

BUILDING YOUR HERO

One of the joys of Super Dungeon: Legends is the opportunity to build your own Hero. Your Hero will be your avatar in the game, and you will get to decide its every action, behavior, and word. Before you build your Hero take a few moments to think about what kind of Hero you want. Do you want to simply choose your favorite Super Dungeon model and build a Hero as close to it as possible, or do you want to build your own unique creation?

You should also consider how the Hero will function with other Heroes within the party. Ideally, a party should strike a good balance between offensive and support characters, pure damage dealers and Heroes who can take a hit, and long and short ranged capabilities.

It is worth taking a few moments to discuss your party and Hero selection with the other players, including the Consul. It is very important for the Consul to know and understand party dynamics in order to build adventures that are both challenging and provide opportunities for all of the Heroes to have their moment to shine. The Consul can also help guide the players in building a party that is thematic for the adventure, increasing everyone's enjoyment.

That said, it can be a fun and unique challenge to play a party with an obvious deficiency, such as a party of all offensive Heroes who lack healing, or a group of dextrous Heroes who prefer to sneak around their enemy and avoid confrontation altogether.

!X! CALLOUT !X!

PREBUILT HEROES

If you want to get started right away, without building your own Hero, you can choose one of the twelve prebuilt Heroes included in this box. Soda Pop Miniatures also periodically releases new prebuilt Heroes on our website, www.sodapopminiatures.com, that you can download and use!

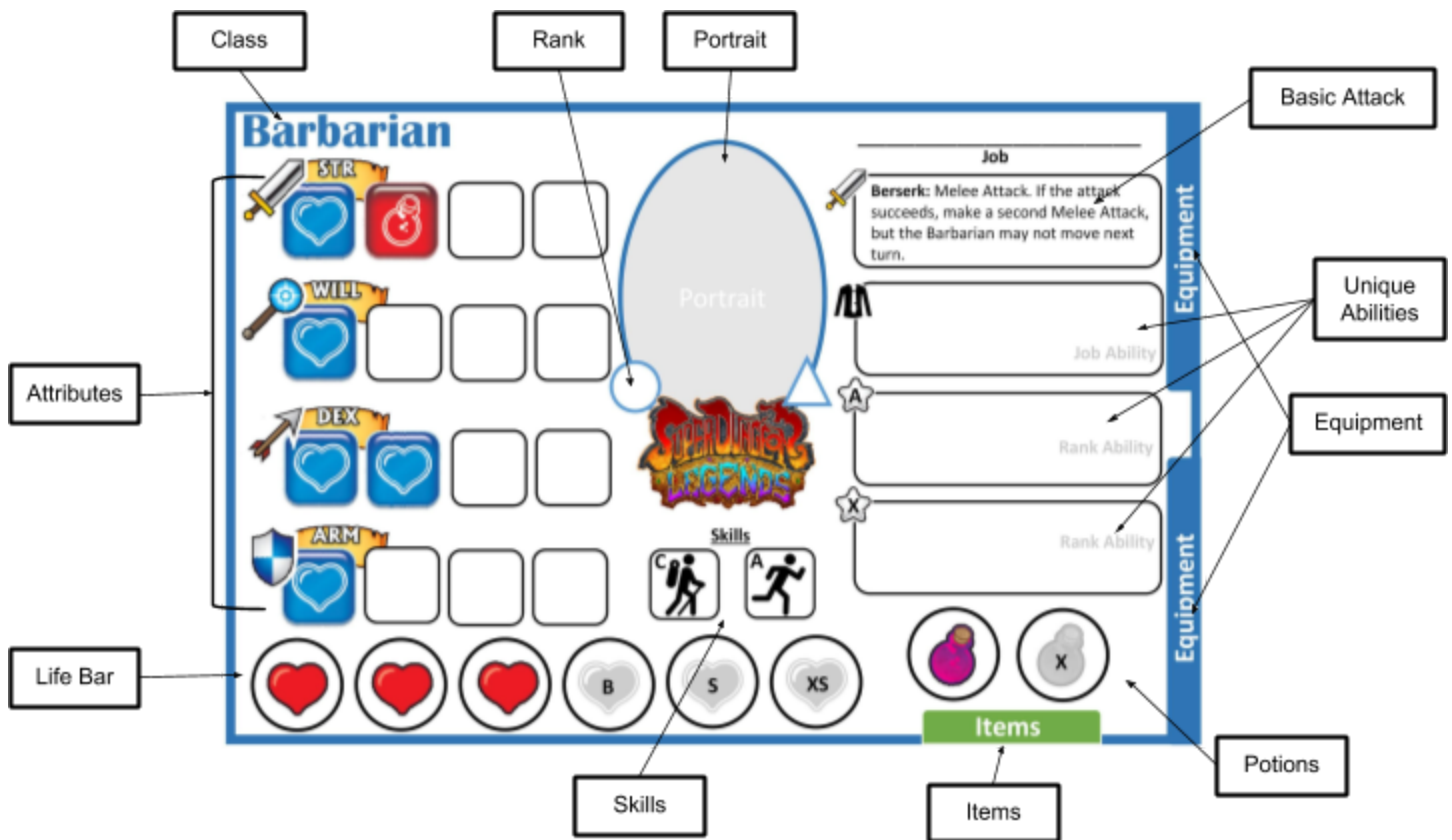
If this is your first game we recommend a balanced party consisting of the Paladin, Ember Mage, Ranger, and Barbarian.

!X! CALLOUT !X!

1. CHOOSE A CLASS

All Heroes have a class. A Hero's class determines a vast number of things about it in the game: its **basic attack** and **skills**, what **jobs** it has access to, what **unique abilities** it will have access to, as well as serving as a basic guide on how it behaves in combat and when interacting with others.

There are twelve classes in Super Dungeon: Legends. Each class is represented by a class-specific Hero card. Once you have determined your class, take its Hero card from the game box. You will use this card to record all additional aspects of your Hero. The Hero card contains a wealth of information that you should familiarize yourself with before playing.



ATTRIBUTES

All Heroes possess four attributes: Strength (STR), Willpower (WILL), Dexterity (DEX), and Armor (ARM). Attributes are shown as a number and color of dice the Hero rolls when using that attribute. Each attribute is aligned to a specific type of combat attack (or defense) represented by an icon. Attributes are also used in various non-combat encounters your Hero may face.

Every Hero begins the game with a fixed set of attribute dice that are already shown on your Hero card. As your Hero increases in rank, certain attributes will increase automatically, and you may gain other abilities or equipment to increase them further.

!X! MELEE ICON !X! STRENGTH (STR) - MELEE ATTACK

Strength is used when making melee attacks, and represents a Hero's raw strength, their natural athleticism, or their physical aptitude. It can also reflect how physically imposing they appear. This is the number and color of dice a Hero rolls when making a Melee Attack or a Strength test.

!X! MAGIC ICON !X! WILLPOWER (WILL) - MAGIC ATTACK

Willpower is used when making magic attacks, and represents a Hero's intellect, wisdom, intuition, and leadership. It can also reflect their mental fortitude and charisma. This is the number and color of dice a Hero rolls when making a Magic Attack or a Willpower test.

!X! ARROW ICON !X! DEXTERITY (DEX) - MISSILE ATTACK

Dexterity is used when making missile attacks, and represents a Hero's agility, reflexes, and awareness. It can also reflect cunning and quick wit. This is the number and color of dice a Hero rolls when making a Missile Attack or a Dexterity test.

!X! SHIELD ICON !X! ARMOR (ARM) - DEFENSE ROLL

Armor is used when making defense rolls, and represents a Hero's physical protection, toughness, resilience, and stamina. It can also reflect sheer dogged determination and stubbornness. This is the number and color of dice a Hero rolls when making a Defense roll or an Armor test.

BASIC ATTACK

All models have a Basic Attack action, which is its Melee Attack, Missile Attack, or Magic Attack. Models may not make attacks with attributes if they do not have an attack which utilizes that attribute.

UNIQUE ABILITIES

In addition to their Basic Attack, models have up to three unique abilities. For Heroes, these unique abilities are its job ability and two rank abilities (one earned at Rank A and one at Rank X). A model's unique abilities can be new attack actions, support actions, or abilities that benefit the Hero without requiring an action.

LIFE BAR

Models have a life bar or hearts which represent how many wounds a model can suffer before it is Knocked Out. All Rank C Heroes begin the game with three hearts in their life bars, as indicated on their cards. At the beginning of a game, place a number of heart tokens on the life bar equal to the number of hearts the model possesses. Whenever the model suffers a wound remove a heart token. Once the last heart token is removed from the life bar the model is Knocked Out.

PORTRAIT

A lovely spot for you to draw your Hero!

POTIONS

Potions are magical, herbal, or sugary elixirs that have special properties. Each class can carry a maximum number of potions as indicated on its card. At the beginning of a game, place a number of Potion tokens on the track equal to the number of potions the Hero possesses. Some abilities, items, or rules may require a Hero to spend a potion token to perform.

RANK

A Hero's relative power level is gauged by a system called ranks. Rank helps determine how powerful adventures need to be, in order to remain challenging. There are six ranks: C-Rank, B-Rank, A-Rank, S-Rank, X-Rank, and XS-Rank. As your Hero plays through multiple adventures, they will increase in rank, unlocking new **rank abilities**.

Heroes begin the game at C-Rank. Record your current rank on your Hero card.

SKILLS

Heroes have access to skills that give them bonuses in certain combat and roleplaying situations.

ITEM SLOT

Items are disposable cards that Heroes may discard for a one-time effect. Heroes earn items in adventures or purchase items in shops. Items are kept in a single stack in the item slot. After an item card is used it is discarded.

EQUIPMENT SLOTS

Equipment includes armor, weapons, rings, and other exciting magic items that Heroes may use. Heroes may carry any number of equipment cards, but may only use two pieces of equipment at any one time. Place the cards the Hero is using in the Equipment Slot with any unused equipment beneath it.

2. CHOOSE A JOB

Once you have chosen your class you must then choose that Hero's job. Each class provides a list of five different jobs your Hero may choose from. A Hero's job determines what **job ability** your Hero possesses. Jobs also help provide background information on your Hero that can be used in storybook adventures. Each Hero may only have a single job, and that job will not change over the course of the campaign. Record your Hero's job and its job ability on its Hero card.

3. CHOOSE A MODEL

Now that your Hero has a class and job it is time to choose a model to represent your Hero in the game. You may choose any Super Dungeon model you wish to represent your Hero. Soda Pop Miniatures and Ninja Division provide a huge catalog of models which are labelled as specific Heroes and monsters. However, for your games of Legends you can ignore these recommendations and choose any model that you feel best represents how you imagine your Hero.

If you want to use a monster model to represent your Hero, check with your Consul to make sure it's not a model the Consul needs to run your adventures. When choosing your model, you don't need to worry about base size, the rules for using small base and large base models are largely the same, and any differences are addressed in the rules.

4. EXPLORING YOUR HERO

Steps 1 - 3 provide you with all of the essential information you need to build your Hero and get it ready to play your first game of Super Dungeon: Legends. However, if you would like to explore more about your Hero, including its name, personality, background, appearance, etc you can use the space on the back of your Hero card to add more detail to your Hero. While none of this extra description is strictly necessary, it can be extremely rewarding if you are going to be roleplaying your games of Super Dungeon, or if you just want to create a super cool story about your Hero!

CLASSES & JOBS

Most Heroes are drawn to their class at a young age. This may be due to cultural norms, inspiration from those they admire, instinctual behaviors and aptitudes, or occasionally sheer chance. Your Hero's class provides the foundation for how it performs in combat. A Barbarian will be a ferocious and savage warrior, favoring melee and raw strength, while a Mage has spent years training how to tap into the energies of Crystalia, utilizing complex patterns and rituals to unleash that energy to devastating effect. A Hero's class also determines what attributes it primarily uses. A mighty thewed Fighter will favor Strength (STR) while a sly and nimble Rogue will more often utilize its Dexterity (DEX).

Each class is aligned to a pact. A class's pact is the primary energy source from which the Hero draws its power and skill. There are four primary pacts within Crystalia: Light, Dark, Fae, and Spirit. Each of these pacts are deeply rooted to the creation of Crystalia, the Dark Realm, and all of the life within. While pacts typically do not have a direct gameplay effect, they provide extra depth of character and background to your Hero and, along with their class and job, can help guide you when roleplaying your Hero by providing you with extra information on how your Hero perceives and interacts with the world around it.

Once you have chosen your Hero's class, you will choose a job from one of the five available to the class. Jobs are specific occupations and training styles found throughout the realms of Crystalia. Each job provides a job ability, which may be a constant passive ability or an action which helps further define your Hero.

One of the first things you may notice when choosing your Hero's job is that many jobs seem very specific. Jobs such as the Hearthsworn Fighter appear focused upon the dwarven race, and specifically the Hearthsworn clans; while the Sister of Light sounds very much like a female-only job. In truth, these jobs are not as restrictive as they first seem. The jobs listed are the most common and famous of their kind, and similar orders and occupations can be found throughout the vast land of Crystalia. These famous jobs are open to any who show the skill, aptitude, and dedication to train into the occupation. The Goddess who created Crystalia encouraged cooperation among all of her children and this cooperation is an ideal that has been upheld by the Kings and Queens of Crystalia throughout time immemorial. If you want your Hero to be an elven Hearthsworn Fighter, there is nothing stopping you! Your choice is limited only by your imagination to determine how or why your elf was trained by the doughty Hearthsworn Dwarves.

At the beginning, your Hero will only have a few abilities. As your Hero increases in rank it will gain access to new abilities through its class.

There are twelve classes in Super Dungeon: Legends, each with five jobs. If you are having difficulty choosing your class or job, you may roll the Golden Eye of the Goddess to determine your class and job randomly. Roll on the chart below to determine your class and then a second time on the class's job table to determine your job, if you wish to choose randomly.

Roll	Class	Description	Pact	Primary Attribute	Basic Attack
1	Barbarian	Brutal warriors that channel the raw and primal fury of nature and unleash it with devastating effect through martial combat.	Fae	STR	Berserk: Melee Attack. If the attack succeeds, you may make a second Melee Attack against the same target.

2	Blackguard	Fallen champions who harness their inner darkness, using it to perform incredible martial feats.	Dark	STR	Blooded Blade: Melee Attack. When making the attack roll, any hearts rolled count as both one star and one heart.
3	Cleric	Divine priests who heal and provide succor to the innocent, and harness the light to strike down the wicked.	Light	WILL	Divine Light: Magic Attack. If the target is undead, demon, or nether, add +1B to the attack roll.
4	Druid	Shapeshifters walking the path of nature, and protecting it from those who would see it harmed.	Fae	WILL	Stranglethorn: Magic Attack. If the attack succeeds, the target suffers Slow.
5	Fighter	Skilled and disciplined martial warriors, who rely on their training and experience to see the fight won.	Spirit	STR	Knockdown Strike: Melee Attack. If the attack succeeds, the target suffers Knockdown.
6	Guardian	Noble defenders of Crystalia's people, who place the needs of others before their own.	Light	STR	Coordinated Attack: Melee Attack. If the target is engaged with more than one enemy, add +1R (instead of +1B) to the attack roll.
7	Guide	Beacons in the darkness, guiding Crystalia towards the fulfillment of prophecy and the rebirth of the Goddess.	Light	DEX	Guiding Light: Missile Attack. If the attack succeeds, the next attack that targets the same model during the turn adds +1B to the attack roll.
8	Mage	Knowledgeable practitioners of the magical arts, who are a learned as they are powerful	Spirit	WILL	Arcane Blast: Magic Attack. If the attack succeeds, you may make a second Magic Attack against a different target.
9	Ranger	Woodsmen and survivalists without peer, who are master trackers, hunters, and marksmen.	Fae	DEX	True Shot: Missile Attack. If the Ranger does not move this turn, this attack does not require line of sight. Range must be counted around walls and structures.
10	Rogue	Master thieves, spies, and infiltrators who work in the shadows, and outside the laws, of civilization.	Dark	DEX	Knife in the Dark: Missile Attack. This attack may be made against adjacent models.
11	Wanderer	Explorers, unbound by fear and filled with endless curiosity, who travel Crystalia in search of adventure.	Spirit	DEX	Dervish Technique: Missile Attack. If the attack succeeds, the Wanderer may immediately move 2 squares.
12	Witch	Wielders of black magic, who seek to turn darkness against itself.	Dark	WILL	Hocus Pocus: Magic Attack. If the attack succeeds, the target suffers a random status effect. (Close your eyes and choose a random token.)
13-20	Reroll	-	-	-	

BARBARIAN

Barbarians channel the raw and primal fury of nature and unleash it with devastating effect through martial combat. Many see barbarians as primitive, unintelligent, or simple warriors. This could not be further from the truth. Even the most berserk barbarians are cunning warriors who have honed their craft through dogged

determination and deadly experience, surviving amid the harshest climates and deadliest realms in all of Crystalia.

Barbarians can be found throughout Crystalia. The most famous are the Claw Tribe barbarians from the Dragonback Peaks, who are one of the few civilizations to remain in that scorched and barren realm after the coming of Starfire and his hordes of kobold minions.

The Fae Wood is home to many barbarian tribes and castes, such as the fearsome Deeproot Wolfriders who tame ferocious ghost wolves to ride into battle, the Bearstruck Berserkers who have become so overcome with their primal instincts they have adopted bestial form, or the Thundervale Hunters whose skill at hunting is rivaled only by the most capable of rangers.

Barbarians are not limited to the wild places of Crystalia. Clockwork Cove's Rookery is home to the madcap Rookery Rockets who fly through the air and deliver crushing blows with their clockwork rocket fists, the stone halls of the dwarves host the Brinebreaker Aesir who protect the sacred sites of their clans and kin.

NATURE'S WRATH

Barbarians gain their strength from the Fae and tap into the natural realm's primal savagery and fury. For some barbarians tapping into the strength of the Fae is as natural and instinctual as breathing, the Fae energy washing over them like a torrential river of nature's unchecked capacity for destruction. For these barbarians, the Fae's energy is wild and uncontrollable and this unpredictability is made manifest in their fighting style and abilities. Others gain the Fae blessing through ritual and dedication. These warriors ride the edge of nature's raw fury attempting to harness, control, and channel it according to their desires. Barbarians who manage this feat are deadly predators, able to coil and hold their strength, pouncing when their prey least expects it and delivering incredible destruction.

BUILDING BASICS

Barbarians begin the game with the following class card.

!X! EXAMPLE !X!

CARD

HEARTS 6 (3xStart, B, S, XS)

POTIONS 2 (Start, X)

STR 1B1R

WILL 1B

DEX 1B

ARM 2B

!X! EXAMPLE !X!

BASIC ATTACK

Tapping into the primal fury of the Fae, the Barbarian unleashes a bruising flurry of berserk attacks.

Berserk: Melee Attack. If the attack succeeds, you may make a second Melee Attack against the same target.

STARTING SKILL

Barbarians are rugged and hardy individuals. Barbarians begin the game with the Endurance skill.

Endurance: Rank C. The Barbarian never suffers more than a single wound from a single attack. Additionally, the Barbarian adds +1B to any roll that tests its physical endurance.

ATTRIBUTES

Barbarian's favor STR and DEX. STR fuels their powerful melee attacks, while many of their support abilities favor being nimble and quick. Barbarians traditionally have a low ARM.

PLAY A BARBARIAN IF

You want to slay everything in your path with an enormous melee weapon and don't care if you, or others, get hurt along the way.

JOBS OF THE BARBARIAN

Your Barbarian's job determines its job ability. Barbarians may choose (or roll) one of the following jobs.

Roll	Job	Ability
1 - 4	Brinebreaker Aesir	Natural Fury: Melee Attack. +1R, -1W armor until the beginning of your next activation.
5 - 8	Claw Tribe Barbarian	Rage: You may interrupt your move to take your action.
9 - 12	Deeproot Wolfrider	Wolf Spirit: Melee attack. The Deeproot Wolfrider may move up to 3 squares before making this attack as long as it ends that move within range to make this attack.
13 - 16	Rookery Rocket	Rocket Punch: Melee Attack. This attack may target models up to 2 squares away.
17 - 20	Thundervale Huntress	Lightning Charge: Melee attack. If you moved more than 2 squares away from where you started your move this activation, add +1B to the attack roll.

BRINEBREAKER AESIR

As the Brinebreaker dwarves of Clockwork Cove came to rely on clockwork creations, thick steel, and smoke belching firearms, the Aesir sought a different path. Eschewing their clan's reliance on technology the Aesir cast aside their armor, choosing to fight with, in their words, "only what the Goddess provides!" In time, this grew into a warrior cult of half-naked, half-mad dwarves of brutal skill and dedication to the natural holy places of Crystalia. The Aesir seek the natural creations of Crystalia which reflect the glory of the Goddess and defend them with an unmatched, stubborn resolve.

CLAW TRIBE BARBARIAN

Claw Tribe Barbarians are rugged and savage warriors. Beset on all sides by kobolds, elementals, and dark celestians, a Claw Tribe Barbarian's life is one of constant strife and struggle. Yet these determined tribesmen have not only endured, but flourished, like a blade tempered in dragon's flame. Masters of unleashing their primal rage, Claw Tribe Barbarians become a flurry of deadly motion, cleaving through enemies in a deadly display of frenzy and fury.

DEEPROOT WOLF RIDER

Intelligent as a human, Ghost wolves are the apex predators within the Fae Wood and both elves and monsters alike give the packs deference and a wide berth. Those who are brave (or foolish) enough to risk contact may attempt to befriend a pack. Over years of careful coexistence, a lucky few earn the right to run with the pack and ride the wolves in battle. Typically the wolves who consent to a rider began as cubs and grew up alongside their future rider. This bond over a lifetime makes the Deeproot Wolfriders terrifying opponents, where mount and rider fight as one in a perfectly orchestrated dance of savage grace.

ROOKERY ROCKET

For those not graced with wings, the call of the sky can be irresistible. This pull can be exceptionally strong among those of Clockwork Cove who daily stare upon the graceful floating olentyos of Celestia and the flying marvel of the Rookery. A mad few take this call to the wind and clouds with inescapable fervor. Scrimping, saving, and scavenging they build massive rocket engines to propel them to the sky. Then, in a bizarre turn, strap them to their fists! Corkscrewing through the air with only the smallest margin of control, Rookery Rockets are unpredictable Heroes, launching through the air and crashing into their enemies with rocket-fueled haymakers.

THUNDERVALE HUNTER

The centaurs of the Thundervale are riotous and rowdy servants of the Deeproot Tree. Quick to anger, quick to laugh, and quick to drink, the Thundervale centaurs live life to the fullest. Their hunters are skilled warriors adept at flushing out and tirelessly pursuing their foes. Thundervale centaurs trust easily and those they count as friends are welcome (and encouraged) to feast, hunt, and celebrate with them.

RANKING UP

As your Barbarian advances in rank it will unlock new powers and capabilities. At each rank record the specified advancements on your Hero card.

RANK B

Attribute Increase

You may add +1B dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Hearts Increase

Your maximum hearts increase by one. Color in the heart marked 'B' on your life bar.

RANK A

Attribute Increase

You may add +1B dice to a single attribute. Color in one of the blank attribute dice boxes.

New Skill

You increase your speed and can cover more ground. You gain the Quick skill.

Quick: Rank A. The Barbarian may move one additional square during its movement

Rank Ability

You gain a new rank ability. You may choose (or roll) a new ability from the chart below.

Roll	Ability
1 - 4	Tough: When you are attacked, if the attacker rolls more dice than you, add +1W to the defense roll.
5 - 8	Harass: Once per Consul turn, when a monster moves out of being engaged with you, you may place

	yourself in any free square adjacent to them after the consul is done moving them.
9 - 12	Trample: After you knock out a monster, move up to 2 squares.
13 - 16	Cold's Bite: At the beginning of the Hero turn you may remove 1 status effect token and not suffer its effects.
17 - 20	Blast Off: Before you make a melee attack, you may move up to 3 squares and then must make the melee attack.

RANK S

Attribute Increase

You may add +1R dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Hearts Increase

Your maximum hearts increase by one. Color in the heart marked 'S' on your life bar.

Maximum Potions Increase

The maximum number of potions you may carry increases. Color in the blank potion marked 'S'.

RANK X

Attribute Increase

You may add +1G dice to a single attribute. Color in one of the blank attribute dice boxes.

Rank Ability

You gain a new rank ability. You may choose (or roll) a new ability from the Rank X chart below or from the Rank A chart.

Roll	Ability
1 - 4	Fury's Blood: Melee attacks you make add +1B to the roll for each heart token that your hero is missing.
5 - 8	Pack Alpha: Melee attacks you make while adjacent to another hero add +1R to the roll.
9 - 12	Fearless: Melee attacks you make against mini-bosses or bosses add +1G to the roll.
13 - 16	Slayer: Whenever you knock out a monster add +1R to your armor until your next turn.
17 - 20	To the Limit: Once per encounter, if you have less than or equal to half of your hearts, you may make 3 melee attacks as your action.

RANK XS

Attribute Increase

You may add +1Y or +1P dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Hearts Increase

Your maximum hearts increase by one. Color in the heart marked 'XS' on your life bar.

BLACKGUARD

Many Blackguard did not turn to the life of a Hero conventionally, or even willingly. These brutal champions were forged upon the crucible of darkness. Often coming from societies on the fringes of the civilizations of

light, a Blackguard's first lesson is that of survival. Should they learn to survive, then they begin to train in their art. Blackguard tap into the darkness of their own souls, as well as the suffering and pain they inflict to fuel their abilities. This makes them terrifying combatants. Consuacting with black witchfire, wrapped in shadow, or cloaked in ash, Blackguard stalk the battlefield like grim spectres of death.

The most well known Blackguard are the Riftling Warriors who spill from the Nether Rifts. Most of these wicked warriors side with the Dark Realm. However, a rebellious few instead join the fight against their cursed brothers, wreaking terrible vengeance upon them for the torments they've suffered.

The Glauerdoom Moor has given rise to the Gloomborn Champion, undead Heroes who have cast off the necromancer's yoke to serve Crystalia once more. Throughout Crystalia, the various dragon cults recruit Wyrms Claw Templars to serve their draconic lords. Ash Heart Assassins bring fiery ruin to those who seek to escape justice. While tragic Nighty Knights, fallen Heroes of Light, search for redemption.

THE DARK CHAMPION

More than any other Dark pact Hero, the Blackguard embodies the Dark Realm. Where Witches harness and manipulate Dark energy, and Rogues skirt laws to live by their own moral code, Blackguard are consumed and cursed by darkness. Some have embraced the darkness willingly, but many had little choice, rising from the ranks of slaves, gladiators, or evil societies. Despite the black of their soul, a glimmer of light remains, for all Blackguard continue to fight the Dark Consul in service of Crystalia. This light typically centers upon a single goal or ideal, such as righting a wrong, protection of a loved one, or the memory of a terrible occurrence. Unfortunately, in pursuit of their goal the Blackguard has succumbed to the Dark, but they are no less potent in their service to Crystalia because of it.

BUILDING BASICS

Blackguards begin the game with the following class card.

!X! EXAMPLE !X!

CARD

HEARTS 6 (3xStart, B, S, XS)

POTIONS 2 (Start, S)

STR 1B1R

WILL 1B

DEX 1B

ARM 2B

!X! EXAMPLE !X!

BASIC ATTACK

The Blackguard harnesses the warped energies of the Dark Realm to unleash a particularly violent attack.

Blooded Blade: Melee Attack. When making the attack roll, any hearts rolled count as both one star and one heart.

STARTING SKILL

The Dark Realm offers immeasurable power, but all power comes at a price. The Blackguard begins the game with the Sacrifice skill

Sacrifice: Rank C. After making an attack roll, the Blackguard may choose to suffer one wound to reroll any number of dice.

PLAY A BLACKGUARD IF

You love being the anti-hero who walks the thin line between Light and Dark, or enjoy stories of redemption against all odds.

JOBS OF THE BLACKGUARD

Your Blackguard's job determines its job ability. Blackguards may choose (or roll) one of the following jobs.

Roll	Job	Ability
1 - 4	Ash Heart Assassin	Nether Strike: Melee attack. If this attack succeeds, the target suffers Fire.
5 - 8	Gloomborn Champion	Corpse Stench: When this model suffers damage, all adjacent enemy models suffer Slow.
9 - 12	Nighty Knight	Relentless: When the Encounter begins, select any monster in play. For the remainder of the Encounter, this model gains +1R dice when attacking the selected monster.
13 - 16	Riftling Warrior	Strength Through Suffering: If this model is suffering three or more damage, it adds +1R dice to any attacks it makes.
17 - 20	Wurm Claw Templar	Reckless Charge: Melee attack. This attack may be made against an enemy within four squares and rolls +1R dice. Before rolling, place this model adjacent to the target. This model must suffer one damage in order to make this attack.

ASH HEART ASSASSIN

The Ash Heart Assassin is a whispered boogiemer among the monstrous minions of Crystalia. Fueled by nether flame, Ash Heart Assassins radiate an unnatural and stifling heat. Eddies of swirling ash ghost its motions, and black witchfire plays around their eyes. Ash Heart Assassins train in secretive demon monasteries in the Dark Realm, learning to fight the great enemy by living alongside it. While not conventionally stealthy through feats of dexterity, the Ash Heart Assassin commands smoke, ash, and nether flame to deadly effect. Using it to conceal themselves, blackout sources of light, and obscure their enemies vision. And when the Ash Heart strikes, blade coursing with black flame, nothing but the ash of their victims remain.

GLOOMBORN CHAMPION

The undead are an unfortunate curse upon Crystalia. While most necromancers sever the intellect from their creations to keep them completely under control, a few risen are allowed to retain knowledge and even personalities of their past. Typically this is so they can serve as lieutenants, generals, mages, and fulfill other skilled necessities in the necromancer's plan. Occasionally this backfires, and a Gloomborn Champion is born. Former Heroes, Gloomborn Champions fight free of the necromancer's control and escape their enslavement. Most seek to end their existence quickly, returning to the peaceful rest they so deserve. Others choose to remain, and take up the mantle of Hero once more.

NIGHTY KNIGHT

Nighty Knights, also known as Black Knights, Fallen Paladins, Cursed Knights, among many other names are not a unique or organized warrior caste. Instead, they are once-virtuous champions of Crystalia who have succumbed to the Dark. The reason each Nighty Knight joins the darkness is their own. Some become disillusioned with the Light, others turn for selfish reasons such as jealousy or greed, while others are coerced or deceived. Whatever the reason, the warrior is stripped of their former powers, retaining only their pure martial aptitude, and darkness fills the void. In their reforging they often become grim and almost merciless in their approach. Only the faintest light of their heart remains, often focusing them upon a single heroic pursuit, which they will pursue with relentless determination.

RIFTLING WARRIOR

Enured to a life of strife within the Nether Rifts, Riftling Warriors are savage and brutal warriors. Most armies and societies within the Rifts hold pain (or death) as the only form of punishment. For some, it is even used as a form of training. By inflicting agonies upon the trainee they learn the harsh realities of combat. They learn that within the Dark Realm only the strong survive. Through their own pain, through their own blood, the Riftling Warrior taps into the swirling energies of the Dark Realm to fuel their strength. As the Riftling Warrior grows increasingly wounded, so too does his fury and might grow. Many are the stories of Riftling Warriors stalking the battlefield, bleeding from wounds that would fell a lesser fighter, slaying any who grow too near.

WYRM CLAW TEMPLAR

Dragons are ancient powers, some as old as the the Goddess herself. So it is no surprise that cults worshipping dragons are scattered throughout Crystalia. The most famous of these cults are the draconic kobold cults, but others exist. Within the cults, Wyrms Claw Templars are elite shocktroopers. Clad in thick plate armor, they often ride massive drakes into combat terrorizing any who stand in their way. Templars who excel, even above their already vaunted brothers, are given the rank Exemplar and are charged as bodyguards for priests and sacred sites. Wyrms Claw Templars are devoted to their draconic Lords, whose own desires often run counter to the Dark Consul's or Heroes alike. As such, Wyrms Claw Templars often make alliances of convenience with whatever party serves their Lord's interests best.

RANKING UP

As your Blackguard advances in rank it will unlock new powers and capabilities. At each rank record the specified advancements on your Hero card.

RANK B

Attribute Increase

You may add +1B dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Hearts Increase

Your maximum hearts increase by one. Color in the heart marked 'B' on your life bar.

RANK A

Attribute Increase

You may add +1B dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Hearts Increase

Your maximum hearts increase by one. Color in the heart marked 'A' on your life bar.

Rank Ability

You gain a new rank ability. You may choose (or roll) a new ability from the chart below.

Roll	Ability
1 - 4	Backstabber: When this model suffers damage, it may cause an adjacent friendly model to suffer the damage instead.
5 - 8	Bloodrage: When this model makes an attack, it rolls +1B dice for each damaged model (including itself) within two squares.
9 - 12	Retribution: Support. Aura 4. Damaged friendly models within the aura roll +1R dice when attacking.
13 - 16	Pain's Reach: If this Blackguard is suffering more than one damage, the range of its melee attacks is equal to the amount of damage it is suffering.
17 - 20	Blood Drinker: When this model is healed due to the roll of a Heart, it may heal two damage instead of one. When this model rolls a Heart, it must heal itself if it is damaged.

RANK S

Attribute Increase

You may add +1R dice to a single attribute. Color in one of the blank attribute dice boxes.

New Skill

Plunging further into the darkness continues to exact a heavy price, but the rewards are more than worth it. You gain the Ravage skill.

Ravage: Rank S. When the Blackguard inflicts a wound with an attack, it may choose to suffer a wound itself to inflict an additional wound on the target.

Maximum Potions Increase

The maximum number of potions you may carry increases. Color in the blank potion marked 'S'.

RANK X

Attribute Increase

You may add +1G dice to a single attribute. Color in one of the blank attribute dice boxes.

Rank Ability

You gain a new rank ability. You may choose (or roll) a new ability from the Rank X chart below or from the Rank A chart.

Roll	Ability
1 - 4	Revenge: Melee attack. After this model completes its attack, all damaged friendly models within two squares may make an attack. During these attacks, any hearts rolled count as one star and one heart.
5 - 8	Bloody Whirlwind: This model's melee attacks may be made against models within two squares and may split their dice between any number of enemy models.
9 - 12	Mayhem: Melee attack. This model rolls +2G dice during this attack. This model must suffer one damage in order to make this attack.
13 - 16	Call The Dark: Support. Aura 4. Friendly models within the aura add +1P dice to their attacks. This model must suffer one damage in order to take this action.

17 - 20

Retribution: Melee Attack. Once per encounter. This attack deals an amount of damage equal to the amount of damage this model is currently suffering.

RANK XS

Attribute Increase

You may add +1P dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Hearts Increase

Your maximum hearts increase by one. Color in the heart marked 'XS' on your life bar.

CLERIC

Clerics are the Goddess's joy and love made manifest. More than mere priests and priestesses, Clerics provide counsel, comfort, healing, and the occasional stern monster bashing to those who need it most. While many revere the Goddess through traditional religious practices and rituals, many more acknowledge the Goddess's grace in smaller observances. As such, clerics are as varied as the people of Crystalia themselves. However, no matter their differences, all clerics share a love of the Light, of their fellow Crystalians, and for all of creation. It is their sacred duty to preserve and protect, so that one day, when the Prophecy is fulfilled, all of Crystalia can revel in the light.

When most Crystalians think of clerics they think of the devout Sisters (and Brothers) of Light from Crystalia Castle's Temple of Light. The Temple of Light has served as the monarchs of Crystalia's church since before the rise of the Dark Consul. Clad in resplendent robes, wielding heavy maces, and books of divine scripture the temple's clergy are remarkable instruments of the Goddess's will.

The soaring moonspires of the Lunar Elves host the warrior clerics known as Lunar Knights, whose mastery of a blade is matched only by their devotion. Upon the frozen tundras and peaks of the Frostbyte Reach the Ice Shard Ascetics commune with creation in its most unforgiving form. While Celestial Healers and White Witches move among the populace healing and bestowing the blessings of the Goddess upon any who seek them out.

THE GODDESS'S GRACE

Clerics gain their divine power from the Goddess's Light. It is through their unwavering faith in the Light that clerics are able to perform their miracles. It is through the Light that all of Crystalia's creatures are gifted with the grace of the Goddess, and it is a cleric's sacred duty to guide all peoples of Crystalia to that point of grace. However, it is not a cleric's place to coerce and threaten. To force a creature to the Light is only to drive it and the cleric themselves deeper towards the darkness—the darkness is ever expanding, and ever hungry. Thus, clerics strive to lead through example and deed. While a cleric's primary role is to provide succor to those in need, the Light is ever at war with the Dark, and clerics also serve as a bright sword, directly assaulting the creatures of the Dark and pushing them back to the Dark Realm.

BUILDING BASICS

Clerics begin the game with the following class card.

!X! EXAMPLE !X!

CARD

HEARTS 5 (3xStart, B, S)

POTIONS 3 (Start, S, XS)

STR 1B
WILL 2B
DEX 1B
ARM 1B1R
!X! EXAMPLE !X!

BASIC ATTACK

Channeling the Divine, a brilliant column of light engulfs the target in holy flame.

Divine Light: Magic Attack. If the target is undead, demon, or nether, add +1B to the attack roll.

STARTING SKILL

Clerics are skilled in both scientific and divine methods of healing. Clerics begin the game with the Healer skill.

Healer: Rank C. The Cleric may count a single darkness result made during an attack roll as a heart result instead. Additionally, the Cleric adds +1B to any roll that requires medical knowledge or skill.

PLAY A CLERIC IF

You are a team player and enjoy supporting your fellow Heroes to ensure they are healthy and functioning at peak efficiency and working together as a team.

JOBS OF THE CLERIC

Your Cleric's job determines its job ability. Clerics may choose (or roll) one of the following jobs.

Roll	Job	Ability
1 - 4	Celestial Healer	Celestial Kiss: Support. Choose a Hero within 4 squares. The chosen Hero adds +1W to attack rolls until the end of their next activation.
5 - 8	Ice Shard Ascetic	Icy Therapy: Support. Remove 1 status effect from a Hero within 6 squares.
9 - 12	Lunar Knight	Blade Song: Melee Attack. The Lunar Knight may add its WILL to this attack, but may not move next turn.
13 - 16	Sister of Light	Purification: Support. All friendly models within 2 squares heal 1 damage.
17 - 20	White Witch	Poultice: When a potion token is removed from the White Witch's card roll 1R dice. The target is healed the usual two damage plus an amount equal to the number of stars rolled.

CELESTIAL HEALER

The Celestial Healers trace their origins before even the founding of the Temple of Light, and claim to be the first disciples of the Goddess. Dedicated to using divine grace to heal wounds and cure disease, many Celestial Healers take strict vows of peace, swearing to only guard and preserve life. A Celestial Healer's vow should never be taken as a sign of weakness. When attacked, a Celestial Healer's divine magicks can enhance the abilities of the lowliest warrior, making them the equal of any opponent. History is replete with stories of villages who fought off hordes of monsters thanks to a Celestial Healer's spiritual blessings and healing.

ICE SHARD ASCETIC

The frozen places of Crystalia are harsh and unforgiving. They are places where survival is difficult, if not impossible. Yet, they are also places of stark beauty, grandeur, and a peaceful stillness which can be found nowhere else. It is here that the Ice Shard Ascetic communes with creation, and finds oneness with the Light within. In time they become acclimated to the ravages of the cold, and learn to channel its bitter energies in service of the Goddess.

LUNAR KNIGHT

In the moon, the Lunar Elves see the face of the Goddess. Its gentle light guides the lost through the darkness and soothes the soul of its unease. Because of this, the Lunar Elves build towering moonspires, upon the tallest peaks, so that they may ever be closer to Her grace. The Lunar Knights are students, disciples, and caretakers of the moonspires. Blending the elvish mastery of the blade with the divine magics of the Goddess, Lunar Knights approach the divine. Their graceful movements are poetry given form, and their songlike prayers whisper across the wind, filling the mountains with their melody.

SISTER OF LIGHT

The Temple of Light, also known as the Order of Light, Disciples of the Goddess, and the Word of Creation, has been the defining religious order of Crystalia almost since its creation. The Temple of Light gained both true popularity and its common name, as the faith of The First King of Crystalia and the construction of the awe inspiring Temple of Light in the Heart of Crystalia. The Clerics of the Temple of Light are devout servants of the goddess, kind in thought and deed, and zealous in the defense of the meek.

WHITE WITCH

White Witches are not true witches, for their power is derived from the Light, not the Dark. Despite the source of their power, White Witches share much in common with many of the witches throughout Crystalia, specializing in potion brewing, poultices, and charms. White Witches typically can be found in rural and provincial villages, serving as the midwives, healers, and sources of wisdom or sage advice.

RANKING UP

As your Cleric advances in rank it will unlock new powers and capabilities. At each rank record the specified advancements on your Hero card.

RANK B

Attribute Increase

You may add +1B dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Hearts Increase

Your maximum Hearts increase by one. Color in the heart marked 'B' on your life bar.

RANK A

Attribute Increase

You may add +1B dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Potions Increase

The maximum number of potions you may carry increases. Color in the blank potion marked 'A'.

Rank Ability

You gain a new rank ability. You may choose (or roll) a new ability from the chart below.

Roll	Ability
1 - 4	Banish: Magic Attack. Banish can only target a demon, nether, or undead model within 1 square and adds +1R to the attack roll.
5 - 8	Bind Wounds: Support. A friendly model within 1 square heals 1 wound.
9 - 12	Bolt of Light: Magic Attack. May target a model within 6 squares. -1W to the attack roll.
13 - 16	Consecrate: Support. Aura 2. Friendly models within the area add +1W to their Armor.
17 - 20	Invigorating Draught: Support. Remove 1 potion token to allow any friendly model within 2 squares to add +2B to the next attack roll they make.

RANK S

Attribute Increase

You may add +1R dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Hearts Increase

Your maximum Hearts increase by one. Color in the heart marked 'S' on your life bar.

New Skill

Fueled by the Goddess's blessing, the Cleric is a beacon to all and a reminder of the grace of the Light. You gain the Divine Radiance skill.

Divine Radiance: Rank S. All friendly models with line of sight to the Cleric add +1W to all attack and defense rolls.

RANK X

Attribute Increase

You may add +1G dice to a single attribute. Color in one of the blank attribute dice boxes.

Rank Ability

You gain a new rank ability. You may choose (or roll) a new ability from the Rank X chart below or from the Rank A chart.

Roll	Ability
1 - 4	Beseech: Support. Heal up to 4 damage from Heroes, in any combination, within 4 squares.
5 - 8	Fire and Brimstone: Magic Attack. Burst 2. Once per encounter. The Cleric rolls +1P dice during this attack.
9 - 12	Goddess Gate: Support. Once per encounter, place a crystal token within 4 squares. As an action, any Hero in play may be placed adjacent to the crystal token.
13 - 16	Raiment of Light: Support. Choose a hero within 4 squares. The chosen hero gets +1G Armor until the beginning of their next activation.
17 - 20	True Resurrection: Support. Once per encounter, completely heal a Knocked Out hero and place them within 1 square.

RANK XS

Attribute Increase

You may add +1Y dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Potions Increase

Your maximum potions increase by one. Color in the potion marked 'XS'.

DRUID

Druids combine magical knowledge with a deep understanding of the natural world. Walking the path of nature, they guide others with its wisdom and protect it from those who would see it harmed. Druids are so intune with nature, that they learn to adopt its traits through the skill known as shapeshifting. By adopting the aspect of animals, plants, and trees, a Druid can gain the strength of a bear, the resilience of an oak, or the nimbleness of a deer. While some druids merely adopt traits of their subjects, others transform completely.

The ability to shapeshift, along with Druids tendency to divorce themselves from society for long periods of time, lend them a sense of otherworldliness (or oddness, depending whom you ask). Split between the mortal world and the natural world of the Fae, Druids view the world through a lens beginning with creation and stretching into the future beyond sight. This unique perspective often provides them with a pragmatic and “long-view” approach when dealing with problems. It also allows them the ability to identify aberrations in the natural order, and to pursue them relentlessly in the cause of restoring balance.

The Deeproot Druids of the Fae Wood are widely known throughout Crystalia, in no small part due to their penchant to shapeshift into massive animals of war. Other druidic circles, while less known, are no less vital to the natural order. Mistmourn Shamans and Rotheart Corruptors tend to the dark and wild places of nature, where even the animal-life fears to tread. Kringles from the Frostbyte Reach harness a curious mix of nature and emotion. While Fed-Up Farmers turn to the Fae to feed and protect their farms and villages.

STEWARDS OF NATURE

Some call Druids nature priests, or woodland clergy, for they derive their power from the Fae and treat the natural world as sacred. This description, however, is a fallacy. It is true that Druids treat nature with reverence, but they do not worship it, nor the Fae. To a Druid all things belong to nature and its cycle of life, death, and rebirth. Druids are a part of that cycle, as are the animals, plants, trees, and peoples—everything—down to the smallest bug that munches happily on a blade of grass. And all are as important to the natural order as even the Deeproot Tree. Druids respect the Fae as the spirits of nature, and of all things. They see nature’s capriciousness in a storm sprite’s tantrum, they see its joy in a kinoko’s merry dance, they experience its wisdom from a treant’s ancient tales. Through the Fae, they learn more of the world and how it works. With this knowledge, Druids act as the bridge between the Fae and the mortal, and as the stewards of Crystalia’s natural order.

BUILDING BASICS

Druids begin the game with the following class card.

!X! EXAMPLE !X!

CARD

HEARTS 6 (3xStart, B, S, XS)

POTIONS 2 (Start, S)

STR 1B

WILL 2B

DEX 1B

ARM 1B

!X! EXAMPLE !X!

BASIC ATTACK

Requesting the aid of the Deeprout Tree, roots and vines spring up from the earth entangling and slowing the target.

Stranglethorn: Magic Attack. If the attack succeeds, the target suffers Slow.

STARTING SKILL

The Druid is able to take on the traits of the beasts of the wild, increasing its physical attributes. Druids begin the game with the Shapeshift skill.

Shapeshift: Rank C. At the beginning of its activation the Druid may add +1R to its STR, DEX, or ARM. This bonus remains until the beginning of its next activation. (Note: If you would like, you may choose different models to represent the new form represented by the attributes you have chosen to augment.)

PLAY A DRUID IF

You like bugs. Or, if you like being an incredible adaptable shapeshifter that can manipulate your attributes to conquer almost any challenge placed before you.

JOBS OF THE DRUID

Your Druid's job determines its job ability. Druids may choose (or roll) one of the following jobs.

Roll	Job	Ability
1 - 4	Deeprout Druid	Nourishing Berries: When this Druid heals a model using a potion, the model may heal one additional damage.
5 - 8	Fed-Up Farmer	Good Harvest: Double the results of any hearts or potions this Druid rolls.
9 - 12	Kringle	Joyful Outburst: Once per Encounter, this Druid may add +1G dice to any roll it makes.
13 - 16	Mistmourn Shaman	Wisdom of Ancients: This Druid may use its Shapeshift ability to add dice to its WILL. When it does, it suffers one damage. This Druid also gains +1B on rolls involving knowledge of the past.
17 - 20	Rotheart Corruptor	The Endless Cycle: When this Druid causes an enemy to be Knocked Out, any Hero may heal one damage.

DEEPROOT DRUID

Deeprout Druids are the stewards of the Fae Wood, and disciples of the the Deeprout Tree itself. The One Tree's roots spread across the whole of Crystalia, and in sacred places of power burst through the earth forming groves, thickets, and even new forests entirely. Deeprout Druids can be found throughout all of

Crystalia, tending to these sacred locations. The druids also protect the diverse flora and fauna that call these locations home. Over the years, Deeprout Druids bond with their wards manifests through an increased ability to shapeshift. Indeed, it is not uncommon for the wildest of Deeprouts to spend more time in the shape of a favored animal or plant than their own.

FED-UP FARMER

Being a farmer in Crystalia is no easy task, even if you are blessed with tending the idyllic fields surrounding Crystalia Castle. Many farmsteads are plagued by animals and monsters alike, and farmers are forced to defend their land with little outside aid. Other farmsteads are forced to grow their meager harvests in barren, rocky, and truly blighted soil. Fed-up under these harsh circumstances, the occasional a farmer will go so far as to seek the aid of the Fae. This is often an act of desperation, for most farmers find the Fae too wild and unpredictable for the focused and dependable art of farming. But in the face of overwhelming odds, it is a gamble they are willing to take in order to bring the harvest to market and put food on the table.

KRINGLE

Kringles are bizarre and eccentric druids that thrive off of emotion. In fact, Kringles are so elusive, and so capricious that few believe in their existence at all. Many insist that if they do exist, that they are Fae themselves and not mortal practitioners at all. Most Kringles enjoy their secretive, near mythical reputation. If others truly knew of their deeds, and in so knowing, their emotions were adversely influenced, that would be a travesty. Kringles manipulate and gain strength from all emotions, but most prefer to work with emotions such as joy, happiness, and wonder. Despite this, there are darker rumors of Kringles that exploit fear, anger, and hatred. Though to what ends no one knows.

MISTMOURN SHAMAN

The Mistmourn Coast is a haunted and magical place. Here, the veil between the mortal realm and the realm of the Fae is thin. Mortal civilization is limited to scattered tribes of trolls, elves, and gnomes. It is left to the tribes' shamans to broker peace and coexistence between the tribe and the Fae. However, this interaction often leaves the shaman apart from its own tribe as their own mannerisms become increasingly otherworldly. Nonetheless, the common interaction with the Fae brings benefits to the tribe beyond just peace. As the shamans walk the spirit paths they discover not only routes to the Fae, but to the dead. With such knowledge, the tribes are able to interact with the spirits of their ancestors gaining the past strength and wisdom of their tribe throughout time immemorial.

ROTHEART CORRUPTOR

Many forget that death is as much a part of nature as life. The Rotheart leaves blight, death, and disease in its wake. As such, the Rotheart Corruptor is an often reviled, if nonetheless necessary, part of the natural order. Rothearts are not oblivious to the sorrow they bring. Many are surprisingly tenderhearted individuals, their nearness to suffering and death serving to make them more empathetic than most. Yet, they know their role is vital, and that from the decay they cause new life springs forth.

RANKING UP

As your Druid advances in rank it will unlock new powers and capabilities. At each rank record the specified advancements on your Hero card.

RANK B

Attribute Increase

You may add +1B dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Hearts Increase

Your maximum Hearts increase by one. Color in the heart marked 'B' on your life bar.

RANK A

Attribute Increase

You may add +1B dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Hearts Increase

Your maximum Hearts increase by one. Color in the heart marked 'S' on your life bar.

Rank Ability

You gain a new rank ability. You may choose (or roll) a new ability from the chart below.

Roll	Ability
1 - 4	New Growth: Support. Place a crystal token within four squares. The token's square and the squares adjacent to it are difficult terrain. Remove the crystal token when this Druid takes this action again or is Knocked Out.
5 - 8	Nature's Cleansing: Support. Arua 2. Heroes within the aura are immune to status effects.
9 - 12	Tiger Pounce: Missile attack. If this attack succeeds, this Druid may be placed adjacent to the target.
13 - 16	Bear Hug: Melee attack. If this attack succeeds, the target suffers Knockdown.
17 - 20	Poison Thorns: This Druid's successful magic attacks inflict Poison.

RANK S

Attribute Increase

When you Shapeshift you may add an additional +1R to your STR, DEX, or ARM. You may place each +1R shapeshift dice in a different attribute.

Maximum Potions Increase

The maximum number of potions you may carry increases. Color in the blank potion marked 'S'.

New Skill

The Druid's body becomes one with nature. Your aging process slows considerably and you are immune to the ravages of disease, magical or otherwise. You gain the Immunity skill.

Immunity: Rank S. The Druid is immune to all status effects. Additionally, the Druid is immune to all sickness and disease, including magical diseases such as lycanthropy.

RANK X

Attribute Increase

You may add +1G dice to a single attribute. Color in one of the blank attribute dice boxes.

Rank Ability

You gain a new rank ability. You may choose (or roll) a new ability from the Rank X chart below or from the Rank A chart.

Roll	Ability
1 - 4	Deeproot Infusion: When this Druid shapeshifts, it may add the dice to any Hero's card, not just its own (following all other restrictions).
5 - 8	Trembling Ground: Support. Wave 3. Knockdown.
9 - 12	Flashing Claws: Missile attack. This attack rolls +1B dice and may split its dice among any number of targets.
13 - 16	Mighty Jaws: Melee attack. If a heart or potion is rolled, this attack inflicts one additional damage.
17 - 20	Deeproot Blessings: Support. Once per Encounter, all Heroes gain +1R to all rolls until the start of the next Hero turn.

RANK XS

Attribute Increase

You may add +1Y or +1P dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Hearts Increase

Your maximum hearts increase by one. Color in the heart marked 'XS' on your life bar.

FIGHTER

Fighters are warriors without peer, their skills and mastery are theirs alone, owing no allegiance to any but themselves. Any man, woman, or monster can pick up a sword, but that does not make them a fighter. A Fighter is born from indomitable will, ceaseless training, and a burning desire to excel. From this practice and drive a fighter ascends to the pinnacle of their craft. Fighters are masters of warfare, and stand ready to charge headlong into combat, weapon raised, with a battle cry on their lips.

Fighters are not mere combatants. Truly great fighters are also expert tacticians and keen students of the art of war. A fighter must be able to quickly access the battle, identifying the strengths and weaknesses of both their own companions and the enemy. Armed with this knowledge, A fighter will lead the combat, ensuring every advantage is taken.

Perhaps the most renowned fighters are the dwarven Hearthsworn Fighters. Always itching for a fight (and a good ale), the Hearthsworn Fighters range far and wide to employ their services to adventuring parties. Rising from humble origins the Brave-Mode Warrior is inspiring to all. As though straight from romantic histories of gallant knights, Silver Chevaliers are virtuous and noble icons of the battlefield. Questing Knights travel the realms in pursuit of glory, while grim-faced Dragon Knights seek to eradicate dragons and their draconic kin from the land.

MASTERS OF THE MARTIAL

Fighters are warriors of Spirit and derive their abilities through study, practice, and determination. While some fighters are self taught, such a path is long and perilous, where a costly mistake may prove fatal. Because of this most fighters train under a master, serving as an apprentice or trainee until they possess the skills and knowhow to set out on their own. Many realms have schools, orders, and disciplines to train fighters in the region's unique forms of warfare. These cultural warrior traditions can span centuries or even millennia, and are endlessly refined and honed to meet threats to the land. Training will also include combat over various

forms of terrain, and with multiple types of weapons. This leads to a multitude of fighting styles throughout Crystalia that are as varied as the land itself.

BASICS

Fighters begin the game with the following class card.

!X! EXAMPLE !X!

CARD

HEARTS 5 (3xStart, B, S)

POTIONS 2 (Start, S)

STR 1B1R

WILL 1B

DEX 1B

ARM 2B

!X! EXAMPLE !X!

BASIC ATTACK

An enemy on its back cannot fight, using their opponent's own momentum against them, the fighter knocks them to the ground.

Knockdown Strike: Melee Attack. If the attack succeeds, the target suffers Knockdown.

SKILLS

Fighters are proficient and studied warriors, able to find the flaw in any defense. Fighters begin the game with the Feint skill.

Feint: Rank C. The Fighter may choose one dice from the target's defense roll and force it to be rerolled.

PLAY A FIGHTER IF

You want to be an expert melee combatant that can dish out spectacular close combat attacks, and expertly set up combos with other Heroes.

JOBS OF THE FIGHTER

Your Fighter's job determines its job ability. Fighters may choose (or roll) one of the following jobs.

Roll	Job	Ability
1 - 4	Brave-Mode Warrior	Sugar Dervish: If you have moved at least 4 squares before attacking, your melee attacks add +1B to the roll.
5 - 8	Dragon Knight	Dragon Slayer: When you make a melee attack against a boss add +1R to the roll.
9 - 12	Hearthsworn Fighter	Cleave: Whenever you knock out a monster you may knockdown another monster within 2 squares of the knocked out monster.
13 - 16	Questing Knight	Massive Sword: Melee Attack. If this attack is successful it deals 1 additional damage. The attack roll suffers -1W.

17 - 20	Silver Chevalier	Silver Lance: Your melee attacks can target monsters within 2 squares of you.
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BRAVE-MODE WARRIOR

Brave-Mode Warriors rise from those who have donned their courage to stand up and oppose the Dark Consul, even at the cost of their lives. Often lacking expertise, professional training, or even quality equipment, these Warriors rely on their bravery and determination. Often learning their skills through the crucible of combat, Brave-Mode Warriors are surprising opponents, eschewing (or lacking) traditional fighting styles and tactics in favor of abilities learned through a wealth of experience and experimentation.

DRAGON KNIGHT

The Dragon Call saw the ruin of the Lunar Elf civilization. In the wake of Starfire's devastation rose the Dragon Knights. Wrathful and embittered at the loss of their homes to the dragons, the Dragon Knights swore to eradicate all dragonkin from Crystalia. Originally a Lunar Elf knightly order, the Dragon Knights recruit from any population which has suffered under dragonkind. Specializing in anti-dragon tactics and strategies, Dragon Knights are merciless in the pursuit of their draconic foes. This has led many to label the Dragon Knights reckless, and even dangerous.

HEARTHSWORN FIGHTER

The doughty and stubborn Hearthsword Dwarves never relent, never back down from a fight, and never say no to a good stiff drink. All dwarves are trained to fight. While most conclude their training and take up a trade for guild or clan, there are always a few who just can't give up, or pass up, a good scrap. These irascible dwarves become fighters. They are afforded no true title, it seems a waste, after all what do they do besides fight. And a true Hearthsword Fighter doesn't care about such trivialities anyway. No, all they need is to find another fight.

QUESTING KNIGHT

Crystalia is replete with knightly orders of all varieties, from the cursed Bramble Knights of the Fae Wood, the Royal Knights of Crystalia Castle, the Baron Knights of the Glauerdoom Moors, and beyond. Universally, these orders maintain a chivalric code of conduct and warfare. Central to many of these orders is the "Quest" a martial and spiritual pilgrimage of self discovery, and practical application of the order's chivalric code. Knights may undertake a quest whenever they feel its call. Quests are varied depending on the knight's order and the individual themselves, but all serve as a crucible which reforges the knight into something greater than when they began.

SILVER CHEVALIER

Silver Chevaliers are resplendent knights of noble bearing and virtue. Silver Chevaliers are renowned for their gleaming platemail and long lances, tipped with snapping, brightly colored pennants. This epic regalia of war is not cheap, and most Silver Chevaliers must earn the favor of a sponsor. Sponsors may be members of a realm's nobility, wealthy patrons, successful guilds, Towers, or even the Crown itself. Silver Chevaliers often join heroic undertakings to prove themselves upon the field of battle, or increase their notoriety and favor. While some scoff at Silver Chevalier's concern at maintaining their brilliant image of noblesse, their reasons are not without good cause. The appearance of a Silver Chevalier can serve as a rallying call all its own, bolstering spirits and rousing those around them to mighty purpose.

RANKING UP

As your Fighter advances in rank it will unlock new powers and capabilities. At each rank record the specified advancements on your Hero card.

RANK B

Attribute Increase

You may add +1B dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Hearts Increase

Your maximum Hearts increase by one. Color in the heart marked 'B' on your life bar.

RANK A

Attribute Increase

You may add +1B dice to a single attribute. Color in one of the blank attribute dice boxes.

New Skill

Even when defending, the Fighter is always looking for the opportunity to strike. You gain the Counterattack skill.

Counterattack: Rank A. If the Fighter succeeds a defense roll against a Melee Attack, it may immediately make a Melee Attack against the attacker.

Rank Ability

You gain a new rank ability. You may choose (or roll) a new ability from the chart below.

Roll	Ability
1 - 4	Soothing Soda: Support. As an additional cost remove 1 potion token. Remove all status effects from one hero.
5 - 8	Dragon Scales: When attacked by monsters with a large base, add +1R to the defense roll.
9 - 12	Resilient: Heal 1 wound at the beginning of your activation.
13 - 16	Mighty Throw: Melee Attack. You may target any monster within 4 squares. You cannot make this melee attack on your next activation.
17 - 20	Silver Star: Melee Attack. This attack hits every monster within 1 square. -1W to the attack roll.

RANK S

Attribute Increase

You may add +1R dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Hearts Increase

Your maximum Hearts increase by one. Color in the heart marked 'S' on your life bar.

Maximum Potions Increase

The maximum number of potions you may carry increases. Color in the blank potion marked 'S'.

RANK X

Attribute Increase

You may add +1G dice to a single attribute. Color in one of the blank attribute dice boxes.

Rank Ability

You gain a new rank ability. You may choose (or roll) a new ability from the Rank X chart below or from the Rank A chart.

Roll	Ability
1 - 4	Soda Detector: Whenever you roll a heart it counts as a potion as well.
5 - 8	Head Chopper: When you knock out a 16 bit, Mini-boss, or Boss monster, monsters within 4 squares of the knocked out monster suffer the status effect of your choice (All suffer the same effect).
9 - 12	Hearthsworn Curse: Attacks made by members of your party against targets that are suffering a status effect get +1R to the roll.
13 - 16	Elite Tactics: While there are 2 or more heroes within 2 squares of you, you and the other heroes within 2 squares of you add +1R to your attack rolls.
17 - 20	Banner of Crystalia: Support. You cannot use this support action if you have already moved this activation. Until you move again, heroes add +1W to their attack and defense rolls.

RANK XS

Attribute Increase

You may add +1Y or +1P dice to a single attribute. Color in one of the blank attribute dice boxes.

New Skill

No opponent may escape the Fighter, at least not without suffering the consequences. You gain the Predator skill.

Predator: Rank XS. When an enemy model moves out of a square that is adjacent to the Fighter, the Fighter may immediately make its Basic Attack against the model.

GUARDIAN

Guardians are the protectors and defenders of Crystalia's people. The calling of a Guardian is a selfless one. It is a calling where you must put the welfare and lives of others before your own. The darkness which threatens Crystalia is real, and it is the Guardian who stands in its path, serving as the bulwark to shield others against evil. Guardians are rugged and resilient. Whether naturally, magically, or through rigorous training, Guardians must be able to endure any hardship in pursuit of their task. Favoring martial combat, Guardians waded into battle, seeking to control its ebb and flow, and to divert the enemy's attention to themselves.

Those who have answered the Guardian's call can be readily found throughout Crystalia in its soldiery, militias, sheriffs, and town watch. These brave men and women daily risk themselves to serve others. Fortifying their ranks are mighty, royal heroic orders established by Crystalia Castle such as the Royal Paladins who maintain safety throughout the realms.

In the Frostbyte Reach, the Tincans are legendary for their endurance (and their penchant for hurling clever insults). Clockwork Constructs stomp through the Cove maintaining order in the docks, and escorting merchant travelers. Undercroft Shieldwings soar through the skies over the shattered realm of Celestia, their sharp eyes ever alert to aid those in need.

CHAMPIONS OF THE WEAK

As selfless champions, Guardians draw their power from the Light. While a small few can channel the Light in displays of magical might or in the form of healing, most utilize the Light on a more instinctual level. Guardians' martial training focuses heavily on strategy and defensive tactics, and in this manner their Light is made manifest. Their bodies harden and become more resilient to harm. Foes find themselves inexplicably drawn to the Guardian's Light like a moth to flame, sparing others around them. The Guardian's battle-sense heightens to become preternatural, able to see the shifting tides of battle and place themselves in the best position to lend aid. Through their abilities, the Guardian shields their companions from harm, allowing even a small few to overcome many.

BUILDING BASICS

Guardians begin the game with the following class card.

!X! EXAMPLE !X!

CARD

HEARTS 6 (3xStart, B, S, XS)

POTIONS 2 (Start, S)

STR 2B

WILL 1B

DEX 1B

ARM 1B1R

!X! EXAMPLE !X!

BASIC ATTACK

Teamwork is vital to the party's success. The Guardian is a master at working together with fellow Heroes.

Coordinated Attack: Melee Attack. If the target is engaged with more than one enemy, add +1R (instead of +1B) to the attack roll.

STARTING SKILL

Guardians protect their companions by engaging the enemy and forcing them to confront the Guardian instead of their allies. Guardians begin the game with the Grabby skill.

Grabby: Rank C. An enemy model that is adjacent to the Guardian may not move, unless it uses its action to make, and win, an opposed STR test.

PLAY A GUARDIAN IF

You like to control the field of battle, ensure other Heroes are protected from harm, and wade into the middle of a conflict as a nigh invincible tank

JOBS OF THE GUARDIAN

Your Guardian's job determines its job ability. Guardians may choose (or roll) one of the following jobs.

Roll	Job	Ability
1 - 4	Conversating Construct	No Need For Sustenance: This Guardian may choose to reroll any potion and heart results it rolls on red and blue dice during defense rolls.

5 - 8	Royal Paladin	Iron Halo: Support. Aura 3. Friendly models within the aura may add +1B to defense rolls
9 - 12	Tincan	Dwarven Curse: Support. Aura 3. Enemy models within the aura suffer -1W to attack rolls.
13 - 16	Undead Slayer	Crack the Whip: Support. Choose a model within 3 squares, and move it up to 3 squares in any direction.
17 - 20	Undercroft Shieldwing	Carry Aloft: Support. Move this Guardian up to 2 squares. Then the Guardian may place any enemies that were adjacent to it before the move, adjacent to it in its new location.

CONVERSATING CONSTRUCT

Fusing gnomish whimsy with dwarven expertise, the mechanical constructs of the Clockwork Cove are popular guards for merchants and citizens alike. As their popularity grew, the mayor of Ariels commissioned the Makerguild in the creation of 500 constructs to serve as part of the city's standing army. Thinking themselves clever, the engineers imbued the constructs with a diverse array of personalities that could think and grow. Their belief was that this improvement would make the constructs more relatable and useful to the populace which they were designed to protect. This was true, in part. The constructs were enormously popular. Having a conversation with a clockwork construct became all the rage. Soon every gnome wanted a "Conversating" Clockwork! The unexpected effect, however, was that the clockworks began to develop their own desires and aspirations. After deliberation it was determined that these Conversating Constructs would be accorded citizen status, but that the tinkering plans to create the "Conversating Core" were to be locked away. Many of the constructs remained serving Arealis, but many chose to explore the realms and expand their new consciousness.

ROYAL PALADIN

TINCAN

Many find the Tincans' battered and dented armor, grimy hair, and unwashed bodies slovenly. The Tincans care not. Many find the Tincans' language and behavior offensive. The Tincans care not. To Tincans these are all badges of honor, of battles hard fought, of duty upheld. It is a Tincan's duty to hold the narrow gaps and passages which cannot be held. It is their duty to fight for days without food or rest. It is their duty to defend the indefensible. To preserve that which cannot be saved. To protect those who cannot protect themselves. What does it matter what hardship they must endure? What does it matter what words they use? So long as they accomplish their duty they are satisfied. For that, they care.

UNDEAD SLAYER

The undead are an unnatural plague upon Crystalia. Brought to life by dark magic, these restless spirits and shambling corpses bring terror to the land. Undead Slayers have answered the call to eliminate the cursed undead wherever they lurk. While most think only of slayers from the Glauerdoom Moors, Undead Slayers come from throughout Crystalia, for all realms suffer from the undead. Slayers' methods and means are as varied as the creatures which they hunt. However all share a love of the Light, and are skilled in channelling it towards their aims, for the undead cannot long survive its touch.

UNDERCROFT SHIELDWING

These vaulted undercrofts of Celestia honeycomb all of the floating olyentos, and were once hubs of activity for the citizenry. Now, most undercrofts seeth with monsters and foul beasts. Already pushed to the brink of extinction, the Dark Consul unceasingly sieges the remaining celestian strongholds. It is the Shieldwings duty to repel these constant assaults, and to patrol these lost passages, pushing back the creatures of darkness. To be a Shieldwing is to fight constantly for the preservation of the celestian people.

RANKING UP

As your Guardian advances in rank it will unlock new powers and capabilities. At each rank record the specified advancements on your Hero card.

RANK B

Attribute Increase

You may add +1B dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Hearts Increase

Your maximum Hearts increase by one. Color in the heart marked 'B' on your life bar.

RANK A

Attribute Increase

You may add +1B dice to a single attribute. Color in one of the blank attribute dice boxes.

New Skill

You will not allow those under your protection to be attacked. You gain the Bodyguard skill.

Bodyguard: Rank A. Friendly models that are adjacent to the Guardian may not be targeted by enemies.

Rank Ability

You gain a new rank ability. You may choose (or roll) a new ability from the chart below.

Roll	Ability
1 - 4	Fight Me: Support. Enemy models within 3 squares suffer Pull 3.
5 - 8	Heroic Sacrifice: Support. Remove any number of heart tokens from this Hero and place them on any one other Hero.
9 - 12	Smite: Gain +1W STR for each adjacent enemy model.
13 - 16	I'll Face Them: Support. Swap locations with a Hero within line of sight.
17 - 20	Inner Light: Enemy Magic and Missile attacks that could target this Guardian, and do not, suffer -1W to the roll.

RANK S

Attribute Increase

You may add +1R dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Hearts Increase

Your maximum Hearts increase by one. Color in the heart marked 'S' on your life bar.

Maximum Potions Increase

The maximum number of potions you may carry increases. Color in the blank potion marked 'S'.

RANK X

Attribute Increase

You may add +1G dice to a single attribute. Color in one of the blank attribute dice boxes.

Rank Ability

You gain a new rank ability. You may choose (or roll) a new ability from the Rank X chart below or from the Rank A chart.

Roll	Ability
1 - 4	Inspiring Onslaught: After this Guardian successfully performs an attack, all adjacent Heroes may perform an attack.
5 - 8	Cut Them Down: Melee Attack. Perform this attack against every adjacent enemy. Each attack rolls one fewer dice than the last until no dice remain or all enemies have been attacked.
9 - 12	Deadly Defense: After this Guardian wins a defense roll and beats the attack roll by at least two stars, it may immediately perform an attack that rolls +1R dice.
13 - 16	Cover Me: Missile and Magic attacks that target enemies adjacent to this Guardian roll +1G dice.
17 - 20	Together!: Melee Attack. This attack deals an additional amount of damage equal to the number of friendly models adjacent to the Guardian.

RANK XS

Attribute Increase

You may add +1Y dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Hearts Increase

Your maximum hearts increase by one. Color in the heart marked 'XS' on your life bar.

GUIDE

Guides are leaders of uncommon clarity and vision. It is a guide's unique ability to see through problems, through despair, through the darkness, to find the solution and path forward. Guides are pragmatic and inspiring individuals, often possessing a sharp wit and magnetic charisma.

Guides first rose from the aftermath of the War for Crystalia, spreading the word of Prophecy and helping rebuild. For centuries after, guides receded from the public eye, preferring to perform their work from a place of peace and calm, interacting with those most in need, such as orphanage matrons, inn keepers, or guard captains. While it is true that guides can be found leading townships, marshalling troops upon the field of battle, or proselytizing to the masses, it is more common to find a guide's influence from unexpected corners.

In recent years, this seclusion has begun to change as the Prophecy seemingly nears fulfillment. Beginning with the appearance of the Celestial Heralds, and following in their wake the Clarions urging all of Crystalia to rededicate themselves to the cause of the Light. While the trumpets sound, more traditional guides such as the Royal Wardens and Moonspire Guardians continue to maintain order and help those in need. While trusty innkeepers provide invaluable advice and a shoulder to cry on.

A LIGHT IN THE DARK

The aftermath of the War for Crystalia left the land gripped by shadow and its people paralyzed with fear. The Dark Consul had been stopped, but at terrible cost. The Light of the Goddess had been reduced—her great sacrifice made in order to imprison the Dark Consul. In this darkness, only the Prophecy shone as a beacon of hope. It was the guides who first took up the call of prophecy, carrying its message of rebirth and Light to all. In those early days they found unity in rebuilding and, from that, rediscovering the joy of life, love, family, and friends. And so it was that from this nascent hope the guides led the people of Crystalia out of the depths of despair. Such is the gift and purpose of the guide, to find the light in the darkness, to lift others up through deed, kind word, example, and counsel.

BUILDING BASICS

Guides begin the game with the following class card.

!X! EXAMPLE !X!

CARD

HEARTS 5 (3xStart, B, S)

POTIONS 3 (Start, S, XS)

STR 1B

WILL 2B

DEX 1B1R

ARM 1B

!X! EXAMPLE !X!

BASIC ATTACK

Guides can detect the flaws inherent in the creatures of the Dark Realm, and illuminate them for others to exploit.

Guiding Light: Missile Attack. If the attack succeeds, the next attack that targets the same model during the turn adds +1B to the attack roll.

STARTING SKILL

The Guide's radiant aura is a source of strength and comfort even after they depart. Guides begin the game with the Guidepost skill.

Guidepost: Rank C. When the Guide uses an aura it may choose to keep the aura's effect in the location where it was used, even if the Guide moves. Place a crystal token in the square where the Guide used the aura. That square is now the source of the aura instead of the Guide.

PLAY A GUIDE IF

You are a leader that enjoys strategizing and bolstering your companions, to cause all those around you to fight all the better.

JOBS OF THE GUIDE

Your Guide's job determines its job ability. Guides may choose (or roll) one of the following jobs.

Roll	Job	Ability
1 - 4	Celestial Herald	Divine Arrow: Missile Attack. If the attack succeeds, Heros that are adjacent to the monster that is targeted with this attack get +1B to their next attack roll.
5 - 8	Clarion	Uplifting Fanfare: Support. Aura 3. Heros who attack monsters within the area add +1W to their attack roll.
9 - 12	Inn Keeper	Hearty Grog: Support. One Hero may remove all status effect tokens.
13 - 16	Moonspire Guardian	Piercing Shot: Missile Attack. If this attack knocks out a monster, then you may apply the same attack roll to another monster within 2 squares of the first knocked out monster. You don't gain hearts and potions again.
17 - 20	Royal Warden	Arrest Warrant: Support. Choose a model within 4 squares, and pull it 3 squares toward this Hero.

CELESTIAL HERALD

The days of prophecy are upon us, and it is the Celestial Heralds' divine duty to prepare Crystalia for the rebirth of the Goddess and the final victory against the Dark Consul. The Celestial Heralds are no mere evangelists, nor are they priests dedicated to worship. They are the spear tip of the Light. The vanguard of the war to come. They are scouts, strategists, and recruiters. Crystalia has suffered for its lack of preparation and the coming of the Dark. This time the Light will be ready. Its brilliance shall pierce the darkness and banish it once and for all.

CLARION

A clear bright note breaks through the darkness. The sound bolstering the hearts of others and filling their souls with renewed purpose. Such is the awesome might of the Clarion's Call. Clarions travel the realms in search of those locations where darkness is most oppressive. Clarions come from many walks of life, but all carry an instrument, typically in the form of a trumpet or horn, known as the Voice of the Goddess. It is said each horn embodies the essence of the Goddess's laughter and her song. When played the Clarion is overcome by an indescribable brilliance. In their presence, shadows flee, anger recedes, and the spirit is lifted.

INNKEEPER

Call them what you may, taverns, bawdy-houses, dens of ill-repute, inns are vital locations for many Heroes' lives. And central to each is its Innkeeper. Through their clientele, innkeepers are privy to gossip, local goings-on, and surprising secrets. This makes them valuable sources of information for Heroes. What many do not realize, is that no small number of innkeepers are Heroes themselves. Some have retired to the innkeeping life, while others utilize their establishment as a base of operations, gathering intel before venturing forth. Regardless of their circumstances, innkeepers are able guides with a deep reservoir of adventuring knowhow which can aid even the most veteran parties.

MOONSPIRE GUARDIAN

Precious few Lunar Elf moonspires remain standing. Their locations are precious, and closely guarded secrets. Moonspire Guardians are entrusted with protecting these last bastions of Lunar Elf civilization. But protection is not just defense, and the Lunar Elves do not actively seek isolation. Because of this, Moonspire Guardians are tasked with finding those who would be their allies, and so the Moonspire Guardians send members of

their order out into Crystalia, befriending Heroes, rulers, merchants, and craftsmen, guiding them along the moonlit paths to the spires, so that their civilization may flourish once more.

ROYAL WARDEN

It is easy to dismiss the Royal Wardens as mere tax collectors. This is a tremendous disservice to the impact the Royal Wardens have on the stability and safety of Crystalia. Acting as the King's designate agents, the Royal Wardens serve as peacekeepers, arbiters, sheriffs, and protectors of all citizens. To become a Royal Warden requires relentless training, dedication, education, and desire to serve. Only a select few aspirants are ever granted the rank. Those who do are often solitary points of light in the shadow of adversity.

RANKING UP

As your Guide advances in rank it will unlock new powers and capabilities. At each rank record the specified advancements on your Hero card.

RANK B

Attribute Increase

You may add +1B dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Hearts Increase

Your maximum Hearts increase by one. Color in the heart marked 'B' on your life bar.

RANK A

Attribute Increase

You may add +1B dice to a single attribute. Color in one of the blank attribute dice boxes.

New Skill

Channeling its willpower to aid in defense, the Guide summons a powerful magical barrier. You gain the Magical Defense skill.

Magical Defense: Rank A. The Guide may add its WILL to its ARM for defense rolls. If Magical Defense is used, the Guide may not use Magic Attacks during its next activation.

Rank Ability

You gain a new rank ability. You may choose (or roll) a new ability from the chart below.

Roll	Ability
1 - 4	Heartseeker: Missile Attack. If the attack is successful the target and all monsters within 2 squares of it suffer Bane.
5 - 8	Stay Awhile, and Learn: Support. Aura 3. When a Hero within the area successfully attacks they may look at the top card of the Loot Deck.
9 - 12	Common Sense Advice: Support. Choose a hero within 3 squares. The chosen hero adds +1R to their next attack roll.
13 - 16	Guiding Strike: Missile Attack. If the attack knocks out its target. Every hero within 2 squares of you adds +1R to their next attack roll.
17 - 20	Tax Collection: Missile Attack. If the target is suffering a status effect and the attack is successful all heroes gain a potion token.

RANK S

Attribute Increase

You may add +1R dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Hearts Increase

Your maximum Hearts increase by one. Color in the heart marked 'S' on your life bar.

Maximum Potions Increase

The maximum number of potions you may carry increases. Color in the blank potion marked 'S'.

RANK X

Attribute Increase

You may add +1G dice to a single attribute. Color in one of the blank attribute dice boxes.

Rank Ability

You gain a new rank ability. You may choose (or roll) a new ability from the Rank X chart below or from the Rank A chart.

Roll	Ability
1 - 4	Brilliant Wings: Support. If used before you move, then after you move you may place any heroes that were adjacent to you before you started moving adjacent to you after you are done moving.
5 - 8	Epic Ballad: Support. Once per encounter, heroes add +1G to either their attack or defense rolls until the beginning of your next activation.
9 - 12	Frying Pan: Melee Attack. +1R to the attack roll. If this attack succeeds, the target suffers Bane. After making this attack you suffer Slow.
13 - 16	Starlight Crown: Missile and Magic attacks made against you suffer -2W to their roll.
17 - 20	Bound By Law: Missile Attack. If the attack is successful the target suffers Bane, Knockdown, and Poison.

RANK XS

Attribute Increase

You may add +1Y dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Potions Increase

Your maximum potions increase by one. Color in the potion marked 'XS'.

MAGE

Mages are powerful practitioners of the magical arts. Mages are held in equal measures of fear and respect in Crystalia. Unlike other magical practitioners, Mages do not petition an outside power to fulfill their magical requests. Instead, they harness the magic of Crystalia using only their own incredible will. This feat is awe inspiring and the depth of knowledge and practice required to perform their magics is well beyond most.

Even without magic, a mage's mind is keen and sharp. Because of this, mages are highly regarded as advisors and counsel to the rulers and nobility of Crystalia. This often affords many mages positions of great influence,

which when combined with their formidable mystical might makes them some of the most powerful individuals in all of Crystalia.

Flashy and dazzling with their ability to conjure flame, Ember Mages are fan favorites of towns and villages throughout Crystalia. Only slightly less popular are Lightning Mages whose crackling bolts of electricity arc through their foes, and stand hairs on end. Known for their peaceful ways and soothing magic, the Tabbybrook Water Mages are welcome sights wherever they travel. The rare and elusive Nu-Koa Seraph are said to be some of the most powerful practitioners in all the realms. While the Fae Alchemists channel their magic through the brewing of bubbling potions for potent effect.

PATH OF THE ARCANE

Crystalia lives and breathes with magic. Magical energies swirl and crash around places of power. They ebb and flow with the sun and moon, the date and time. They coalesce and take physical form in the crystals that grow beneath the earth and dot the land. Mages dedicate their lives to the study these magical energies. With study comes knowledge. And with knowledge comes the ability to manipulate magic to achieve the mage's goals. With a gesture and ritual phrase a mage can call forth fire from their hands, arc lightning through their staff, summon the clouds in torrential rain, and more.

BUILDING BASICS

Mages begin the game with the following class card.

!X! EXAMPLE !X!

CARD

HEARTS 5 (3xStart, B, S)

POTIONS 2 (Start, S)

STR 1B

WILL 1B1R

DEX 1B

ARM 2B

!X! EXAMPLE !X!

BASIC ATTACK

Harnessing pure magical energy, arcane motes fly straight and true, exploding with flashes of light among the monster's ranks.

Arcane Blast: Magic Attack. If the attack succeeds, you may make a second Magic Attack against a different target.

STARTING SKILL

After years upon years of study the Mage is a trove of magical knowledge and adept at countering enemy spells. Mages begin the game with the Magical Knowledge skill.

Magical Knowledge: Rank A. The Mage adds +1B to defense rolls against Magic Attacks. Additionally, the Mage adds +1B to any roll that requires magical knowledge or aptitude.

PLAY A MAGE IF

You like being the smartest person in the room, and when bothered want to unleash some raw destructive magics that incinerates, freezes, and ka-booms your enemies.

JOBS OF THE MAGE

Your Mage's job determines its job ability. Mages may choose (or roll) one of the following jobs.

Roll	Job	Ability
1 - 4	Ember Mage	Magma Strike: Your magic attacks cause Fire.
5 - 8	Fae Alchemist	Unstable Mixture: Magic Attack. You may spend 1 potion token to add +1R to the attack roll.
9 - 12	Lightning Mage	Arc Lightning: Magic Attack. If this attack knocks out its first target, make a second attack on another enemy model within 2 squares of the first target. The second attack gains +1R dice.
13 - 16	Nu-Koa Seraph	Channel: Support. Aura 3. Heroes that make magic attacks while within the area add +1B to the attack roll.
17 - 20	Tabbybrook Water Mage	Refreshing Rain: Support. Heal 1 wound from a Hero within 6 squares.

EMBER MAGE

The Tower of Embers is arguably the most famous (or infamous) tower in all of Crystalia. Dedicated entirely to the study of fire, Ember Mages are bright, flashy, and destructive. Fortunately for Crystalia, they are also wholly dedicated to the fight against the Dark Consul. However, it is important not to dismiss an Ember Mage as a wild pyromaniac. While renowned for their battle magic, the Tower of Embers is responsible for such advancements as the Flicker Fire Lanterns which light Castletown, the Ever Boiler which provides hot water to the plumbing of Clockwork Cove, and most spectacularly the fireworks displays for the annual Festival of Song and Sorrow.

FAE ALCHEMIST

Alchemy is a new science in Crystalia, emerging from ancient potion brewers, hedge wizards, and tinkerers. Two alchemical schools have risen to prominence, the alchemists of the Fae Wood and those of Clockwork Cove. While the alchemists of the cove favor synthetic ingredients and breaking beyond the 'confines' of the natural world, the Fae Alchemist works within nature. Many Fae Alchemists are consummate wandering scholars and explorers, constantly searching Crystalia for unique ingredients to use in their experiments.

LIGHTNING MAGE

The tang and bite of burnt ozone surrounds lightning mages, and small arcs of lightning crawl across their skin. It is a foolhardy Hero who chooses to shake the hand of a Lightning Mage! Lightning Mages are not limited to only the arcing bolts, in fact, all of Crystalia's weather falls within their area of study. Fascinated by the rains, snows, winds, storms, and calms that maintain Crystalia's ecosystem, Lightning Mages are keen scholars and their counsel and skill at weather manipulation is sought by farmers, sailors, merchants, and generals alike.

NU-KOA SERAPH

Many call the Nu-Koa Seraphs, White Mages, for they are well known for their abilities to heal and soothe. They are often mistaken as clerics, and their magic as divine. This is incorrect. A Seraph derives its arcane

power from a deep, almost instinctual, understanding of the self. This understanding extends even to others, allowing the Seraph to tap into the arcane potential of others. Often, this manifests through simple tasks such as enhancing a body's ability to heal, or augmenting its strength or endurance. But it can also be channeled in far more ostentatious displays. A Seraph enraptured in battle fury is an awe inspiring sight, sapping the energies of her opponents to bolster those around her, and unleash devastating arcane blasts.

TABBYBROOK WATER MAGE

Water is life, and for the Tabbybrook it is a fascinating source of arcane energy. Infinitely adaptable, water can be soft and soothing, it can be hard and violent, it can be formless, shapeless, only to take the shape of whatever it inhabits. Through ritual, Tabbybrooks learn to use water according to their will, forcing it to adapt to their desires and needs. It is often commented that your throat will never grow dry if you adventure with a Tabbybrook, and it is true. Not only do they carry a shocking array of different waters they have collected throughout Crystalia, they also can seemingly pull the moisture from the air, earth, and, in dire need, the living.

RANKING UP

As your Mage advances in rank it will unlock new powers and capabilities. At each rank record the specified advancements on your Hero card.

RANK B

Attribute Increase

You may add +1B dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Hearts Increase

Your maximum Hearts increase by one. Color in the heart marked 'B' on your life bar.

RANK A

Attribute Increase

You may add +1B dice to a single attribute. Color in one of the blank attribute dice boxes.

New Skill

You are adept at alchemy and the creation of magical concoctions and contraptions proves both fun and useful! You gain the Potion Master skill.

Potion Master: Rank A. The Mage may use one additional potion during its activation. This may be an item that requires the use of a potion.

Rank Ability

You gain a new rank ability. You may choose (or roll) a new ability from the chart below.

Roll	Ability
1 - 4	Blizzard: Magic Attack. Burst 1, Ice, -1W to the attack roll.
5 - 8	Experimental Concoction: Support. Remove 1 potion token to have any hero add +1R to attack rolls and suffer -1W to defense rolls until the end of their next activation.
9 - 12	Fire Wave: Magical Attack. Burst 1, Fire, from the square the mage is on.
13 - 16	Sigil of Warding: Support. Aura 2, friendly models within the area add +1B to defense rolls against ranged and magic attacks.

17 - 20	Storm Armor: Support. Choose a hero within 3 squares. Until the beginning of their next activation when the chosen hero takes damage, the model that caused the damage also suffers one damage.
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RANK S

Attribute Increase

You may add +1R dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Hearts Increase

Your maximum Hearts increase by one. Color in the heart marked 'S' on your life bar.

Maximum Potions Increase

The maximum number of potions you may carry increases. Color in the blank potion marked 'S'.

RANK X

Attribute Increase

You may add +1G dice to a single attribute. Color in one of the blank attribute dice boxes.

Rank Ability

You gain a new rank ability. You may choose (or roll) a new ability from the Rank X chart below or from the Rank A chart.

Roll	Ability
1 - 4	Chain Lightning: Magical Attack. Choose a target and up to two additional models within 2 squares of it. Roll to attack each of them. These attack rolls suffer -1W.
5 - 8	Meteor: Magical Attack. Once per encounter. Burst 3, Fire.
9 - 12	Power Word: Magical Attack. +1R. If successful this attack deals 1 extra damage. May not be used on this hero's next activation.
13 - 16	Time Stop: Support: As an additional cost suffer one damage. Choose 2 heroes. The next time these heroes activate they may take 2 actions.
17 - 20	Weird Elixir: Support. As an additional cost remove 1 potion token. A hero of your choice gets +1R to any stat of your choice for their next 2 activations.

RANK XS

Attribute Increase

You may add +1Y or +1P dice to a single attribute. Color in one of the blank attribute dice boxes.

New Skill

The Mage unlocks the secret to true magical destruction. You gain the Arcane Armageddon skill.

Arcane Armageddon: Rank XS. The Mage's Arcane Burst basic attack gains the Burst 1 area effect.

RANGER

Rangers are woodsmen and survivalists without peer. Eschewing the relative comforts of civilization a Ranger prefers the crisp air and untamed wilderness of Crystalia's forests and mountains. Rangers serve as a vital bridge between society and the wild places of Crystalia. Highly skilled in wilderness survival, Rangers prove

invaluable in guiding adventurers, merchants, pilgrims, and other travelers along the safest path to their destinations. Rangers are also commonly employed as bounty hunters and monster hunters, where their knowledge of the local landscape and skill at tracking allows them to track villains to their lair to meet justice.

While rangers are typically recruited for their wilderness aptitude, they are also remarkable combatants. A lifetime of living only off of the results of their hunting skills has made them expert marksmen with a variety of ranged weaponry, whether it be bow, crossbow, rifle, or even a well-thrown stone. More than one brigand has mistaken an unassuming and solitary ranger as easy prey only to find themselves soundly thrashed.

Covering a vast swath of Crystalia, the Fae Wood is naturally home to several disciplines of ranger. The most well known being the Glimmerdusk Rangers whose enchanted longbows are legendary for their pyrotechnics. Alongside them the Deeproot Scout ranges far and wide protecting the roots of the sacred Deeproot Tree, and the Royal Hunters see that non-native inhabitants of the woods are kept safe and do no harm themselves. Along the Wandering Monks the Thousand Eye watches over pilgrims upon the Path of 1000 Shrines. And deep within the Frostbyte Reach the Black Snow Rangers seek redemption in the protection of the dwarves ancestral home.

ONE WITH NATURE

Rangers pact with the Fae is one of symbiosis and peaceful coexistence. In general, rangers find the Fae as fickle and untrustworthy as any mortal. Because of this, they endeavor to learn the ways of the wood and wild intimately, so that they become one with nature and are no longer considered an outsider by its inhabitants. Rangers take great care in harmonious living and ensuring that others who rely on the forest do the same. Occasionally, this can place a ranger in conflict with towns or villages that are abusing resources. However, just as often rangers will be called upon to stop predatory animal attacks or Fae mischief. This causes rangers to toe a very careful line between their responsibilities to society and the wild.

BUILDING BASICS

Rangers begin the game with the following class card.

!X! EXAMPLE !X!

CARD

HEARTS 5 (3xStart, B, S)

POTIONS 2 (Start, S)

STR 1B

WILL 1B

DEX 1B1R

ARM 2B

!X! EXAMPLE !X!

BASIC ATTACK

Rangers in pursuit of their quarry are relentless, never losing sight of their prey, escape is all but impossible.

True Shot: Missile Attack. If the Ranger does not move this turn, this attack does not require line of sight. Range must be counted around walls and structures.

STARTING SKILL

The beasts and monsters within the wilds of Crystalia are difficult to track and are deadly adversaries. Rangers train extensively to overcome these predators. Rangers begin the game with the Master Hunter skill.

Master Hunter: Rank C. The Ranger treats difficult terrain squares as open squares. Additionally, the Ranger adds +1B to any roll that requires wilderness knowledge or tracking.

PLAY A RANGER IF

You love nature, want to be able to track your quarry, easily move through terrain, and be a master marksman.

JOBS OF THE RANGER

Your Ranger's job determines its job ability. Rangers may choose (or roll) one of the following jobs.

Roll	Job	Ability
1 - 4	Black Snow	Survivalist: Once per activation, when this Ranger moves into difficult terrain, it may Heal 1.
5 - 8	Deeprout Scout	Sprite Syrup: When the Ranger uses a potion it may cause another Hero to gain one additional action this turn, instead of the normal effects of the potion.
9 - 12	Glimmerdusk Ranger	Herbalist: Support. Wave 2. Heroes remove all status effects.
13 - 16	Royal Hunter	Tether: Missile Attack. Even if the attack does not succeed, pull the target 6 squares toward the Royal Hunter.
17 - 20	Thousand Eye	Truth In All: The Ranger's Missile attacks ignore all abilities and actions that would affect what it can target, such as Stealth. The Ranger gains +1B dice on rolls to detect a lie.

BLACK SNOW

Outcasts, misfits, and disgraces often find it difficult to find their place in society. Many turn to banditry, but some few who seek redemption or direction make the long pilgrimage to the Frostbyte Reach, and Foruk's Falls, the first city of the dwarves. For centuries, Foruk's Falls has endured the ravages of the Dark Consul and his foul minions. Destroyed, rebuilt, and destroyed again, it is a testament to dwarven resilience and stubbornness. It is also in dire need of defenders. Here, in the frigid snows, turned black with ash, new returns are trained to survive, to scout, to fight, to endure. It is a brutal and deadly vocation, but those of the Black Snow who survive become legends in their own right.

DEEPROOT SCOUT

It is not uncommon for the roots of the Deeprout Tree to run through a monster's lair or even an entire dungeon. Sometimes, this is the unintentional consequence of the Deeprout's natural growth. Other times, it is intentional on the part of the monsters as they seek to harm the Deeprout Tree. Deeprout Scouts actively scout out these lairs and dungeons, and then remove the monstrous inhabitants. Sometimes the Scout succeeds in this through diplomacy, bribery, or even trickery. However, most often, the Scout must root out the monsters by force. This process of finding monstrous lairs, and pockets of 'civilization' around the roots of the Deeprout Tree, also leads to Deeprout Scouts having an intricate knowledge of both monstrous societies and the Deeprout's own growth patterns.

GLIMMERDUSK RANGER

Glimmerdusk Rangers stand sentry over the Fae Wood. They are the elves' eyes and ears, and little occurs within the sacred forest which they do not see. Glimmerdusk Rangers are renowned archers. They are perhaps known best for their bows hewn from the sacred Glimmerdusk Grove. The magical wood within the grove is deeply infused with fae magic, and that magic is imparted to the bow. As a Glimmerdusk Ranger grows in experience they learn to harness the magic within the bow, using it to conjure arrows of faerie fire, sparkling arrows that burst with fiery colors, or as illusion to conceal their presence or cover traces of their passing.

ROYAL HUNTER

Royal Hunters are professionally trained foresters, guides, and hunters in service to the Crown. The Royal Hunters were originally established in cooperation with the Deeproot Elves, when the Glimmerdusk Rangers complained of non-elven travelers causing disruptions within the Fae Wood, and taxing their resources. It is the task of the Royal Hunters to maintain the roadways through the forests, and to preserve the forests themselves from the harm of travelers. Equipped with the finest rifles, manufactured by Clockwork Cove, their role as guides soon expanded, as the Royal Hunters assisted remote villages in need, saving them from the predations of monsters or savage animals. Royal Hunters are now held as equals to their elvish counterparts, and the two organizations work in close cooperation.

THOUSAND EYE

The majestic Wandering Monk Mountains are criss-crossed with the winding paths and trails that make up the Path of 1000 Shrines. While some of the most famous shrines and paths are well tended and protected by monks and the sheer weight of civilization, many more are surrounded by dense forest, plagued by fickle Fae, haunted by spirits, or patrolled by marauding bandits. Protection of these trails is overseen by the Thousand Eye rangers. This elite order of waywatchers and scouts are trained not only in martial matters, but in the ways of the Fae. It is said that a Thousand Eye can always see the truth in all things, whether it is the correct path to take, the answer to a Fae riddle, or ghost lurking just out of sight beyond the veil.

RANK B

Attribute Increase

You may add +1B dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Hearts Increase

Your maximum Hearts increase by one. Color in the heart marked 'B' on your life bar.

RANK A

Attribute Increase

You may add +1B dice to a single attribute. Color in one of the blank attribute dice boxes.

New Skill

Your sight and accuracy allows you to strike targets from tremendous distances. You gain the Far Shot skill.

Far Shot: Rank A. The Ranger's Missile Attacks have a range of 8 squares, instead of 6.

Rank Ability

You gain a new rank ability. You may choose (or roll) a new ability from the chart below.

Roll	Ability
1 - 4	Flaming Arrow: The Ranger's successful Missile Attacks inflict Fire.
5 - 8	Nature's Guidance: The Ranger gains +1B dice to any attack rolls it makes while on or adjacent to difficult terrain.
9 - 12	Nature's Protection: The Ranger gains +1B dice to any defense rolls it makes while on or adjacent to difficult terrain.
13 - 16	Bramble Patch: Support. Aura 2. The area within the aura is considered difficult terrain.
17 - 20	Hit and Run: The Ranger may move up to two squares after making a successful Missile Attack.

RANK S

Attribute Increase

You may add +1R dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Hearts Increase

Your maximum Hearts increase by one. Color in the heart marked 'S' on your life bar.

Maximum Potions Increase

The maximum number of potions you may carry increases. Color in the blank potion marked 'S'.

RANK X

Attribute Increase

You may add +1G dice to a single attribute. Color in one of the blank attribute dice boxes.

Rank Ability

You gain a new rank ability. You may choose (or roll) a new ability from the Rank X chart below or from the Rank A chart.

Roll	Ability
1 - 4	Sparkle Burst: Missile Attack. Burst 1.
5 - 8	Double Nock: Missile Attack. The Ranger gains +2B dice to this attack and must split its dice between two targets.
9 - 12	Vital Strike: Missile Attack. If the attack succeeds and beats the defense roll by at least two stars it inflicts one additional damage.
13 - 16	Snares: Support. Wave 3. Slow.
17 - 20	Spotter: The Ranger gains +1G dice to all Missile Attacks targeting an enemy model that is engaged with at least one friendly model.

RANK XS

Attribute Increase

You may add +1Y or +1P dice to a single attribute. Color in one of the blank attribute dice boxes.

New Skill

You have become an expert at using the surrounding environment to your advantage. You gain the Shelter skill.

Shelter: All Heroes on the same tile as the Ranger add +1B to all attack rolls and defense rolls.

ROGUE

Rogues are master thieves, spies, and infiltrators who work in the shadows, and outside the laws, of civilization. Detractors call rogues misfits, scoundrels, assassins, and worse, accusing them of causing the worst of society's ills. In many cases their detractors are correct. However, there are no small number of rogues who use their position within the underworld to advance more noble causes. These rogues use their station within the criminal hierarchy to minimize or eliminate violence through the establishment of thieves guilds with codes of conduct. Often they will target only the corrupt, using portions of their spoils to alleviate the suffering of the oppressed. In such a manner, many rogues grow in status to become folk heroes and beloved champions of the underdog.

Rogues find their skills in high demand among adventuring Heroes. Bosses relish littering their dungeons with traps and locked passageways designed to hinder and harm meddlesome Heroes. In a dungeon's darkened corridors a rogue is naturally at ease—in their element—as they scout ahead, disarming traps, picking locks, and locating choice bits of treasure.

Riffling Rogues are infamous throughout Crystalia as assassins that strike from the dark. Though more and more seek to ally with Crystalia to escape cruel rule of the lords of the Nether Rifts. Joining them are the elvish Nether Striders who cling to distant memories of the Light before their home was consumed by darkness. In the Wandering Monks the Nagari Archpoisoners research and concoct toxins of unparalleled potency. Cat Burglars leap from rooftop to rooftop of major cities, ever watchful for their next score. While deep beneath the earth, Warren Runners race through hidden ways delivering vital information on monstrous movements.

STEALTH AND SHADOW

Rogues pact with the Dark is often one of convenience, rather than necessity. Working outside the bounds of normal society, rogues often deal with those who are wholly given over to the Dark. Because of this the rogue cloaks themselves in it as well, using its powers and concealment to further their aims. There is no small amount of hubris in their perception of the Dark and their relationship to it. And it is not uncommon for an unwary rogue to find that the Darkness was using them to achieve its own aims, instead of they using it to achieve theirs. It is a precarious balance, and delicate dance that a rogue constantly maintains in the pursuit of their goals.

BUILDING BASICS

Rogues begin the game with the following class card.

!X! EXAMPLE !X!

CARD

HEARTS 5 (3xStart, B, S)

POTIONS 2 (Start, S)

STR 1B

WILL 1B

DEX 1B1R

ARM 2B

!X! EXAMPLE !X!

BASIC ATTACK

Hiding in the shadows until the optimal time to strike, the Rogue cares only that its target is unaware.

Knife in the Dark: Missile Attack. This attack may be made against adjacent models.

STARTING SKILL

Rogues are quick-fingered and seemingly drawn instinctively to rare and precious goods. Rogues begin the game with the Thief skill.

Thief: Rank C. Whenever the Rogue draws Loot it may draw an additional card. Additionally, the Rogue adds +1B to any roll that requires deception or sleight of hand.

PLAY A ROGUE IF

You enjoy playing a Hero whose stock-in-trade is stealth and subterfuge, and who lives according to their own moral code and compass.

JOBS OF THE ROGUE

Your Rogue's job determines its job ability. Rogues may choose (or roll) one of the following jobs.

Roll	Job	Ability
1 - 4	Cat Burglar	Can't Catch Me: After making a successful missile attack, this Rogue may move up to two squares directly away from the model it attacked.
5 - 8	Guild Saboteur	Rigged To Blow: Missile attack. Burst 1, centered on this Rogue. This attack rolls +1B dice. To make this attack, this Rogue must discard an equipped loot card.
9 - 12	Nagari Archpoisoner	Personal Concoction: When this Rogue uses a potion action, instead of the usual healing effect, it must instead choose a status effect other than Fire or Ice and apply it to all adjacent models (friendly and enemy).
13 - 16	Riftling Rogue	A Ready Knife: If the target is engaged with this Rogue and at least one other Hero, this Rogue's missile attacks inflict one additional damage.
17 - 20	Warren Runner	Squirrely: When this model makes a defense roll, it may choose one of its dice and reroll it.

CAT BURGLAR

Silent and stealthy, Cat Burglars are master thieves. Cat Burglars put their skills to the test. Nimble acrobats, Cat Burglars are able to infiltrate the most inaccessible locations in pursuit of treasure. With deft hands they pick locks, disable traps, and manage to overcome obstacles in their path with a combination of dexterity and cunning. Most Cat Burglars belong to one of the many thieves guilds that dot Crystalia. In return for a share of the loot, the burglars are offered protection and increased resources. However, the most legendary Cat

Burglars are often as solitary as they are successful, plundering treasures from the most secure locations before disappearing into the night.

GUILD SABOTEUR

The various mechanical and artificer guilds of Clockwork Cove are fierce rivals in the pursuit of lucrative contracts, glory, and the pursuit of pure technological achievement. While these contests typically remain fair, it is not exactly uncommon for the services of a Guild Saboteur to be employed to ensure the advantage. Saboteurs must be experts in the workings of both mechanical and arcane devices. They must also know when a sabotage must be subtle, so as not to arouse suspicion, or when to sabotage with spectacle, so as to make the appropriate statement. Many Guild Saboteurs are themselves accomplished artificers, creating all manner of gadgets, devices, and whizz-bangs in order to perform their nefarious duties.

NAGARI ARCHPOISONER

The Nagari are naturally venomous, so it is no surprise that their skills in poison creation and execution exceed even the skills of the minions of the Dark Consul. Their inherent venom also makes the Nagari remarkably amoral when considering its use. Poison is a tool, nothing more. Archpoisoners have devoted their lives to poisoncraft and delight in the discovery or creation of new toxins. For an Archpoisoner the aim of a poison is not always to kill. Toxins can be used to incapacitate, confuse, delight, and even, in some cases, to heal. Archpoisoners jealously guard their prized creations, reserving them only for their own private use or as a lucrative means of making a few crowns.

RIFTLING ROGUE

The Nether Rifts are a harsh and unforgiving location, populated by demons, chimera, nether elves, and monstrous races of all sort. Trapped between the realm of Light and that of Darkness, Riftlings are not truly accepted by either, often used as expendable tools by the Dark and seen only as villainous fiends to the Light. Those Riftlings who choose to live within the Light are often forced to remain in the shadows, as scoundrels, bounty hunters, thieves, and assassins. Blessed (or cursed) with an innate connection to the Dark Realm, Riftling Rogues are able harness its magics to aid them in their pursuits.

WARREN RUNNER

Fennek have tunneled vast swathes of Crystalia. Most of these tunnels follow the root paths of the Deeproot Trees, and the fennek act as underground guardians, of a sort, for the ancient tree. Warren Runners are charged with maintaining communication between the various fennek warrens, constantly running information, intel, and private correspondence through the tunnels. These journeys are often perilous, for vast stretches of tunnel are dark and infrequently used. Oftentimes, monsters move into the tunnels making their home and seeking access to corrupt the roots of the Deeproot. In these cases, Warren Runners must act not only as couriers, but as scouts, spies, and even assassins.

RANKING UP

As your Rogue advances in rank it will unlock new powers and capabilities. At each rank record the specified advancements on your Hero card.

RANK B

Attribute Increase

You may add +1B dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Hearts Increase

Your maximum Hearts increase by one. Color in the heart marked 'B' on your life bar.

RANK A

Attribute Increase

You may add +1B dice to a single attribute. Color in one of the blank attribute dice boxes.

New Skill

The Rogue is adept at disappearing, whether through the use of darkness and shadows, or the cunning act of becoming entirely nondescript and unthreatening. You gain the Stealth skill.

Stealth: Rank A. Attacks targeting the Rogue reduce their range by 2 squares, to a minimum of 1. Additionally, the Rogue adds +1B to any roll that require stealth or subterfuge.

Rank Ability

You gain a new rank ability. You may choose (or roll) a new ability from the chart below.

Roll	Ability
1 - 4	I Pocketed One More...: Once per Encounter, after any Hero uses an item from the backpack or equipped to this Rogue, this Rogue may choose for the item not to be discarded.
5 - 8	Scrounge: Support. Once per Encounter, draw three items, select one to put in the backpack, and discard the rest.
9 - 12	Proficient: Once per activation, this Rogue may take the Interact action without using up its action for the activation.
13 - 16	Apply Poison: Support. Once per Encounter, select one piece of equipment which is equipped to this Rogue or an adjacent Hero. For the remainder of the Encounter, double all non-ARM dice bonuses gained from the selected equipment.
17 - 20	The Treasure Is This Way!: Support. Place this Rogue adjacent to a treasure chest or treasure pile within six squares, regardless of line of sight.

RANK S

Attribute Increase

You may add +1R dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Hearts Increase

Your maximum Hearts increase by one. Color in the heart marked 'S' on your life bar.

Maximum Potions Increase

The maximum number of potions you may carry increases. Color in the blank potion marked 'S'.

RANK X

Attribute Increase

You may add +1G dice to a single attribute. Color in one of the blank attribute dice boxes.

Rank Ability

You gain a new rank ability. You may choose (or roll) a new ability from the Rank X chart below or from the Rank A chart.

Roll	Ability
1 - 4	A Skilled Blade: Missile attack. This attack inflicts one additional damage. This Rogue must discard an equipment card from the backpack to make this attack.
5 - 8	Distraction: Missile attack. If the target is engaged with at least one Hero other than this Rogue, the target must reroll any and all dice of this Rogue's choice when rolling for defense.
9 - 12	Blade Storm: Missile attack. This Rogue rolls +1R dice for each equipment card it has equipped. This attack must split its dice between at least two enemies (it may be split between more).
13 - 16	The Dancing Blade: Support. Aura 4. Select one loot card equipped to this Rogue. All Heroes within the aura gain the benefits of the loot as if it were equipped to them.
17 - 20	Take Advantage: Missile attack. If this Rogue is adjacent to its target, this attack inflicts an additional amount of damage equal to the number of status effect tokens on the target.

RANK XS

Attribute Increase

You may add +1P dice to a single attribute. Color in one of the blank attribute dice boxes.

New Skill

More concerned with saving themselves than others, the Rogue has developed an unusual method of self preservation. You gain the Backstabber skill.

Backstabber: Rank XS. When the Rogue suffers a wound, it may choose to have an adjacent friendly model suffer the wound instead.

WANDERER

Wanderers are consummate travelers and explorers. Unbound by fear and filled with endless curiosity, Wanderers travel Crystalia in search of new experiences and adventures. Wanderers are sociable and quick to trust and befriend others. As they travel the realms they leave behind a vast network of friends, acquaintances, and associates. These networks become valuable resources to the wanderer and its other members, serving as information pipelines, aid stations, and even trading partners.

Some find wanderers flighty and occasionally unreliable, but this is generally the exception rather than the rule. Most wanderers are expert planners, able to coordinate plans with many moving parts in order to achieve their goals. After all, an adventure is no good—no matter how exhilarating—if you don't survive it. It also provides them with a vast repertoire of obscure facts and lore, which they can readily put to use to entertain or negotiate. This uncanny ability to execute and network often makes many wanderers surprisingly wealthy as occasional merchants and traders.

Wanderers erratic reputation is likely due to the death-defying thrill-seeking Chaos Kitties, who's outlandish feats of daring take the breath away. Counter to them are the unflinchingly dependable Brinebreaker Skathi whose mastery of mountaineering is unparalleled by even master rangers. Secretive clans of ninja dot the eastern continent, their members infiltrating all levels of society. Rakish corsairs from the Drowned Isles seek profit and adventure along the coastlines. And Wandering Minstrels travel all of Crystalia bringing stories and song to happy townsfolk.

WHIMSY AND WONDER

Wanderers possess a Spirit which cannot be contained. To a wanderer, every new sight, sound, smell, and touch, is an experience to revel in. Sometimes this thirst for new experience can lead wanderers to lead something of a hedonistic lifestyle. However, more often than not, even a hedonistic lifestyle is short lived as the wanderer finds some new pursuit to master. It is postulated by the learned, that wanderers, whether they realize it or not, are in pursuit of self enlightenment. This is supported by reports that a wanderer seemingly glows with an inner joy the closer they come to their goal. Some wanderers have even taken up this philosophy, after all, they seek no outside aid in their pursuits, only fulfillment. Perhaps they are upon the path of enlightenment.

BUILDING BASICS

Wanderers begin the game with the following class card.

!X! EXAMPLE !X!

CARD

HEARTS 5 (3xStart, B, S)

POTIONS 2 (Start, S)

STR 1B

WILL 1B

DEX 1B1R

ARM 2B

!X! EXAMPLE !X!

BASIC ATTACK

An opponent cannot strike what they cannot catch. The Wanderer is well versed in the fine art of repositioning and misdirection.

Dervish Technique: Missile Attack. If the attack succeeds, the Wanderer may immediately move 2 squares.

STARTING SKILL

Wanderers can barely hold still, and are are a whirlwind of movement during combat. Wanderers begin the game with the Sidestep skill.

Sidestep: Rank C. If the Wanderer wins a defense roll, it may immediately move 1 square.

PLAY A WANDERER IF

You want a Hero who is quick and nimble, that can constantly reposition itself and others to ensure everyone is in the best position to succeed.

JOBS OF THE WANDERER

Your Wanderer's job determines its job ability. Wanderer's may choose (or roll) one of the following jobs.

Roll	Job	Ability
1 - 4	Brinebreaker Skathi	Snowstorm: Support. Aura 2. The squares within the aura block line of sight.

5 - 8	Chaos Kitty	9 Lives: When this model would be Knocked Out, roll 1R dice. This model heals one damage for every star rolled. If this model rolls no stars, it is Knocked Out as normal.
9 - 12	Drowned Isle Corsair	Flintlock Pistol: Missile Attack. This attack rolls +1R dice. This Wanderer must spend two movement points in order to make this attack.
13 - 16	Ninja	Super Shuriken: Missile Attack. This attack does not require line of sight.
17 - 20	Wandering Minstrel	Jaunty Tune: Support. Aura 2. All friendly models add +1B to attack rolls.

BRINEBREAKER SKATHI

Dwarves call the Skathi the embodiment of winter, for they seem perfectly at ease and content among blizzards and blistering cold. Never without skis, snowshoes, climbing gear, and their “jotun-eye” lanterns casting its blue-glow upon the snow, Skathi travel the mountain peaks throughout Crystalia. Skathi live and thrive where the air is so thin it is difficult to breathe and the biting cold freezes flesh in an instant. Yet the Skathi revel in the sport and the hunt for survival. In their explorations, they find rare deposits of ore, crumbling ruins of lost civilizations, strange and resilient flora, and undiscovered creatures that live among the clouds. Skathi are one of the few castes who regularly visit the homeland of the Jotnar, calling the wise giants friends. Pilgrims to the Jotnar often seek out Skathi as guides, and it is said that no pilgrim will ever find the wisdom of the Jotnar if they do not first earn the trust of the Skathi.

CHAOS KITTY

The Chaos Kitties, also known as Chaos Monks, is a rough-and-tumble fraternity which embraces life as it comes to them. Originally founded by a small pride of madcap, thrill seeking Freyjans, the Chaos Kitties view the world as their playground. Often prone to extreme feats, which further escalated through dares and competition, a Chaos Kitty grows addicted to danger and the next adventure. Many call the Chaos Kitties a half-mad death cult, but this is a gross oversimplification. A Chaos Kitty does not actively seek death. No. A Chaos Kitty pursues life to the bleeding edge. Utterly fearless, Chaos Kitties refuse to accept their limitations and always strive beyond.

DROWNED ISLE CORSAIR

Scoundrels, Cutthroats, Pirates, and worse, the Corsairs of the Drowned Isles are generally considered unsavory folk. Despite this there remains a romantic air of whimsy and freedom that surrounds them. Free from obligation and the constraints of society, Corsairs make their living through their wits, cunning, and skill. While most corsairs are ruthless and sinister folk, they are still many who have taken up the buccaneering life simply for the adventure and excitement of it all. This is a distinction that the authorities care little about. However, it is enough for the populace to delight in tales of noble corsairs perform heroic (or scandalous) deeds in defiance of authority and oppression.

NINJA

The secretive clans of the Wandering Monk Mountains are called many things, ninja, kunoichi, spy, assassin, kuei, thief, monk, and more. They are all these things. Hidden and reclusive, the clans interact only rarely with outsiders, their sentries leading those who stray too close away long before their villages are found. Devoted to their clan and training, ninja master the ways of martial arts, stealth, subterfuge, guile, and diplomacy. Ninja are often hired by nobles from Yuyang to perform clandestine operations and achieve shadowy objectives.

Typically ninja perform their duties without ever leaving a trace of their involvement, on the rare occasion they are caught or forced into open combat, they are formidable foes.

WANDERING MINSTREL

Crystalia is, in truth, not an ancient land; its history spanning only a scant few millenia. However, that time is replete with tales of wonder. Stories of mighty civilizations that have risen and been consumed, of battles which literally have sundered the veil between worlds and devoured the heavens, of villains foul beyond comprehension and heroes of startling bravery and sacrifice. While civilization endeavors to maintain much of this history in written form, most is still recalled only through oral tradition, through story, poem, and song. This tradition is upheld by the Wandering Minstrels who travel Crystalia, gathering lore and retelling it to rapt audiences. With their words and song, Minstrels can inspire, terrify, and amuse.

RANKING UP

As your Wanderer advances in rank it will unlock new powers and capabilities. At each rank record the specified advancements on your Hero card.

RANK B

Attribute Increase

You may add +1B dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Hearts Increase

Your maximum Hearts increase by one. Color in the heart marked 'B' on your life bar.

RANK A

Attribute Increase

You may add +1B dice to a single attribute. Color in one of the blank attribute dice boxes.

New Skill

After some time to see the world, you have begun to collect the stories and wisdom of the world, including a fair number of cunning battle strategies. You gain the Tactical Lore skill.

Tactical Lore: Rank A. If the Wanderer triggers an ability that allows its model to be moved or placed, outside of normal movement, you may allow another Hero to move instead. Additionally, the Wanderer adds +1B to any roll that requires knowledge of history, legends, or random esoterica.

Rank Ability

You gain a new rank ability. You may choose (or roll) a new ability from the chart below.

Roll	Ability
1 - 4	Quick Retreat: After this Wanderer suffers damage, it may move up to three squares.
5 - 8	Life on the Road: This Hero and other Heroes beginning their activations within two squares of it may move one additional time as a part of their normal movement during their activations.
9 - 12	Just Passing Through: This Wanderer may move two additional times during its activation as a part of its normal movement.
13 - 16	The Buddy System: Support. Select a Hero within line of sight and then place it adjacent to this Wanderer.

17 - 20	Unstoppable: This Wanderer is immune to the Slow and Knockdown status effects and may move over difficult terrain and structures as if they were open squares (it may not stop on structures).
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RANK S

Attribute Increase

You may add +1R dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Hearts Increase

Your maximum Hearts increase by one. Color in the heart marked 'S' on your life bar.

Maximum Potions Increase

The maximum number of potions you may carry increases. Color in the blank potion marked 'S'.

RANK X

Attribute Increase

You may add +1G dice to a single attribute. Color in one of the blank attribute dice boxes.

Rank Ability

You gain a new rank ability. You may choose (or roll) a new ability from the Rank X chart below or from the Rank A chart.

Roll	Ability
1 - 4	The Wind At My Back: Support. Every time this Wanderer moves, add a blue dice to its card. When this Wanderer or another Hero within two squares makes a roll, this Wanderer may remove one of these dice and add it to the roll. This effect ends at the start of the next Hero turn and any unused dice are discarded.
5 - 8	The Healing Path: Support. Until the start of the next Hero turn, every time this Wanderer moves, heal one damage from any Hero within line of sight.
9 - 12	Paved With Curses: Support. Until the start of the next Hero turn, every time this Wanderer moves, add a random status effect to any enemy within line of sight.
13 - 16	Arrows From the Woods: Missile attack. The Wanderer gains +1B dice to this attack for every square it moved during this activation. This attack may split its dice between any number of enemies.
17 - 20	The Hidden Path: Support. Place this Wanderer within six squares. Then another Hero that was within two squares of the Wanderer before it was placed may be placed adjacent to the Wanderer.

RANK XS

Attribute Increase

You may add +1Y or +1P dice to a single attribute. Color in one of the blank attribute dice boxes.

New Skill

The secrets of the world are laid out to you as though you have been given a map marking their path. You gain the Oracle skill.

Oracle: Rank XS. When the Wanderer wins an offense roll, if it rolled no potions or hearts, it may choose to count as having rolled one potion or heart.

WITCH

Witches are more than cackling crones stirring black cauldrons of foul concoctions. Those witches exist, but any proper, upstanding witch of character considers them just as insane as the average person might. True witches are something altogether more sinister. Witches are magical practitioners (both female and male) who gain their arcane might through a pact with the Dark. What causes a witch to choose this path is known only to them, but theirs is a dangerous path, which they must tread carefully or be consumed by the Dark.

Heroic witches are rare, but they are not unknown. And while they are feared by many, the raw willpower, skill, and discipline they require to avoid falling under the Dark Consul's sway is admirable. Additionally, the abilities granted to practitioners of the dark paths are wholly unique from those of other arcane practitioners, and provide a useful insight into the powers which govern the Dark Realm, monsters, and even the Dark Consul himself.

Crystalia Castle keeps a close eye on witches that practice in the realms. The Hexcast Sorcerers of the the Cursed Tower are the most notorious of the royally administered witch covens. Joining them are the Court Illusionists who can fool and delight the senses, and widespread Sanctioned Witches that serve villages, towns, and communities throughout the realms. In the Frostbyte Reach, the Frozen Queen coven wages an unseen war against the Lich King. Delving in the deepest dungeons and forgotten caverns, Crystal Shapers manipulate and form the primal crystals which some say are the source of all magic.

THE LURE OF THE DARK

The arcane energies of the Dark Realm are a black reflection of those of Light. Where Light gives life, the Dark takes it. Where Light promotes growth and renewal, the Dark brings decay and entropy. While these qualities may not seem alluring, their use is potent and intoxicating. The Dark readily answers those who seek it. The darkness shatters the barriers for its use. Gone are the laborious studies of the mage, the divine prostrations of the cleric, or the druids' negotiations with the fickle whims of the Fae. In their stead is raw, pure power, ready to be used. Eager to be used. But it is a power that will overwhelm and engulf the witch that cannot control it. Indeed, most are bent to the will of the Dark Consul. Those few who break free spend a lifetime learning to fight back against temptation.

BUILDING BASICS

Witches begin the game with the following class card.

!X! EXAMPLE !X!

CARD

HEARTS 5 (3xStart, B, S)

POTIONS 3 (Start, S, XS)

STR 1B

WILL 1B1R

DEX 2B

ARM 1B

!X! EXAMPLE !X!

BASIC ATTACK

Witches excel at casting various curses. However, the energies of the Dark Realm are temperamental and difficult to control.

Hocus Pocus: Magic Attack. If the attack succeeds, the target suffers a random status effect. (Close your eyes and choose a random token.)

STARTING SKILL

Witches specialize in brewing vile concoctions. Indeed, most witches prefer to carry these wicked brews over the normal heroic healing draughts. Witches begin the game with the Cursed Brew skill.

Cursed Brew: Rank C. When the Witch uses a potion it may cause a single model to suffer any status effect of the Witch's choice, instead of the potion's normal healing effect.

PLAY A WITCH IF

You want to cackle maniacally as you zap monsters, turning them feeble and weak with your status effects and potions.

JOBS OF THE WITCH

Your Witch's job determines its job ability. Witches may choose (or roll) one of the following jobs.

Roll	Job	Ability
1 - 4	Court Illusionist	Illusionary Double: When this Witch suffers damage, place one crystal token on its card. It may never have more than one crystal token. When this Witch is affected by an action that requires a defense roll, it may remove one crystal token to roll one additional red dice.
5 - 8	Crystal Shaper	Crystal Growth: Support. Place a crystal token on any open square within four squares. Select a random status effect token and place it on the crystal. All enemy models within one square of the crystal token act as if they had the status effect. Remove the crystal token when this action is taken again or this Witch suffers damage.
9 - 12	Frozen Queen	Heart of Ice: When this Witch applies the Ice status effect to a model, it may choose to make the model suffer one damage as well.
13 - 16	Hexcast Sorceress	Book of Hexes: Once per encounter, immediately after applying a random status effect to a model, this Witch may choose to change it to any other status effect instead.
17 - 20	Sanctioned Witch	Curse Eater: When this Witch makes a successful attack, it may move all status effect tokens from itself to its target. Once per encounter, when a friendly Hero within four squares would gain a status effect token that this Witch is not already suffering, this Witch may choose to suffer it instead.

COURT ILLUSIONIST

Most Illusionists are delightful conjurers. Spinning spectral sights, sounds, and smells into being to trick the senses. However, these simple illusions are only the smallest cantrips. A master illusionist must also capture the mind, manipulating it so that it fully accepts the deception presented. In the wrong hands, this dark magic can enthrall masses and bend them to the Illusionist's will. Indeed, the Dark Consul himself began his path to darkness as an illusionist. Because of this, practitioners of illusion are strictly regulated and the secrets of true

illusion are closely guarded by the Tower of Thought. Only a trusted few are ever allowed full access to the tomes of illusion and even they are closely watched by the Royal Paladins at all times.

CRYSTAL SHAPER

In The Time Before, when only the Starlight Sea swirled within the cosmos, crystals were born in the etherium. Concentrate bits of arcana, emotion, and directionless will, the Goddess paired their primordial energy with her own to form Crystalia. Crystals remain scattered throughout crystalia, potent and vital sources of Crystalia's power. Most uses of crystals are benign and even if they are shattered, refined, or reused, their essence does not change or diminish. Shapers, however, tap into the Dark Realm to warp and reform crystals' energies. While this can unlock incredible potential, it can also be easily abused; as highlighted by the Dark Consul's own shaping of crystals to form the first spawning points.

FROZEN QUEEN

The Coven of the Frozen Queen is an oddity. For all witches of the coven claim to be the Frozen Queen, yet all speak of the Frozen Queen as if she is another. Dark theories claim that the one true Frozen Queen enslaves the minds of witches, and that the rest are mere puppets. When confronted by this theory, a Frozen Queen will merely shake her head or cluck her tongue in disapproval of such outlandish theories. If the theory is true, it is remarkable, for a great number of Frozen Queen witches walk Crystalia, all with their own distinct personalities and diverse abilities. However, they all share a common cause, that of thwarting the Lich King, Elrik and his growing strength within the Reach.

HEXCAST SORCERESS

The Cursed Tower is easily the most controversial tower in all of Crystalia. Composed entirely of witches which specialise in curses, poxes, plagues, and other nasty business, it is constantly blamed for every sickness, malady, or blight which strikes Crystalia. Preferring the title Sorcerer or Sorceress to distance themselves from the negative connotations of witchcraft, the Hexcasts endure the rumors and insults with the knowledge that their aims are just. Indeed, the Hexcasts are masters of everything of which they are accused, but they apply that knowledge in defense of Crystalia. Many Hexcasts are brave adventurers, their aid vital in weakening and stopping monsters too terrible for Heroes to defeat otherwise. Others apply their knowledge in developing cures and remedies, benefiting the health and livelihood of all Crystalians.

SANCTIONED WITCH

Unfortunately, for those seeking power, darkness is often the easiest and most direct method to attain it. Many do this for benign reasons, often to aid their family or village, and Crystalia is replete with "good witches". Despite their intentions, darkness corrupts, and Crystalia Castle does its best to keep tabs on all witches within the realms. In practice, the Crown does not have the ability to policy every practitioner of the dark arts. Thus it established the Sanctioned Witch Accords. These voluntary accords allow witches to practice their arts and remain in the grace of the Crown as long as they abide by the rules of the accords. In return the witch is largely left alone and can even request aid from the various Towers when in need.

RANKING UP

As your Witch advances in rank it will unlock new powers and capabilities. At each rank record the specified advancements on your Hero card.

RANK B

Attribute Increase

You may add +1B dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Hearts Increase

Your maximum Hearts increase by one. Color in the heart marked 'B' on your life bar.

RANK A

Attribute Increase

You may add +1B dice to a single attribute. Color in one of the blank attribute dice boxes.

New Skill

Infused with the essence of the Dark Realm, opponents find their strength sapped and defenses weakened as they quail in fear before the Witch's dread majesty. You gain the Dark Radiance skill.

Dark Radiance: Rank A. All attack and defense rolls made opposing the Witch reduce the result by 1 star.

Rank Ability

You gain a new rank ability. You may choose (or roll) a new ability from the chart below.

Roll	Ability
1 - 4	Potion Master: Whenever the Witch uses a Potion to inflict a status effect token, roll one blue dice. If the Witch does not roll a Darkness, it does not need to discard its Potion.
5 - 8	Dark Protection: Enemy models with a status effect token roll one fewer dice (of the Witch's choice) when attacking the Witch or a model adjacent to the Witch.
9 - 12	Dark Guidance: Enemy models with a status effect token roll one fewer dice (of the Witch's choice) when defending against the Witch or a model adjacent to the Witch.
13 - 16	Dreadful Whispers: Support. Until the start of the next Hero turn, all enemy models within two squares of the Witch must roll one fewer dice (of their choice) when attacking or defending.
17 - 20	Eye of Newt: When the Witch causes an enemy model to gain a status effect token, the enemy model gains an additional random status effect token. (Close your eyes and choose a random token. If this causes the enemy model to gain two of the same token, the enemy suffers a damage instead of the duplicate token.)

RANK S

Attribute Increase

You may add +1R dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Hearts Increase

Your maximum Hearts increase by one. Color in the heart marked 'S' on your life bar.

Maximum Potions Increase

The maximum number of potions you may carry increases. Color in the blank potion marked 'S'.

RANK X

Attribute Increase

You may add +1G dice to a single attribute. Color in one of the blank attribute dice boxes.

Rank Ability

You gain a new rank ability. You may choose (or roll) a new ability from the Rank X chart below or from the Rank A chart.

Roll	Ability
1 - 4	Arcane Burst: Magic Attack. Burst 1. Bane.
5 - 8	The Curse of Years: Enemy models within three squares of the Witch do not remove status effect tokens after they have had their effect (they may still be removed by actions or abilities).
9 - 12	DOOM!: Support. Once per encounter, until the start of the next Hero turn, all enemy models reroll any and all dice of the Witch's choice.
13 - 16	Decay: Support. All enemies with a status effect token suffer one damage.
17 - 20	Dance Magic Dance: Magic Attack. If the attack succeeds, the target suffers two status effects of the Witch's choice and Push 2.

RANK XS

Attribute Increase

You may add +1P dice to a single attribute. Color in one of the blank attribute dice boxes.

Maximum Potions Increase

Your maximum potions increase by one. Color in the potion marked 'XS'.

EXPLORING YOUR HERO

The rich and vibrant world of Crystalia offers many opportunities to roleplay. Roleplaying can enrich your games of Super Dungeon: Legends by immersing you and your friends in a story where you get to be the stars!

WHAT IS ROLEPLAYING?

Roleplaying is the act of playing out a role. The most basic roleplaying is deciding what your Hero does in a situation. From these simple decisions the Consul determines how best to turn the decisions into actions governed by the rules of the game. As you become comfortable with making basic choices that affect the game, you can begin branching out into more complex roleplaying, such as: describing your Hero's actions, making conversation with other characters in the world, and improvising uncommon solutions to encounters at hand.

The goal of roleplaying is to make your games more than rolling dice and destroying monsters. Instead, you and your fellow players work together to weave a cooperative story within the world of the your adventures.

ROLEPLAYING YOUR HERO

Building your Hero is only part of the fun of playing Legends. Creating a personality for your Hero and having him or her interact with the world and story provides an extra layer of enjoyment to your games. The choices you make here generally do not have a direct effect on gameplay. However, if you and your friends are using roleplaying extensively in your games, your Consul can choose to reward roleplaying through the use of in-game bonuses. Suggestions on how to do this are presented throughout the book and it is encouraged for you to come up with your own as well!

ON THE SURFACE

All Heroes are represented by an adorable chibi Super Dungeon model. While the range of Super Dungeon models is large, it is impossible to cover every variation of Hero that players may wish to create. Don't let this discourage you or artificially limit your Hero creations. Your model is only an avatar for your Hero. Your true Hero should build upon this avatar and exist in the game as you imagine and describe it to others. Consider the following surface characteristics when imagining your character:

RACE

There are many diverse races in Crystalia. The most common Hero races are detailed in the the Explorer's Guide and include humans, elves, dwarves, gnomes, celestians, demons, many others. Many races even have subraces, such as the Hearthsworn and Brinebreaker Dwarves or Deeproot, Lunar, and Nether Elves. A Hero's race can shape a great number of roleplaying details, including its background, culture, basic physical appearance, and outlook on the world.

GENDER

Is your Hero male, female, transgender, pixelated, asexual, self-replicating?

AGE

How old are you? Are you a wizened elder who has already seen much of what life has to offer, or are you a young pup—headstrong and eyes-wide-open? Many races have different age ranges and have different beliefs on what constitutes youth, middle age, and old age.

PHYSICAL APPEARANCE

What do you look like? Is your hair sky blue, bubblegum pink, or lustrous brown? Are you heavy-set, lithe and wispy, rippling and muscle-bound, perfectly plain, or toned and athletic? How many pixels tall are you? Do you only wear the most fashionable in Hero apparel or do you look like you just rolled out of bed? Is your skin the palest porcelain, ruddy red, luxurious chocolate, or bright blueberry?

GOOD vs EVIL

Generally, it is assumed that all Heroes are good individuals, who believe in the ideals of Crystalia and the Goddess. You believe in aiding those in need, protecting the innocent, and respecting the rule of law and authority (so long as it is just). This is not to say that all Heroes are paragons of righteousness, virtue, and order. But, in general, all Heroes should aim to further the cause of light and combat the will of the Dark Consul.

It is certainly possible for the Consul to run a campaign where this is not the case. Indeed “Dark” Heroes such as the Outcast Succubus, Nether Strider, Dark Centurion, or Bearstruck Berserker, among others, are ideal for an evil campaign. However, for the purposes of this book all Heroes are assumed to be good.

BACKGROUND

Your Hero’s background can help inform both their personality and their motivations. Are you a poor farmer’s son from humble beginnings, who started adventuring with a rusty sword and the clothes on your back? Are you a feisty noble-born daughter who only wanted to get accepted to the Ember Tower so you could blow some things up and start some fires as an Ember Mage?

Reading through the background fiction of Crystalia can provide you with many hooks and ideas when fashioning your Hero’s background. You are also encouraged to talk with the Consul when designing your background. Building a background that works well with the campaign your Hero will be participating in can provide extra immersion and incentive for your Hero.

MOTIVATIONS

Determining what motivates your Hero can help determine how they react to situations. It also helps to determine what really matters to you when a situation has become dire and you must decide what really matters. Are you going to rescue the captive villagers, charge headlong into the teeth of a hopeless battle, or grab the treasure and run?

Motivations can generally be placed into one of two categories: altruistic or selfish. Altruistic motivations are in service to others, to the exclusion of yourself. Selfish motivations are concerned primarily with your own needs. It is important to note that altruistic motivations are not always “good.” Nor are selfish always “evil.” Motivations can be grand sweeping beliefs, such as protect the innocent. Or they can be small and focused goals, such as recover the sword of Ser Walter Ram. Consider the following examples:

ALTRUISTIC

- You are a defender of the innocent and seeing to their safety and welfare is your highest calling. You will sacrifice your life to protect an innocent life or bring down entire governments if they are mistreating its people.
- Your guild has established a code of conduct for all members, to better further its interests. You have sworn to uphold these tenets, for better or worse.
- Your family's crops were despoiled by corrupted kodama. You have begun a life of adventure to provide for them.
- The city of Yuyang needs brave warriors to defend it from external threats. You have pledged your loyalty to the cause.

SELFISH

- You need money — lots of it. Adventuring is a great way to make some crowns, so you can live the life you always dreamed about.
- In your past you committed a great wrong. You now seek to atone for the deed and earn redemption for yourself and in the eyes of those you hold dear.
- You must acquire as much knowledge as you can to become the greatest crafter in an age. Not only will you receive great acclaim, but your creations will be responsible for pushing back the Dark Consul.
- The aging Baron von Tulik seeks a worthy bride to wed and rule alongside his son when the Baron passes. You always fancied yourself a baroness, and the young von Tulik is a heroic lad in his own right. Perhaps, with enough acclaim of your own, magic can happen...

PERSONALITY

Heroes can have personalities as diverse as your imagination. While it may seem that many Heroes lend themselves to a specific personality archetype, you are free to make your Hero's personality as unique as you wish. Consider the following examples:

A Barbarian who is organized and fastidious in her life outside of combat. In an attempt to better control her more bestial side, she becomes a raging brute when faced with conflict that is shocking and terrifying to those around her.

A Witch who is outgoing and gregarious. He is quick to add humor or a tall-tale to add levity to a tense a situation. Loud and boisterous, he taunts foes with punny quips and raises the spirits of his party.

A Mage who is adorably klutzy and absent-minded. Her potions are as much about her accidental mixes as they are about her skill and knowledge.

A Rogue who is remarkably forthright and honest. Terse and to the point she has no time for lies or verbal sparring. She has chosen her profession due to a natural aptitude, and the simple truth that some problems are better solved with stealth and non-confrontation.

A Fighter who glories in the past triumphs of the Lunar Elves. Casting aside the normal taciturn demeanor of his order, he regales others with tales and ballads of his lost civilization so that it may live eternal, even if only in story.

Often it can be useful to determine your Hero's personality by identifying a few keywords that summarize their primary personality traits. Simple terms such as happy, suspicious, talkative, pragmatic, thoughtful, etc can provide an easy guide to how your Hero interacts with the world.

QUIRKS AND MANNERISMS

Do you have any unique mannerisms, sayings, or unconscious ticks that you may not always intend to do, but can't help yourself — they're just part of you being you? Do you always tilt your head to one side when you're surprised? Do you laugh when embarrassed or nervous? Do you get a nose bleed when you see someone you find attractive? Does your eye twitch uncontrollably when you lose your temper? Do you snap your fingers, point and say, "hey!" to show approval?