

Professor Calderon Myles of Greyharrow University was once the foremost scholar of ancient geography, known for piecing together lost civilizations from mere fragments. His life changed when an unsigned parcel arrived—inside, half of an impossibly old map inked on tanned hide.

Within a week, he resigned. Within a month, he was gone.

Years later, he returned from the wilds—weathered, silent, and forever changed. He now teaches only occasionally, his small lectures sparsely attended. Those who listen speak of a man who is not charting the world for fame or fortune...

He maps it to remember what was lost.

The Cartographer

Level 1

Base Abilities

Weapon: Machete, 1 damage

Special Ability: "Sixth Sense" All searches, draw 2, and keep 1.

Level 2

Extra Action

The Path of the Seeker

Sacrificial Lamb

Level 5

Hidden Knowledge

Level 4

Extra Action

Silent Step

Level 3

Historian

Evade

Level 3

Boobytrap

Level 4

Extra Action

Salve

Level 5

Pyrebind

Health

Max

Extra Pegs

Path of the Saboteur

Level 1

Base Abilities

Weapon:
The Gladius, 2 Dmg
3 Actions
7 Health

Level 2

Extra Action

Level 3

Extra Action

Level 3

Extra Action

Level 4

Extra Action

Level 5

Extra Action

Level 3

Path of the Beast

Level 3

Counterstrike

Level 4

Extra Action

Level 5

Whirlwind

Level 3

Shield

Level 4

Emasculate

Level 5

Shield Spike

Level 5

Blood Rage

Health

Shield

Extra Pegs

The Gladiator

Designation: 08-XI

Spoken Name: Zai

Arena Name: Maelstrom

He was born in the slave tunnels beneath Mael's Reach, where nothing had a name—only a number. His mother hid him for eight winters, stealing scraps and whispering stories of a life beyond the stone. When they discovered him, she stepped between her son and the guards.

He watched them kill her.

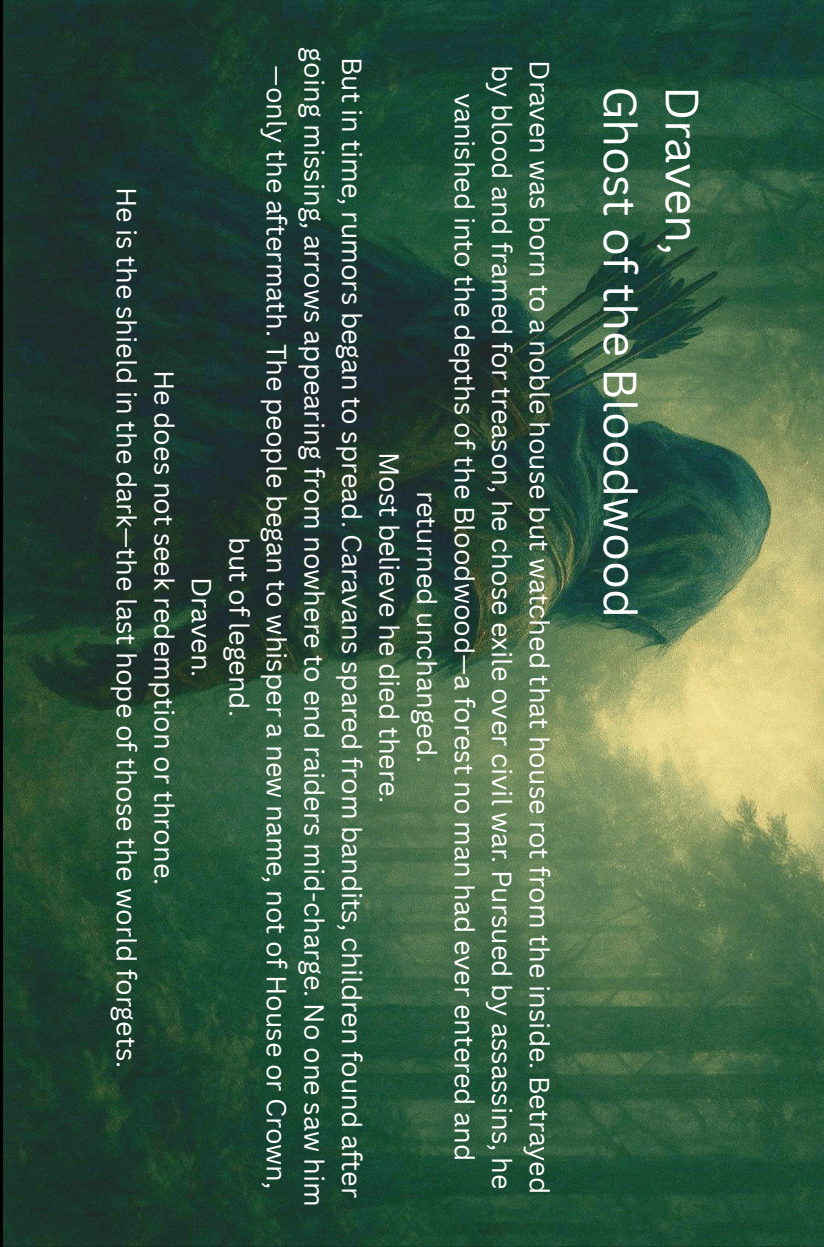
Branded 08-XI, he was thrown into the pits—not as a fighter, but as meat for training bouts. He learned quickly: there are no miracles in the underworld—only those who refuse to die. He climbed through the blood-soaked tiers of the arena, surviving match after match until, one day, he killed a champion outright. As punishment, he was cast into the sand to be torn apart by the emperor's mongrels—but instead, he slew every beast set upon him.

The crowd named him “Maelstrom.”

In the depths beneath the arena, his number became his legend, and morphed from 08-XI to XI... then XI to Zai, the storm of storms.

He does not fight for glory.

He fights because he carries the dead with him—and he will not let them be erased.



Draven, Ghost of the Bloodwood

Draven was born to a noble house but watched that house rot from the inside. Betrayed by blood and framed for treason, he chose exile over civil war. Pursued by assassins, he vanished into the depths of the Bloodwood—a forest no man had ever entered and returned unchanged.

Most believe he died there.

But in time, rumors began to spread. Caravans spared from bandits, children found after going missing, arrows appearing from nowhere to end raiders mid-charge. No one saw him—only the aftermath. The people began to whisper a new name, not of House or Crown, but of legend.

Draven.

He does not seek redemption or throne.

He is the shield in the dark—the last hope of those the world forgets.

The Ranger

Level 1

Base Abilities

Weapon: Longbow, 1 damage.
Range: 0-1 tiles.
Health: 5

Level 2

Extra Action

Level 3

Rapid Fire

Level 3

Bodkin

Level 4

Extra Action

Level 5

Exploding Arrow

Level 5

Quick Draw

Level 3

Sniper

Level 4

Extra Action

Level 5

Zipline

Level 3

Camo

Level 4

Extra Action

Level 5

Peculiar Odor

Health

Max

Extra Pegs

The Archeologist

Path of the
Field
Researcher

Level 1

Base Abilities

Weapon: Thorned Whip,
1 damage
Ability: Crimson Tide-
Allows free search of
any tile she walks on.

Level 2

Extra
Action

Level 3

Scavenge

Level 3

Hit and Run

Level 4

Extra
Action

Level 5

Bandage

Level 5

Slinky

Level 5

Dynamite

Level 4

Extra
Action

Level 5

Fear

Level 3

Talon's Bane

Max

Health

Extra Pegs

Selene Thorne

Selene Thorne is the daughter of Dr. Aldric Thorne—one of the last true explorers of the old world. Her mother, Alyss, died giving birth, and Aldric refused to leave Selene behind in the hands of others. Instead, he raised her in expedition camps and forgotten ruins, teaching her to read ancient tongues before she could write her own name.

On his final expedition, Aldric unearthed a crimson pendant said to predate all known civilization. Mortally wounded, he pressed it into Selene's palm with a final warning:

"It doesn't reveal treasure... it reveals truth."

From the moment she wore it, the world changed. Hidden passages shimmered into view, symbols pulsed with forgotten power, and voices from the past began to whisper through the stone. The pendant has saved her life—and nearly destroyed it more times than she can count.

Selene does not raid tombs for riches or fame.

She hunts secrets powerful enough to reshape the world.

And if those truths try to kill her?

They'll have to catch her first.

Makoa Stormward

Makoa Stormward was born into the oldest bloodline on Stormvale Island—a lineage not of kings, but of guardians. The Stormwards were the first to stand against the darkness that rose from the seas and jungles, protectors who stepped into the storm when others fled from it. His great-grandfather, Keharu Stormward, was the medicine man who bound Talon Wrathmore's spirit at the moment of execution, sealing the curse that

still hangs over the island.

That victory came at a cost.

The Stormward bloodline was marked from that day forward. The spirits of the Veil whisper to Makoa in his sleep. Flames bend toward him when he prays. He carries the staff of his ancestor—a living conduit of life and death, healing and fury.

Some call his power sacred. Others say it is the key that could break Wrathmore's

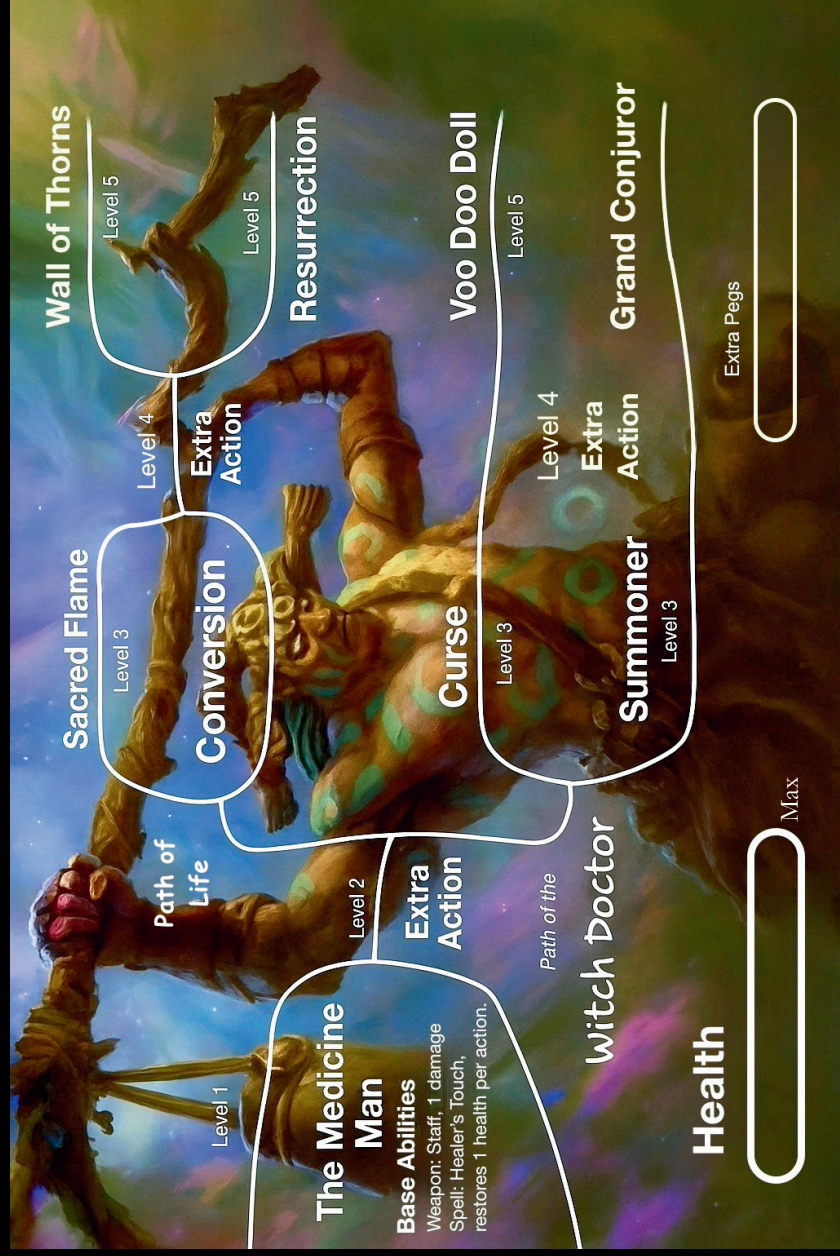
chains.

Makoa does not seek glory, nor does he run from fate.

He walks the island as its final guardian—healer, conjurer, and if needed... executioner.

If the curse rises again, he will face it as his ancestors did:

Not with fear—
but with fire.



START →



MAX HEALTH

1 - SLASH

2 - TERROR

3 - DAY OF THE
DEAD

4 - CRYPTIC
MIST

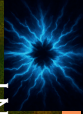
5 - SPECTRAL
IMPACT

6 - ICE BREATH

7 - BASIC
INSTINCT

8 - THUNDER
STRUCK

RAGE POINT



Talon Wrathmore Demon King

Talon Wrathmore was not born—he was unleashed. Legends say a star fell into the sea the night his mother screamed him into existence, and the sky itself recoiled. His eyes burned with blue flame before he drew his first breath. The priests declared him cursed. The armies declared him chosen. Talon

declared war on the living.

He rose from mortal conqueror to something far worse—the vessel of an ancient darkness buried beneath Stormvale Island. Kingdoms fell before him, not by sword alone, but by terror, plague, and the rising dead. When he was finally captured, it took seven orders of magic, three royal bloodlines, and the sacrifice of Makoa Stormward's ancestor to bind him.

His body died upon the execution stone.

His spirit did not.

The curse he left behind now festers in the earth itself. Stormvale rots from within. The dead stir. The moon bleeds.

And somewhere in the darkness...

Talon Wrathmore awakens.