

TAESIRI



DARK EDGE STARTING TILE

Timing: Hero-Attack Roll



ELAEGRIS STARTING TILE

Timing: Outside of Combat

Draw 1 Silver card.



FROST WAND STARTING TILE

Timing: After Monster-Attack Roll

Subtract 4 from the Monster's Combat Value.



2 DARK BOND

Timing: Before Monster-Attack Roll

According to the Monster's Final Combat Value, add the corresponding value to the Hero's Combat Value during the next Hero Attack of this Combat.



Note: The effect of the first range applies even if the Monster's Final Combat Value is negative.

2 ICE WHIP

Timing: Hero-Attack Roll



4 BOOK OF POWER

Timing: Permanent effect

Anytime you defeat a Monster (even if it was a Saboteur, Accomplice, Volcano Demon, etc.), place a Hero token on the Book of Power tile. You may spend these Hero tokens for one of the following effects:

- ◆ Spend 2 Hero tokens to add 3 to any Hero Roll. Also, if used during Combat, and it is After the Hero-Attack Roll, deal 1 additional Damage.
- ◆ If in Combat, after the Hero-Attack Roll, spend 3 Hero tokens to deal 4 additional Damage.



4 ICE ARROW

Timing: Hero-Attack Roll



6 SERENE WALK

Timing: Outside of Combat

Receive 2 Move points.



6 SLUMBER

Timing: Permanent effect

Slumber contains one slot each for Air and Fire Essences. You may place the corresponding Essence on the matching slot at any time.

For each type of Essence placed on the Slumber tile, the corresponding Elemental Power does not affect you, i.e. ignore all effects they normally have on you.

Once placed, an Essence cannot be removed. However, if Slumber is removed (for any reason) from your Hero board, all Essences placed on it are immediately returned to the supply.

Essences placed on Slumber have no value during Final Scoring.



9 ANCIENT KNOWLEDGE

Timing: Outside of Combat

Make a Hero Roll: According to its value, take the depicted Action token and place it on your Hero board on the corresponding slot (or even the 4th slot if you choose):

- ◆ If the Final Value is between 7-10, take a Mining Action token.
- ◆ If the Final Value is 11 or more, take a Trade Action token.

Note: You cannot use Ancient Knowledge if you already have Action tokens on all 4 of your Action slots.



9 ELEMENTALIST

Timing: Outside of Combat

Elementalist contains one slot for each type of Elemental Essences. You may place the corresponding Essence on the matching slot at any time.

Use Elementalist to teleport to any hex that contains an Elemental whose matching Essence is placed on the tile.

Once placed, an Essence cannot be removed. However, if Elementalist is removed (for any reason) from your Hero board, all Essences placed on it are immediately returned to the supply.

Essences placed on Elementalist have no value during Final Scoring.



12 BLIZZARD

Timing: First Strike

Additionally, the attacked Monster must discard 1 Gaar token (from the Monster's supply, not the supply of the Hero controlling the Monster).



12 ELAEMORPHOSIS USED ONLY IN THE SOLO/COOP GAME AND 2-PLAYER GAME

Timing: Outside of Combat

Discard 2 Silver cards (instead of four) to gain 1 Gold card.



Solo Game / Cooperative Game note: Do not add a Gold card to the Gold cache.



12 SOUL BOUND USED ONLY IN THE 3-4 PLAYER GAME

Timing: Combat Setup, after the Monster-player is determined

Become the Monster-player.

Immediately reduce your health by 6 and draw a Gold card. Even if this would kill you, you still control the Monster and keep the Gold card.

If Taesiri dies due to these Injuries, proceed as if the Death occurred outside of Combat (**Rulebook, page 25**).

The Control card that was revealed to determine the Monster-player is shuffled back to the Control deck (instead of being discarded).

If a player takes control of the Monster (using a Control card from their hand), that card is returned to their hand when Soul Bound is used.



25 DARK GRASP

Timing: Before Monster-Attack Roll

Dark Grasp is a special Combat Ability used in the Monster Attack phase (instead of the Hero Attack phase).

According to the Monster's Final Combat Value, deal Damage simultaneously when the Monster inflicts Injuries on the Hero. This can result in both the Hero and the Monster being killed at the same time. Follow all steps for both the Death of the Monster and Death of the Hero in Combat.

Caution: If neither the Monster nor the Hero is defeated, the next Hero Attack phase is **completely skipped**. Proceed with the next Combat Round as usual.



15 LESSER HEALING

Timing: Outside of Combat / Hero Healing phase

Make a Hero Roll: According to its Final Value, heal by the corresponding value.



15 ICE SPEAR

Timing: Hero-Attack Roll



18 ICE BOW

Timing: Hero-Attack Roll



18 MALEDICTION

Timing: Before Monster-Attack Roll

Subtract 3 from the Monster's Combat Value and reduce Injuries inflicted on you by 1.



21 RITUAL DAGGER

Timing: Hero-Attack Roll

Additionally, according to the Final Combat Value, draw a Silver card. Also, heal by the corresponding value.



Notes:

If the Monster-player uses any effect from Silver and/or Gold cards which affects the Hero-player (Curse, Enhancement, or Power Strike), apply their effects in the next Hero Attack of this Combat.

The effect of the first range applies even if the Monster's Final Combat Value is negative.

30 SILENCE

Timing: Before Hero-Attack Roll

The Monster-player may not use neither Gaar tokens nor Chaos tokens (to play Silver or Gold cards) during the next Monster Attack of this Combat.



35 ICE STORM

Timing: Hero-Attack Roll



40 DARK OFFERING

Timing: Before Monster-Attack Roll

Dark Offering is a special Combat Ability used in the Monster Attack phase (instead of the Hero Attack phase).



According to the Monster's Final Combat Value, deal Damage simultaneously when the Monster inflicts Injuries on the Hero. The means the Monster is defeated (regardless of how much Damage they have taken to this point). This can result in both the Hero and the Monster being killed at the same time. Follow all steps for both the Death of the Monster and Death of the Hero in Combat.

Caution: If neither the Monster nor the Hero is defeated, the next Hero Attack phase is **completely skipped**. Proceed with the next Combat Round as usual.

Notes:

If the Monster-player uses any effect from Silver and/or Gold cards which affects the Hero-player (Curse, Enhancement, or Power Strike), apply their effects during the **next** Hero Attack of this Combat.

If the Monster dies from the effect, proceed as if the Monster died normally by dealing Damage.

The effect of the first range applies even if the Monster's Final Combat Value is negative.

Solo Game / Cooperative Game note: Do not add a Silver card to the Silver cache.

21 GEM MASTERY

Timing: Outside of Combat

Place any type of Gem you have in your possession on any Gem slot on your Equipment.

For example: You may place a Ruby Gem on a Sapphire Gem slot.

