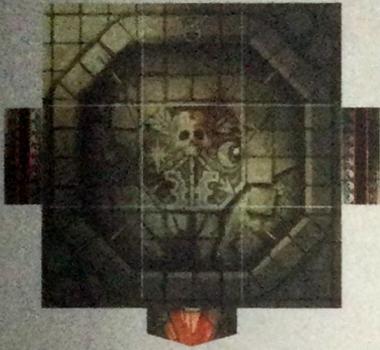
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LEVEL	HOSTILE GROUP
0	2 Deadwalker Zombies
1	3 Deadwalker Zombies
2	1 Vyrkos Blood-born
3	3 Vyrkos Blood-born
4	3 Vyrkos Blood-born
5	1 Vyrkos Blood-born 3 Deadwalker Zombies 3 Ulfenwatch

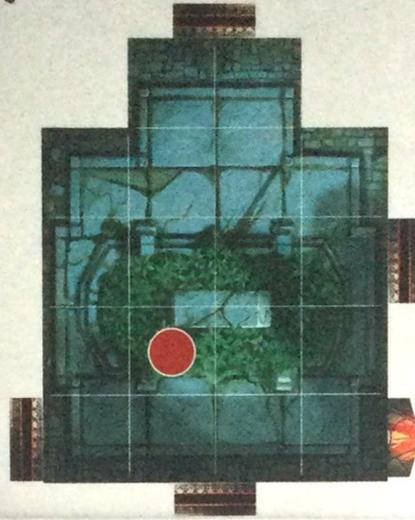
ENCOUNTER

LEVEL	HOSTILE GROUP
0	3 Bat Swarms
1	3 Bat Swarms
2	4 Corpse Rats
3	4 Corpse Rats
4	5 Corpse Rats
5	6 Corpse Rats

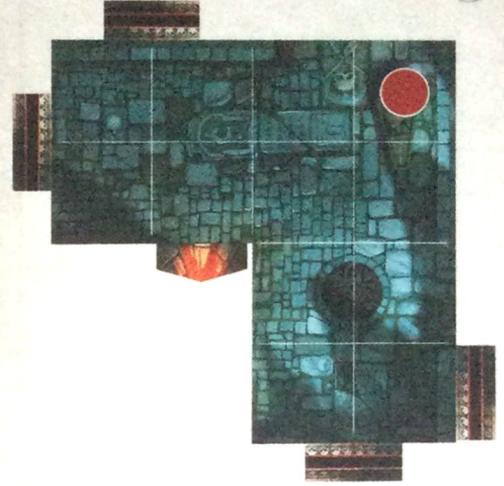
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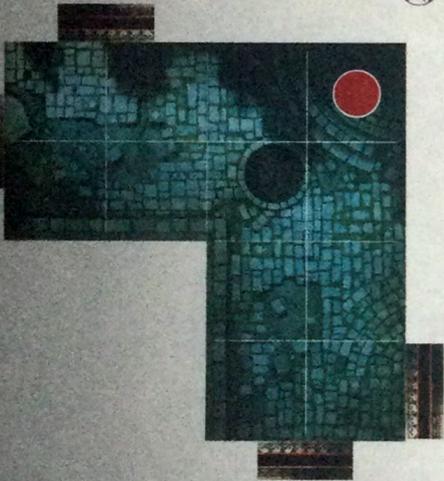
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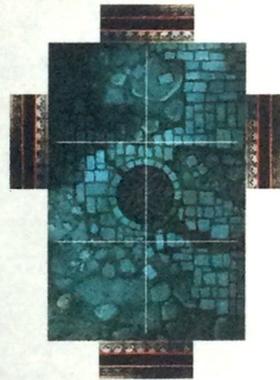
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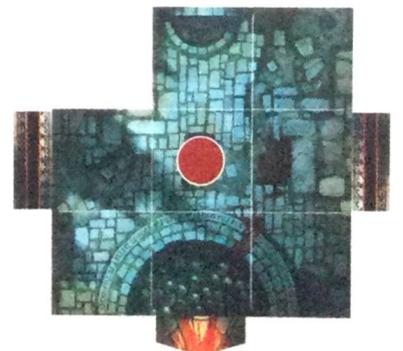
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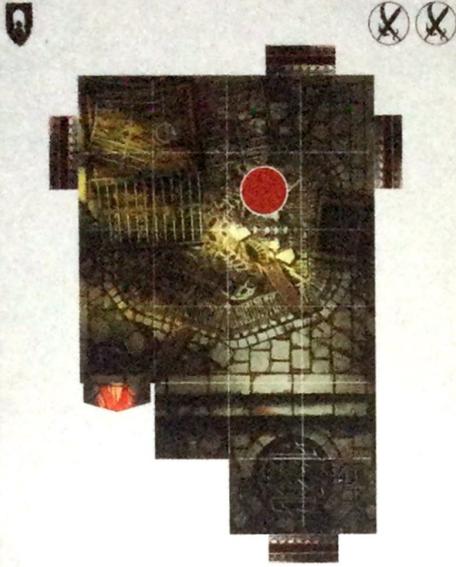
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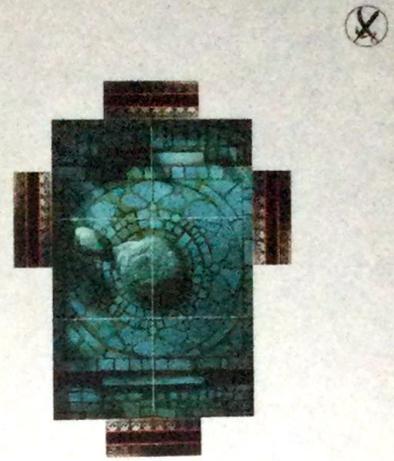
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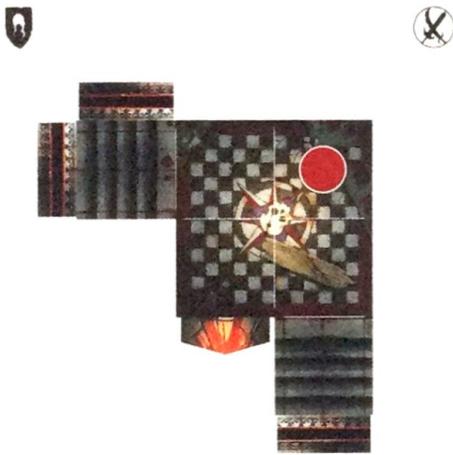
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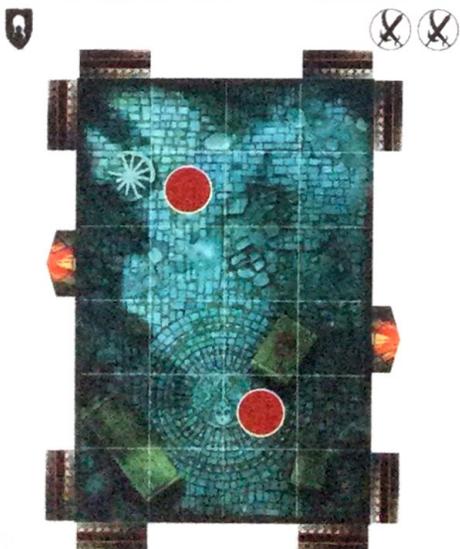
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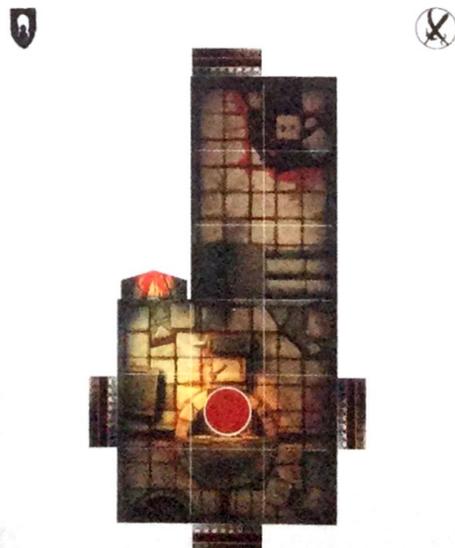
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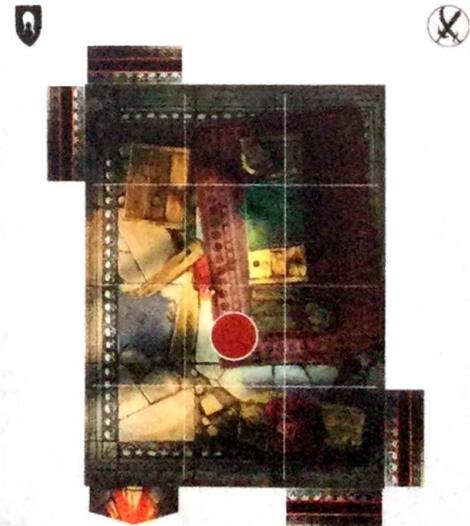
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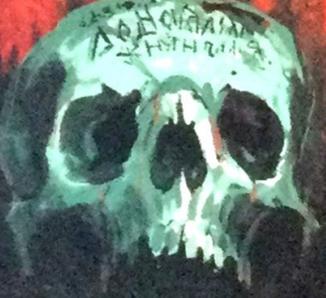
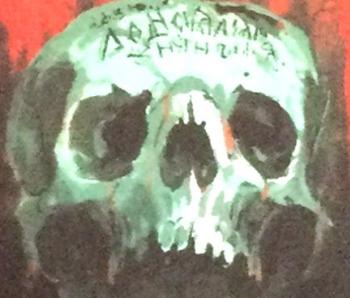
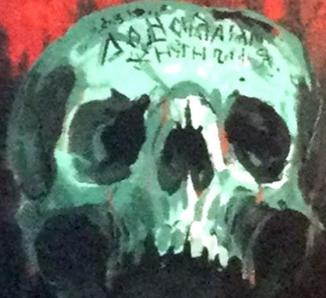
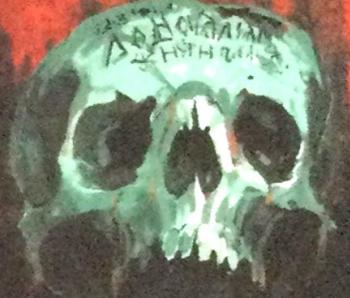
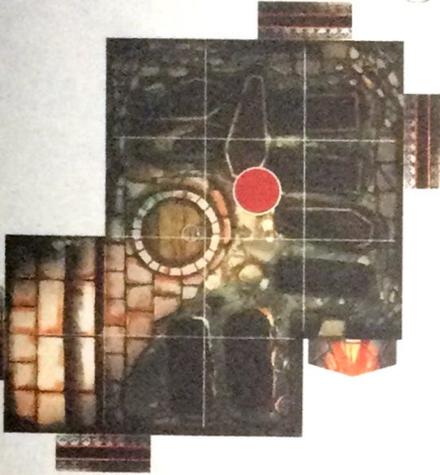
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EXPLORATION



EMPOWERMENT ARMOUR

JADEITE INLAY

'Put this on - if you get hurt, there's a little cyclestone lining that should see you right in no time at all.'

This hero is Vitality ▲.

Cost: 3 Realmstone Points

This hero is Vitality ▲.

EMPOWERMENT ARMOUR

JADEITE INLAY

'Put this on - if you get hurt, there's a little cyclestone lining that should see you right in no time at all.'

This hero is Vitality ▲.

Cost: 3 Realmstone Points

This hero is Vitality ▲.

EMPOWERMENT ARMOUR

TRANSMUTABLE COATING

'Anything they send at you, bullets, blades or bats, this stuff will fend it off. I'm a genius!'

This hero is Defence ▲.

Cost: 4 Realmstone Points

This hero is Defence ▲.

EMPOWERMENT WEAPON

AETHER-SHARPENED EDGE

'Careful with this, laddie - it could cut your own shadow off!'

Increase the Damage values of this hero's Melee type weapon actions by +1/+0.

Cost: 4 Realmstone Points

+1/+0 to Melee weapons

EMPOWERMENT WEAPON

CHAMONITE GILDING

'Let's see those bloodsuckers try and scamper away from this one.'

Damage suffered from this hero's weapon actions cannot be ignored.

Cost: 6 Realmstone Points

This hero's weapon actions cannot be IGNORED.

EMPOWERMENT WEAPON

CHAMONITE GILDING

'Let's see those bloodsuckers try and scamper away from this one.'

Damage suffered from this hero's weapon actions cannot be ignored.

Cost: 6 Realmstone Points

This hero's weapon actions cannot be IGNORED.

EMPOWERMENT ARMOUR

FORTIFIED SHADOW-WEAVE

'Tougher'n trog-skull but lighter than an elgi's slippers, this stuff.'

This hero is Agility ▲.

Cost: 4 Realmstone Points

This hero is Agility ▲.

EMPOWERMENT ARMOUR

FORTIFIED SHADOW-WEAVE

'Tougher'n trog-skull but lighter than an elgi's slippers, this stuff.'

This hero is Agility ▲.

Cost: 4 Realmstone Points

This hero is Agility ▲.

EMPOWERMENT ARMOUR

NULL-TEMPERED PLATING

'You're safer than an admiral's share of the profit now, lad!'

Successful Defence rolls made for this hero reduce the damage suffered by 1 additional point (to a minimum of 0).

Cost: 8 Realmstone Points

Defence rolls reduce damage by 1 extra point.

EMPOWERMENT ARMOUR

AMBERBONE ANKLETS

'With these on you could outrun a hungry howler-lizard. Feet might get a little... hairy, mind.'

After this hero makes a **Run (3+)** action during their activation, this hero regains one activation dice with a score of 1. This does not affect free **Run (3+)** actions.

Cost: 9 Realmstone Points

Regain an activation dice with a score of 1 when you make a **Run (3+)** action.

EMPOWERMENT WEAPON

FEATHER-LIGHT WEAPON

'As light as Grungni's Breath. Some of my finest work.'

This hero can treat one reaction dice each turn as having a score of 6.

Cost: 2 Realmstone Points

One reaction dice each turn is a 6.

EMPOWERMENT ARMOUR

HYSH-CRYSTAL ETCHING

'This one's a bit fancy for my tastes. Don't let all that elgi-magic go to your head.'

Each unique ability and weapon action on this hero's character card that can only be used a limited number of times per turn can be used one extra time in each turn.

Cost: 7 Realmstone Points

Use unique abilities and weapon actions one extra time per turn.

EMPOWERMENT ARMOUR

TRANSMUTABLE COATING

'Anything they send at you, bullets, blades or bats, this stuff will fend it off. I'm a genius!'

This hero is Defence ▲.

Cost: 4 Realmstone Points

This hero is Defence ▲.

EMPOWERMENT WEAPON

CELESTIUM RANGEFINDER

'You could blast the zits off a grot from five hundreds yards with this beauty.'

Change the first Damage value of this hero's Ranged type weapon actions to 2 (unless it would be higher).

Cost: 3 Realmstone Points

This hero's Ranged weapons are minimum Damage 2.

EMPOWERMENT WEAPON

EMBERMATIC BLAST-RUNE

'I'd keep my fingers away from this end, if I were you.'

Damage suffered from this hero's weapon actions cannot be reduced.

Cost: 10 Realmstone Points

This hero's weapon actions cannot be REDUCED.

EMPOWERMENT ARMOUR

AMBERBONE ANKLETS

'With these on you could outrun a hungry howler-lizard. Feet might get a little... hairy, mind.'

After this hero makes a **Run (3+)** action during their activation, this hero regains one activation dice with a score of 1. This does not affect free **Run (3+)** actions.

Cost: 9 Realmstone Points

Regain an activation dice with a score of 1 when you make a **Run (3+)** action.

EMPOWERMENT WEAPON

CELESTIUM RANGEFINDER

'You could blast the zits off a grot from five hundreds yards with this beauty.'

Change the first Damage value of this hero's Ranged type weapon actions to 2 (unless it would be higher).

Cost: 3 Realmstone Points

This hero's Ranged weapons are minimum Damage 2.

EMPOWERMENT WEAPON

EMBERMATIC BLAST-RUNE

'I'd keep my fingers away from this end, if I were you.'

Damage suffered from this hero's weapon actions cannot be reduced.

Cost: 10 Realmstone Points

This hero's weapon actions cannot be REDUCED.

EMPOWERMENT WEAPON

CYCLESTONE ALLOY

'What do you mean it looks the same? Less of your cheek, and go stick something with it – you'll soon change your tune.'

Change the first Damage value of this hero's Melee type weapon actions to 2, unless it would be higher.

Cost: 2 Realmstone Points

This hero's Melee weapons are minimum Damage 2.

EMPOWERMENT ARMOUR

HYSH-CRYSTAL ETCHING

'This one's a bit fancy for my tastes. Don't let all that elgi-magic go to your head.'

Each unique ability and weapon action on this hero's character card that can only be used a limited number of times per turn can be used one extra time in each turn.

Cost: 7 Realmstone Points

Use unique abilities and weapon actions one extra time per turn.

EMPOWERMENT ARMOUR

NULL-TEMPERED PLATING

'You're safer than an admiral's share of the profit now, lad!'

Successful Defence rolls made for this hero reduce the damage suffered by 1 additional point (to a minimum of 0).

Cost: 8 Realmstone Points

Defence rolls reduce damage by 1 extra point.

EMPOWERMENT WEAPON

CYCLESTONE ALLOY

'What do you mean it looks the same? Less of your cheek, and go stick something with it – you'll soon change your tune.'

Change the first Damage value of this hero's Melee type weapon actions to 2, unless it would be higher.

Cost: 2 Realmstone Points

This hero's Melee weapons are minimum Damage 2.

EMPOWERMENT WEAPON

FEATHER-LIGHT WEAPON

'As light as Grungni's Breath. Some of my finest work.'

This hero can treat one reaction dice each turn as having a score of 6.

Cost: 2 Realmstone Points

One reaction dice each turn is a 6.

EMPOWERMENT WEAPON

AETHER-SHARPENED EDGE

'Careful with this, laddie – it could cut your own shadow off!'

Increase the Damage values of this hero's Melee type weapon actions by +1/+0.

Cost: 4 Realmstone Points

+1/+0 to Melee weapons

ULFENKARN IN PERIL



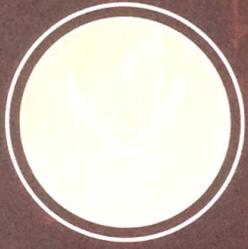
FEAR



Radukar
the Wolf



The ven Alten
triplets



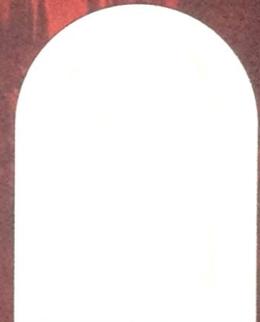
INFLUENCE



Torgillius the
Chamberlain



Gorslav the
Gravekeeper



Watch Captain
Halgrim

