

+6/+6 **Rone of the Deepbrook** 16



5 Warlord Character – Elf Scout

Magic Resistance +0 (*Limited React: After this character is targeted with a spell, succeed with a magic resistance check [DC 20]: Cancel the spell.*)

Your characters gain "Enter React: Perform a +1 ranged strike."

+9 3
• ITA-064 Illus. Lisa Hunt ©2024 Kingswood Games

+1 **Graveyard Librarian** 13



2 Character – Undead Elf Scholar

Spend Order: Perform a +5 ranged strike. If the strike would kill the target, banish it instead.

He followed his master closely, maybe too closely...

+5 1
• ITA-057 Illus. Llyn Hunter ©2024 Kingswood Games

+1 **Graveyard Librarian** 13



2 Character – Undead Elf Scholar

Spend Order: Perform a +3 ranged strike. If the strike would kill the target, banish it instead.

He followed his master closely, maybe too closely...

+5 1
• ITA-057 Illus. Llyn Hunter ©2024 Kingswood Games

+0 **Jigoral** 12



1 Character – Elf

Spend Order: Perform a +0 ranged strike.

"It's clear that spirits speak to Jigoral. If those are the gods that the Goldengrove seek, I am not sure I'd like to meet them." –Rone

+0 1
• ITA-060 Illus. Michael Phillippi ©2024 Kingswood Games

+0 **Jigoral** 12



1 Character – Elf

Spend Order: Perform a +0 ranged strike.

"It's clear that spirits speak to Jigoral. If those are the gods that the Goldengrove seek, I am not sure I'd like to meet them." –Rone

+0 1
• ITA-060 Illus. Michael Phillippi ©2024 Kingswood Games

+0 **Jigoral** 12



1 Character – Elf

Spend Order: Perform a +0 ranged strike.

"It's clear that spirits speak to Jigoral. If those are the gods that the Goldengrove seek, I am not sure I'd like to meet them." –Rone

+0 1
• ITA-060 Illus. Michael Phillippi ©2024 Kingswood Games

+3 **Goldengrove Mage** 12



3 Character – Elf Scholar

Limited Order: Target character within two ranks must succeed with a will save (DC 9 + Goldengrove Mage's skill) or suffer a wound.

Of course, the Goldengrove have not completely abandoned their elven heritage.

+5 1
• ITA-056 Illus. Heather Bruton ©2024 Kingswood Games

+3 **Goldengrove Mage** 12



3 Character – Elf Scholar

Limited Order: Target character within two ranks must succeed with a will save (DC 9 + Goldengrove Mage's skill) or suffer a wound.

Of course, the Goldengrove have not completely abandoned their elven heritage.

+5 1
• ITA-056 Illus. Heather Bruton ©2024 Kingswood Games

+3 **Goldengrove Mage** **12**



3 Character – Elf Scholar

Limited Order: Target character within two ranks must succeed with a will save (DC 9 + Goldengrove Mage's skill) or suffer a wound.

Of course, the Goldengrove have not completely abandoned their elven heritage.

+5 **1**

• ITA-056 Illus. Heather Bruton ©2024 Kingswood Games

+2 **Grimfey Prowler** **12**



1 Character – Elf Scout

Grimfey Prowler gains a bonus to ATK equal to his skill while performing melee strikes targeting spent characters.

"These other elves are terrified. Let us ease them of their burden."

+2 **1**

• ITA-058 Illus. Ray Greaves ©2024 Kingswood Games

+2 **Grimfey Prowler** **12**



1 Character – Elf Scout

Grimfey Prowler gains a bonus to ATK equal to his skill while performing melee strikes targeting spent characters.

"These other elves are terrified. Let us ease them of their burden."

+2 **1**

• ITA-058 Illus. Ray Greaves ©2024 Kingswood Games

+2 **Grimfey Prowler** **12**



1 Character – Elf Scout


Grimfey Prowler gains a bonus to ATK equal to his skill while performing melee strikes targeting spent characters.

"These other elves are terrified. Let us ease them of their burden."

+2 **1**

• ITA-058 Illus. Ray Greaves ©2024 Kingswood Games

+3 **Tresven** **12**



2 Character – Elf Scout

Enter React: Perform a +4 ranged strike that may only target a spent character.

Spend Order: Perform a +1 ranged strike.

"I remember naught but my target."

+4 **1**

• ITA-068 Illus. Steve Ellis ©2024 Kingswood Games

+3 **Tresven** **12**



2 Character – Elf Scout

Enter React: Perform a +4 ranged strike that may only target a spent character.

Spend Order: Perform a +1 ranged strike.

"I remember naught but my target."

+4 **1**

• ITA-068 Illus. Steve Ellis ©2024 Kingswood Games

+3 **Tresven** **12**



2 Character – Elf Scout

Enter React: Perform a +4 ranged strike that may only target a spent character.

Spend Order: Perform a +1 ranged strike.

"I remember naught but my target."

+4 **1**

• ITA-068 Illus. Steve Ellis ©2024 Kingswood Games

Crypt Wine



1 Action

React: Before this character makes a ranged strike roll: The strike inflicts an additional wound.

When an elf dies, their body is put to use. Flesh for leather, bone for armor, blood to be fermented in the crypts.

+4 **1**

• ITA-200 Illus. Carl Frank ©2024 Kingswood Games

Crypt Wine



Action

React: Before this character makes a ranged strike roll: The strike inflicts an additional wound.

When an elf dies, their body is put to use. Flesh for leather, bone for armor, blood to be fermented in the crypts.

● ITA-200 Illus. Carl Frank ©2024 Kingswood Games

Crypt Wine



Action

React: Before this character makes a ranged strike roll: The strike inflicts an additional wound.

When an elf dies, their body is put to use. Flesh for leather, bone for armor, blood to be fermented in the crypts.

● ITA-200 Illus. Carl Frank ©2024 Kingswood Games

Flurry of Knives



Action

Spend Order: Perform three +2 ranged strikes.

"No one is ever prepared for a lycanthrope to start throwing knives." –Annetta

◆ ITA-206 Illus. Florian Stitz ©2024 Kingswood Games

Flurry of Knives



Action

Spend Order: Perform three +2 ranged strikes.

"No one is ever prepared for a lycanthrope to start throwing knives." –Annetta

◆ ITA-206 Illus. Florian Stitz ©2024 Kingswood Games

Flurry of Knives



Action

Spend Order: Perform three +2 ranged strikes.

"No one is ever prepared for a lycanthrope to start throwing knives." –Annetta

◆ ITA-206 Illus. Florian Stitz ©2024 Kingswood Games

Quick Dodge



Action

React: After this character is targeted with a strike: This character gains +5 AC for the strike.

"Whew, almost had me there!" –Tresven

● ITA-209 Illus. Tuan Duong Chu ©2024 Kingswood Games

Quick Dodge



Action

React: After this character is targeted with a strike: This character gains +5 AC for the strike.

"Whew, almost had me there!" –Tresven

● ITA-209 Illus. Tuan Duong Chu ©2024 Kingswood Games

Quick Dodge



Action

React: After this character is targeted with a strike: This character gains +5 AC for the strike.

"Whew, almost had me there!" –Tresven

● ITA-209 Illus. Tuan Duong Chu ©2024 Kingswood Games

Fatestring Bow



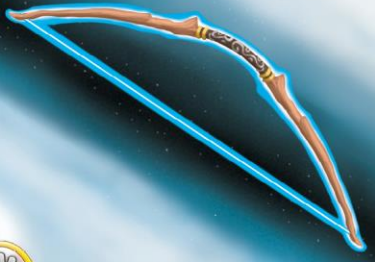
5 Item – Bow

Order: Spend Fatestring Bow: Discard the top card of an opponent's deck. Perform a ranged strike with a bonus equal to the level of the card discarded this way.

Every shot an eternity, every arrow a destiny remade.

◆ ITA-305 Illus. Ricardo Rullo ©2024 Kingswood Games

Fatestring Bow



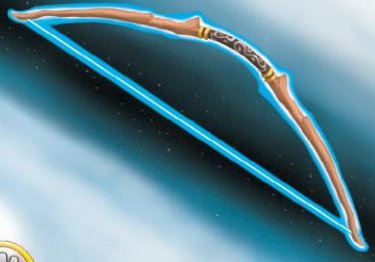
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◆ ITA-305 Illus. Ricardo Rullo ©2024 Kingswood Games

Fatestring Bow



5 Item – Bow

Order: Spend Fatestring Bow: Discard the top card of an opponent's deck. Perform a ranged strike with a bonus equal to the level of the card discarded this way.

Every shot an eternity, every arrow a destiny remade.

◆ ITA-305 Illus. Ricardo Rullo ©2024 Kingswood Games

Riding Horse



3 Item – Steed

Order: Spend Riding Horse:
Move forward one rank.

"We need three horses. Now. Whatever you have." –Mair

● ITA-349 Illus. Heather Bruton ©2024 Kingswood Games

Riding Horse



3 Item – Steed

Order: Spend Riding Horse:
Move forward one rank.

"We need three horses. Now. Whatever you have." –Mair

● ITA-349 Illus. Heather Bruton ©2024 Kingswood Games

Riding Horse



3 Item – Steed

Order: Spend Riding Horse:
Move forward one rank.

"We need three horses. Now. Whatever you have." –Mair

● ITA-349 Illus. Heather Bruton ©2024 Kingswood Games

