



Tribal Tattoo

If the slot is empty, the skill applies to the ability printed in the slot. If the slot has an item, the skill applies to any ability on the item, except those abilities that give you shields. The two effects may also be applied to different dice. It is legal to use a **+1** ability to increase one die and decrease another.

Bloodlust

In the Final Battle, cards you have already defeated cannot trigger *Bloodlust's* effect, so you activate your rage only if your current card has at least one hit marker.

Berserk

Take the die from the *Berserk* card, and assign it as a hit. The card you hit immediately deals damage, which creates a Block step in the middle of your Attack. Resolve this immediately. Unused shields do not carry over to your normal Block step. In your normal Block step, the card will deal damage again, if it has not been defeated. Return the die to the card after the Fight. The die can never activate your rage.

Shield Bash

This also applies during the special Block step when you hit a card with *Berserk*. In essence, if a card has one or more dice on it, then it has one less blood drop icon.

Ignore the Pain

The focus comes from your focus pool. When you Rest, all focus on this card returns to your focus pool before you decide how many to add. The card can never have more than 2 focus. When focus is "spent" from the card, it returns to your focus pool. Note that this card also prevents wounds you choose to take from card effects in the Final Battle. Focus on this card cannot be used for any other purpose.

Frenzy

For example, if you end a Fight with two hit locations left unhit and two dice left unassigned, you still activate only one rage tile. If both tiles are active, it is legal to use them both in the same Fight.

Move

Advance



Reveal Demons



Take Demons



Treasure Chest?



Fight

Before Roll



Roll



Attack



Block



Gain Levels & Items



Check Achievements



Rest

Restore



Equip Items



Buy Potions



Check Achievements



Achievements



Skill
Mastery

The first player to have 3, 5, or 7 skills. Both cards and tiles count.



Gem
Mastery

The first player to have at least 2, 3, or 4 gems in each of two different colors. White gems do not count.



Equip
Mastery

The first player to have 4, 7, or 10 levels of items equipped.



Higher Level
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Force of Nature

For example, you can move two green gems to block 2 damage. Gems on the card from previous Fights have no effect on the current Fight. All gems return to your gem pool when you Rest, at the same time that stamina and focus are restored. This skill does not use white gems.

Infinite Quiver

The potion slot is lost for the rest of the game. If there was a potion in it, discard the potion. *Infinite Quiver* works almost exactly like a blue potion, except it does not apply to focus tokens on purple ability spaces. It cannot be used more than once per Fight.

Rain of Arrows

Before the roll, you can move 1 token from your focus pool to this card to use the silver-pipped die that comes with this skill. Return the die to the card after the Fight. Tokens on this card can be regenerated by blue potions, but not by *Infinite Quiver*. All tokens are restored to your focus pool when you Rest.

Sharpshooter

Set one of your dice. Roll all the rest. Then modify and assign dice as usual during your Attack step.

Surge

We recommend immediately moving all red and blue gems in your gem pool to your stamina and focus pools. They still count as gems in your gem pool. (Gems equipping items cannot be moved until you Rest.) Treat red and blue gems exactly as you treat stamina and focus tokens. They can even be lost to card effects in the Final Battle. This skill does not use white gems.

Perfect Fit

Because you can equip only during a Rest action, you have to wait until then to use this skill. Items with exactly one gem icon can now be equipped with no gems. Each still counts as 1 level toward the Equip Mastery achievements.

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Martial Arts

This card replaces the weapon slot that matches the illustration. If there are any tokens on the board's ± 1 ability, put them on the ± 1 ability of this card. If there is an item in the slot, this card slides under the item and its abilities will not be usable until the item is removed. Treat *Martial Arts* as though it were an item slot printed on your board.

Cloak Armor

The card's ability space can be regenerated with a blue potion. It can be corrupted. It can be doubled by *Shadow Dance*. A token on the ability cannot be used to pay for a purple ability space. The re-use effect applies only during your Attack step, and the ability can be used only during your Block step.

Feint

In every Fight, you must roll the die that comes with this card. (This is mandatory because of *Double Strike*.) The *Feint* die can be modified during your Attack step by any die-modifying effect. The die becomes usable even if the modification did not actually change its value. If not modified, it cannot be assigned as a hit and it won't activate rage.

Versatility

This also applies to blessings. If you combine *Versatility* with a $-?$ or $+?$ ability, it allows you to set a die to any number except its current number.

Double Strike

If you have the *Feint* skill, the die you are matching can be your *Feint* die, even if you haven't modified it yet. It can be a modified or unmodified die. In the Final Battle, it can even be a die on a card you hit during an earlier part of the Attack step.

Shadow Dance

A blue ability space is available for you to use if it has one or zero tokens on it. If the space has two tokens, you can regenerate one with a potion to make the space available again. Final Battle card effects can corrupt the space only if it has no tokens, and once corrupted, it cannot be used.

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Potion Bag

This works just like your other four potion slots. When you gain the skill you choose whether the potion you gain is red or blue.

Outnumbered

You can use this skill before you gain an extra die from *Explosive Potion*. In the Final Battle, ignore fury cards that have not yet been revealed. Count hit locations remaining on your current card and on all Demon Lord cards ahead of it. If that number exceeds your dice, activate your rage.

Explosive Potion

Discard a potion. Instead of its usual effect, take the die off this card and set it to any number. At the end of the Fight, the die is returned to the card. If you also have *Quick Draw* you may use the *Explosive Potion* after the roll instead. *Explosive Potion* can never be used more than once per Fight. If you do not use it, ignore the die on the card – it cannot activate rage.

Quick Draw

This allows you to use a die-modifying ability multiple times in your Attack step. You can also regenerate shield abilities during your Attack step, but such abilities cannot be used until your Block step.

Poison Blade

This ability applies even to ones and sixes you obtain by modifying dice.

Secret Stash

You gain the item, but you don't gain levels for it. It goes to your item sack and you can equip it when you Rest.

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