

# Night Realm Brief



*“Night is subtle, intuitive, deceptive and secretive”*

- **Resonances** - Obfuscation, Transformation, Intuition, Inspiration, Emotions
- **Realm Soldiers** - You are a soldier, not a messenger, not a diplomat, not a servant
- **Sent to fight** - Your Eternal has sent you to fight, to battle, to conquer, to die

*“Night magic lives in the unconscious and the subconscious.”*

- **The Azoth** - The Crucible; transformation, alchemy, enlightenment, change
- **Janon** - The Shadowed Fire; passion, freedom
- **Lashonar** - The Loquacious One; stories, confusion, speech that moves, oratory
- **Sadogua** - Brother of Wizards; magicians, magic, power, manipulation
- **Sung** - The Rainbow Serpent; mysteries and enigmas
- **The Whisper Gallery** - The Shadow Courtiers; secrets, rumour, art

# Gallery Assassins

## Elite infiltrators, silent killers

- Servants of the Whisper Gallery
- Tasked to kill
- Unspeaking stalkers
- Stealth, Silence and Menace

Courtier's Assassins might have doses of Redwillow Paste or Legionnaire's Stare

*" <incoherent whisperings> "*

### **Courtier's Assassin**

- No armour
- Dagger + Short sword
- Ambidextrous
- 3 hits
- 4 hero points
- Cleaving Strike

### **Shrouded Blade**

- Mage armour
- Arcane weapons
- 2 hits
- 4 personal mana
- 3 hero points
- Repel, Entangle
- Cleaving Strike

### **Puppet Construct**

- No armour
- Paired short swords
- Ambidextrous
- 8 hits
- 2 hero points
- Unstoppable