

HEIRS

When playing as the heirs, you will find that advancements and spires are cheap and options are many. But with lower health, your minions must strike meaningful blows. Try maximizing the use of your elfinkaze and quick-striking minions. You can also gain the advantage by pressing the enemy with your flying heroes.

MINIONS AND HEROES

The heirs can only promote their minions through the use of Keem's Rally talent or by purchasing the Academy Peak 2 – Master Training fortress advancement. Once purchased, minion promotion happens within the Onslaught Phase when a minion defeats a unit or spire. At that time, the minion will flip to its promoted side and gain the difference in health from its basic side, if any.

ACADEMY PEAK



1 – Graduation

Regal lookout and minaret spires can now be constructed.



2 – Master Training

Your faction minions may be promoted when they defeat a unit or spire.

GATEPORT



1 – Savvy Negotiator

Once per wave. During the Prep Phase, you may discard one market purchase to gain 4 Source.



2 – Market Freeze

After your turn during the Market Phase, you may choose 2 offerings to flip over. These options cannot be chosen for the remainder of this Market Phase. Flip them back over at the end of the phase.



3 – Sight Unseen

On your turn during the Market Phase, you may spend 2 Source to draw and keep the top chip on the market stack. This does not count as your market purchase.

Elfinkaze have two basic sides rather than a promoted side. These units cannot be selected for deployment but are instead placed on units and spires that have # Elfin. When placing an elfinkaze, you decide which side of the elfinkaze to use.

SPIRES

The heirs start with access to only their high rise and refuge spires. Heirs may construct the regal lookout and minaret spires after purchasing the Academy Peak 1 – Graduation fortress advancement.

AIRSTRIP



1 – Glide

As their movement when deploying, ungrouped Flying units may teleport to a hex adjacent to an heir spire on the isle adjacent to your fortress gate.



2 – Air Current Transporter

As their movement when deploying, ungrouped Flying units may teleport to a hex adjacent to any heir spire.

SANCTUARY



1 – Unified Front

Gain the command die.

Command Die: Once per wave. During the Prep Phase, roll this die. You may increase your CP by the result.

+1 CP

+2 CP

+3 CP

No effect



2 – Gate Repair

Once per wave. On your turn during the Onslaught Phase, you may spend 2 Source to recover 1 health on your fortress gate.



3 – Fortress Spires

Immediately construct up to two minaret spires on your fortress Source wells at no cost, even if you do not have the Academy Peak 1 – Graduation fortress advancement.

STABLES



1 – Harrier Training

The health stat of all harrier minions is permanently increased by 1.



2 – Reserves

Once per wave. When your last minion is eliminated, you may immediately spend 2 Source to put a joust into play. Place the joust on the closest path hex to your mark that is adjacent to an heir spire.



3 – Joust Training

Gain the joust die.

Joust Die: Roll and lock this die during the Prep Phase each wave. You may add the corresponding upgrade or health on all joust minions put into play this wave. The added chips may exceed health stats and ignore upgrade capacity.

+1 Health

+2 Health

+1 Attack

No effect

KAZE ROOST



1 – Modest Nest

High rise, refuge, and minaret spires gain 2 Roost.



2 – Sizable Nest

Hummingbird minions gain +1 to Roost.



3 – Royal Nest

Gain the angry heirs die.

Angry Heirs Die: As a build option during the Build Phase, roll this die and place it on an heir fortress spire until the end of the wave. That spire gains the following talents this wave:

1 Roost and 1 Elfin




2 Roost and 1 Elfin

3 Roost and 1 Elfin

DARB

Flying – *Ungrouped only.* This unit can only be attacked by units or spires with Air Defense or Flying. Other units may displace this unit.

★ **Dodge** – If damage from an attacking or retaliating unit would defeat this unit, instead reduce the damage to 0 and do not retaliate. Remove all upgrades from this unit and flip it to its basic side, keeping its current health.








KEEM

Flying – *Ungrouped only.* This unit can only be attacked by units or spires with Air Defense or Flying. Other units may displace this unit.

Quick Strike – This unit may attack prior to spires firing.

★ **Rally** – When this unit defeats a unit or spire, you may promote all heir minions within 2 hexes of this unit.

JAELANA NESTOR

Elfin – You may place # elfinkaze on top of this unit at the start of each Onslaught Phase, or when it is deployed if it is in your deployment stack.

Flying – *Ungrouped only.* This unit can only be attacked by units or spires with Air Defense or Flying. Other units may displace this unit.




Roost – Any number of elfinkaze may share a hex with this unit or spire by moving onto it. When elfinkaze move off of this chip, they assume # as their movement stat. When this unit moves, elfinkaze on it are moved with it.





HARRIER

Quick Strike – This unit may attack prior to spires firing.








JOUST

Quick Strike – This unit may attack prior to spires firing.

★ **Eager** – When this unit attacks a minion, displace the minion prior to dealing damage.

★ **Fury Kick** – When this unit attacks, it deals damage to all opposing units adjacent to it. Only the target unit retaliates.

HUMMINGER

Elfin – You may place # elfinkaze on top of this unit at the start of each Onslaught Phase, or when it is deployed if it is in your deployment stack.

Roost – Any number of elfinkaze may share a hex with this unit by moving onto it. When elfinkaze move off of this chip, they assume # as their movement stat. When this unit moves, elfinkaze on it are moved with it.

★ **Flying** – *Ungrouped only.* This unit can only be attacked by units or spires with Air Defense or Flying. Other units may displace this unit.








WINDRUSH

Transport – During the Prep Phase, this unit must be grouped with exactly one minion under it. The minion grouped under this unit may have a lower movement stat.

Assault – When this unit attacks a spire, remove the bottom upgrade before dealing damage.

★ **Quick Strike** – This unit may attack prior to spires firing.

ROYAL TALON

Flying – *Ungrouped only.* This unit can only be attacked by units or spires with Air Defense or Flying. Other units may displace this unit.





ELFKAZE

Flying – *Ungrouped only.* This unit can only be attacked by units or spires with Air Defense or Flying. Other units may displace this unit.

Precious – If elfinkaze are the only minion type in play, the wave ends. Remaining elfinkaze are returned to your barracks.

Roost Roam – This unit moves and attacks like a hero. Its movement stat is the Roost value of the chip with which it most recently shared a hex. If this unit was not on a chip with Roost at the start of your turn, it must end its movement on a chip with Roost or use Glidebomb or Save this turn.



Glidebomb – After or instead of this unit's movement, you may defeat it. If you do, deal 2 damage to all adjacent units, fortress gates, and spires.

Save – After or instead of this unit's movement, you may defeat it. If you do, an adjacent friendly unit may to recover up to 4 health.







REFUGE






MINARET

Air Defense – This spire can attack units with Flying.

HIGH RISE

REGAL LOOKOUT

Elfin – You may place # elfinkaze on top of this spire at the start of each Onslaught Phase.

Roost – Any number of elfinkaze may share a hex with this spire by moving onto it. When elfinkaze move off of this chip, they assume # as their movement stat.

