



Focused Scourge

1



When one of your Attack  abilities specifies "Target ", you may target the same enemy multiple times with the ability, counting one target for each attack.



 2

 2

50


Once during each of your Attack actions, you may  to add +1 Attack  to the entire Attack action.




624

Deflecting Blades

1

Attack  1

Target  3


Target enemies within two hexes



MUDDLE 

 2

 2

11

Move  2


When attacked this round, consider any positive and  attack modifier cards the enemy draws to be a  instead.




625

Omniscient Assault

1

Attack  2

Target  2


PIERCE  1





 2

 2

22

Move  2

When attacking this round, consider any negative and  attack modifier cards you draw to be a  instead.



626

Hide Mind

1


You may control the actions of all summoned allies you own.



 2

 2

05

Shield  1

Affect self and all summoned allies you own



627

Corrupting Parasites

1

Summon Soul Leeches



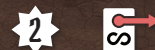
 : 4

 : 3

X is the number of adjacent figures.

 : X

 : -




 2

 2

97

WOUND 

Target one adjacent enemy

Heal  1

Self

628

Death March


1

Summon Creeping Beetles



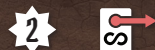
 : 5

 : 2

All adjacent allies may perform "Move  1" at end of turn.

 : 2


 : -



 2

 2

84


Move  4

This movement ignores difficult and hazardous terrain.

629

Engulfing Stingers

1

Summon Angry Wasps 



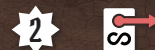
 : 3

 : 4

All adjacent allies and enemies suffer 2 damage at end of turn.

 : -


 : -



 2

 2

88

Move  3


All adjacent allies and enemies suffer 1 damage.

630

Swarming Minions

1

One summoned ally you own performs

Move  + 0

and

Attack  + 0


in either order, with you controlling the actions.

 2


 2

61

All summoned allies you own perform

Move  + 0

and

Attack  + 0

in either order, with you controlling the actions.



631

Bladeswarm



Bladeswarm



Bladeswarm



Bladeswarm



Bladeswarm



Bladeswarm



Bladeswarm




Bladeswarm



Scattered Defense

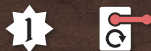
1

Retaliate  1

Self

Shield  1


Self




 2

 2

13

Move  2

One summoned ally you own performs


Move  2

with you controlling the action.

632

Call of the Grave

1

Attack  2

All summoned allies you own adjacent to the target of the attack perform


Attack  +0

on the target.

 2

 2

49

All enemies with WOUND  suffer 2 damage at the start of each of their turns instead of suffering 1 damage.



633

The Storm's Edge

1

WOUND 


Target all adjacent enemies




 2


 2

37

Attack  2

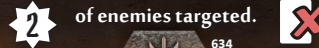
Target  3

Target enemies within two hexes

Heal  X

Self


where X is double the number of enemies targeted.



634

Unstoppable Army

R

Heal  3

Self

or

Affect all summoned allies you own



 2

 2


94



Summon Steel Scarabs


 : 4

 : 2

Shield  1

 : 1

 : -


All adjacent allies gain Shield  1.





635

Grasping Advance

R

Move  2


Attack  2

IMMOBILIZE 

 2

 2

18


Loot  1

You may perform this action as if you were occupying the same hex as a summoned ally you own.

636

Tomb of the Immortal

R


Recover  one of your lost cards and immediately play it, performing either the top or bottom action of the card.



 2

 2

59


Move  5





637

Overwhelming Offensive

2

Attack  2


Target one enemy within two hexes


Add DISARM  and gain  if the target is adjacent to at least one summoned ally you own.

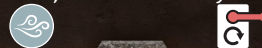
 2

 2

12

Move  3


Each time this round that an adjacent enemy performs a Move action and ends it farther away from you, you may immediately Teleport  to any hex adjacent to the enemy.



638

Infest

2

Attack  3


POISON 



 2

 2

43

Attach this to one of your active summon abilities. This summoned ally adds POISON  to all its attacks.



639

Bladeswarm



Bladeswarm



Bladeswarm



Bladeswarm



Bladeswarm



Bladeswarm



Bladeswarm



Bladeswarm



Putrid Grubs

3



Summon 3 Bloat Maggots

Cost: 3

Summon: 3

Attack: -1

Defense: -

All adjacent enemies deduct -1 Attack from all their attacks.



2

2

16

Move 3

Shield 1

Self



640

Armed and Dangerous

3

In addition to your current items, you may immediately equip up to four items, two items, or two and one items.



2

2

78

All summoned allies you own perform

Move +0

with you controlling the actions.

641

Vampiric Tempest

4

Attack 1

Target all adjacent enemies

WOUND

Heal X

Self



2

2

64

Move 2

You are unaffected by Retaliate this round.



642

Incubation

4

Heal 2

Self

Retaliate 1

Self

Shield 1

Self



2

2

09

Attach this to one of your active summon abilities.

This summoned ally gains Shield 1. It also performs "Heal 1, Self" at the end of each of its turns.



643

Bioluminescence

5

All summoned allies you own perform

Attack +0

with you controlling the actions.

2

2

80



Summon 2 Lightning Moths

Cost: 3

Summon: 3

Attack: -

Defense: -

All adjacent summoned allies add +1 Attack to all their attacks.



644

Cyclone of Blades

5

Attack 2

Target 3



2

2

27

Move 4

Jump

All allies and enemies moved through suffer 1 damage.

645

Sunstroke

6

Attack 2

WOUND

STUN



2

2

32

Attach this to one of your active summon abilities.

All enemies gain Disadvantage on their attacks targeting this summoned ally. This summon also gives WOUND to one enemy adjacent to it at the end of each of its turns.



646

Blood Drain

6

Attack 2+X

Heal 2+X

Self

where X is the number of summoned allies you own, up to a maximum of 5.

2

2

47

Move 3

One summoned ally you own may perform

Attack +0

targeting an enemy that is adjacent to both you and the summoned ally.

647

Bladeswarm



Bladeswarm



Bladeswarm



Bladeswarm



Bladeswarm



Bladeswarm



Bladeswarm



Bladeswarm



Fury of the Horde

7



Summon Rage Hornets

Cost: 5

Attack: 3

Add +2 Attack when the target is adjacent to any of your allies.

Shield: 3

Wound: -



Attack: 2

Attack: 2

86

Move 3

All adjacent allies and enemies suffer 2 damage.



648

Repulsive Host

7

POISON

Target all adjacent enemies

Shield 2

Self



Attack: 2

Attack: 2

19

Move 2

STRENGTHEN

Self



649

Bone Daggers

8

Attack 2

Target 4

Target enemies within two hexes

Suffer 1 damage for each attack performed.

Attack: 2

Attack: 2

68

Retaliate 1

Self

Attack 2

Target 2

WOUND



650

Endless Biting

8

All summoned allies you own perform

Move +0 and

Attack +0

in either order, with you controlling the actions.

Attack: 2

Attack: 2

41

Attach this to one of your active summon abilities.

This summoned ally's attacks gain Advantage, PIERCE 2, and are unaffected by Retaliate.



651

Wasteland

9



Summon Rust Vermin

Cost: 7

Attack: 4

Add DISARM when the target is affected by a negative condition.

Shield: 3

Wound: -



Attack: 2

Attack: 2

96

PULL 2

Range 3

POISON

WOUND

DISARM

The target suffers 2 damage.



652

Oasis

9

Recover two of your lost cards and immediately play them in either order, one for the top action and one for the bottom action.



Attack: 2

Attack: 2

04

Move 5

Heal 3

Affect self and all summoned allies adjacent to any hex you entered during the movement.



653



Bladeswarm

Bladeswarm

Bladeswarm

Bladeswarm



Bladeswarm

Bladeswarm





1037



1038



1039



1040



1041



1042



1043



1044



1045



1046

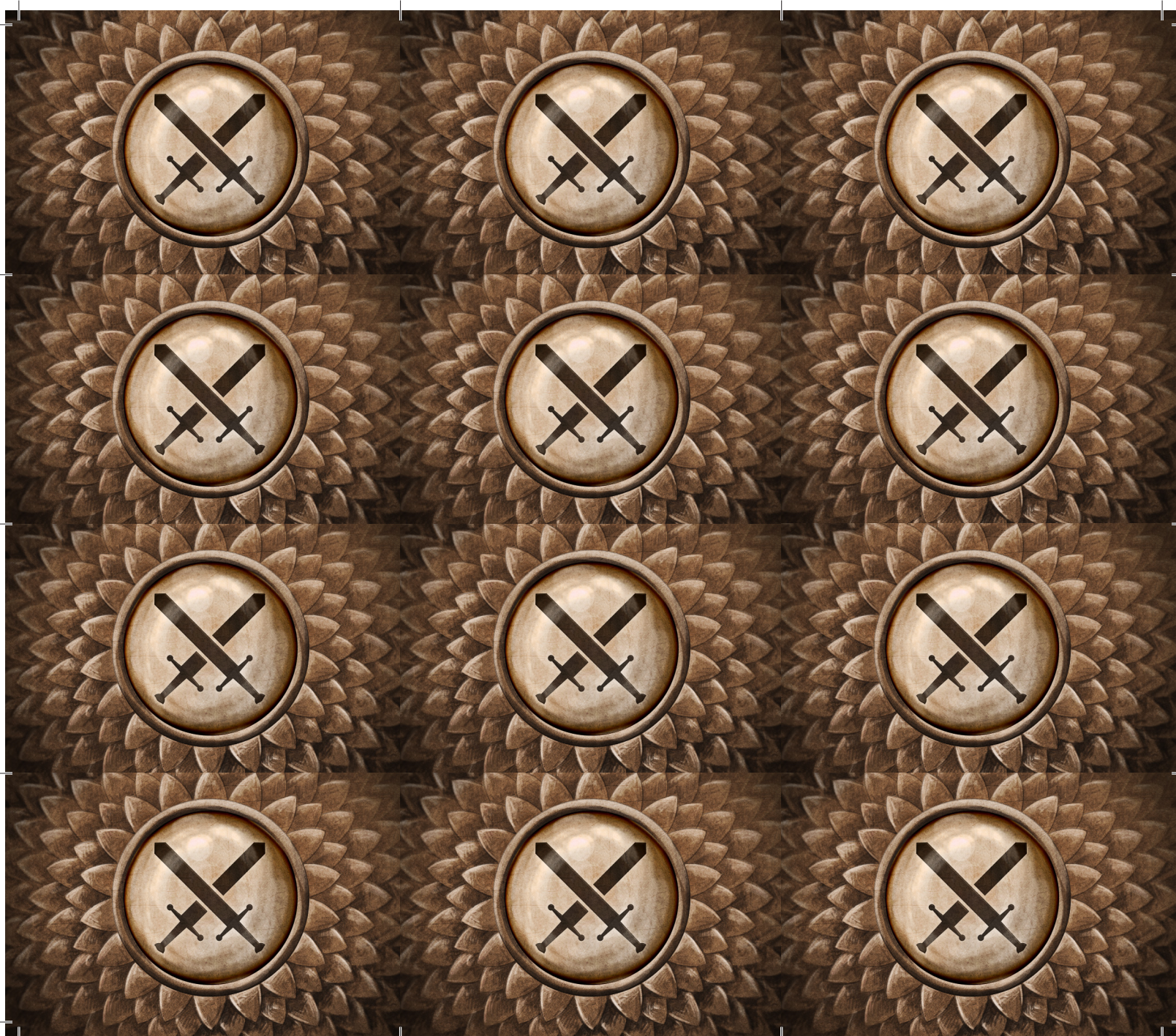
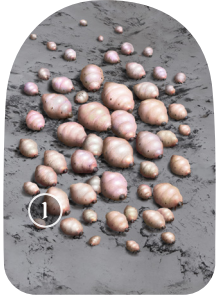


1047



1048







1053

5/8

+0

Sword of the Hands

1/1

50

During your melee attack, add **POISON** and **WOUND** to the entire attack action.

1051

+1

1052

+1

1049

+2

1050

+2

Discard

Active

Lost

Bladeworm

Start of Round: Choose one path or

Initiative (▲): Leading card played

On turn: Perform top action of one card and bottom action of the other in any order.

Monster actions: Elite first, then normal in ascending numerical order. Focus on Ⓛ closest, Ⓜ lowest initiative. Then move to maximize attack on focus.

End of round: ♦ Reduce element strength.
♦ Optional short rest: lose one random discard and recover the rest.
♦ Shuffle Ⓞ attack and monster decks where applicable.

Long rest

Reveal monster actions, act in initiative (▲) order.

Leading card played

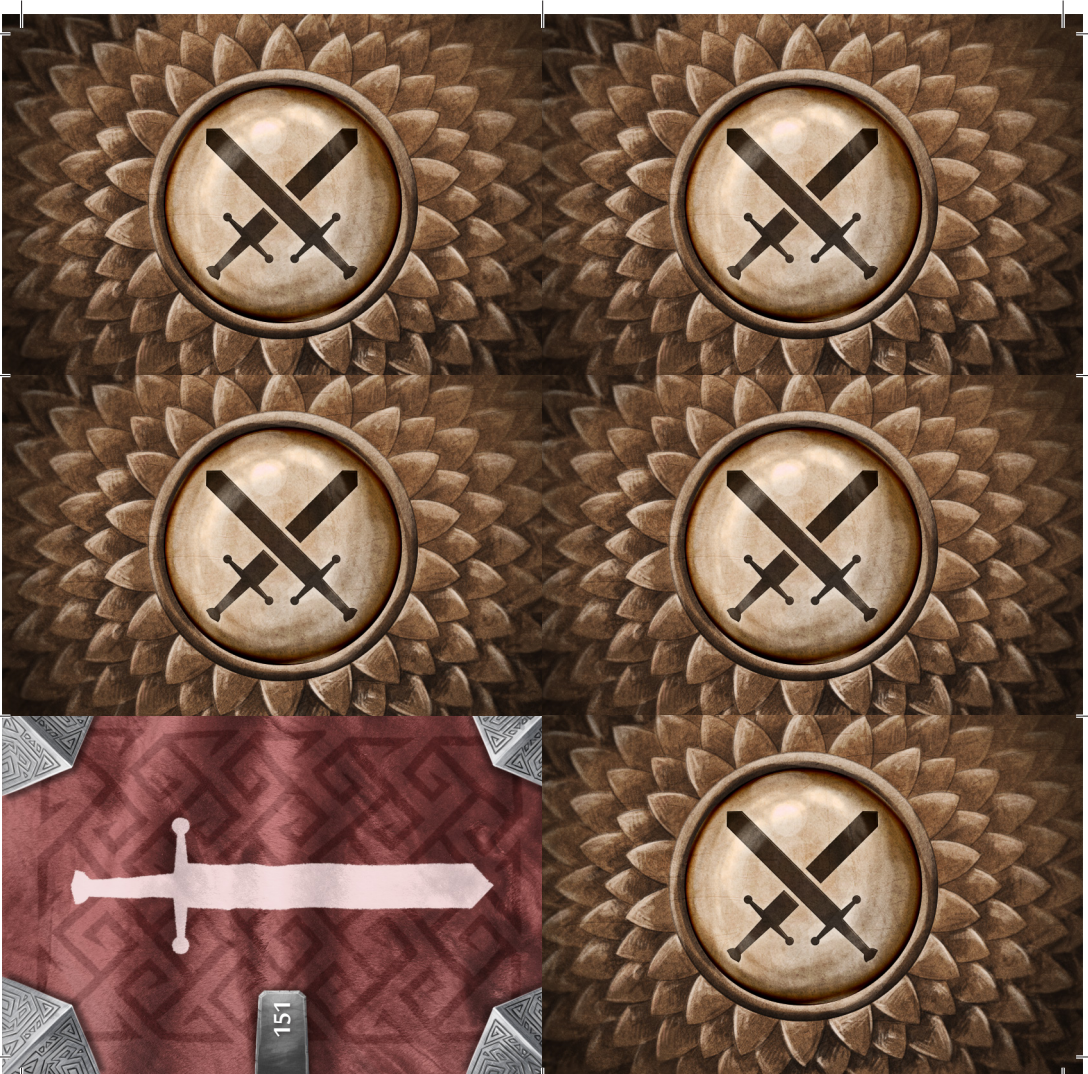
Lose one discard and recover the rest. Heal Ⓞ (self) and refresh Ⓞ spent items.

Armored • Intimidating • Nimble

1	2	3	4	5	6	7	8	9
8	9	11	12	14	15	17	18	20

Conditions

Discard



Harrower Bladeworm


"Harrower" is only the name given to these swarms of insects in the common tongue, as the name in their own language of chitters and vibrations cannot be easily translated. A single Harrower, as typically seen by others, is actually thousands of varied insects who have merged their intelligence to form a hive mind capable of highly sophisticated thought. Though generally good-intentioned, Harrowers do have a poor reputation among other peoples due to their unique nature, unnerving speech patterns, and a tendency towards putting a low value on individual life. Their own lives are at once very fleeting, due to a single insect's short life span, and eternal, due to the swarm's persistent, self-perpetuating nature.

No group embodies the Harrower's eternal nature more than the ancient Bladeworms – desert-dwelling insect hives that have hibernated deep beneath the sands for countless ages, awaiting a call to battle. While this call was in danger of being lost to time, dooming the Bladeworms to never-ending slumber, scattered sightings of the fearsome warriors have recently been reported, implying they roam the world once more. Though the purpose of their awakening is still shrouded in mystery, their flurry of archaic swords will make short work of any obstacle.




Harrower Bladeswarm

Name: _____

Level :

1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---

XP :



























0	45	95	150	210	275	345	420	500
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XP  Notes:

Gold Notes:

Items:

Perks


- Replace one  card with one  card
- Replace one  card with one  WOUND  card
- Replace one  card with one  POISON  card
- Replace one  card with one   card
- Replace one  card with one   card
- Replace one  card with one   card
- Replace one  card with one   card
- Add one  MUDDLE  card
- Add two  Heal  1 cards
- Ignore negative item effects and add one  card
- Ignore negative scenario effects and add one  card

Notes


✓: ✓: ✓:
 ✓: ✓: ✓:

Harrower Bladeswarm

Name: _____

Level :

1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---

XP :
























0	45	95	150	210	275	345	420	500
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XP  Notes:

Gold Notes:

Items:

Perks

- Replace one  card with one  card
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- Replace one  card with one  POISON  card
- Replace one  card with one   card
- Replace one  card with one   card
- Replace one  card with one   card
- Add one  MUDDLE  card
- Add two  Heal  1 cards
- Ignore negative item effects and add one  card
- Ignore negative scenario effects and add one  card

Notes

✓: ✓: ✓:
 ✓: ✓: ✓:



The Sands of Time

Requirements: Bladeswarm level 5

Goal: Kill all enemies

Introduction:

Your memories are foggy and obscured. You spent so much time in slumber, lying in wait for the appointed hour, and now that it has come, you do not remember what it was you were waiting for.

Initially, you had hoped that those who spoke the word of your awakening would give you purpose, and they have, but you were meant for something greater — something that even your new allies don't yet see.

In the back of your thoughts, you feel a building pressure. There is something you need to do — some great threat on the horizon — if only you could remember...

Like a dam overflowing, the pressure in your mind finally pushes out a singular thought: you need to recover your sword. It will play an important part in the coming times, and it is close — buried in the sandy shores east of Gloomhaven. The temple that houses it is hidden, but you remember the way.

With an ancient word, the tomb rises up from the sands and you approach. Such things were not meant for mortal eyes, so you enter alone. There will be fighting — guardians placed to test your strength and will — but you are confident that you will pass the trials. The world depends on it.

Conclusion:

With the last of the guardians destroyed, you move to the back of the temple and speak another word lost to time. An altar rises from the ground, carrying a sword that feels both familiar and foreign.

You wielded it once. Flashes of an epic battle rage in your mind, but the details remain unclear. You take it from the altar and leave the temple, speaking a word to sink the stone structure back into the sands. Only time will reveal this mystery.

Reward:

Sword of the Sands (Item 151)



Maps:

Nib
L1a
M1a



Frequently Asked Questions:


What are summon “special traits”?

- Each Bladeswarm summon ability has one or more special traits listed in the right-most box of the summon ability card. Summon special traits function from the perspective of the summon. All references to adjacency indicate adjacency to the summon, not the Bladeswarm. Similarly, references to “end of turn” refer to the end of the summon’s turn and “allies” refer to the summon’s allies (which may include the Bladeswarm).

Does Soul Leeches’ “X” value correspond to the number of figures adjacent to the target of the Attack or the number of figures adjacent to the Soul Leeches?

- The number of figures adjacent to the Soul Leeches.


How does the special trait of the Creeping Beetles summon work?

- At the end of the Creeping Beetles’ turn, each ally adjacent to them may perform “Move  1” in any order. If this grants a different summoned ally a move action, that summoned ally follows the normal AI rules unless Hive Mind’s top action is in your active area, in which case you may control the summoned ally’s action.

What is the distinction of a summon “you own”?

- Summons you own are summoned allies which come from summon ability cards or summon item cards in your active area.


How do “attachment” actions function?

- When you play an attachment action, you play the ability card as a persistent non-loss action that “attaches” to a summon ability card or summon item card in your active area. The attachment card may be discarded at any time, removing the effect from the summon. If the summon dies, the attachment is discarded. Attachments affect each individual summon from a summon ability card. For example, Sunstroke attached to Bloat Maggots would allow each individual summon to **WOUND**  one adjacent enemy at the end of its turn and attacks targeting any of the Bloat Maggots would gain Disadvantage.


How many total hand items may I equip with Armed and Dangerous?

- Once you play Armed and Dangerous, you may equip up to a total of six one-hand items, four one-hand and one two-hand items, two one-hand and two two-hand items, or three two-hand items.



Does the bonus from Lightning Moths stack?

- Yes, each individual Lightning Moth gives its own bonus, so a summoned ally adjacent to both Lightning Moths would gain +2 Attack .

Does Rust Vermin gain **DISARM**  on its Attacks if the Attack would **POISON**  the target?

- No, **DISARM**  is only added to Rust Vermin’s attack if the target is already affected by a negative condition when the Rust Vermin attacks.

How does Teleport  work?

- Teleport  transports a figure to a specified hex without evaluating movement through all the hexes between. It is not considered a Move ability, and so is not affected by **IMMOBILIZE** . It is also not affected by anything, even walls, when evaluating its path. A figure can only teleport to an unoccupied hex, and any effects of entering that hex will still trigger normally.

Credits:

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Redesign: Drew Penn and Dennis Voegele

Art: Alexandr Elichev

Graphic Design: Josh McDowell

Primary Redesign Testers:

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Additional Playtesting:

Marcel Cwertetschka, Ryan Dowell, Daniel Lee,

Alice Livingston, Wilting Moon, Jack Wagner