

# LYSSA REVENYA

*Blade, Human, Soldier, Saviour of Cinderfall*

*Size: Large*



**WEAPON ACTION**

**TYPE**

**DICE**

**DAMAGE**


Decking Rope and Grapnel (1+)

Dual



1/3

## UNIQUE ABILITIES

**The Master Thief (2+):** This action can only be made once per turn. Make a free **Search** action. If a crisis card is drawn, roll a . If the roll is successful, the crisis does not occur. You can discard that crisis card and draw a second card. If that card is a crisis card, it must be resolved.

**Grapnel Hook (6+):** This action can only be made once per turn. Place this hero in any empty square in the same board tile.

## PATH TO GLORY

**Alone in the Shadows:** Each time this hero finishes a move in a different board tile that turn that does not contain any other heroes, gain 1 inspiration point.



CARRIED  
ITEM

# LYSSA REVENYA

*Blade, Human, Soldier, Saviour of Cinderfall, Inspired*

*Size: Large*



## WEAPON ACTION

## TYPE

## DICE

## DAMAGE

Decking Rope and Grapnel (1+)

Dual



2/3

## UNIQUE ABILITIES

**The Master Thief (2+):** This action can only be made once per turn. Make a free **Search** action. If a crisis card is drawn, roll a . If the roll is successful, the crisis does not occur. You can discard that crisis card and draw a second card. If that card is a crisis card, it must be resolved.

**Grapnel Hook (6+):** This action can only be made once per turn. Place this hero in any empty square in the same board tile.

**Shadowblend:** Re-roll the first failed Agility roll each turn for this hero.



CARRIED  
ITEM



CARRIED  
ITEM

TRAITS

# HANNIVER TOLL

*Executioner, Human, Order of Azyr, Saviour of Cinderfall*

*Size: Large*



WEAPON ACTION

TYPE

DICE

DAMAGE

Flintlock Pistol (4+)<sup>1</sup>

Ranged



2/3

Azyrite Blade (1+)

Melee



1/3

Aqshian Firewood Stakes (3+)

Melee



1/5

<sup>1</sup>Reload: This weapon action can only be made once per turn.

## UNIQUE ABILITIES

**Right Tool for the Job (6+):** This action can only be made once per turn. For the rest of the turn, add 2 to the damage inflicted by any **Aqshian Firewood Stakes** weapon actions made by this hero. If the target is a hostile Champion and that weapon action contains any critical successes, double the damage of that weapon action instead.

## PATH TO GLORY

**Grim Determination:** Each time a weapon action made by this hero slays a hostile in the same board tile as this hero, gain 1 inspiration point.

ARMOUR

WEAPON

# HANNIVER TOLL

Executioner, Human, Order of Azyr, Saviour of Cinderfall, Inspired

Size: Large



## WEAPON ACTION

## TYPE

## DICE

## DAMAGE

Flintlock Pistol (4+)<sup>1</sup>

Ranged



2/3

Azyrite Blade (1+)

Melee



2/4

Aqshian Firewood Stakes (3+)

Melee



1/5

<sup>1</sup>Reload: This weapon action can only be made twice per turn.

## UNIQUE ABILITIES

**Right Tool for the Job (1+):** This action can only be made once per turn. For the rest of the turn, add 2 to the damage inflicted by any **Aqshian Firewood Stakes** weapon actions made by this hero. If that weapon action contains any critical successes, double the damage of that weapon action instead.

**Get it Done:** This ability can only be used once per turn. Each other hero visible to this hero can immediately re-roll a single available activation dice on their character card.



CARRIED  
ITEM

# MISTRESS VERENTIA, THE WEAVER OF WHISPERS

*Loremaster, Human, Order of Azyr, Saviour of Cinderfall*

*Size: Large*



## WEAPON ACTION

## TYPE

## DICE

## DAMAGE

Cane Gun (6+)<sup>1</sup>

Ranged



2/4

Perfectly Balanced Sabre (1+)

Melee



1/1

<sup>1</sup>Reload: This weapon action can only be made once per turn.

## UNIQUE ABILITIES

**Armed with Knowledge:** At the end of each other hero's activation, you can offer them help. If they accept, pick one available activation dice on your character card. They gain a reaction dice of the same value as that dice, then change the value of that activation dice to 1.

**Network of Spies:** This ability can only be used once per turn. In the activation phase, pick a hostile card that is on the combat track and is to the right of this hero's card. Count the number of cards between them. Swap this hero's initiative card and the hostile card you picked. Then, you can increase the value of an available activation dice on your character card by 1 for each card you counted.

## PATH TO GLORY

**Secrets from the Shadows:** Each time a hero accepts help, and the dice you pick has a value of 6, gain 1 inspiration point.



CARRIED  
ITEM



# MISTRESS VERENTIA, THE WEAVER OF WHISPERS

*Loremaster, Human, Order of Azyr, Saviour of Cinderfall, Inspired*

*Size: Large*



## WEAPON ACTION

## TYPE

## DICE

## DAMAGE

Cane Gun (3+)<sup>1</sup>

Ranged



2/4

Perfectly Balanced Sabre (1+)

Melee



1/2

<sup>1</sup>Reload: This weapon action can only be made twice per turn.

## UNIQUE ABILITIES

**Armed with Knowledge:** At the end of each other hero's activation, you can offer them help. If they accept, pick one available activation dice on your character card. They gain a reaction dice of the same value as that dice, then change the value of that activation dice to 4.

**Network of Spies:** This ability can only be used once per turn. In the activation phase, pick a hostile card that is on the combat track and is to the right of this hero's card. Count the number of cards between them. Swap this hero's initiative card and the hostile card you picked. Then, you can increase the value of an available activation dice on your character card by 1 for each card you counted.

**Information Trade:** After this hero spends a destiny dice, do not discard it. Instead, roll it and add it to the available destiny dice space. This ability cannot be used if this is the last hero to activate in a turn.



CARRIED  
ITEM

# ARMAND CALLIS

*Stalwart, Human, Order of Azyr, Saviour of Cinderfall*

*Size: Large*



CARRIED  
ITEM

## WEAPON ACTION

## TYPE

## DICE

## DAMAGE

Flintlock Pistols (3+)<sup>1</sup>

Dual



2/3

Azyrite Blade (1+)

Melee



2/3

<sup>1</sup>Reload: This weapon action can only be made twice per turn.

## UNIQUE ABILITIES

**Soldier's Instincts:** When this hero attempts a gambit, add  to this hero's Agility characteristic.

**Grit and Gunpowder:** +3/+3 to the Damage values of this hero's **Flintlock Pistols** when targeting hostiles that are adjacent to this hero.

## PATH TO GLORY

**I'll See it Done:** After each gambit step, if this hero's initiative card is in the first space of the track, gain 1 inspiration point.



CARRIED  
ITEM

TRAITS

## ARMAND CALLIS

*Stalwart, Human, Order of Azyr, Saviour of Cinderfall, Inspired*

*Size: Large*



WEAPON ACTION

TYPE

DICE

DAMAGE

Flintlock Pistols (3+)<sup>1</sup>

Dual



2/4

Azyrite Blade (1+)


Melee



2/3

<sup>1</sup>Reload: This weapon action can only be made twice per turn.

### UNIQUE ABILITIES

**Soldier's Instincts:** When this hero attempts a gambit, add  to this hero's Agility characteristic.

**Grit and Gunpowder:** +3/+3 to the Damage values of this hero's **Flintlock Pistols** when targeting hostiles that are adjacent to this hero.

**Rapid Reload (5+):** This action can only be made once per turn. You can make 2 free weapon actions with this hero's **Flintlock Pistols** even if 2 weapon actions have already been used by this weapon this turn.

ARMOUR

WEAPON





# VALIUS

THE KEEPER AQSHIAN

**Authority of Azyr:** This ability can be used once per journey by any hero and can only be used if there are 4 destiny dice in the available destiny dice space.

Deploy Valius, The Keeper Aqshian, in an empty space on any board tile that does not contain a hostile with a Wounds value of 6 or more. Every hostile in that board tile is slain. Then remove 4 destiny dice from the available destiny dice space.

For the rest of the turn, any hostile that does not have a Wounds value of 6 or more that finishes a move in that board tile is immediately slain.

At the end of the turn, remove Valius from the board.

# EMPOWERMENT

## SPECIAL

### BALTHUS

Each hero can make the following action:

#### Sniff Out Evil (4+)

This action cannot be used while Balthus is on top of the discovery deck. Place Balthus on top of the discovery deck. The next time a card would be drawn from that deck, remove Balthus, draw three cards face up and pick one. Place the other two cards on the bottom of the deck.

The remaining card is the card you drew.

This empowerment has no cost, nor is it armour or a weapon. Instead, this card is placed next to the skyvessel board if each hero picked is a Saviour of Cinderfall.