

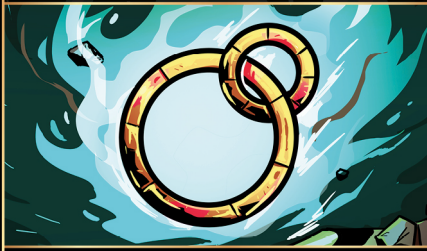
ASSURED GUIDE



At any moment and until the end of the round, you can use one of the following rules:

- ◇ Reroll any die roll of a Hero under your control.
- ◇ Worsen a Heroes luck by 1.
- ◇ A Hero under your control improves their resistance by 2.

ASSURED GUIDE



At any moment and until the end of the round, you can use one of the following rules:

- ◇ Reroll any die roll of a Hero under your control.
- ◇ Worsen a Heroes luck by 1.
- ◇ A Hero under your control improves their resistance by 2.

ASSURED GUIDE



At any moment and until the end of the round, you can use one of the following rules:

- ◇ Reroll any die roll of a Hero under your control.
- ◇ Worsen a Heroes luck by 1.
- ◇ A Hero under your control improves their resistance by 2.

ASSURED GUIDE



At any moment and until the end of the round, you can use one of the following rules:

- ◇ Reroll any die roll of a Hero under your control.
- ◇ Worsen a Heroes luck by 1.
- ◇ A Hero under your control improves their resistance by 2.

ASSURED GUIDE



At any moment and until the end of the round, you can use one of the following rules:

- ◇ Reroll any die roll of a Hero under your control.
- ◇ Worsen a Heroes luck by 1.
- ◇ A Hero under your control improves their resistance by 2.

ASSURED GUIDE



At any moment and until the end of the round, you can use one of the following rules:

- ◇ Reroll any die roll of a Hero under your control.
- ◇ Worsen a Heroes luck by 1.
- ◇ A Hero under your control improves their resistance by 2.

SPLINTER READER



At any moment and until the end of the round, you can use one of the following rules:

- ◇ If a Hero would use their Definitive Ability they can't use it until the next round.
 - ◇ Discard a minimum of 2 cards from your hand and draw 4 cards from your deck
 - ◇ Discard a card from your hand and place one card from the discard pile into your hand.
- This card is removed from play after you use it.

SPLINTER READER



At any moment and until the end of the round, you can use one of the following rules:

- ◇ If a Hero would use their Definitive Ability they can't use it until the next round.
 - ◇ Discard a minimum of 2 cards from your hand and draw 4 cards from your deck
 - ◇ Discard a card from your hand and place one card from the discard pile into your hand.
- This card is removed from play after you use it.

SPLINTER READER



At any moment and until the end of the round, you can use one of the following rules:

- ◇ If a Hero would use their Definitive Ability they can't use it until the next round.
 - ◇ Discard a minimum of 2 cards from your hand and draw 4 cards from your deck
 - ◇ Discard a card from your hand and place one card from the discard pile into your hand.
- This card is removed from play after you use it.

LECTOR DE ESQUIRLAS



En cualquier momento, y hasta el final de la ronda, puedes usar una las siguientes reglas:

- ◇ Si un héroe decide usar su habilidad definitiva no podrá hacerlo hasta la siguiente ronda.
- ◇ Descarta un mínimo de 2 cartas de tu mano y roba 4 cartas de tu mazo.
- ◇ Descarta una carta de tu mano y pon una carta de tu montón de descartes en tu mano
Retira esta carta del juego después de usarla.

LECTOR DE ESQUIRLAS



En cualquier momento, y hasta el final de la ronda, puedes usar una las siguientes reglas:

- ◇ Si un héroe decide usar su habilidad definitiva no podrá hacerlo hasta la siguiente ronda.
- ◇ Descarta un mínimo de 2 cartas de tu mano y roba 4 cartas de tu mazo.
- ◇ Descarta una carta de tu mano y pon una carta de tu montón de descartes en tu mano
Retira esta carta del juego después de usarla.

LECTOR DE ESQUIRLAS



En cualquier momento, y hasta el final de la ronda, puedes usar una las siguientes reglas:

- ◇ Si un héroe decide usar su habilidad definitiva no podrá hacerlo hasta la siguiente ronda.
- ◇ Descarta un mínimo de 2 cartas de tu mano y roba 4 cartas de tu mazo.
- ◇ Descarta una carta de tu mano y pon una carta de tu montón de descartes en tu mano
Retira esta carta del juego después de usarla.

OVERFLOWING POWER



At any moment and until the end of the round, you can use one of the following rules:

- ◇ A Hero under your control adds one to the damage of their attacks or ranged attacks.
- ◇ A Hero under your control can make one of their attacks in combat to be Unstoppable*.
- ◇ A Hero under your control can Improve their Attack or Ranged Attacks by one.

OVERFLOWING POWER



At any moment and until the end of the round, you can use one of the following rules:

- ◇ A Hero under your control adds one to the damage of their attacks or ranged attacks.
- ◇ A Hero under your control can make one of their attacks in combat to be Unstoppable*.
- ◇ A Hero under your control can Improve their Attack or Ranged Attacks by one.

OVERFLOWING POWER



At any moment and until the end of the round, you can use one of the following rules:

- ◇ A Hero under your control adds one to the damage of their attacks or ranged attacks.
- ◇ A Hero under your control can make one of their attacks in combat to be Unstoppable*.
- ◇ A Hero under your control can Improve their Attack or Ranged Attacks by one.

OVERFLOWING POWER



At any moment and until the end of the round, you can use one of the following rules:

- ◇ A Hero under your control adds one to the damage of their attacks or ranged attacks.
- ◇ A Hero under your control can make one of their attacks in combat to be Unstoppable*.
- ◇ A Hero under your control can Improve their Attack or Ranged Attacks by one.

OVERFLOWING POWER



At any moment and until the end of the round, you can use one of the following rules:

- ◇ A Hero under your control adds one to the damage of their attacks or ranged attacks.
- ◇ A Hero under your control can make one of their attacks in combat to be Unstoppable*.
- ◇ A Hero under your control can Improve their Attack or Ranged Attacks by one.

OVERFLOWING POWER



At any moment and until the end of the round, you can use one of the following rules:

- ◇ A Hero under your control adds one to the damage of their attacks or ranged attacks.
- ◇ A Hero under your control can make one of their attacks in combat to be Unstoppable*.
- ◇ A Hero under your control can Improve their Attack or Ranged Attacks by one.

CURED BARK



At any moment and until the end of the round, you can use one of the following rules:

- ◇ Augment a Heroes resistance to 9.
- ◇ Improve by 1 the luck of one Hero under your control.
- ◇ Anytime a Hero under your control receives damage, a resistance roll must be made.

CURED BARK



At any moment and until the end of the round, you can use one of the following rules:

- ◇ Augment a Heroes resistance to 9.
- ◇ Improve by 1 the luck of one Hero under your control.
- ◇ Anytime a Hero under your control receives damage, a resistance roll must be made.

CURED BARK



At any moment and until the end of the round, you can use one of the following rules:

- ◇ Augment a Heroes resistance to 9.
- ◇ Improve by 1 the luck of one Hero under your control.
- ◇ Anytime a Hero under your control receives damage, a resistance roll must be made.

CURED BARK



At any moment and until the end of the round, you can use one of the following rules:

- ◇ Augment a Heroes resistance to 9.
- ◇ Improve by 1 the luck of one Hero under your control.
- ◇ Anytime a Hero under your control receives damage, a resistance roll must be made.

CURED BARK



At any moment and until the end of the round, you can use one of the following rules:

- ◇ Augment a Heroes resistance to 9.
- ◇ Improve by 1 the luck of one Hero under your control.
- ◇ Anytime a Hero under your control receives damage, a resistance roll must be made.

CURED BARK



At any moment and until the end of the round, you can use one of the following rules:

- ◇ Augment a Heroes resistance to 9.
- ◇ Improve by 1 the luck of one Hero under your control.
- ◇ Anytime a Hero under your control receives damage, a resistance roll must be made.

SPLINTER DART



At any moment and until the end of the round, you can use one of the following rules:

- ◇ Increase or Decrease by 2 one roll of a 1d10.
- ◇ Repeat the roll of a Splinter Event.
- ◇ Swap one die from a contested roll.

This card is removed from play after you use it.

SPLINTER DART



At any moment and until the end of the round, you can use one of the following rules:

- ◇ Increase or Decrease by 2 one roll of a 1d10.
- ◇ Repeat the roll of a Splinter Event.
- ◇ Swap one die from a contested roll.

This card is removed from play after you use it.

SPLINTER DART



At any moment and until the end of the round, you can use one of the following rules:

- ◇ Increase or Decrease by 2 one roll of a 1d10.
- ◇ Repeat the roll of a Splinter Event.
- ◇ Swap one die from a contested roll.

This card is removed from play after you use it.

SPLINTER DART



At any moment and until the end of the round, you can use one of the following rules:

- ◆ Increase or Decrease by 2 one roll of a 1d10.
- ◆ Repeat the roll of a Splinter Event.
- ◆ Swap one die from a contested roll.

This card is removed from play after you use it.

SPLINTER DART



At any moment and until the end of the round, you can use one of the following rules:

- ◆ Increase or Decrease by 2 one roll of a 1d10.
- ◆ Repeat the roll of a Splinter Event.
- ◆ Swap one die from a contested roll.

This card is removed from play after you use it.

SPLINTER DART



At any moment and until the end of the round, you can use one of the following rules:

- ◆ Increase or Decrease by 2 one roll of a 1d10.
- ◆ Repeat the roll of a Splinter Event.
- ◆ Swap one die from a contested roll.

This card is removed from play after you use it.

BLESSED AMULET



When a Hero under your control fails on a Luck roll you can use the blessed amulet.
Consider that failed roll as a success.

ELECTRIC STAFF



Select a Hero under your control during their activation phase, and an enemy Hero that is visible to them.
The enemy Hero must make a luck roll, on failure they lose 3 HP.
If Samog uses this card, remove it from play.

HERB BREW



Select a Hero under your control during their activation phase.
This Hero regains 2 Hp, if a Hero uses Herb Brew whilst making a channeling action, return this card to your hand at the end of the round.

HERB BREW



Select a Hero under your control during their activation phase.
This Hero regains 2 Hp, if a Hero uses Herb Brew whilst making a channeling action, return this card to your hand at the end of the round.

BREW OF HEROISM



Select a Hero under your control at the start of the combat phase.
Until the end of the round, all damage that the Hero receives cannot reduce the Hero under 2 HP.

BREW OF HEROISM



Select a Hero under your control at the start of the combat phase.
Until the end of the round, all damage that the Hero receives cannot reduce the Hero under 2 HP.

TOXIC BREW



Select a Hero under your control during their activation phase.
This Hero Improves the damage of their attacks or ranged attacks by one until the end of the round. If a Hero succeeds on a Luck roll against these attacks they still suffer one point of damage.

TOXIC BREW



Select a Hero under your control during their activation phase.
This Hero Improves the damage of their attacks or ranged attacks by one until the end of the round. If a Hero succeeds on a Luck roll against these attacks they still suffer one point of damage.

CORRUPTING SCEPTRE



Select a Hero under your control during their activation phase.
Until the end of the round, this Hero can Improve by one any of their attributes. For each stat they improve this way they receive 2 points of damage.

STONE SHIELD



At any moment and until the end of the round, you can use one of the following rules:

- ◆ One Hero does not suffer fall damage.
- ◆ A combat wont have a winning team.
- ◆ Reduce to 0 the damage suffered by a tackle.

SUPERNATURAL DODGE



When a hero receives damage from a ranged attack or attack.
Reduce the damage by half, rounding up.

FAMILIAR



During any of your activation phases of a Hero under your control.
Place a familiar token: Each familiar gives 1 HP that the Hero can use when they receive damage instead of taking it themselves. Once used, eliminate the token.
**No Hero can have more than 4 familiars through this card.*

FAMILIAR



During any of your activation phases of a Hero under your control.
Place a familiar token: Each familiar gives 1 HP that the Hero can use when they receive damage instead of taking it themselves. Once used, eliminate the token.
**No Hero can have more than 4 familiars through this card.*

FAMILIAR



During any of your activation phases of a Hero under your control.
Place a familiar token: Each familiar gives 1 HP that the Hero can use when they receive damage instead of taking it themselves. Once used, eliminate the token.
**No Hero can have more than 4 familiars through this card.*

GARDEN GNOME



Select a Hero under your control that hasn't made a movement action and that isn't in combat.
That hero cannot be the objective of ranged attacks and can't make the movement action until the next round.

SPLINTER GUIDE



Select a Hero under your control during their activation phase. Until the end of the round, whenever your Hero makes a ranged attack, ignore penalties to your roll and Improve your Dexterity by one.

VIOLENT IMPULSE



Select a Hero under your control during their activation phase. This Hero suffers 3 points of damage and you can use one of the following rules:

- ◆ Move up to 5" being able to go through other heroes to exit combat without considering itself a flee action.
- ◆ Add 2 to the damage of the next tackle they make.

SPLINTER INFECTION



During the activation phase of a Hero under your control. Select an enemy Hero. That Hero receives a counter of *Splinter Infection*. The next time a Hero with this counter suffers damage you can take away the counter to augment the damage by 1 point (2 if its a tank).

GOLDEN APPLE



Reduce by 2 the damage received by a Hero under your control. A Hero can only be affected by this card once per phase.

GOLDEN APPLE



Reduce by 2 the damage received by a Hero under your control. A Hero can only be affected by this card once per phase.

RUNIC MAP



Select a Hero under your control that is conducting their movement. Place that Hero in the center of the game board or in the center of one of the quadrants of the board without being in contact with an enemy Hero. This card is removed from play after you use it.

ADRENALINE FLASK



Select a Hero under your control during their activation phase. If you do, you can make an additional Movement Activation. (This is not an extra activation)

EXPLOSIVE FLASK



Select a Hero under your control during their activation phase, and an enemy Hero that is visible to them. The enemy Hero must make a luck roll, on failure they lose 3 HP.

BLINDING FLASK



During the activation phase a hero under your control, select one of the following options:

- ◆ Reduce by 1 the Dexterity of a rival Hero as well as reduce by 1 the amount of ranged attacks they can make.
- ◆ Reduce the movement stat of a rival Hero by 5" as well as reduce by 1 the amount of attacks they can make.

These effects last until the end of the round.

SPLINTER NUCLEUS



Place a token within 1" of a Hero under your control.
At the end of the next round all Heroes up to 3" or less from the token, receive 2 points of damage.

EFFULGENT STONE



Select a Hero under your control during their activation phase.
Until the end of the round the selected Hero can make one additional action during their activation phase

MAGICAL FEATHER



Select a Hero under your control during their activation phase.
Until the end of the round, Improve by five the movement attribute and you can ignore basic rules of movement.

MODIFIED PRISM



Select a Hero under your control during their activation phase.
Search for a card in your deck, and put it into your hand without showing your rival.
As an additional effect, discard a card from your hand.

TEMPORAL SEAL



During any activation phase, select a Hero under your control.
All the damage that Hero would suffer before the start of the combat phase, is dealt instead at the end of the round.



WWW.STEAMHEADSTUDIO.COM



Este contenido es propiedad exclusiva de SteamHead Studio y está destinado únicamente para uso personal. Este material forma parte de The Age of Rift, un juego creado por Steam Head Studio. © 2025.

This content is the exclusive property of SteamHead Studio and is intended for personal use only.

This material is part of The Age of Rift, a game created by SteamHead Studio. © 2025.