

HET NIVILO DEMO DECK 2026

Thank you for trying out our game!

We have left the card art frames intentionally blank for you to draw your own depictions from your own imagination! If you would like to share your work with us, you can do so on our Discord server, our Bluesky, or our website:

www.hex.studio

Discord



Bluesky



2

PARRY

COMBAT ARTS COMMON TRAIT

COLONY Printable Demo V2

REACTION: DEFENSIVE ARTS

You catch your Foe's Weapon against your own blade. Bolster yourself with this Card for 3 Rounds.

While Bolstered, you may Discard this Card to negate any Strike from an adjacent Foe. Your Foe may make an additional Attack against you at no cost, but the Damage dealt to you is halved.

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HET 1

2

WILD THROW

COMBAT ARTS COMMON TRAIT

COLONY Printable Demo V2

ATTACK: REACHING ARTS

You throw your Weapon straight into the air. Select a Foe within a 3-Cell radius of you and Burden them with this Card.

The Burdened Foe will be struck by your Thrown Weapon at the start of your next Turn. Deal Damage as normal and Discard this Card.

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2

SILENT STEP

COMBAT ARTS COMMON TRAIT

COLONY Printable Demo V2

REACTION: STEALTH

Each step falls hushed as you prepare your next move.

Play this Card when you roll a Subterfuge Check; you may reroll one or both dice, but must keep the new result.

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HET 1B



2

ESCAPING LEAP

COMBAT ARTS COMMON TRAIT

COLONY Printable Demo V2

TACTIC / REACTION: MANEUVER

Spend half your Mobility to Disengage from a Foe, leaping high into the air.

Land in an empty Cell within 5 Cells of where you jumped from.

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2

SUGAR HIGH

+1 / 1 COMBAT ARTS COMMON TRAIT

COLONY Printable Demo V2

ATTACK: RUSH

You enter the jittering, frenzied state of a Sugar High. Bolster yourself with this Card for 2 Turns.

While Bolstered, you must play any Rush card as soon as it enters your Hand. Playing a Rush Card Bolsters you with Sugar High for 2 additional Turns.

While Bolstered, you may add 1d6 to any Attacks you make.

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HET 2

2

LAUNCH

INSTINCTUAL COMMON TRAIT

COLONY Printable Demo V2

TACTIC: ELYTRA ARTS

You expertly kick off the ground into the air, speeding off with little to no drag.

Perform the Lift-Off Action for no Mobility cost.

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2

SEAL CRACK

+1 / INSTINCTUAL COMMON TRAIT

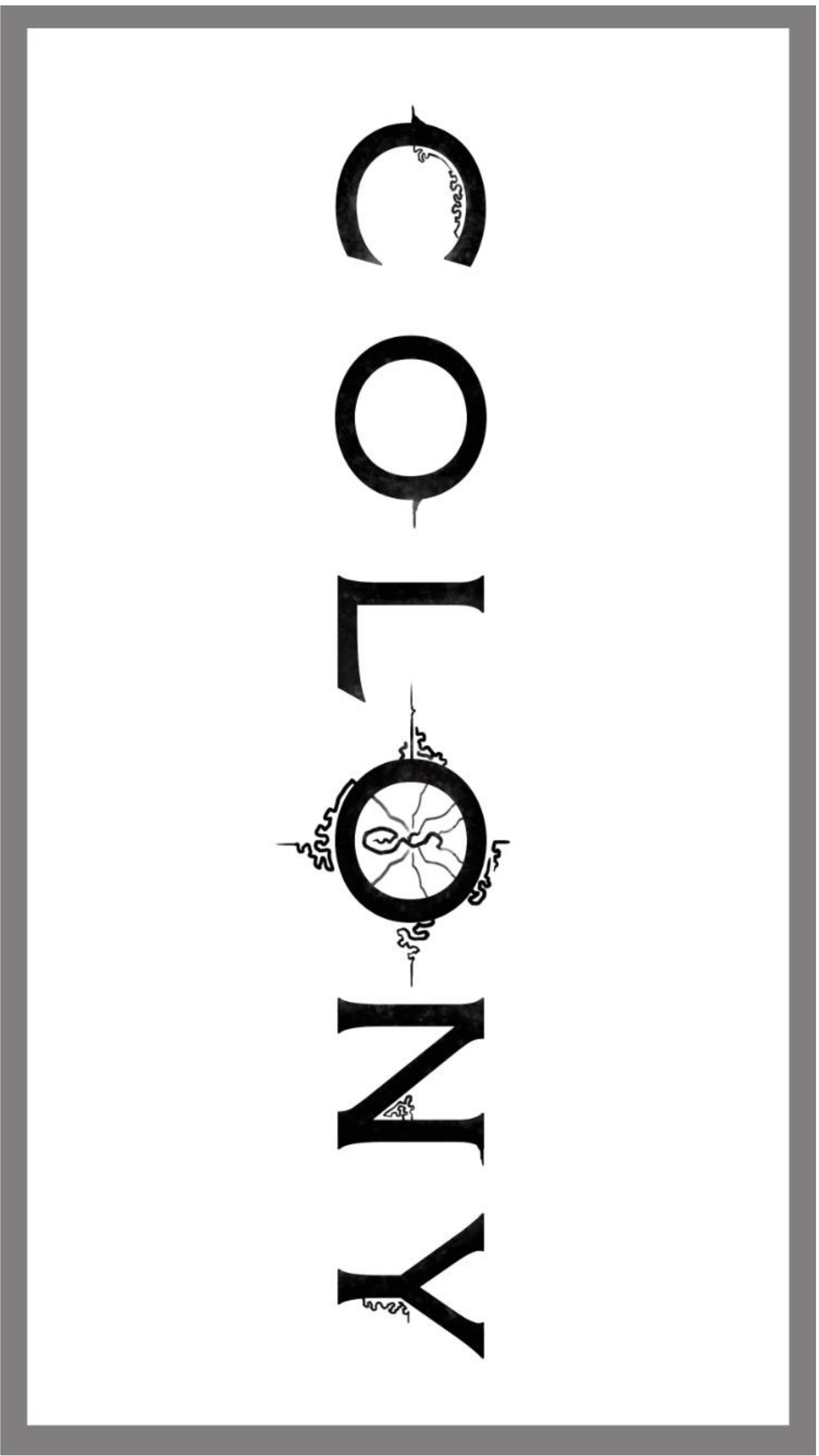
COLONY Printable Demo V2

TACTIC: WOUND CARE

Wrapping broken Chitin in Silk bandages, Bolster yourself or an Ally with this card for 1 Round. Whoever is Bolstered may restore 2 Chitin.

While Bolstered, Attacks made against you deal 2 fewer Damage.

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HET 2B



2

LEADING SCENT

MEMOKU COMMON TRAIT

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TACTIC: TRAIL MEMOKU

If an Ally is within a 1-Cell radius of you, you may play this Card to lead them with you toward or away from a Foe, moving together up to your maximum Mobility.

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2

NATURAL APTITUDE

MEMOKU COMMON TRAIT

COLONY Printable Demo V2

TACTIC: LUCK MEMOKU

Though you have talent, a little luck running through you never hurts either. Bolster yourself with this Card for 3 Rounds.

While Bolstered, you add +1 to every roll you make.

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HET 3

1

CRIMSON FLAME

+1  HET RACIAL TRAIT

COLONY Printable Demo V2

ATTACK: BLAZECRAFT

A small ball of fire bursts from your hand. Deal 2+3d6 Alchemy Damage to target Foe and Burden them with this Card for 2 Rounds.

While Burdened, they take 1 Damage to their Vitality at the start of their Turn.

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3

CONCUSSIVE FLASH

+1  +1  HET RACIAL TRAIT

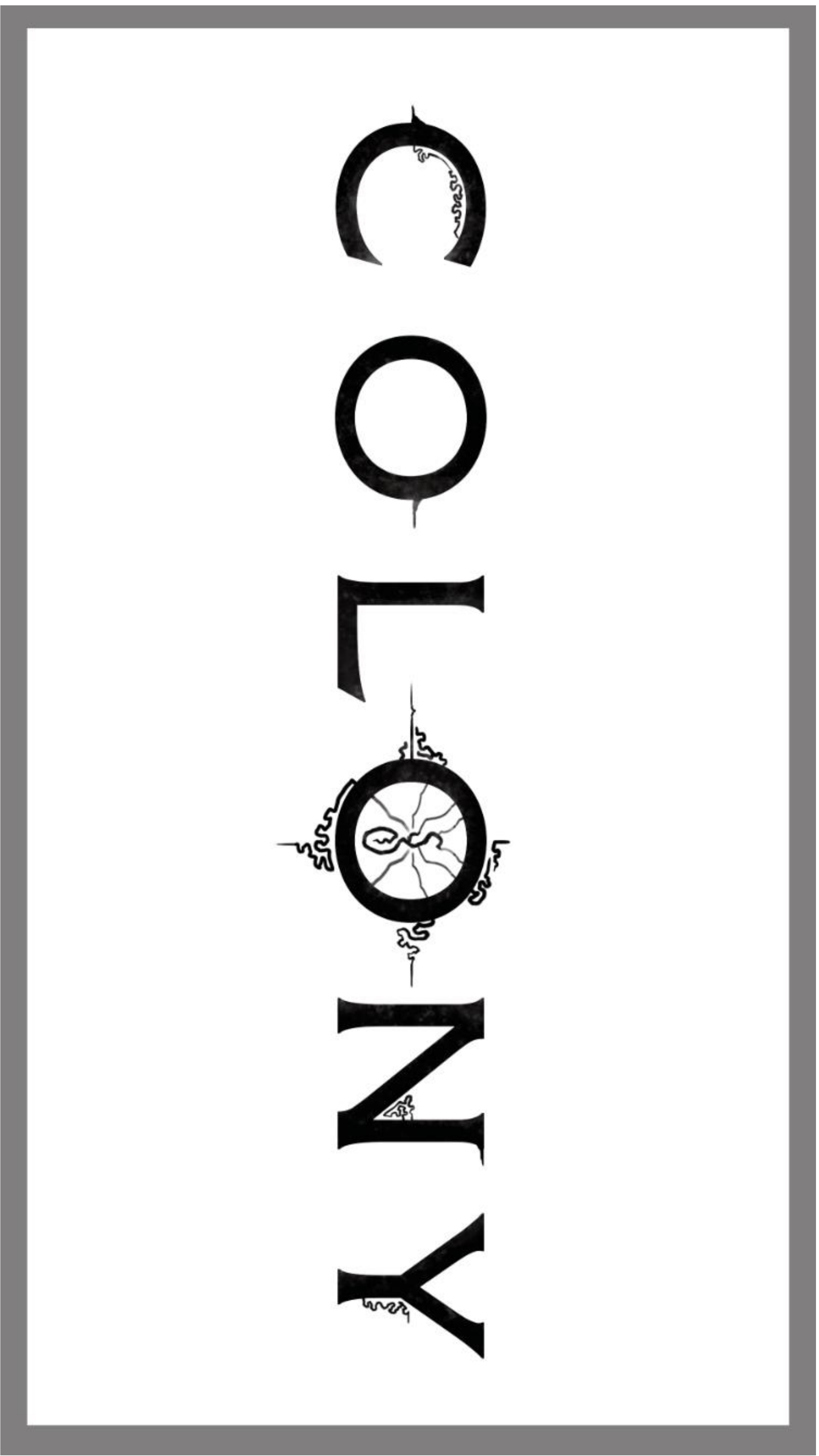
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TACTIC: BLAZECRAFT

You throw a ball of compressed fire into a Cell of your choice within a 6 Cell Radius, creating a blinding light and concussive blast.

Foes within a 2 Cell Radius of the blast take 2 Damage to their Vitality and skip their next Turn.

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HET 3B



1

SOOTHING INFUSION

+1



HET RACIAL TRAIT

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TACTIC: TEACRAFT

You brew an antidote to even the most vile of venoms and poisons.

Bolster yourself or an Ally with this Card for 1+X Rounds, where X is equal to the number of additional Herb you spend.

While Bolstered, gain 1 Vitality per Round.

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1

BLOOD TRANSMUTATION

+1



HET RACIAL TRAIT

COLONY Printable Demo V2

TACTIC: ZEK'S CURSE

Darker works are at play in the domains of Zek.

Play this Card in conjunction with any other Card. You may pay the Marrow cost of that Card with any other Marrow Token of your choosing.

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HET 4

1

BRAIDED WARD

+1



HET RACIAL TRAIT

COLONY Printable Demo V2

TACTIC: BRAIDCRAFT

Bolster yourself with this Card for 1+X Rounds, where X is equal to the number of additional Root you spend.

While Bolstered, you are immune to taking on Burdens.

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1

BILLOWING DUST

+1



HET RACIAL TRAIT

COLONY Printable Demo V2

TACTIC: MISTCRAFT

You conjure a cloud of dust that swirls in a 3-Cell Radius around you. Creatures outside the dust cannot see into it. Creatures within the dust can only see the area within the dust.

The dust remains stationary where you place it and lasts for 1+X Rounds, where X is equal to the number of additional Pollen you choose to spend.

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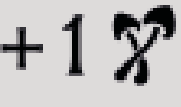


HET 4B



1

SLIP STEP

+1  HET NIVILO TRIBAL TRAIT

COLONY Printable Demo V2

REACTION / TACTIC: HOLLOWCRAFT

You open two tears in the Hollow and step through, instantly teleporting to any Cell within a 5-Cell radius of where you stepped from. This can Disengage you at no penalty.

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3

ENTROPIC RECOLLECTION

+1  + 1  HET NIVILO TRIBAL TRAIT

COLONY Printable Demo V2

TACTIC: HOLLOWCRAFT

The Hollow rejects an offering.

Search your Discard Pile for a Het Trait, taking the first one you find and adding it to your Hand; you may play it immediately if you have the Marrow to do so.

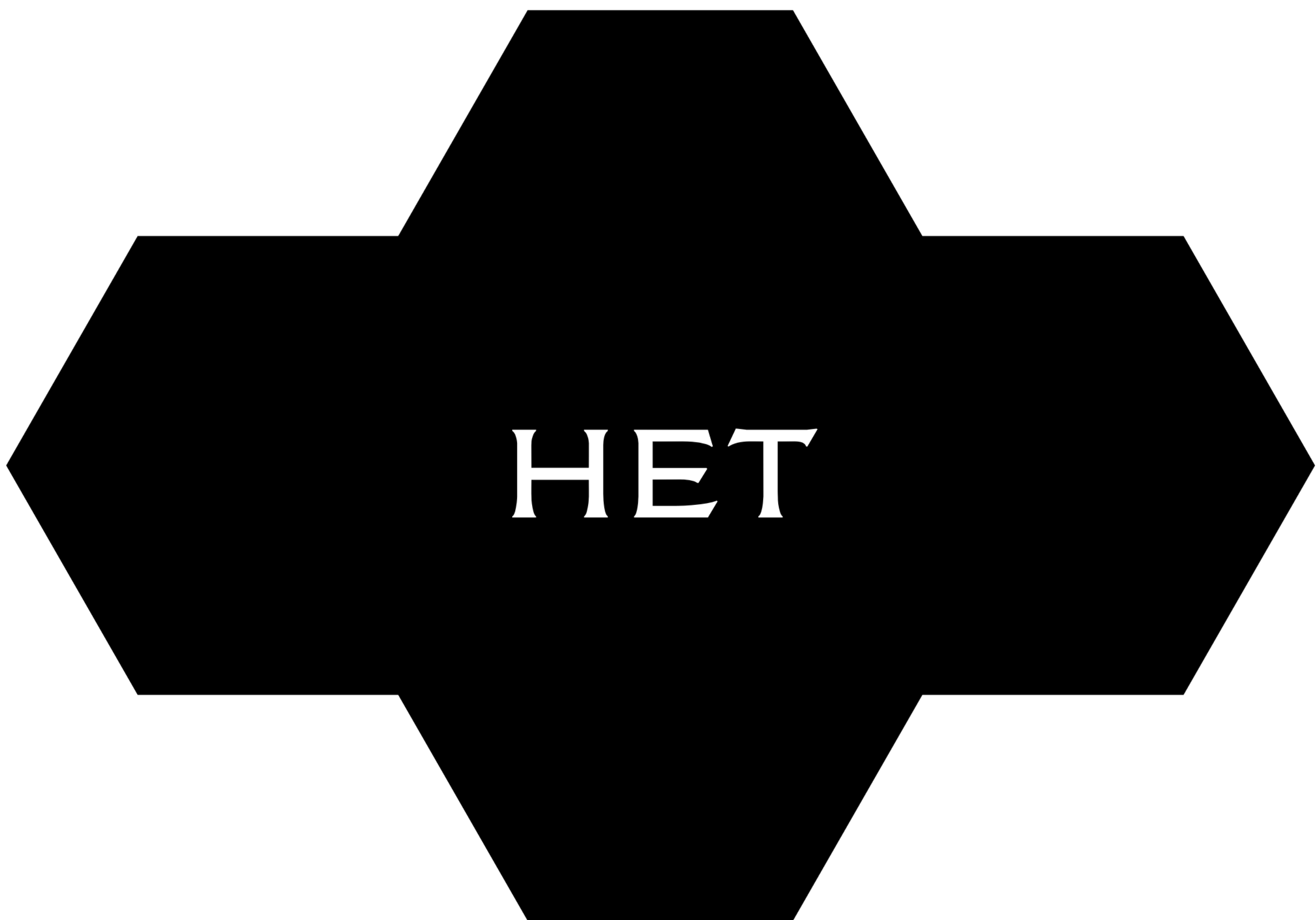
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HET 5

WE WANT TO HEAR FROM YOU!

Once you’ve had a chance to sit down and try out our game, we would love to hear about your experience! The QR code below will direct you to a feedback survey if you would be so inclined to let us know what you like, dislike, or could be improved upon!

Thank you so much!





HET 5B

SONG OF THE SEKUTA

THE COLONY TABLETOP GAME

3

BRAWN

2

AGILITY

4

WIT

3

INSTINCT

2

CHARM

	LESSONS	SCORE	MASTERY
ARTIFICE	◇△	6	
ATHLETICS	□◇	5	
AWARENESS	◇○	6	1
COERCION	□○	4	
GRIT	□◇	6	
GUILE	△○	5	
KNOWLEDGE	△◇	7	
PERFORMANCE	◇○	5	
SUBTERFUGE	◇◇	7	1
SURVIVAL	□△	5	1

DECK

17

HAND

3

CHAMPION NAME:

PLAYER NAME:

RACE: HET TRIBE: NIVILO CASTE: ALCHEMIST

SIZE: LARGE AGE: SEASONS

ARMOR

CHITIN

4

WEAKNESS

RESISTANCE

VITALITY

17

CURRENT

DRIFT

CLING

MOBILITY

8

+/-

PLUMMET / SINK

6

GRIT

MEMOKU DIALECTS		
MOTHER DIALECT	Het Nivilo	▲◇○
		5
		TO HIT

CASTE INSTINCTS

4

HIT

INSTINCT

Alchemy

2

COST

□◇▲◇○

EFFECT

While rolling a Survival Check looking for Forage, roll 1d6 fewer. Any spells which require a dice roll are checked against this Instinct's Hit Score.

HIT

INSTINCT

Elytra Arts

COST

□◇△◇○

EFFECT

Spend 3 Mobility Token to Lift-Off into flight. You may move horizontally at the cost of 1 Mobility Token per Cell moved. Ascending and Descending costs 2 Mobility Tokens per Cell moved.

HIT

INSTINCT

COST

□◇△◇○

EFFECT

HIT

INSTINCT

COST

□◇△◇○

EFFECT

HIT

INSTINCT

COST

□◇△◇○

EFFECT

WEAPONS AND EQUIPMENT

ITEM	Flint Spear		□ ◇ ▲ ◇ ○	COST	ACTION 1	DAMAGE
	QUALITY	Rustic		2	Swinging Strike	2+2D6
	HIT	4		3	Lunging Strike	2+3D6
	GRIP	2		3	Focused Throw	2+4D6
DAMAGE TYPE		Puncture	○	COST	ACTION 4	DAMAGE
ENCHANTMENT EFFECT				2	Deflect	2+3D6
ITEM	Flint Dagger		□ ◆ △ ◇ ○	COST	ACTION 1	DAMAGE
	QUALITY	Rustic		1	Swinging Strike	2+1D6
	HIT	4		2	Lunging Strike	2+2D6
	GRIP	1		1	Quick Throw	2+2D6
DAMAGE TYPE		Cleave	○	COST	ACTION 4	DAMAGE
ENCHANTMENT EFFECT				2	Deflect	2+1D6
ITEM			□ ◇ △ ◇ ○	COST	ACTION 1	DAMAGE
	QUALITY					+ D6
	HIT					+ D6
	GRIP					+ D6
DAMAGE TYPE			○	COST	ACTION 3	DAMAGE
ENCHANTMENT EFFECT						+ D6
ITEM			□ ◇ △ ◇ ○	COST	ACTION 1	DAMAGE
	QUALITY					+ D6
	HIT					+ D6
	GRIP					+ D6
DAMAGE TYPE			○	COST	ACTION 3	DAMAGE
ENCHANTMENT EFFECT						+ D6

FORAGE POUCH

MINERAL

HERB

FUNGUS

POLLEN

ROOT

AMBER

SAP

BLOOD

HONEY

SILK

ADVENTURER'S POUCH

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LADEN POUCH: -1 MOBILITY

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HEAVY POUCH: -3 MOBILITY

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