

SIGNATURE (1XP)		ENCHANTER	BATTLE WIZARD	TELEPORT	FREE CLASS SKILL
[Spend 1 XP] Attack OR Defense : +2 [★]		Hero: _____ XP: _____		Teleport 2	
Player: _____					
LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	
ENHANCE HEALTH					
• +1 Max Health 5		• +2 Max Health 10			
SHADOW MAGIC					
• [Shadow Mode] Attack: Blank results get +1 [★] 5		• [Shadow Mode] Attack: Blank results get +1 [★] 10		• [Shadow Mode] Attack: You may flip one blank result.	
SWORD AND SPELL					
• Sword and Spell (Attack: +1 Re-roll Attack) 5		• Sword and Spell (Attack: +2 [⚔] and +1 Re-Roll Attack OR Defense) 10			
LIFE SIPHON					
• Magic [★] : The Hero or one Ally in Line of Sight may heal 1. 5		• Magic [★] : The Hero or one Ally in Line of Sight may heal 2. 10		• Magic [★] : The Hero or one Ally in Line of Sight may heal 3 10	
FREEZE					
• Magic [★] [★] : Stun the Enemy. 5		• Magic [★] : Stun the Enemy. 15		• "Attack: +3 Wounds" if the defender is stunned.	
FIREBALL					
• Magic [★] [★] : +3 [⚔] 5		• Magic [★] [★] : +3 [⚔] 10		• Magic [★] [★] : +4 [⚔] 10	

SIGNATURE (1XP)		ENCHANTER	BATTLE WIZARD	TELEPORT	FREE CLASS SKILL
[Spend 1 XP] Attack OR Defense : +2 [★]		Hero: _____ XP: _____		Teleport 2	
Player: _____					
LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	
ENHANCE HEALTH					
• +1 Max Health 5		• +2 Max Health 10			
SHADOW MAGIC					
• [Shadow Mode] Attack: Blank results get +1 [★] 5		• [Shadow Mode] Attack: Blank results get +1 [★] 10		• [Shadow Mode] Attack: You may flip one blank result.	
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• Sword and Spell (Attack: +1 Re-roll Attack) 5		• Sword and Spell (Attack: +2 [⚔] and +1 Re-Roll Attack OR Defense) 10			
LIFE SIPHON					
• Magic [★] : The Hero or one Ally in Line of Sight may heal 1. 5		• Magic [★] : The Hero or one Ally in Line of Sight may heal 2. 10		• Magic [★] : The Hero or one Ally in Line of Sight may heal 3 10	
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• Magic [★] [★] : +3 [⚔] 5		• Magic [★] [★] : +3 [⚔] 10		• Magic [★] [★] : +4 [⚔] 10	

SIGNATURE (1XP)

BODYGUARD


PALADIN OF FURY

BULWARK

FREE CLASS SKILL

[Spend 1 XP] If an Ally within 1 Zone is attacked, place your figure into that Zone and become the target of that Attack.

Hero: _____ XP: _____
Player: _____

"Defense: +1  to other Allies in the same Zone.

LEVEL 1

LEVEL 2

LEVEL 3

LEVEL 4

LEVEL 5


ENHANCE HEALTH

5 • +1 Max Health

10 • +2 Max Health

LIGHT IN THE DARKNESS

10 • [Shadow Mode] "Defense: +1  to the Hero and all Allies in the same Zone.

10 • [Shadow Mode] "Defense: +2  to the Hero and all Allies in the same Zone.



SHIELD OF FURY

5 • Payback 1

5 • Payback 2

10 • Payback 3

ALMIGHTY TANK

10 • [Shield Bearer] Attack: +1 
• [Shield Bearer] Defense: +1 

10 • [Shield Bearer] Attack: +2 
• [Shield Bearer] Defense: +2 

BASTION OF DEFENSE

5 • Regeneration 1 (the Hero may heal one Ally in Line of Sight instead of themselves)

10 • Regeneration 2 (the Hero may heal one Ally in Line of Sight instead of themselves)

TAUNT

5 • Taunt

10 • Taunt
• Defense: +1 Re-roll Defense

10 • Taunt
• Defense: +1 Re-roll Defense
• Defense: +1 Defense Die

SIGNATURE (1XP)

BODYGUARD


PALADIN OF FURY

BULWARK

FREE CLASS SKILL

[Spend 1 XP] If an Ally within 1 Zone is attacked, place your figure into that Zone and become the target of that Attack.

Hero: _____ XP: _____
Player: _____

"Defense: +1  to other Allies in the same Zone.

LEVEL 1

LEVEL 2

LEVEL 3

LEVEL 4

LEVEL 5

ENHANCE HEALTH

5 • +1 Max Health

10 • +2 Max Health

LIGHT IN THE DARKNESS

10 • [Shadow Mode] "Defense: +1  to the Hero and all Allies in the same Zone.

10 • [Shadow Mode] "Defense: +2  to the Hero and all Allies in the same Zone.

SHIELD OF FURY

5 • Payback 1

5 • Payback 2

10 • Payback 3

ALMIGHTY TANK

10 • [Shield Bearer] Attack: +1 
• [Shield Bearer] Defense: +1 

10 • [Shield Bearer] Attack: +2 
• [Shield Bearer] Defense: +2 

BASTION OF DEFENSE

5 • Regeneration 1 (the Hero may heal one Ally in Line of Sight instead of themselves)

10 • Regeneration 2 (the Hero may heal one Ally in Line of Sight instead of themselves)

TAUNT

5 • Taunt

10 • Taunt
• Defense: +1 Re-roll Defense

10 • Taunt
• Defense: +1 Re-roll Defense
• Defense: +1 Defense Die

SIGNATURE (1XP)		SPRINT		BLOODMOON NIGHTRUNNER		MASTER OF SHADOWS		FREE CLASS SKILL	
[Spend 1 XP] Make 1 free Movement Action.		Hero: _____ Player: _____		XP: _____		The Hero is considered in Shadow Mode for their first Attack each Activation.			
LEVEL 1		LEVEL 2		LEVEL 3		LEVEL 4		LEVEL 5	
ENHANCE HEALTH		• +1 Max Health				• +2 Max Health			
SNEAK ATTACK		• [Shadow Mode] Attack: Defender -1		• [Shadow Mode] Attack: Defender -2		• [Shadow Mode] Attack: Defender -3			
OVERKILL		• "Attack: +1 Wound" if the defender has no		• "Attack: +3 Wounds" if the defender has no					
SMOKE BOMB		• Slippery		• Slippery • When the Hero leaves a Zone, inflict 1 Wound to each Enemy in that Zone (Mob counts as one Enemy).					
DUAL WEAPON SPECIALIST		• [Dual Wielding] Melee: +1		• [Dual Wielding] Melee: +1 AND +1					
SNIPER SPECIALIST		• Safe Shot (Ranged): Defender -1		• Safe Shot (Ranged OR): Defender -1 (Repeat 2)					

SIGNATURE (1XP)		SPRINT		BLOODMOON NIGHTRUNNER		MASTER OF SHADOWS		FREE CLASS SKILL	
[Spend 1 XP] Make 1 free Movement Action.		Hero: _____ Player: _____		XP: _____		The Hero is considered in Shadow Mode for their first Attack each Activation.			
LEVEL 1		LEVEL 2		LEVEL 3		LEVEL 4		LEVEL 5	
ENHANCE HEALTH		• +1 Max Health				• +2 Max Health			
SNEAK ATTACK		• [Shadow Mode] Attack: Defender -1		• [Shadow Mode] Attack: Defender -2		• [Shadow Mode] Attack: Defender -3			
OVERKILL		• "Attack: +1 Wound" if the defender has no		• "Attack: +3 Wounds" if the defender has no					
SMOKE BOMB		• Slippery		• Slippery • When the Hero leaves a Zone, inflict 1 Wound to each Enemy in that Zone (Mob counts as one Enemy).					
DUAL WEAPON SPECIALIST		• [Dual Wielding] Melee: +1		• [Dual Wielding] Melee: +1 AND +1					
SNIPER SPECIALIST		• Safe Shot (Ranged): Defender -1		• Safe Shot (Ranged OR): Defender -1 (Repeat 2)					

SIGNATURE (1XP)

BERSERK

**PIT FIGHTER
BERSERKER**

INNER RAGE

FREE CLASS SKILL

[Spend 1 XP] The Hero gets "Attack: +1" per every 2 Wounds the Hero has.

Hero: _____ XP: _____
Player: _____

[Bloodlust 1] Attack: You may Re-roll any number of Attack dice one additional time.

LEVEL 1

LEVEL 2

LEVEL 3

LEVEL 4

LEVEL 5

ENHANCE HEALTH

• +2 Max Health

• +2 Max Health
• Regeneration 1

SHADOW RAGE

• [Shadow Mode] Defense: Inflict 1 Wound to the attacker.

• [Shadow Mode] Defense: Inflict Wounds to the attacker equal to half the number of rolled (rounded up).

CHARGE

• Charge

• Charge (Melee: +1 Re-roll Attack)

• Charge (Melee: +1 Re-roll Attack AND +3)

BRUTALITY

• Attack: Defender -1

• Attack: Defender -1 Defense die.

BLOODLUST

• [Bloodlust 1] Melee: +1 Wound

• [Bloodlust 1] Melee: +2 Wounds

• [Bloodlust 1] Melee: +3 Wounds

HATE SUSTAINS

• [Wounded 3] Taunt
• [Wounded 3] Defense: +2

• [Wounded 3] Taunt
• [Wounded 3] Defense: +3
• [Wounded 3] Defense: If the Hero would die, stay alive at 1 Health.

SIGNATURE (1XP)

BERSERK

**PIT FIGHTER
BERSERKER**

INNER RAGE

FREE CLASS SKILL

[Spend 1 XP] The Hero gets "Attack: +1" per every 2 Wounds the Hero has.

Hero: _____ XP: _____
Player: _____

[Bloodlust 1] Attack: You may Re-roll any number of Attack dice one additional time.

LEVEL 1

LEVEL 2

LEVEL 3

LEVEL 4

LEVEL 5

ENHANCE HEALTH

• +2 Max Health

• +2 Max Health
• Regeneration 1

SHADOW RAGE

• [Shadow Mode] Defense: Inflict 1 Wound to the attacker.

• [Shadow Mode] Defense: Inflict Wounds to the attacker equal to half the number of rolled (rounded up).

CHARGE

• Charge

• Charge (Melee: +1 Re-roll Attack)

• Charge (Melee: +1 Re-roll Attack AND +3)

BRUTALITY

• Attack: Defender -1

• Attack: Defender -1 Defense die.

BLOODLUST

• [Bloodlust 1] Melee: +1 Wound

• [Bloodlust 1] Melee: +2 Wounds

• [Bloodlust 1] Melee: +3 Wounds

HATE SUSTAINS

• [Wounded 3] Taunt
• [Wounded 3] Defense: +2

• [Wounded 3] Taunt
• [Wounded 3] Defense: +3
• [Wounded 3] Defense: If the Hero would die, stay alive at 1 Health.

SIGNATURE (1XP)

FIND WEAKNESS

NIGHTSHADE RANGER

SLIPPERY

FREE CLASS SKILL

[Spend 1 XP] Attack: You may Re-roll any number of Defense dice one additional time.

Hero: _____ XP: _____
Player: _____

Slippery

LEVEL 1

LEVEL 2

LEVEL 3

LEVEL 4

LEVEL 5

ENHANCE HEALTH



• +1 Max Health



• +2 Max Health

SHADOW HUNTER



• [Shadow Mode] Attack: Defender -1 Defense die



• [Shadow Mode] Attack: Defender -2 Defense dice

RANGED SPECIALIST



• Ranged: +1 Re-roll Attack



• Ranged: +1 Re-roll Attack OR Defense.

DEFENSE TRAINING



• The Hero takes half the Wounds dealt by Attacks (rounded up).

PRECISE AIM



• Attack: After a Re-roll, 1 blank result gets +1 OR 1 blank result gets +1.



• Attack: After a Re-roll, flip 1 blank result.



• Attack: After a Re-roll, flip all blank results.

SAFE SHOT



• Safe Shot



• Safe Shot (Ranged: +1 Attack die)

SIGNATURE (1XP)

FIND WEAKNESS

NIGHTSHADE RANGER

SLIPPERY

FREE CLASS SKILL

[Spend 1 XP] Attack: You may Re-roll any number of Defense dice one additional time.

Hero: _____ XP: _____
Player: _____

Slippery

LEVEL 1

LEVEL 2

LEVEL 3

LEVEL 4

LEVEL 5

ENHANCE HEALTH



• +1 Max Health



• +2 Max Health

SHADOW HUNTER



• [Shadow Mode] Attack: Defender -1 Defense die



• [Shadow Mode] Attack: Defender -2 Defense dice

RANGED SPECIALIST



• Ranged: +1 Re-roll Attack



• Ranged: +1 Re-roll Attack OR Defense.

DEFENSE TRAINING



• The Hero takes half the Wounds dealt by Attacks (rounded up).

PRECISE AIM



• Attack: After a Re-roll, 1 blank result gets +1 OR 1 blank result gets +1.



• Attack: After a Re-roll, flip 1 blank result.



• Attack: After a Re-roll, flip all blank results.

SAFE SHOT



• Safe Shot



• Safe Shot (Ranged: +1 Attack die)

SIGNATURE (1XP)		CRUSH		SHADOW BARBARIAN		ENDURANCE		FREE CLASS SKILL	
[Spend 1 XP] Attack: Instantly kill one targeted Minion.		Hero: _____		XP: _____		+1 Max Health			
LEVEL 1		LEVEL 2		LEVEL 3		LEVEL 4		LEVEL 5	
ENHANCE HEALTH		+2 Max Health Regeneration 1		+2 Max Health Regeneration 3					
SHADOW FRENZY				[Shadow Mode] Melee ⚔️ OR ⚔️ "Defender -1 ⚪" per Enemy figure in the target Zone.		[Shadow Mode] Melee ⚔️ OR ⚔️ "Defender -2 ⚪" per Enemy figure in the target Zone.			
CHARGE		Charge		Charge (Melee: +2 ⚔️)		Charge (Melee: +4 ⚔️)			
THROW WEAPON		Spend 1 Action and discard any Weapon to make a Melee or Ranged Attack using the Weapon's Attack dice +1 ⚡ and +1 🔥.		Spend 1 Action and discard any Weapon to make a Melee or Ranged Attack using the Weapon's Attack dice +2 ⚡ and +2 🔥.					
SUSTAIN DAMAGE		[No Armor Equipped] Taunt [No Armor Equipped] Attack: +1 ⚔️ [No Armor Equipped] Defense: +2 🛡️		[No Armor Equipped] Taunt [No Armor Equipped] Attack: +2 ⚔️ [No Armor Equipped] Defense: +3 🛡️ AND +1 🌿					
TWO-HANDED SPECIALIST		[Two-Handed Weapon] Melee: +1 Re-roll Attack		Two-Handed Weapons are considered One-Handed. [Two-Handed Weapon] Melee: +1 Re-roll Attack					

SIGNATURE (1XP)		CRUSH		SHADOW BARBARIAN		ENDURANCE		FREE CLASS SKILL	
[Spend 1 XP] Attack: Instantly kill one targeted Minion.		Hero: _____		XP: _____		+1 Max Health			
LEVEL 1		LEVEL 2		LEVEL 3		LEVEL 4		LEVEL 5	
ENHANCE HEALTH		+2 Max Health Regeneration 1		+2 Max Health Regeneration 3					
SHADOW FRENZY				[Shadow Mode] Melee ⚔️ OR ⚔️ "Defender -1 ⚪" per Enemy figure in the target Zone.		[Shadow Mode] Melee ⚔️ OR ⚔️ "Defender -2 ⚪" per Enemy figure in the target Zone.			
CHARGE		Charge		Charge (Melee: +2 ⚔️)		Charge (Melee: +4 ⚔️)			
THROW WEAPON		Spend 1 Action and discard any Weapon to make a Melee or Ranged Attack using the Weapon's Attack dice +1 ⚡ and +1 🔥.		Spend 1 Action and discard any Weapon to make a Melee or Ranged Attack using the Weapon's Attack dice +2 ⚡ and +2 🔥.					
SUSTAIN DAMAGE		[No Armor Equipped] Taunt [No Armor Equipped] Attack: +1 ⚔️ [No Armor Equipped] Defense: +2 🛡️		[No Armor Equipped] Taunt [No Armor Equipped] Attack: +2 ⚔️ [No Armor Equipped] Defense: +3 🛡️ AND +1 🌿					
TWO-HANDED SPECIALIST		[Two-Handed Weapon] Melee: +1 Re-roll Attack		Two-Handed Weapons are considered One-Handed. [Two-Handed Weapon] Melee: +1 Re-roll Attack					

SIGNATURE (1XP)		TARGET LOCKED		NOBLE WARRIOR		COMMANDER		FREE CLASS SKILL	
[Spend 1 XP] Choose an Enemy in Line of Sight. Heroes attacking this Enemy get "Attack: +1 ⚔" until you use this Signature again.		Hero: _____ Player: _____		XP: _____		Command _____			
LEVEL 1		LEVEL 2		LEVEL 3		LEVEL 4		LEVEL 5	
ENHANCE HEALTH		ENHANCE HEALTH		ENHANCE HEALTH		ENHANCE HEALTH		ENHANCE HEALTH	
• +1 Max Health		• +2 Max Health • Regeneration 1							
SHADOW ENCORE		SHADOW ENCORE		SHADOW ENCORE		SHADOW ENCORE		SHADOW ENCORE	
• [Shadow Mode] "Attack: +1 ⚔" to all Heroes in the same Zone.		• [Shadow Mode] "Attack: +1 ⚔" to all Heroes in the same Zone.		• [Shadow Mode] "Attack: +2 ⚔" to all Heroes in the same Zone.		• [Shadow Mode] "Attack: +2 ⚔" to all Heroes in the same Zone.			
NOBLE DEFENSE		NOBLE DEFENSE		NOBLE DEFENSE		NOBLE DEFENSE		NOBLE DEFENSE	
• Defense ⚔: +1 ⚔ and the Hero may heal 1.		• Defense ⚔: +2 ⚔ and the Hero may heal 1.		• Defense ⚔: +2 ⚔ and the Hero may heal 1.		• Defense ⚔: +2 ⚔ and the Hero may heal 2.		• Defense ⚔: +2 ⚔ and the Hero may heal 2.	
PROTECTOR		PROTECTOR		PROTECTOR		PROTECTOR		PROTECTOR	
• If an Ally in the same Zone would be wounded, you may take the Wounds instead.		• If an Ally in the same or adjacent Zone would be wounded, you may take the Wounds instead.		• If an Ally in the same or adjacent Zone would be wounded, you may take the Wounds instead.		• If an Ally in the same or adjacent Zone would be wounded, you may take the Wounds instead.		• If an Ally in the same or adjacent Zone would be wounded, you may take the Wounds instead.	
TAUNT		TAUNT		TAUNT		TAUNT		TAUNT	
• Taunt		• Taunt • Defense: +2 ⚔		• Taunt • Defense: +2 ⚔		• Taunt • Defense: +2 ⚔		• Taunt • Defense: +2 ⚔	
SWORD SPECIALIST		SWORD SPECIALIST		SWORD SPECIALIST		SWORD SPECIALIST		SWORD SPECIALIST	
• [Sword Equipped] Attack: +1 ⚔ and +1 ⚔		• [Sword Equipped] Attack: +1 ⚔ and +1 ⚔		• [Sword Equipped] Attack: +3 ⚔ and +1 ⚔		• [Sword Equipped] Attack: +3 ⚔ and +1 ⚔		• [Sword Equipped] Attack: +3 ⚔ and +1 ⚔	

SIGNATURE (1XP)		TARGET LOCKED		NOBLE WARRIOR		COMMANDER		FREE CLASS SKILL	
[Spend 1 XP] Choose an Enemy in Line of Sight. Heroes attacking this Enemy get "Attack: +1 ⚔" until you use this Signature again.		Hero: _____ Player: _____		XP: _____		Command _____			
LEVEL 1		LEVEL 2		LEVEL 3		LEVEL 4		LEVEL 5	
ENHANCE HEALTH		ENHANCE HEALTH		ENHANCE HEALTH		ENHANCE HEALTH		ENHANCE HEALTH	
• +1 Max Health		• +2 Max Health • Regeneration 1							
SHADOW ENCORE		SHADOW ENCORE		SHADOW ENCORE		SHADOW ENCORE		SHADOW ENCORE	
• [Shadow Mode] "Attack: +1 ⚔" to all Heroes in the same Zone.		• [Shadow Mode] "Attack: +1 ⚔" to all Heroes in the same Zone.		• [Shadow Mode] "Attack: +2 ⚔" to all Heroes in the same Zone.		• [Shadow Mode] "Attack: +2 ⚔" to all Heroes in the same Zone.			
NOBLE DEFENSE		NOBLE DEFENSE		NOBLE DEFENSE		NOBLE DEFENSE		NOBLE DEFENSE	
• Defense ⚔: +1 ⚔ and the Hero may heal 1.		• Defense ⚔: +2 ⚔ and the Hero may heal 1.		• Defense ⚔: +2 ⚔ and the Hero may heal 1.		• Defense ⚔: +2 ⚔ and the Hero may heal 2.		• Defense ⚔: +2 ⚔ and the Hero may heal 2.	
PROTECTOR		PROTECTOR		PROTECTOR		PROTECTOR		PROTECTOR	
• If an Ally in the same Zone would be wounded, you may take the Wounds instead.		• If an Ally in the same or adjacent Zone would be wounded, you may take the Wounds instead.		• If an Ally in the same or adjacent Zone would be wounded, you may take the Wounds instead.		• If an Ally in the same or adjacent Zone would be wounded, you may take the Wounds instead.		• If an Ally in the same or adjacent Zone would be wounded, you may take the Wounds instead.	
TAUNT		TAUNT		TAUNT		TAUNT		TAUNT	
• Taunt		• Taunt • Defense: +2 ⚔		• Taunt • Defense: +2 ⚔		• Taunt • Defense: +2 ⚔		• Taunt • Defense: +2 ⚔	
SWORD SPECIALIST		SWORD SPECIALIST		SWORD SPECIALIST		SWORD SPECIALIST		SWORD SPECIALIST	
• [Sword Equipped] Attack: +1 ⚔ and +1 ⚔		• [Sword Equipped] Attack: +1 ⚔ and +1 ⚔		• [Sword Equipped] Attack: +3 ⚔ and +1 ⚔		• [Sword Equipped] Attack: +3 ⚔ and +1 ⚔		• [Sword Equipped] Attack: +3 ⚔ and +1 ⚔	

SIGNATURE (1XP)

HEALING SALVE

WARRIOR PRIEST

LIGHTBRINGER

FREE CLASS SKILL

[Spend 1 XP] The Hero or one Ally in the same or adjacent Zone may heal 1.

Hero: _____ XP: _____
Player: _____

All of the Hero's Shadow Mode Skills work in Light Zones instead of Shadow Zones.

LEVEL 1

LEVEL 2

LEVEL 3

LEVEL 4

LEVEL 5

ENHANCE HEALTH

• +1 Max Health

5

• +2 Max Health
• Regeneration 2

15

AURA OF LIGHT

• [Shadow Mode] All Enemies in Line of Sight get "Attack: -1"

10

• [Shadow Mode] All Enemies in Line of Sight get "Attack: -2"

10

PURGE

• Attack: +1 Wound (Repeat 2)

5

• Attack: +1 Wound (Repeat 2)
• Attack: +3 Wounds

10

• Attack: +1 Wound (Repeat 2)
• Attack: +6 Wounds

10

HEALER

• Attack: The Hero or one Ally in Line of Sight may heal 1.

5

• Attack: The Hero or one Ally in Line of Sight may heal 1. (Repeat 2)
• Attack: The Hero or one ally in line of sight may heal 3.

5

• Attack: The Hero or one Ally in Line of Sight may heal 1. (Repeat 4)
• Attack: The Hero or one Ally in Line of Sight may fully heal.

10

FAITH

• Spend 1 Action to roll 1 and heal the number of from the Hero or 1 Ally in Line of Sight.

5

• Spend 1 Action to roll 2 and heal the number of from the Hero or 1 Ally in Line of Sight.

10

ZEALOT

• [Bloodlust 3] Attack: +1 AND +1 AND +4

10

SIGNATURE (1XP)

HEALING SALVE

WARRIOR PRIEST

LIGHTBRINGER

FREE CLASS SKILL

[Spend 1 XP] The Hero or one Ally in the same or adjacent Zone may heal 1.

Hero: _____ XP: _____
Player: _____

All of the Hero's Shadow Mode Skills work in Light Zones instead of Shadow Zones.

LEVEL 1

LEVEL 2

LEVEL 3

LEVEL 4

LEVEL 5

ENHANCE HEALTH

• +1 Max Health

5

• +2 Max Health
• Regeneration 2

15

AURA OF LIGHT

• [Shadow Mode] All Enemies in Line of Sight get "Attack: -1"

10

• [Shadow Mode] All Enemies in Line of Sight get "Attack: -2"

10

PURGE

• Attack: +1 Wound (Repeat 2)

5

• Attack: +1 Wound (Repeat 2)
• Attack: +3 Wounds

10

• Attack: +1 Wound (Repeat 2)
• Attack: +6 Wounds

10

HEALER

• Attack: The Hero or one Ally in Line of Sight may heal 1.

5

• Attack: The Hero or one Ally in Line of Sight may heal 1. (Repeat 2)
• Attack: The Hero or one ally in line of sight may heal 3.

5

• Attack: The Hero or one Ally in Line of Sight may heal 1. (Repeat 4)
• Attack: The Hero or one Ally in Line of Sight may fully heal.

10

FAITH

• Spend 1 Action to roll 1 and heal the number of from the Hero or 1 Ally in Line of Sight.

5

• Spend 1 Action to roll 2 and heal the number of from the Hero or 1 Ally in Line of Sight.

10

ZEALOT

• [Bloodlust 3] Attack: +1 AND +1 AND +4

10

SIGNATURE (1XP)

SHADOW CRAWLER


BLOODMOON ASSASSIN

SHADOWBORN

FREE CLASS SKILL

[Spend 1 XP] The Hero moves from a Shadow Zone to a Shadow Zone up to 2 Zones away as if he had Slippery.

Hero: _____ XP: _____
Player: _____

The Hero can't equip Shields. The Hero gets "Defense: -2 " while in a Light Zone.

LEVEL 1

LEVEL 2

LEVEL 3

LEVEL 4

LEVEL 5

ENHANCE HEALTH

 • +1 Max Health
5

• +1 Max Health

 • +2 Max Health
5

• +2 Max Health

ASSASSIN

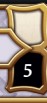

 • [Shadow Mode] Attack: +1 Wound
10

• [Shadow Mode] Attack: +1 Wound

 • [Shadow Mode] Attack: +2 Wounds
10


• [Shadow Mode] Attack: +2 Wounds

SHADOW CHARGE

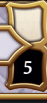
 • Charge (Starting from a Shadow Zone: "Attack: +1 ")
5

• Charge (Starting from a Shadow Zone: "Attack: +1 ")

 • Charge (Starting from a Shadow Zone: "Attack: +1 Attack die" AND "Attack : Stun the Enemy")
10


• Charge (Starting from a Shadow Zone: "Attack: +1 Attack die" AND "Attack : Stun the Enemy")

BACKSTAB

 • Attack: Defender -1 
5

• Attack: Defender -1 

 • Attack: Defender -2 
10

• Attack: Defender -2 

 • Attack: Defender -3 
10

• Attack: Defender -3 

 • Attack: Defender -4 
10

• Attack: Defender -4 

KILLER INSTINCT

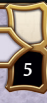
 • When the Hero ends his Movement Action in a Shadow Zone, instantly kill 1 Minion in that Zone.
10

• When the Hero ends his Movement Action in a Shadow Zone, instantly kill 1 Minion in that Zone.

 • When the Hero ends his Movement Action in a Shadow Zone, instantly kill 2 Minions in that Zone.
15

• When the Hero ends his Movement Action in a Shadow Zone, instantly kill 2 Minions in that Zone.

MOBILITY

 • Slippery
5

• Slippery

 • Slippery
• +1 Movement Point per Movement Action
5

• Slippery
• +1 Movement Point per Movement Action

SIGNATURE (1XP)

SHADOW CRAWLER


BLOODMOON ASSASSIN

SHADOWBORN

FREE CLASS SKILL

[Spend 1 XP] The Hero moves from a Shadow Zone to a Shadow Zone up to 2 Zones away as if he had Slippery.

Hero: _____ XP: _____
Player: _____

The Hero can't equip Shields. The Hero gets "Defense: -2 " while in a Light Zone.

LEVEL 1

LEVEL 2

LEVEL 3

LEVEL 4

LEVEL 5

ENHANCE HEALTH

 • +1 Max Health
5

• +1 Max Health

 • +2 Max Health
5

• +2 Max Health

ASSASSIN

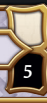

 • [Shadow Mode] Attack: +1 Wound
10

• [Shadow Mode] Attack: +1 Wound

 • [Shadow Mode] Attack: +2 Wounds
10


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SHADOW CHARGE

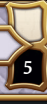

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• Charge (Starting from a Shadow Zone: "Attack: +1 ")

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BACKSTAB


 • Attack: Defender -1 
5

• Attack: Defender -1 

 • Attack: Defender -2 
10

• Attack: Defender -2 

 • Attack: Defender -3 
10

• Attack: Defender -3 

 • Attack: Defender -4 
10

• Attack: Defender -4 

KILLER INSTINCT

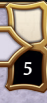
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MOBILITY

 • Slippery
5

• Slippery

 • Slippery
• +1 Movement Point per Movement Action
5

• Slippery
• +1 Movement Point per Movement Action

SIGNATURE (1XP)

ALCHEMIST

SORCERER

EXPLOSION ESCAPE

FREE CLASS SKILL

[Spend 1 XP] Make a Transmute Action using only 2 cards.

Hero: _____ XP: _____
Player: _____

Spend 1 Action to leave a Zone with an Enemy, dealing 1 Wound to it and moving to an adjacent Zone.

LEVEL 1

LEVEL 2

LEVEL 3

LEVEL 4

LEVEL 5

ENHANCE HEALTH

5

• +1 Max Health

10

• +2 Max Health
• Regeneration 1

SHADOW DRAIN

10

• [Shadow Mode] Magic ✨: +1 Wound and the Hero may heal 1.

10

• [Shadow Mode] Magic ✨ OR 💎: +1 Wound and the Hero may heal 1. (Repeat 3)

BLOOD RAGE

5

• [Blood Tribute 1] Magic: +1 Wound

10

• [Blood Tribute 1] Magic: +2 Wounds

15

• [Blood Tribute 1] Magic: +3 Wounds

MAGIC SPARKS

5

• Magic: +1 ✂

10

• Magic: +1 ✂
• Magic: +1 ✂ OR +1 ✨

10

• Magic: +1 ✂
• Magic: +1 ✂ OR +1 ✨
• Magic: +1 ✂ OR +1 ✨

FIREWORKS

5

• Explosion Escape deals 2 Wounds instead.

10

• Explosion Escape deals 3 Wounds instead.

NECRO

10

• Once per Activation, when you wound a Minion, kill it and roll 1 🎲. Deal Wounds equal the number of ✂ to that Minion's Mob.

10

• Once per Activation, when you wound a Minion, kill it and roll 2 🎲. Deal Wounds equal the number of ✂ to that Minion's Mob.

SIGNATURE (1XP)

ALCHEMIST

SORCERER

EXPLOSION ESCAPE

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[Spend 1 XP] Make a Transmute Action using only 2 cards.

Hero: _____ XP: _____
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Spend 1 Action to leave a Zone with an Enemy, dealing 1 Wound to it and moving to an adjacent Zone.

LEVEL 1

LEVEL 2

LEVEL 3

LEVEL 4

LEVEL 5

ENHANCE HEALTH

5

• +1 Max Health

10

• +2 Max Health
• Regeneration 1

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10

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• [Blood Tribute 1] Magic: +3 Wounds

MAGIC SPARKS

5

• Magic: +1 ✂

10

• Magic: +1 ✂
• Magic: +1 ✂ OR +1 ✨

10

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• Once per Activation, when you wound a Minion, kill it and roll 2 🎲. Deal Wounds equal the number of ✂ to that Minion's Mob.

SIGNATURE (1XP)

BLIND FURY

BONECRUSHER

FIRST BLOOD

FREE CLASS SKILL

[Spend 1 XP] During this Turn, the Hero gets "Attack: +1 ⚔ and Defense: -1 ⚔"

Hero: _____ XP: _____
Player: _____

When the Hero enters an Enemy's Zone or an Enemy enters the Hero's Zone, inflict 1 Wound to the Enemy.

LEVEL 1

LEVEL 2

LEVEL 3

LEVEL 4

LEVEL 5

ENHANCE HEALTH

5 • +1 Max Health

10 • +2 Max Health
• Regeneration 1

10 • +2 Max Health
• Regeneration 2

MASSIVE DARKNESS

10 • [Shadow Mode] Melee: +1 ⚔
• [Shadow Mode] Melee ⚔: +2 ⚔

10 • [Shadow Mode] Melee: +2 ⚔
• [Shadow Mode] Melee ⚔: +3 ⚔

CHARGE

5 • Charge

10 • Charge (Attack: +2 Wounds)

10 • Charge (Attack: +3 Wounds)

FEARSOME PRESENCE

5 • Taunt

10 • Taunt
• Defense: Attacker -1 Attack die.

15 • Taunt
• Defense: Attacker -2 Attack dice.

CONCUSSION

5 • Melee ⚔⚔: Stun the Enemy.

10 • Melee ⚔: Stun the Enemy.
• Melee ⚔💎: Stun all Enemies in the same and adjacent Zones.

MACE AND HAMMER

5 • [Mace or Hammer] Attack: +1 🗡

10 • [Mace or Hammer] Attack: +1 Attack die.
• [Mace or Hammer] Attack: Defender -1 Defense die.

SIGNATURE (1XP)

BLIND FURY

BONECRUSHER

FIRST BLOOD

FREE CLASS SKILL

[Spend 1 XP] During this Turn, the Hero gets "Attack: +1 ⚔ and Defense: -1 ⚔"

Hero: _____ XP: _____
Player: _____

When the Hero enters an Enemy's Zone or an Enemy enters the Hero's Zone, inflict 1 Wound to the Enemy.

LEVEL 1

LEVEL 2

LEVEL 3

LEVEL 4

LEVEL 5

ENHANCE HEALTH

5 • +1 Max Health

10 • +2 Max Health
• Regeneration 1

10 • +2 Max Health
• Regeneration 2

MASSIVE DARKNESS

10 • [Shadow Mode] Melee: +1 ⚔
• [Shadow Mode] Melee ⚔: +2 ⚔

10 • [Shadow Mode] Melee: +2 ⚔
• [Shadow Mode] Melee ⚔: +3 ⚔

CHARGE

5 • Charge

10 • Charge (Attack: +2 Wounds)

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• [Mace or Hammer] Attack: Defender -1 Defense die.