

**+5/+1** **Anacaona** **15**



**5** Warlord Character – Human Peasant

Medicine +5 (*Limited Order: Target a wounded character in this rank and succeed with a medicine check [DC 20]; Remove a wound from the target.*)

**Limited React:** After an opposing character moves: Your target character Journeys.

**+9** **3**

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**+3** **Shambling Horror** **11**



**2** Character – Undead Monster

Reach (*may target up to two ranks away with melee strikes*)

Characters killed by Shambling Horror are banished instead.

*"No, no, that's not one of mine..." –Tazian*

**+0** **1**

• ITA-119 Illus. Jason Engle ©2024 Kingswood Games

**+3** **Shambling Horror** **11**



**2** Character – Undead Monster

Reach (*may target up to two ranks away with melee strikes*)

Characters killed by Shambling Horror are banished instead.

*"No, no, that's not one of mine..." –Tazian*

**+0** **1**

• ITA-119 Illus. Jason Engle ©2024 Kingswood Games

**+0** **Brine Fiend** **8**



**1** Character – Monster

*"My cousin tried to ride one once... he was a good man."*

**+0** **2**

• ITA-104 Illus. Jonathan Hunt ©2024 Kingswood Games

**+0** **Brine Fiend** **8**



**1** Character – Monster

*"My cousin tried to ride one once... he was a good man."*

**+0** **2**

• ITA-104 Illus. Jonathan Hunt ©2024 Kingswood Games

**+0** **Brine Fiend** **8**



**1** Character – Monster

*"My cousin tried to ride one once... he was a good man."*

**+0** **2**

• ITA-104 Illus. Jonathan Hunt ©2024 Kingswood Games

**+3** **Flame Jester** **13**



**1** Character – Human Cohort

Reserved (*may not start in play*)

Ward (*may not be targeted by opposing non-strike actions*)

*His dark grin halted their laughter.*

**+3** **1**

• ITA-109 Illus. Jason Engle ©2024 Kingswood Games

**+3** **Flame Jester** **13**



**1** Character – Human Cohort

Reserved (*may not start in play*)

Ward (*may not be targeted by opposing non-strike actions*)

*His dark grin halted their laughter.*

**+3** **1**

• ITA-109 Illus. Jason Engle ©2024 Kingswood Games

**+3** **Flame Jester** **13**

**Character – Human Cohort**

Reserved (*may not start in play*)  
 Ward (*may not be targeted by opposing non-strike actions*)  
*His dark grin halted their laughter.*

**+3** **1**

♦ ITA-109 Illus. Jason Engle ©2024 Kingswood Games

**+0/+0/+0** **Isadran Kennelmaster** **10**

**Character – Human Ranger**

Unarmed (*may not equip items*)  
*"A squadron of Deverenians slipped through Condor Pass last night. Track them down."*

**+2** **1**

♦ ITA-111 Illus. Robert Humble ©2024 Kingswood Games

**+0/+0/+0** **Isadran Kennelmaster** **10**

**Character – Human Ranger**

Unarmed (*may not equip items*)  
*"A squadron of Deverenians slipped through Condor Pass last night. Track them down."*

**+2** **1**

♦ ITA-111 Illus. Robert Humble ©2024 Kingswood Games

**+0/+0/+0** **Isadran Kennelmaster** **10**

**Character – Human Ranger**

Unarmed (*may not equip items*)  
*"A squadron of Deverenians slipped through Condor Pass last night. Track them down."*

**+2** **1**

♦ ITA-111 Illus. Robert Humble ©2024 Kingswood Games

**+5/+3** **Sta'ash** **13**

**Character – Sutek Monster Barbarian**

**React:** Before target character is killed by Sta'ash: If the target is higher level, Heal (*remove a wound from*) Sta'ash. If the target is lower level, banish it after it dies.  
*"Ah, brother, covered in blood, once again." –Z'adok*

**+3** **2**

♦ ITA-120 Illus. Jason Engle ©2024 Kingswood Games

**+5/+3** **Sta'ash** **13**

**Character – Sutek Monster Barbarian**

**React:** Before target character is killed by Sta'ash: If the target is higher level, Heal (*remove a wound from*) Sta'ash. If the target is lower level, banish it after it dies.  
*"Ah, brother, covered in blood, once again." –Z'adok*

**+3** **2**

♦ ITA-120 Illus. Jason Engle ©2024 Kingswood Games

**+5/+3** **Sta'ash** **13**

**Character – Sutek Monster Barbarian**

**React:** Before target character is killed by Sta'ash: If the target is higher level, Heal (*remove a wound from*) Sta'ash. If the target is lower level, banish it after it dies.  
*"Ah, brother, covered in blood, once again." –Z'adok*

**+3** **2**

♦ ITA-120 Illus. Jason Engle ©2024 Kingswood Games

**Gift From Above**

**Action**

**Order:** Target character gains a bonus to ATK and AC equal to this character's level this turn.  
*"You may swing the sword, but Neus will decide your fate." –Adathan*

**3** **2**

♦ ITA-170 Illus. Storm Cook ©2024 Kingswood Games



### Gift From Above



Action

**Order:** Target character gains a bonus to ATK and AC equal to this character's level this turn.

*"You may swing the sword, but Neus will decide your fate." –Adathan*

● ITA-170 Illus. Storm Cook ©2024 Kingswood Games

### Gift From Above



Action

**Order:** Target character gains a bonus to ATK and AC equal to this character's level this turn.

*"You may swing the sword, but Neus will decide your fate." –Adathan*

● ITA-170 Illus. Storm Cook ©2024 Kingswood Games

### Quick Strength



Action

**React:** Before target character within two ranks makes a melee strike roll: The target gains a bonus to ATK equal to this character's level this turn.

*"Try that again, beloved." –Shyessa*

● ITA-177 Illus. Storm Cook ©2024 Kingswood Games

### Quick Strength



Action

**React:** Before target character within two ranks makes a melee strike roll: The target gains a bonus to ATK equal to this character's level this turn.

*"Try that again, beloved." –Shyessa*

● ITA-177 Illus. Storm Cook ©2024 Kingswood Games

### Quick Strength



Action

**React:** Before target character within two ranks makes a melee strike roll: The target gains a bonus to ATK equal to this character's level this turn.

*"Try that again, beloved." –Shyessa*

● ITA-177 Illus. Storm Cook ©2024 Kingswood Games

### Sacrifice



Action

**React:** Before your target character suffers wounds, this character suffers a wound: Reduce the wounds the target suffers by one.

*"While one dwarf lives, the dwarves can never be defeated." –Memoriam*

● ITA-180 Illus. Robert Humble ©2024 Kingswood Games

### Sacrifice



Action

**React:** Before your target character suffers wounds, this character suffers a wound: Reduce the wounds the target suffers by one.

*"While one dwarf lives, the dwarves can never be defeated." –Memoriam*

● ITA-180 Illus. Robert Humble ©2024 Kingswood Games

### Sacrifice



Action

**React:** Before your target character suffers wounds, this character suffers a wound: Reduce the wounds the target suffers by one.

*"While one dwarf lives, the dwarves can never be defeated." –Memoriam*

● ITA-180 Illus. Robert Humble ©2024 Kingswood Games

**Battleworn Helm** +2



3 Item – Helm

*“What need have I for fresh steel when I have faith?” –Hellene*

● ITA-266 Illus. Ray Greaves ©2024 Kingswood Games

**Battleworn Helm** +2



3 Item – Helm

*“What need have I for fresh steel when I have faith?” –Hellene*

● ITA-266 Illus. Ray Greaves ©2024 Kingswood Games

**Battleworn Helm** +2



3 Item – Helm

*“What need have I for fresh steel when I have faith?” –Hellene*

● ITA-266 Illus. Ray Greaves ©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