

Nia, Ronin Remnant



Hero - Human Fighter

If your opening hand does not have a Weapon card in it, you may reveal your hand, then shuffle it back into your deck and draw a new hand. You may do this once per game.

Limit: Attacks with Swords and Daggers get +1.

2 20

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Ryumeio, Blade of the Bloodline 1



Legendary Weapon - Sword (1h)

Action (Once Per Turn): — Attack

When you attack with Ryumeio, if it is the only weapon your hero has equipped, you may pay an additional. If you do it gets +3 and counts as 2h until the end of combat.

2

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WARRIOR CLASS

Strength, bravery, and willpower define the Warrior. From axe-wielding berserkers to blade dancers, they are as deadly as the steel they wield.

ABOUT NIA

Nia is a sell-sword from the island region of Rishuya. From a young age, she has been a master of swordplay. She believes speed and aggression are key to survival—strike first, ask questions later. She overpowers her foes with a barrage of blades, from her twin swords, daggers made from broken blades, and her family's heirloom sword, Ryumeio.

HOW TO PLAY

Equip two weapons at once, throw your daggers, reduce the cost of your attacks and increase your swords' damage to barrage your opponent with multiple attacks each turn.



2

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Attuned Wakizashi 1



Weapon - Sword (1h)

Action (Once Per Turn): — Attack

If you have another Sword or Dagger equipped, Attuned Wakizashi gets +1.

"Steel sings better in a chorus."

1

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Attuned Wakizashi 2



Weapon - Sword (1h)

Action (Once Per Turn): — Attack

If you have another Sword or Dagger equipped, Attuned Wakizashi gets +1.

"Steel sings better in a chorus."

1

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Attuned Wakizashi 3



Weapon - Sword (1h)

Action (Once Per Turn): — Attack

If you have another Sword or Dagger equipped, Attuned Wakizashi gets +1.

"Steel sings better in a chorus."

1

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Breaker Blade 0



Warrior Weapon - Dagger (1h)

Action (Once Per Turn): 0 — Attack

You may attack with Breaker Blade from your hand. If you do, it gets +2, discard it at the end of combat.

"Broken blades can cut just as well as new ones."
— Nia

3 1

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Breaker Blade 0



Warrior Weapon - Dagger (1h)

Action (Once Per Turn): 0 — Attack

You may attack with Breaker Blade from your hand. If you do, it gets +1, discard it at the end of combat.

"Broken blades can cut just as well as new ones."
— Nia

3 1

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Breaker Blade 0



Warrior Weapon - Dagger (1h)

Action (Once Per Turn): 0 — Attack

You may attack with Breaker Blade from your hand. If you do, discard it at the end of combat.

"Broken blades can cut just as well as new ones."
— Nia

3 1

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Overpower

1

Warrior Action - Attack

Your next Warrior or Weapon attack this turn gets +3.

"Just admit it Rin, she beat you fair and square. She's got talent... well that and she actually trains unlike you."
— Iroh, Elder of the Waywards of Rishuya

2

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Overpower

1

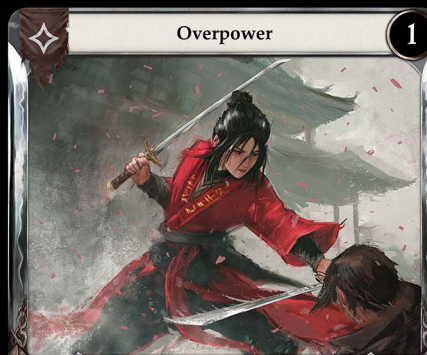
Warrior Action - Attack

Your next Warrior or Weapon attack this turn gets +2.

"Just admit it Rin, she beat you fair and square. She's got talent... well that and she actually trains unlike you."
— Iroh, Elder of the Waywards of Rishuya

2

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Overpower

1

Warrior Action - Attack

Your next Warrior or Weapon attack this turn gets +1.

"Just admit it Rin, she beat you fair and square. She's got talent... well that and she actually trains unlike you."
— Iroh, Elder of the Waywards of Rishuya

2

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Slice and Dice

1

Warrior Action

Your next attack with a 1h Sword or Dagger this turn gets +4 and "if this attack hits, attack again with this weapon without paying it's cost."
(An attack that deals any damage to a hero or ally counts as a hit).

"Training sure has gotten fruity these days"

2

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Slice and Dice

1

Warrior Action

Your next attack with a 1h Sword or Dagger this turn gets +3 and "if this attack hits, attack again with this weapon without paying it's cost."
(An attack that deals any damage to a hero or ally counts as a hit).

"Training sure has gotten fruity these days"

2

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Slice and Dice

1

Warrior Action

Your next attack with a 1h Sword or Dagger this turn gets +2 and "if this attack hits, attack again with this weapon without paying it's cost."
(An attack that deals any damage to a hero or ally counts as a hit).

"Training sure has gotten fruity these days"

2

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Fury of the Bereaved

1

Warrior Action - Attack

If this is defended against, your next Warrior or Weapon attack this turn gets +4.
If this attack hits, draw a card and your next Sword or Dagger attack costs -1.

Nia specialization (You may only include this in your deck if your hero is Nia)

2

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Fury of the Bereaved

1

Warrior Action - Attack

If this is defended against, your next Warrior or Weapon attack this turn gets +3.
If this attack hits, draw a card and your next Sword or Dagger attack costs -1.

Nia specialization (You may only include this in your deck if your hero is Nia)

2

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Fury of the Bereaved

1

Warrior Action - Attack

If this is defended against, your next Warrior or Weapon attack this turn gets +2.
If this attack hits, draw a card and your next Sword or Dagger attack costs -1.

Nia specialization (You may only include this in your deck if your hero is Nia)

2

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Soldier's Gauntlets 1



Warrior Equipment - Heavy Arms

Action: Destroy Soldier's Gauntlets — Your next attack with a Sword or Dagger this turn costs -1.

*"Our blades are only as sharp as the hands that hold them. Be sure not to blunt yours on purpose."
— High Marshal Orthrar, Crimson Guard of Lord Haldar II, Son of Eloch.*

3 2

HGO 033 G © 2025 Long Night Games J. PALLETT

Soldier's Gauntlets 1



Warrior Equipment - Heavy Arms

Action: Destroy Soldier's Gauntlets — Your next attack with a Sword or Dagger this turn costs -1.

*"Our blades are only as sharp as the hands that hold them. Be sure not to blunt yours on purpose."
— High Marshal Orthrar, Crimson Guard of Lord Haldar II, Son of Eloch.*

2 2

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Soldier's Gauntlets 1



Warrior Equipment - Heavy Arms

Action: Destroy Soldier's Gauntlets — Your next attack with a Sword or Dagger this turn costs -1.

*"Our blades are only as sharp as the hands that hold them. Be sure not to blunt yours on purpose."
— High Marshal Orthrar, Crimson Guard of Lord Haldar II, Son of Eloch.*

1 2

HGO 031 B © 2025 Long Night Games J. PALLETT

Gloomiron Armour 1



Equipment - Heavy Body

At the end of combat, if Gloomiron Armour defended, put a -1 counter on it.

"Your armour has seen many battles and survived. Can it survive another?"

3 3

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Gloomiron Armour 2



Equipment - Heavy Body

At the end of combat, if Gloomiron Armour defended, put a -1 counter on it.

"Your armour has seen many battles and survived. Can it survive another?"

3 3

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Gloomiron Armour 3



Equipment - Heavy Body

At the end of combat, if Gloomiron Armour defended, put a -1 counter on it.

"Your armour has seen many battles and survived. Can it survive another?"

3 3

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Rishuyan Wayward 1



Ally - Human Guardian

Action (Once Per Turn): — Attack

Blocker (When your hero is the target of an attack, you may defend with this Ally. Damage is dealt to this Ally instead. Any excess damage is still dealt to your hero.)

4 2

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Rishuyan Wayward 2



Ally - Human Guardian

Action (Once Per Turn): — Attack

Blocker (When your hero is the target of an attack, you may defend with this Ally. Damage is dealt to this Ally instead. Any excess damage is still dealt to your hero.)

4 2

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Rishuyan Wayward 3



Ally - Human Guardian

Action (Once Per Turn): — Attack

Blocker (When your hero is the target of an attack, you may defend with this Ally. Damage is dealt to this Ally instead. Any excess damage is still dealt to your hero.)

4 2

HGO 022 B © 2025 Long Night Games J. PALLETT

Dodge 0



Reaction

If Dodge was played from hand, it gets -1 ☹️.

"Great, you missed the elf again... at this rate I'll be retired before you land a shot."

3

HGO 012 G © 2025 Long Night Games → J. PALLETT

Dodge 0



Reaction

If Dodge was played from hand, it gets -1 ☹️.

"Great, you missed the elf again... at this rate I'll be retired before you land a shot."

2

HGO 011 S © 2025 Long Night Games → J. PALLETT

Dodge 0



Reaction

If Dodge was played from hand, it gets -1 ☹️.

"Great, you missed the elf again... at this rate I'll be retired before you land a shot."

1

HGO 010 B © 2025 Long Night Games → J. PALLETT

Evade 1



Reaction

If Evade was played from the Reaction Zone, it gets +2 ☺️.

"Orcs are great for two things: agility practice and target practice." - Captain Oaktongue of the Elaran Rangers

3

HGO 015 G © 2025 Long Night Games → J. PALLETT

Evade 1



Reaction

If Evade was played from the Reaction Zone, it gets +2 ☺️.

"Orcs are great for two things: agility practice and target practice." - Captain Oaktongue of the Elaran Rangers

2

HGO 014 S © 2025 Long Night Games → J. PALLETT

Evade 1



Reaction

If Evade was played from the Reaction Zone, it gets +2 ☺️.

"Orcs are great for two things: agility practice and target practice." - Captain Oaktongue of the Elaran Rangers

1

HGO 013 B © 2025 Long Night Games → J. PALLETT

Potion of Healing 0



Equipment

Action: ☼, Destroy Potion of Healing — Heal 5 ☺️.
(You cannot heal life above your starting life total.)

"The ancient healing nature magic once wielded by the druids of Elara—now bottled and sold to the common man."

0

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Potion of Healing 0



Equipment

Action: ☼, Destroy Potion of Healing — Heal 4 ☺️.
(You cannot heal life above your starting life total.)

"The ancient healing nature magic once wielded by the druids of Elara—now bottled and sold to the common man."

0

HGO 017 S © 2025 Long Night Games → J. PALLETT

Potion of Healing 0



Equipment

Action: ☼, Destroy Potion of Healing — Heal 3 ☺️.
(You cannot heal life above your starting life total.)

"The ancient healing nature magic once wielded by the druids of Elara—now bottled and sold to the common man."

0

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COMING SOON

Warrior & Guardian Demo, PvE Demo, Multiplayer demo and Core Set I.



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Your support helps us reach more players.

Thank you for playing & tag us in photos!
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