

The Barbarian



Every time your
opponent's
Action is 
they take 


per Rage, at the
start of each
round.

Setup

Place all Rage (6 red tokens) next to your
Strength card.

Special rules

When taking Rage, place a Rage token on top
of your Strength card. At the start of each
round lose 1 Life per Rage token on your
Strength card. This effect stacks.

Abilities

Difference of Initiative = either positive or
negative.



: Immediately gain 1 Life. If you have
already taken all the Rage tokens, you
will not take another one.



: If you win the Initiative for this action
you will do 4 Mental damage.



: The difference of Initiative between
this Action and the corresponding one of
your opponent.



: Return a Rage token to your token
pool.



: Your opponent must flip over their next
two Equipments, losing all of their
actions and corresponding abilities.



: Your next attack will immediately cause
your opponent to lose Life.



: Return any token of a player that can
be gained through abilities, to the
corresponding token pool.



: All your Equipments have +2 Initiative



: You get 1 less Mental damage (if any)
from each individual Action.



: Heal 1 Life every time you win the
Initiative on an action.

The Bard



At the start of each round get a Coin.

If ≥ 2 Coins, flip one coin and set it here. Use it as a result, once this turn.


Setup

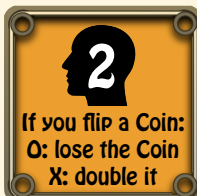
Place all Coins (4 yellow disks with X/O sides) next to your Strength card.

Special rules

Flip and set the Coin on top of your Strength card at the beginning of the round. Use it, once, as if you have just flipped it.

Abilities

- When losing Coins return them next to your Strength card.
- Keep flipping... : All  abilities are activated only when you stop/bust.



: You don't have to flip a Coin. If you do and get an X, you will do 4 Mental damage.



: You can flip 1, 2 or 3 Coins and then return them to your token poll.



: You must flip a Coin. If you get an X you will do 3 Physical damage.



: Flip a Coin and then return it to your token poll.



: You don't have to flip a Coin. If you do and get an X, you will get 1 Protection.



: You will flip 1 Coin, multiple times. You can stop flipping at any time, or when you get an X.



: If you get an O, you will lose everything and you will do no damage.



: Flip 1 Coin, you don't lose it.

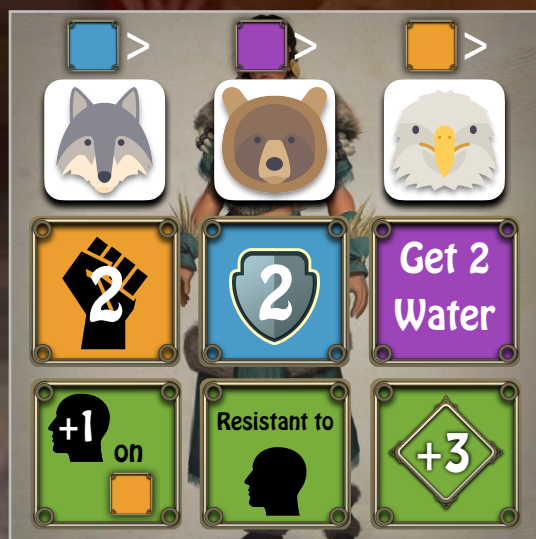


: The final result of the Coin must be an O. If you bust when flipping a Coin, you can't activate this ability.



: The final result of the Coin must be an X. If you bust when flipping a Coin, you can't activate this ability.

The Druid



Setup

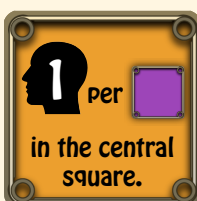
Set all Water (6 cyan tokens) next to your Strength card.

Special rules

The majority of Action types in your central square determines the Animal form you have in each round. In a tie, you choose. The Skill on your Strength card is immediately active.

Abilities

- Central square = the four Actions in the middle
- Special Action = the Action on your Strength card.
- Skill are activated only when you have the corresponding Animal form.



: Do 1 Mental damage per Magic action in your four central squares.



: Do 1 Physical damage per Protection action in your four central squares.



: Spent as many Water tokens as you want, and do 1 Physical damage for each one.



: Spend 3 Water tokens and immediately gain 4 Protection.



: Gain 1 Protection per Attack action in your four central squares.



: Reduce Protection you have and immediately do 2 Mental damage per 1 Protection you lost.



: Heal 1 Life per Attack action in your four central squares.



: This action substitutes for the top action of the animal form you have. It still counts as a Magic action.



: If you have the Wolf form, you will receive 2 less Physical damage (if any) from every Weapon action of your opponent.



: If you have the Bear form, your Physical damage ignores Protection and causes your opponent to immediately lose Life.

The Golem



Gain 1 Power for every two adjacent Actions of the same type.

Spend 8 Power: Immediately use all four central Actions, for free.



Setup

Set all Power (10 grey tokens) next to your Strength card.

Special rules

The matched Actions must be orthogonally adjacent and have the same type. Gain Power at the start of each round, placing the tokens on top of your Strength card. You can spend 8 Power to activate your unique ability at any point during any of your turns.



: Get 1 Power token, if available, and do 1 Mental damage.



: You must spent 3 Power tokens to do 4 Physical damage.



: If you currently have at least 2 Power tokens, gain 3 Protection.



: You must spent 2 Power tokens to heal 2 Life.



: Get 1 Power token, if available, and win the next Initiative, no matter the numbers on the Equipments.



: Your opponent will take into their hand the exchanged Equipment.



: For as long as you have at least 4 Power tokens, your Physical damage ignores Protection.



: For as long as you have at least 2 Power tokens, all your Equipments have +2 Initiative.



: If you matched Weapon actions you will get 1 Power token more.



: If you matched Protection actions, immediately heal 1 Life.

The Monk



Get a Light for every Equipment that has higher  from its previous.

Get a Shadow for every Equipment that has lower  from its previous.

Setup

Set all Light (4 white tokens) and Shadow (4 black tokens) next to your Strength card.

Special rules

Gain Light and Shadow at the start of each round, placing the tokens on top of your Strength card.

Abilities

- Light = Shadow : even if both are 0.



Shadow > Light



: If you currently have more Shadow tokens than Light, do 3 physical damage.

Light = Shadow



: If you currently have equal Shadow and Light tokens (even 0), gain 2 Protection and do 2 Mental damage.



per Shadow spent

: Return to the token pool Shadow tokens and do 2 Physical damage for every token returned.



per Light you have

: Gain 1 Protection for every Light token you currently have.

Spend 2 Light :



: Spend 2 Light tokens you have and gain 3 Protection. Also do 2 Mental damage.

Turn a Light into a Shadow or a Shadow into a Light.

: Convert a Shadow token you have to a Light token, or vice versa.

Spend 1 Light to use any one




: Spend 1 Light token you have and immediately use any one Weapon action from your Equipments, no matter its placement.

Light = Shadow



: If you currently have equal Shadow and Light tokens (even 0), heal 3 Life.

Spend a Shadow or a Light : Opponent loses all  and next Equipment.

: Remove a Shadow or Light token you have. Your opponent must lose all of their Protection and flip over their next Equipment, losing its actions.

Light = Shadow Opponent can't use



: For as long as you have equal Shadow and Light tokens (even 0), your opponent can't activate any of their Magic or Protection actions.

The Necromancer



 are also active when in your centre square.

Every time a Skeleton attacks, it loses




Setup

Set all Skeletons (5 printed tokens) next to your Strength card, face up. Choose any one to start the game with.

Special rules

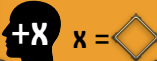
Central square = the four Actions in the middle

Abilities

- When you Summon a Skeleton choose which one to take. When Skeletons take damage rotate them to show their current 
- Discarded Equipments = the Equipments in your own discard pile.
- Skills affect each Skeleton, independently.

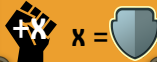


A Skeleton attacks.



: Choose a Skeleton you have and attack with it. It gets extra Mental damage according to the Initiative of this Equipment.

A Skeleton attacks.



: Choose a Skeleton you have and attack with it. It gets extra Physical damage according to its current Protection level.

Opponent loses  per Skeleton

: Your opponent loses 1 Protection per Skeleton you currently have.

Destroy a Skeleton and gain  equal to its 


: Choose a Skeleton you have and immediately gain Life according to its current Protection level. Then, return it to the token pool.


per two discarded Equipments.

: Gain 1 Life for every two Equipments that you have in your discarded pile.


per two discarded Equipments.

: Every Skeleton does 1 extra Physical damage for every two Equipments that you have in your discarded pile.


per other Skeleton

: Every Skeleton does 1 extra Mental damage for every other Skeleton you currently have.

≥4 Skeletons:
Opponent can't use 

: As long as you have at least 4 Skeletons, your opponent can't benefit from Skill abilities.


/used 



: Every Skeleton does 1 extra Mental damage for every Magic action you activate this round.

Distribute freely any damage, between you and the Skeletons.

: When you receive damage, you can redirect all or some of it to your Skeletons.

The Paladin



Every time you max your , gain 1 Radiance. You can choose to take damage, ignoring your .

When 6 Radiance : return them and choose an Equipment from your discard pile. Activate all four Actions.

Setup

Set all Radiance (6 blue tokens) next to your Strength card.

Special rules

When you gain Radiance, place a Radiance on top of your Strength card. When you have 6 Radiance you must immediately spent them, even if your discard pile is empty.

When discarding Equipment you can choose what Equipment goes on top of your discard pile.

Abilities

- Half = round up
- When receiving multiple types of Damage at the same time, you choose how to resolve them.



: Do x Physical damage, where x is your current Protection level.



: Do x Physical damage, where x is your current Radiance level.



: If you have at least 4 Radiance, get 3 Protection.



: Gain 1 Protection and 1 Radiance token.



: Immediately use any two Actions from your next Equipment. Each of them is considered a separate Action.



: Heal x Life, where x is half (round up) your current Protection level.



: Immediately use any one Action from the first Equipment of your discard pile, if any. It is considered a separate Action.



: For as long as you don't lose Life this round, your opponent is Vulnerable to Mental damage.



: As long as you don't have more than 2 Radiance, you are Resistant to Physical damage.



: As long as you have 0 Protection, you are Resistant to Mental damage.

The Ranger



every time you activate Lion.

If you reach **0** and Lion is active, draw your first Equipment and use any 

Setup

Place Lion (1 brown token) next to your Strength card on its active side.

Special rules

If by using your special ability you manage to reduce your opponent's Life to 0, then you win!

Abilities

Exhaust: turn Lion on its inactive side

Activate: can be used only if Lion is currently inactive.



: Do 1 Physical damage for every Weapon action on your previous Equipments, no matter their placement.



: If Lion is active, you can turn it to its exhausted side. If you do, this Equipment have +3 Initiative. You can decide that at any point during the round.



: If Lion is active, you can turn it to its exhausted side. If you do, do 3 Physical damage ignoring the Protection of your opponent.



: If Lion is active, you can turn it to its exhausted side. If you do, gain 4 Protection.



: If Lion is active, you can turn it to its exhausted side. If you do, your opponent's next Weapon action has -4 Physical damage, if any.



: This Equipment has +2 Initiative. Activate any one Weapon action from the Equipment in your hand. It counts as a separate Action.



: Immediately get the Dexterity token, if you don't already have it, and then turn Lion to its active side.



: For every Equipment that you win the Initiative, gain 1 Protection.



: As long as Lion is on its active side, you are Resistant to Mental damage.




: Every Weapon action you activate does +1 Mental damage.

The Rogue




At the start of each round, opponent takes 1 damage per Poison token. Then, they return you one Poison token.

If you deal damage while double that damage (not the Poison). Become 



Setup

Set all Poison (6 green tokens) next to your Strength card. Start the game on the  side

Special rules

When dealing Poison damage give the token(s) to your opponent.



Activate any one  from previous Equipment  +1

: Activate a Weapon from any one of your previous Equipments, no matter its placement. It has +1 Physical damage.

≥ 3 Poison :

4

: If your opponent has at least 3 Poison tokens, do 4 mental damage.


Activate Poison damage, again.

: Your opponent takes 1 Poison damage for every Poison token they currently have. They don't return you a Poison token, though.

3

If opponent has 0 deal 1 Poison

: Do 3 Physical damage. If, after the damage is applied, your opponent has 0 Protection, they also take 1 Poison token.

Opponent's next  has - x damage , x = Poison

: The next Weapon action your opponent activates, does -x damage, where x is the number of Poison tokens they have.



: Immediately Hide (move your cube to the Hide spot of your Protection track).

Exchange an Equipment with the Equipment from your hand.

: Exchange any Equipment you have placed, either previous or next, with the Equipment from your hand.

Deal 1 Poison

-1

: Your opponent immediately takes 1 Poison token. Then, you lose 1 Life.

While you can't be damaged from 

: As long as you are Hidden, you can't be damaged from any Physical attack.

While

+3 on 

: As long as you are Hidden, your Weapon actions have +3 Initiative.

The Swashbuckler



01

02

03

04

3

When you use a "+" bonus, remove the left most token from the Momentum track and cover that Action. Covered Actions are no longer available.

Setup

Start each round by filling the Momentum track with the 5 orange tokens.

Special rules

When the Momentum track empties, immediately do the damage. You can no longer activate "+" bonuses on Actions this round.

Abilities

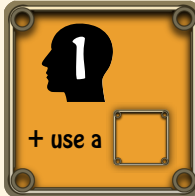
- Lose next Equipment = only valid if the Opponent's next Equipment isn't already lost.
- Remove any one token = you can remove a token from the Momentum track.



: Do 1 Mental damage and use a Protection action (no matter its placement) from your next, in order, Equipment.



: Do 2 Physical damage and use a Magic action (no matter its placement) from your first, in order, Equipment.



Do 1 Mental damage and use a Weapon action (no matter its placement) from any one of your Equipments.



: Gain 2 Protection and use a Magic action (no matter its placement) from your Equipment below this one.



: Gain 2 Protection and use a Protection action (no matter its placement) from your previous Equipment.



: Your opponent must flip over their next Equipment. Then, use a Protection action (no matter its placement) from your Equipment above this one.



: Remove a token, either yours or your opponent's. Then, use a Magic action (no matter its placement) from your last, in order, Equipment.



: The next damage you do will ignore your opponent's Protection. Also, use a Weapon action (no matter its placement) from any one of your Equipments.



: If you have at least 2 Momentum (if at least the number "2" is visible) heal 2 Life.

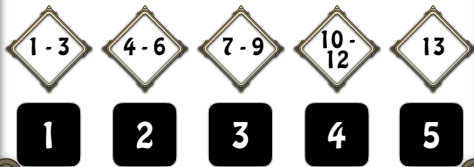


: As long as you have 5 Momentum (all the orange cubes have been removed from the track), your opponent is Vulnerable to Mental damage.

The Warlock



Pact's strength



Special rules

Each round, the Equipment left on your hand is your Pact. Remove it from the game at the end of the round. Set the Pact's strength each round, depending on the Initiative of your Pact.

Abilities

- Change damage : Physical <=> Mental
- Odd/Even : refers to the Initiative of the Pact
- Remove a token : either a token given to you or a token gained by your opponent.



Use all the  in your Pact.

: Use all the Magic actions from the Equipment in your hand. Each of them is considered a separate action.

2

per  in your Pact.

: Do 2 Physical damage for every Magic action in the Equipment in your hand.

1 +2

if your Pact is odd.

: Do 1 Mental damage, and add 2 more Mental damage if the Initiative of the Equipment in your hand is odd.

X

x = the Pact's strength

: Gain Protection according to the strength of the Equipment in your hand.

2 +2

if your Pact is even.

: Gain 2 Protection, and do 2 Physical damage if the Initiative of the Equipment in your hand is even.

1

per  reduced


: Reduce Protection you have and immediately do 1 Mental damage for every 1 Protection you lost.

X

x = the Pact's strength

: Do x Physical damage, where x is the strength of the Equipment in your hand.

Opponent's next

 has -X
x = the Pact's strength

: The next Weapon action of your opponent has -x Mental damage (if any), where x is the strength of the Equipment in your hand.

Steal 2 from your opponent


: Your opponent reduces their Protection by 2, and you gain 2 Protection. If your opponent has 1 or 0 Protection, you gain 1 or 0 Protection, respectively.

≥3 Pact's strength :
You can freely change the type of damage.

: If your Pact's strength is at least 3, you can freely change the type of the damage you do or receive, when you choose to.

The Wizard



Start with all four Mana.
Spend 1 Mana :
Either reroll the  or add 1.

 = 3

0	1
2	8

Setup


Place the Mana (4 purple tokens) on top of your Strength card, and the purple die next to it.

Special rules

You can spend as many Mana as you want during your turn. Every time the final result of the die is 3, move the marker on the corresponding track of your Strength card. The third time the marker moves, immediately do 9 Mental damage to your opponent and reset the track.

Hex : Give a Mana to your opponent.

Abilities

 = Roll the die

Central square = the four Actions in the middle



$x = \text{Hex} \times 2$

: Do x Mental damage, where x is the Hex tokens your opponent has, times two.



$x =$ 

: Roll the die. You do that much Physical damage.



/Opponent's 

: Heal 1 Life per active Magic action of your Opponent (in the outer corners of their Equipments).



$x =$ different types on your central square

: Gain x Protection, where x is the different types of actions in your four central squares.



This Action counts as any one type.

: Heal 1 Life. Decide the type of this action before you start resolving the Equipments.



Hex

: Lose 1 Life. Then, give a Hex token to your opponent.


If 4 different types on your central square = Gain 2 Mana

: If there are four different action types in your four central squares, gain 2 Mana tokens.

+2 to your next 

: Your next die roll will have +2.

Every time

 = 1 or 2



: Every time the final result of your die is 1 or 2, heal 2 Life.

Opponent has



$x = \text{Hex} \times 2$

: All of your opponents' actions have $-x$ Physical damage (if any), where x is the Hex tokens your opponent has, times two.