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# UPGRADE PACK SETUP



*Please follow these instructions closely*

## 1. Removing and adding cards

Perform the following steps on your 1st edition game and replace old cards with new ones from the upgrade pack. When told to remove a card you will no longer need this card in the game.

Remove any one card from the Chapter 11 Encounter Deck (it does not matter which).

Remove the Chapter 15 Encounter Deck Stage 3 card 'Wyrms Tail' that ends in 'Move 4 North West' and replace it with the card 'The Last Dance'.

Remove the Chapter 7 Encounter Deck Stage 3 card 'Condemnation' that ends in 'Move 3 South West' and replace it with one of the 'Blood Rain' cards (it does not matter which).

Remove the Ability Cards 'Weapon Throw', 'Cross Cut', 'Somersault' (The Blade), 'Piercing Arrow' (Huntress) and add the cards 'Unbalance', 'Flurry', 'Piercing Fang' (The Blade), 'Hunter's Mark' (Huntress)

## 2. Upgrading Cards

All cards that are now left in the Upgrade Pack share a name with a card that exists in your 1st Edition. Find those cards and replace them with the ones from the upgrade kit. Start by looking at the back of each card to find the general deck it belongs to then find and replace the specific card in that deck.



## UPGRADE PACK SETUP



*Please follow these instructions closely*

### 3. *Replacing Encounter and Special Rules Boards*

Replace the Encounter and Special Rules Boards with those from the upgrade pack that share the same number on the back.

*Be careful to make sure you do not replace an Encounter Board with a Special Rules Board that has the same number.*

### 4. *Replace the Priest Player Board*

### 5. *Replacing the Rule Books*

Replace the old Story and Encounter Rule Books with the new ones from the pack.

Note that there have been significant changes to:

Fire Tiles (ERB p9)

Looting (ERB p24)

Reactions (ERB p15)

Huntress Falcons (ERB p32)

### 6. *Add Stickers to the Encounter Book*

Add stickers to the pages in the Encounter Book as instructed on the sticker sheet.

*Your upgrade from 1st to 2nd Edition is now complete.*

*Good Hunting!*

# CHAPTER 2



SPOILERS  
AHEAD!

## SATYR

LARGE

### Transfix


Draw a Hallucination Card and give it to the Oathsworn with the least Hallucination Cards and with a Line of Sight to the Satyr. If tied, choose the furthest.

*Note: Abilities that do not state the keyword 'Target' do not use the normal targeting rules (such as for reactions).*

The Oathsworn resolves the cards effects and then keeps the Hallucination Card to mark how many hallucinations they have had.

If there are no cards in the Hallucination Deck, place a Tracker Token on each Player Board depicting the amount of Hallucination Cards they have. Then form a new Hallucination Deck using all the players Hallucination Cards.

### Snap Out Of It!

Once per round: During their turn, the Oathsworn with the least amount of Hallucination Cards may force an adjacent Oathsworn to lose one  and lose all Hallucination Cards (including their effects and any Status Tokens gained) immediately.



MIGHT



D



### Stages

- II Stage 2 is triggered when the Satyr loses 2  dice.
- III Stage 3 is triggered when the Satyr loses 4  dice.

# CHAPTER 3



SPOILERS  
AHEAD!

# WYRM

LARGE, IMMUNE TO KNOCKBACK

## Start of Encounter

One Oathsworn (player's choice) takes the 'Vibration Token' (use a Tracker Token to represent this).

## Sense Vibration

If this Stage Card was drawn during the encounter phase, then whoever has the **Vibration Token** is the Wyrms's **Target**.  
If this Stage Card is drawn as a reaction, then the Wyrms will **Target** the one who caused the damage as usual.

The Wyrms never needs Line of Sight to target someone.  
During their turn, a character may lose any one Combat Token to take the Vibration Token from another character on the Game Board.

## Huge

The Wyrms has 3 body parts - the head, belly and tail. Each body part counts as a different enemy. The Wyrms has no facing and it does not matter which direction it is turned when moved or placed. Attacking the head of the Wyrms always counts as attacking the front, the belly counts as the flank and the tail counts as the rear. When damaging the Wyrms you may choose any die on the body part to damage before damage is drawn. Do not remove a body part when all of its dice are removed, instead it can no longer be damaged but still acts as normal.

## MIGHT



D



## Movement

When the Wyrms moves, all movement is measured from the head. Firstly, pick up the tail and place it where the belly is. Then, pick up the belly and place it where the head is. Lastly, move the head to its new location.

When the Wyrms's head moves, it will move around its own body parts rather than move through them. If ever the Wyrms head is placed on the Game Board and would enter hexes with another body part, instead place it the closest hexes to the selected hex so that it does not occupy the same hexes as another body part.

## Save the Civilians

There are 12 civilians in the center of the map and you may try to protect them if you wish. Civilians will die if they receive any damage, but can be protected by moving them off any board edge.

On their turn, instead of playing an Ability Card, an Oathsworn may spend one to move an adjacent civilian up to 4 hexes. This is free if you are a **Companion** (each civilian may only be moved once per round).



## Stages

- II Stage 2 is triggered when the Wyrms loses 3 dice.
- III Stage 3 is triggered when the Wyrms loses 6 dice.



## HEAD WHIP

*A head as thick as a tree trunk sweeps across the battlefield.*

- 1) *Sense Vibration.*
- 2) Move 6 to its target.
- 3)   Range 3, Knockback 2, Area of Effect, Target

This attack targets all enemies within range 3 of the Wurm's head.

- 4) Move 3 North West.
- 5) Give the Vibration Token to the closest Oathsworn to the head.





## BURROW

*The tusked head burrows back into the earth, and moments later you feel a deep rumble beneath you.*

1) **Sense Vibration.**

2) Remove the Wurm's head, moving the other parts as usual.

3)   **Target**

This attack also targets all enemies adjacent to the target. Redraw blanks once.

4) Place the Wurm's head on the target's hex, pushing back all enemies.

5) Give the Vibration Token to the furthest Oathsworn from the head.



## BURROW

*The tusked head burrows back into the earth, and moments later you feel a deep rumble beneath you.*

1) **Sense Vibration.**

2) Remove the Wurm's head, moving the other parts as usual.

3)   **Target**

This attack also targets all enemies adjacent to the target. Redraw blanks once.



4) Place the Wurm's head on the target's hex, pushing back all enemies.



5) Give the Vibration Token to the furthest Oathsworn from the head.




## CRUSH

*The Wurm wraps around you, leathery hide crushing you with its weight alone.*

- 1) *Sense Vibration.*
- 2) Move 6 to its target.
- 3)   Target





If the target loses any , they will lose an additional .

- 4) Move 3 North.
- 5) Give the Vibration Token to the next closest Oathsworn to the current holder.



## TAIL SLAM

*Either end is as deadly as the other.*



- 1) Place the head then the tail 2 hexes in random directions.
  - 2) *Sense Vibration.*
  - 3)   Range 3, Target
  - 4)   Range 3, Knockback 3,  
Area of Effect
- This attack targets all enemies within range 3 of the Wyrms tail. Draw once and apply to all targets.
- 5) Move 5 South East.



## TOSS

*The head lunges at you. One of the man-sized tusks hooks your leg, and you are flung like a ragdoll through the air.*

- 1) **Sense Vibration.**
- 2) **Move 6** to its target.

3)   **Target**

Redraw all blanks on the initial draw.

After the attack, the target suffers **Knockback 4** in a random direction.



They will not collide with the Wyrms' head.


- 4) **Move 3 South.**



## WRITHE





*The full length of the Wyrms slams from side to side.*

- 1) **Sense Vibration.**
- 2) Place head then the body then the tail 2 hexes in a random direction.
- 3)   **Target**  
This attack targets all enemies within range 2 of any Wyrms body part. Each target may only be targetted once by this attack. Draw once and apply to all targets.
- 4) **Move 3 South West.**



## TAIL SLAM

*Either end is as deadly as the other.*

- 1) Place the head then the tail 2 hexes in random directions.
  - 2) *Sense Vibration.*
  - 3)   Range 3, Target
  - 4)   Range 3, Knockback 3,  
Area of Effect
- This attack targets all enemies within range 3 of the Wyrms tail. Draw once and apply to all targets.
- 5) Move 5 South West.




## WRITHE

*The full length of the Wyrms slams from side to side.*

1) **Sense Vibration.**

2) Place head then the body then the tail 2 hexes in a random direction.

3)   **Target**

This attack targets all enemies within range 2 of any Wyrms body part. Each target may only be targetted once by this attack. Draw once and apply to all targets.

4) **Move 3 South East.**



# CHAPTER 4





SPOILERS  
AHEAD!



## CHAIN HOOK



*The ominous clank of chains foreshadows pain...*

- 1) The Berserkers target the closest Oathsworn and Move 8 to them.
- 2) For each Berserker adjacent to their target, Move the Berserker 4 directly away from the target and place the target in the closest empty hex to that Berserker. The target then gains a .
- 3) All Scar Tribe Move 6 to their target.
- 4) All Scar Tribe  Target, Mob



## CHAIN HOOK



*The ominous clank of chains foreshadows pain...*

- 1) The Berserkers target the closest Oathsworn and Move 8 to them.
- 2) For each Berserker adjacent to their target, Move the Berserker 4 directly away from the target and place the target in the closest empty hex to that Berserker. The target then gains a .
- 3) All Scar Tribe Move 6 to their target.
- 4) All Scar Tribe  Target, Mob



## MUTILATE



*They are off the chain and coming for you.*

- 1) The Berserkers target the Oathsworn closest to the center of the board. If tied, pick the highest  Oathsworn.
- 2) Berserkers Move 8 to their target.
- 3) All other Scar Tribe Move 6 to their targets.
- 4) All Scar Tribe  Target, Mob Berserkers redraw all blanks.
- 5) All Scar Tribe Move 3 directly away from their target.



## MUTILATE


*They are off the chain and coming for you.*

- 1) The Berserkers target the Oathsworn closest to the center of the board. If tied, pick the highest  Oathsworn.
- 2) Berserkers Move 8 to their target.
- 3) All other Scar Tribe Move 6 to their targets.
- 4) All Scar Tribe  Target, Mob Berserkers redraw all blanks.
- 5) All Scar Tribe Move 3 directly away from their target.



## WARCRY






*A horn sounds and guttural voices raise to join it.*

- 1) All Scar Tribe Move 7 to their targets.
- 2) All Scar Tribe  Target, Mob  
In each attack, redraw up to one blank per tribesman.
- 3) All Scar Tribe Move 3 directly away from their target.



## OPEN WOUNDS






*The Shaman uses a knife to open a wound in his arm.  
As the blood flows, a rapture takes him and nearby  
tribesmen convulse.*

- 1) All Scar Tribe that have lost any   
Move 4 to the Shaman.
- 2) If any Scar Tribe moved to within  
range 2 of the Shaman, the Shaman  
loses one  and all Scar Tribe within  
range 2 of the Shaman gain  .
- 3) All Scar Tribe except the Shaman  
Move 6 to their target.
- 4) All Scar Tribe except the Shaman  
 Target, Mob



## OPEN WOUNDS

*The Shaman uses a knife to open a wound in his arm.  
As the blood flows, a rapture takes him and nearby  
tribesmen convulse.*


- 1) All Scar Tribe that have lost any   
Move 4 to the Shaman.
- 2) If any Scar Tribe moved to within  
range 2 of the Shaman, the Shaman  
loses one  and all Scar Tribe within  
range 2 of the Shaman gain  .
- 3) All Scar Tribe except the Shaman  
Move 6 to their target.
- 4) All Scar Tribe except the Shaman  
 Target, Mob





## POISONED SPEAR



*You barely catch a glint from the corner of your eye before a spear thrown with deadly accuracy flies toward you.*

- 1) The Bonemaiden targets the furthest enemy.
- 2) All Scar Tribe **Move 6** to their target.
- 3) All Scar Tribe  **Target, Mob**  
The Bonemaiden has **Range 5** on this attack and redraws any blanks.
- 4) All Scar Tribe **Move 3** directly away from their target.



## CORNERED ANIMAL



*There's nothing more dangerous...*

- 1) Target the Oathsworn the lowest .
- 2) Move 8 to their target.
- 3)  Target  
This attack targets all adjacent enemies. Draw once and apply to all targets.
- 4) Move 6 to the closest obstacle and turn so that their rear is facing the obstacle.



## CORNERED ANIMAL


*There's nothing more dangerous...*

- 1) Target the Oathsworn the lowest .
- 2) Move 8 to their target.
- 3)  Target  
This attack targets all adjacent enemies. Draw once and apply to all targets.
- 4) Move 6 to the closest obstacle and turn so that their rear is facing the obstacle.



## FURY

*Nature, red in tooth and axe...*


- 1) Target the closest Oathsworn.
- 2) Move 8 to their target.
- 3)  Chain (Range 2), Target  
This attack can target a maximum of 4 enemies and will only target Oathsworn and Allies.
- 4) Move 3 directly away from their last target.


3



## FURY



*Nature, red in tooth and axe...*

- 1) Target the closest Oathsworn.
- 2) Move 8 to their target.
- 3)  Chain (Range 2), Target  
This attack can target a maximum of 4 enemies and will only target Oathsworn and Allies.
- 4) Move 3 directly away from their last target.



TAKE YOU DOWN  
WITH ME

*Death was never in doubt, only how many...*

- 1) Target the Oathsworn with the least .
- 2) Move 8 to their target.
- 3)  Target
- 4) Move 3 directly away from their target.

# CHAPTER 6



SPOILERS  
AHEAD!

## UNKNOWN HORRORS

### Start of Encounter

Each Horror will unerringly stalk a different target until it is dead. 'Mark' the 3 highest defense Oathsworn (players choice). Place two identical Might Cubes on the Horror's and the Oathsworn's base to show the 'Mark'. Then place the Oathsworn with Cubes in the hexes that match the encounter setup.

### Marked Target

The marked character will **always** be the **target** of the respective Horror, even during reactions, except for the following exceptions:

- 1) Ability cards such as 'Taunt' or 'Smoke Bomb' may still change the Horror's target.
- 2) If the marked target is not in its Line of Sight, the **Unerring** rule takes effect.

If the Horror's **marked** target goes unconscious, the Horror will mark an unmarked Oathsworn. If all Oathsworn are marked, the Horror will mark the closest Oathsworn, making that character **Marked** by 2 Horrors.

### Pick a Random Horror

Use whatever method you prefer to pick a random Unknown Horror, as long as it makes each surviving one equally likely to be picked. We recommend assigning the numbers 1 to 6 equally among them and rolling an unused Hit Point Die.



### Bloodlust

The Horrors attack targets all adjacent enemies. Draw once and apply to all targets.

### Unknown

The Horror's movements and attack patterns are very hard to read. All Stage Cards in this encounter are kept face down and not revealed until they are resolved.

### Unstoppable

The Horrors cannot be blocked by other characters and will move over them to reach their marked target. If they finish a move inside another character, the other character is pushed to the nearest empty hex.

### Unerring

*Beware, ignore this at your peril!*

If a Horror cannot draw Line of Sight to its target, they will **move 8** to the obstacle blocking Line of Sight. The Horror then stops, when adjacent, and destroys the obstacle. Remove the obstacle from the Game Board and end that Horror's activation.

### Stages

- II Stage 2 is triggered when 1 Horror dies.
- III Stage 3 is triggered when 2 Horrors die.



# CHAPTER 7



SPOILERS  
AHEAD!


## VENERATOR

IMMUNE TO BLEED TOKENS








### Juggernaut

The Venerator moves through other characters when moving and when he stops moving, he will push any character in his hex into the closest empty hex.

### Blood Tokens

Whenever a Zealot dies, they leave behind a 'Blood Token'. Place a  in their hex to represent this. The Venerator uses the blood to power his abilities.

### Blood Twist

If The Venerator has lost any  from any of his  dice, he consumes the power of the closest  within range 2 and he regains one . This is gained to the most damaged location. If there are only broken locations, instead add a  die back onto a broken location (your choice) set to 1. If this die is later removed, it will cause a reaction! After the  is gained, remove the  from the Game Board.

Note: You may choose which die to damage when you attack him.

### Call to Arms

Place 1 Zealot in hex adjacent to each house. Place the Zealots in the empty hex that is closest to the Oathsworn that is closest to that house.



MIGHT



D



### Stages

- II Stage 2 is triggered when the Venerator loses 1  die.
- III Stage 3 is triggered when the Venerator loses 2  dice.

MIGHT





ZEALOT

Minion, Mob

D







- 1) Move 4 to their Target 2)  Target
- Has only one . Zealots may be hurt by several of the Venerator's Stage Cards.



## EXSANGUINATE




*The Venerator beckons to you and your blood begins to draw forth from your pores in a stream toward his outstretched hand.*

- 1) Move 4 North.
- 2) *Blood Twist* and *Call to Arms*.
- 3) Target the Oathsworn with the most remaining .
- 3) The target performs a **Might Check** (Difficulty 7). If the target fails, they lose  . This ability has unlimited range and does not require Line of Sight.



## REPENT!




*A single word emits from the black helm and as it passes over you, the power of it nearly brings you to your knees.*

- 1) Each Oathsworn draws  (these can critical). The Oathsworn with the lowest total is targeted and loses half of their  (rounded up) for the rest of the encounter. Mark this with a Tracker Token.
- 2) Move 7 to the Oathsworn and Target them.
- 3) *Blood Twist* and *Call to Arms*.
- 4)  Target



## URGE ON THE FLOCK

*The Venerator whips up the villagers into a zeal. Bloodshot eyes stare daggers and the peasant mob scrambles over one another to get at you.*




- 1) Move 6 to his target.
- 2)   Target
- 3) Move 4 South West.
- 4) *Blood Twist* and *Call to Arms*.
- 5) All Zealots Move 3 to their Target.
- 6) All Zealots .

If this Stage Card is drawn during the Encounter Phase, the Zealots will activate as usual after this card is played.



## URGE ON THE FLOCK

*The Venerator whips up the villagers into a zeal. Bloodshot eyes stare daggers and the peasant mob scrambles over one another to get at you.*



- 1) Move 6 to his target.
- 2)   Target
- 3) Move 4 North East.
- 4) *Blood Twist* and *Call to Arms*.
- 5) All Zealots Move 3 to their Target.
- 6) All Zealots .

If this Stage Card is drawn during the Encounter Phase, the Zealots will activate as usual after this card is played.



## WARPATH

*The huge armored warrior barrels forward, swinging his hammer in great arcs.*






- 1) Move 5 to his target.
- 2) *Blood Twist* and *Call to Arms*.
- 3)   Charge Through 5, Target

This attack also targets any characters in adjacent hexes to his Charge Through path.



## CRUCIFORM STRIKE

*Masterful strikes rain down on you.*






- 1) Move 7 to the Oathsworn with the most  remaining and Target them.
- 2) *Blood Twist* and *Call to Arms*.
- 3)   Target
- 4)   Target






## ERUPTING CORPSE

*The Venerator gestures to a corpse and it erupts, its blood turned to corpse fire.*

- 1) Move 6 to his target.
- 2)   Target
- 3) Move 4 North East.
- 4) *Blood Twist* and *Call to Arms*.
- 5) Pick the  that is closest to any Oathsworn.
- 6)   Area of Effect






This attack targets all enemies and Zealots within range 2 of the .


Draw once and apply to all targets.



## ERUPTING CORPSE

*The Venerator gestures to a corpse and it erupts, its blood turned to corpse fire.*

- 1) Move 6 to his target.
- 2)   Target
- 3) Move 4 North West.
- 4) *Blood Twist* and *Call to Arms*.
- 5) Pick the  that is closest to any Oathsworn.
- 6)   Area of Effect






This attack targets all enemies and Zealots within range 2 of the .

Draw once and apply to all targets.



## RIVER OF BLOOD



*Gesturing at a corpse, a stream of vitae vomits forth.*

- 1) Move 6 to his target.
- 2)   Target
- 3) Move 4 to the North.
- 4) *Blood Twist* and *Call to Arms*.
- 5) Pick the  furthest from the Venerator.
- 6) Perform a *Wave* attack that originates at the . Do not draw damage, but instead all enemies and Zealots hit by the *Wave* lose one .



## UNHOLY SPEED

*The Venerator rushes through the Free Company, scattering you with a flurry of blows. Nothing that big should move that fast.*





- 1) Move 6 to his target.
- 2) *Blood Twist* and *Call to Arms*.
- 3)   Chain (Range 3), Target

This attack can target a maximum of 4 enemies and will only target Oathsworn and Allies. The last target in the Chain suffers Knockback 2 in a random direction and the Venerator is placed in the hex they left. They will not collide with the Venerator.



## BLOOD RAIN





*Drawing on the power of the blood spilt in battle, the Venerator begins to channel a dark power. It begins to rain blood.*

- 1) Move 7 to his target.
- 2) *Blood Twist* and *Call to Arms*.
- 3)   Target
- 4) Move 7 to the center hex.
- 5) At the very end of each round, all enemies not adjacent to an obstacle lose one . This effect remains in play. If a copy of this card is already in play discard this card and all enemies lose 1 Combat Token or one .



## BLOOD RAIN




*Drawing on the power of the blood spilt in battle, the Venerator begins to channel a dark power. It begins to rain blood.*

- 1) Move 7 to his target.
- 2) *Blood Twist* and *Call to Arms*.
- 3)   Target
- 4) Move 7 to the center hex.
- 5) At the very end of each round, all enemies not adjacent to an obstacle lose one . This effect remains in play. If a copy of this card is already in play discard this card and all enemies lose 1 Combat Token or one .



## CONDEMNATION



*The Venerator passes judgement on you and the verdict isn't good.*

- 1) Move 7 to the Oathsworn with the lowest  and Target them.
- 2) *Blood Twist* and *Call to Arms*.
- 3)   Target
- 4) Move 4 South West.



## DISDAINING BLOW

*You can feel the contempt of the knight, which he expresses in a backhanded blow.*

- 1) Move 7 to his target.
- 2) *Blood Twist* and *Call to Arms*.
- 3)   Knockback 2, Target

This attack targets all adjacent enemies. Draw once and apply to all targets.



- 4) Move 4 North.





## HAMMER THROW

*It's hammer time!*

- 1) Move 4 North West.
- 2) *Blood Twist* and *Call to Arms*.
- 3)   Range 5, Knockback 2,  
Target

Then the hammer returns to his waiting palm.

# CHAPTER 8



SPOILERS  
AHEAD!

# CHAPTER 8

## ENCOUNTER SETUP

### Components Needed:

Mystery Box 2 / Envelope Number 2 (Contains 1x Satyr)

Encounter Board Number 2

Special Rules Board Number 8

Encounter 2 Stage Deck

Obstacles: 5x Trees

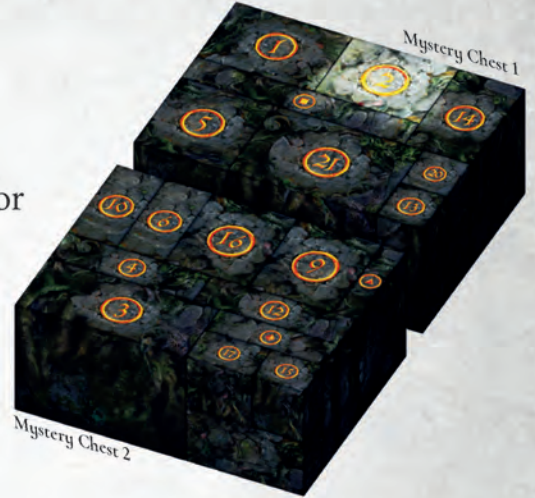
Hallucination Deck



### Mystery Envelope or Mystery Box



OR



### Extra Setup Instructions:

Shuffle the Hallucinations Deck and place it face down near the Encounter Board.

Place a Locations Token on each obstacle. This represents enslaved children tied to the trees around the board. If ever an obstacle with a Location Token is removed from the board then so will the Location Token.



*Tips on placement: There is a center hex with a skull in it and many deepwood plants on the map that are good to use as reference points when placing terrain.*



Satyr

## SATYR

LARGE

### Transfix

Draw a Hallucination Card and give it to the Oathsworn with the least Hallucination Cards and with a Line of Sight to the Satyr. If tied, choose the furthest.

*Note: Abilities that do not state the keyword 'Target' do not use the normal targeting rules (such as for reactions).*

The Oathsworn resolves the cards effects and then keeps the Hallucination Card to mark how many hallucinations they have had.

If there are no cards in the Hallucination Deck, place a Tracker Token on each Player Board depicting the amount of Hallucination Cards they have. Then form a new Hallucination Deck using all the players Hallucination Cards.

### Enslaved Children

There are 5 Location Tokens on the Game Board. These represent the enslaved children whose orange eyes focus on you and empower the Satyr. For each Location Token on the board, the Satyr adds 1 Damage to all its attacks. Keep a track of the current bonus with a numbered Tracker Token placed near the Might Track.

If an obstacle with a Location Token is ever removed from the board, so will the Location Token.

MIGHT




### Blindfold



Once per round: One Oathsworn that is adjacent to an obstacle may attempt to blindfold a child by performing a Might Check (Difficulty 4).

If they succeed, remove the Location token from the board. If the Oathsworn is within Line of Sight of the Satyr when an attempt is successful, the Oathsworn immediately draws and resolves a Hallucination Card.

### Snap Out Of It!

Once per round: During their turn, the Oathsworn with the least amount of Hallucination Cards may force an adjacent Oathsworn to lose one  and lose all Hallucination Cards (including their effects and any Status Tokens gained) immediately.

### Stages

- II Stage 2 is triggered when the Satyr loses 2  dice.
- III Stage 3 is triggered when the Satyr loses 4  dice.

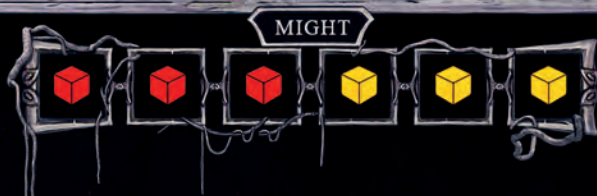
# CHAPTER 9



SPOILERS  
AHEAD!

# MOLLUSK

LARGE, IMMUNE TO KNOCKBACK




MIGHT









D



## Toxic Ooze


Place a  on the Game Board underneath the center of the Mollusk.

## Corrosive Toxin

 represent the corrosive toxins of the Mollusk. Any Oathsworn/Ally that enters a hex with a  gains a  (do not remove the  from the board).

For each  a character has, reduce their  by 1 to a minimum of 1 (3 if you are a companion). Track this change with a numbered Tracker Token.



If the character ever loses their , their  is restored to normal.

The Mollusk is immune to all Large Toxic Template and .

## Purified by Fire

If a character is standing on a  at the end of round phase, in addition to losing a  they also lose all .

## Stages

- II Stage 2 is triggered when the Mollusk loses 2  dice.
- III Stage 3 is triggered when the Mollusk loses 4  dice.

# CHAPTER 10



SPOILERS  
AHEAD!

# CHAPTER 10

## ENCOUNTER SETUP

### Components Needed:

Mystery Box 10 / Envelope Number 10  
(Contains 1x Forgotten King, 3x Bioform  
Creatures)

Encounter Board Number 10

Special Rules Board Number 10

Encounter 10 Stage Deck

10x Location Tokens (Any)

Obstacles: 5x Trees

### Extra Setup Instructions:

The Forgotten King does not start on the Game Board.

Place the 10 Locations Tokens to represent traps around the board per the Special Rules Board instructions.

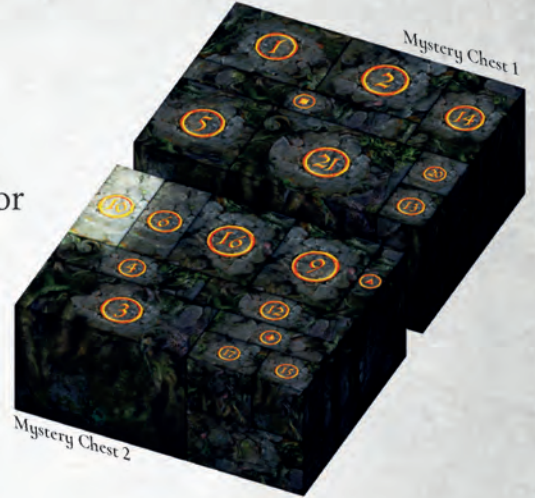
Instead of placing the 3 Stages of the Stage Deck on top of each other, make 3 Stage Decks. One with all 5 Ranged Stage Cards, one with all 5 Trap Stage Cards and one with all 5 Melee Stage Cards. Place the Melee Stage Card with the star icon (on the back) on top of the Melee Stage Deck. This will mean that they will always be the first card drawn for that stage. If the Melee Stage Deck is empty and you need to reshuffle the Stage cards to form a new deck, do not add the Melee Stage card with the star icon to the newly formed deck.

Place these 3 Stage Decks next to the Encounter Board. The top card of these decks are **not** automatically turned face up.

### Mystery Envelope or Mystery Box



OR



*Tips on placement: There is a center hex with a skull in it and many deepwood plants on the map that are good to use as reference points when placing terrain.*



Hawk



Hound



Hound



# THE FORGOTTEN KING

Core



...

Core



Core



Core



..-

Core



..

Core



..

STAGE DECK

DISCARD PILE


SPECIAL RULES

## THE FORGOTTEN KING

### Start of Encounter

Place 2 Yellow Cubes in the open spaces of the King's might track. The King starts off the Game Board 'hidden'. There are 10 Location Tokens on the Game Board that represent areas you need to search.

### Tracking and Traps

When a **Oathsworn/Ally** moves onto a Location Token, draw a . If the card shows a 2, that character triggers a trap. If a trap triggers, draw and resolve a Stage 3 Card with the character as the target.

Whether or not the trap triggers, place the Location Token on the Encounter Board. For every 5 tokens moved to the Encounter Board, remove one Yellow Cube from the King's might track. Once all Location Tokens have been removed from the Game Board, place the Forgotten King in the closest empty hex to the center of the Game Board and draw and resolve the top (starred) card in the Melee Deck.

### The Eternal Hunt

The King is accompanied by three bioform creatures. They are only activated by Stage Cards and use the minion targeting rules. They each have a Hit Point Die that must be removed to win the encounter. Removing these dice triggers a 'reaction' as normal.

### Hidden Hunter

If The King is not on the Game Board, he will target the western most **Oathsworn**. During any reactions, he will target the die breaker instead. He is always considered to be in Range and have Line of Sight to his target.

MIGHT



### Unknown

While the King is not on the Game Board, all Stage Cards are kept face down and not revealed until they are resolved. Once the King is on the board, reveal the top card of the Melee Deck. They will be revealed as usual from then on.

### Stages

The King has modes rather than stages. When he must draw a Stage Card he will either draw from the Melee or Ranged Deck. If he is not on the Game Board he will draw from the Ranged Deck. If he is on the Game Board he will draw from the Melee Deck. If a deck ever becomes depleted, shuffle the discarded cards from that deck to form a new draw deck.

MIGHT

THE PACK


D




Mob

### The Pack Attacks

- 1) Move 10 to their Target
- 2) Target
- 3) Move 3 directly away from their Target.




# This is the top melee card



## HUNTER'S HORN

*As the great horn peals through the trees, the bodies of the pack knit back together and begin to move.*

1) If the King is on the board, return all dead members of the pack to the closest empty hexes to the center of the board. They have only one .

They act as normal, but will not trigger further reactions if destroyed again.

2) *The Pack Attacks.*

3) Move 9 to his target.


4)  Target

5) Place the King in the center of the Game Board. Pushing any there 1 hex.



## BACKFLIP

*Just as you feel you have him cornered, he vaults into the air.*


- 1) Move 9 to the furthest Oathsworn.
- 2)  Target  
Redraw all blanks once.
- 3) Pickup and place the King in the closest unoccupied hex to the 2nd closest obstacle.
- 4) *The Pack Attacks.*



## KILL COMMAND

*A whistle sees the pack bearing down on you.*

1) *The Pack Attacks.*

For this activation, the pack target the Oathsworn with the least .

2) Move 9 to the furthest Oathsworn.

3)  Target

This targets all enemies within range

2. If more than 1 of the pack is dead, Redraw all blanks once.

4) Move 7 to be adjacent to the 2nd closest obstacle.

# CHAPTER 11



SPOILERS  
AHEAD!

**IMPORTANT NOTE  
FOR CHAPTER 11**



**REMOVE ANY ONE  
STAGE CARD**



## THE SHADOWMAN

### Shadowman's Puppet

If no one is **Possessed**, give this card to a random **Oathsworn** and resolve this card (use any equally random method you wish to choose the **Oathsworn**). If someone is already **Possessed**, do not give this card to anyone, instead resolve this card and then discard it. There will only be one **Possessed** character at a time.

### Possessed

You lose the 'Oathsworn' keyword and gain the 'Enemy' keyword. Your enemies are now the other **Oathsworn**.

You can **only** lose hit points by **damage** from an . You cannot be hurt in any other way such as **Knockback**,  etc.

Perform the refresh phase as though you were **Oathsworn**.


Do not act in the **Oathsworn** phase.

Do not use defensive cards or interrupts when attacked.


Use the Shadowman's defense instead of your own.

If you stop being possessed you may immediately act as normal.

### The Possessed Attacks

- 1) **Move Unlimited** to your **Target**, passing through any shadows.
- 2)  **Target**, **Knockback 2**  
Use 4 **Might** Cards for this attack including your **might**. Remember, you cannot miss or critical. This attack damage is multiplied by 1 for each **Cube** on your **Possession Card**. *Example: 3 Cubes would cause 3x the damage.*
- 3) **Move 2** in a random direction.

### Creeping Shadows









Creeping Shadows cannot be removed from the Game Board or killed in any way. When a character causes a shadow to lose any , instead send the shadow to any hex on any Game Board edge that is at least 2 hexes away from any other shadow (your choice).



In addition whenever they move, they move through obstacles, the possessed and other shadows. When they finish movement, shadows will stack on top of each other in the same hex or be pushed to the closest empty hex if they ended inside an obstacle. Any ability affecting that hex (rather than a character) will affect all shadows in it.

### End of Encounter

If there are no more Stage Cards in the Stage Deck and no more cubes on a Possession Card, the encounter ends in success immediately. Once all Stage Cards have been drawn do not make a new deck. Instead each encounter phase from then on **The Possessed Attacks** and then activate the **Creeping Shadows** as usual. The Encounter ends in failure if no unpossessed **Oathsworn** are left on the Game Board.

MIGHT		CREEPING SHADOWS		D
		Minion, Mob		
1) <b>Move 7</b> to their <b>Target</b> 2)  <b>Target</b> , <b>Mob</b> This attack ignores armor. Treat the enemy as having only  (    if they are a companion). They may use defense cards and interrupts.				



# CHAPTER 13



SPOILERS  
AHEAD!

## MARCELLA

### Consume Fire



Remove all Fire Tiles from the board unless there are more than 5, in which case remove the closest 5.

### Pyromancer Stages

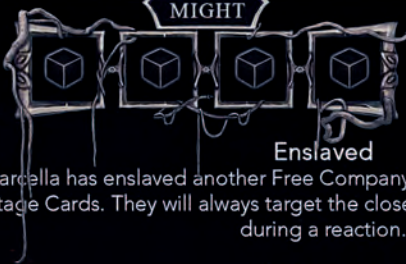
Marcella does not have stages like a usual encounter. Instead she draws a card from 1 of 5 power levels of the Fire Deck, depending on how many Fire Tiles are on the board when she draws the card, 1=Deck 1 2=Deck 2 etc. If there are no Fire Tiles, draw a card from Deck 1. If a deck ever becomes depleted, shuffle the discarded cards from that deck to form a new draw deck.

Always keep the top card of the current Fire Deck (equal to the amount of Fire Tiles on the board) **face up** and keep all other Stage Cards facedown. Check this each time a Fire Tile is added or removed.

### One Soul

Marcella has linked herself to her Enslaved Free Company. Whenever Marcella or the Enslaved Free Company loses a , it is removed from the rightmost die on the Encounter Board. Neither Marcella or the Enslaved Free Company will be removed from the board until the last die is removed. Draw a reaction Stage Card as usual when a die is removed. Only one  die can be damaged per attack regardless of how much damage was done and how many targets were hit. Additionally, Marcella and all the Enslaved are immune to all Fire Tiles and Marcella's fire spells. They also do not cause Fire Tiles to be removed when standing on them at the end of the round.

MIGHT




Enslaved

Marcella has enslaved another Free Company. They are only activated by Stage Cards. They will always target the closest Oathsworn or Ally even during a reaction.

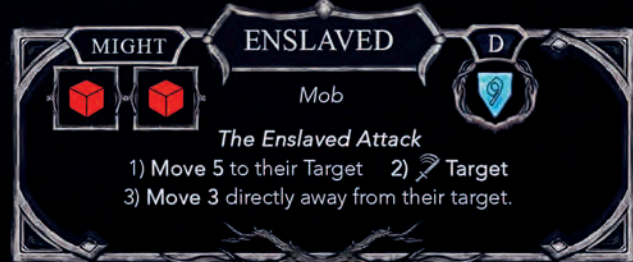
Unstoppable

Marcella cannot be blocked by other characters and will move over them during the course of movement. If she finishes a move inside another character, the other character is pushed to the nearest empty hex. Also, the Oathsworn Witch may not place Water Tiles over Fire Tiles and all of her fire abilities require no consumption of Fire Tiles in this Encounter.

Stamp It Out!

During their turn, an Oathsworn may lose a  to remove up to 2 adjacent Fire Tiles from the Game Board.


MIGHT



ENSLAVED

Mob




*The Enslaved Attack*

- 1) Move 5 to their Target
- 2)  Target
- 3) Move 3 directly away from their target.



## FLASH FIRE




*A single orb of glowing light floats silently through the air. It seems harmless, until it explodes.*


- 1) **Consume Fire.**
- 2) **The Enslaved Attack.**
- 3)  **Range Unlimited, Knockback 3**  
No Line of Sight is needed.  
The Knockback from this attack sends the target in a random direction.
- 4) If there is an enemy adjacent, Move 4 directly away from the enemy.
- 5) Place   in the closest empty hexes to the target.



## FIREFLIES


*A swarm of living flames burst from the witch's hand and dive toward you.*

- 1) *Consume Fire.*
- 2) *The Enslaved Attack.*
- 3) Target the closest Oathsworn.
- 4) Draw . The target loses one  for each card showing a 3. No Line of Sight is required.
- 5) Place up to  in the closest empty hexes to the target.
- 6) Move 4 North East.



## SPONTANEOUS COMBUSTION

*A few wisps of smoke from your armor are all the warning you receive as the witch points at you.*

- 1) *Consume Fire.*
- 2) *The Enslaved Attack.*
- 3) Target the two closest enemies.
- 4)  Range Unlimited, Target






This attack hits both targets and does not need Line of Sight. Draw once and apply to both targets.

- 5) Move 4 South.
- 6) Place    in the closest empty hexes to closest target.



# FIREBALL


*Great balls of fire!*

- 1) *Consume Fire.*
- 2) *The Enslaved Attack.*
- 3) Move up to 4 to gain Line of Sight to the closest Oathsworn.
- 4)  Range 6  
This attack also targets all enemies adjacent to the target.
- 5) If there is an enemy adjacent, Move 3 directly away from the enemy.
- 6) Place     in the closest empty hexes, with no Fire Tile adjacent to another.



## SUPERNOVA

*Closing the distance, you hope to overwhelm her in close quarters, then she starts to glow.*

- 1) *Consume Fire.*
- 2) *The Enslaved Attack.*
- 3) Move 6 to her target.
- 4)  Knockback 2

This attack targets all enemies within range 2. Redraw all blanks once.

- 5) Move 4 North East

6) Place    in empty hexes within range 2 with no Fire Tile adjacent to another.

# CHAPTER 14



SPOILERS  
AHEAD!



## THE WANDERING QUEEN

LARGE





### Start of Encounter

Place a Hit Point Die (set to 6) on each tree.

### Descending Young

Place 2 Web Weavers adjacent to each tree with a Hit Point Die. Place them in the closest empty hex to the Game Boards center.

### Burn the Trees

Each character is considered to have a flaming torch. Once per round, each character may on their turn, instead of playing an Ability Card, spend  (  if you are a Companion or Ally) to  **Unarmed** an adjacent tree. Trees have . When a tree is reduced to 0 Hit Points, remove the die (not the tree) and, if the Queen is not yet on the Game Board, trigger a reaction (immediately resolve the next stage card) as though the Queen herself had lost a die.

### The Queen Descends

At the start of the End of Round phase on the second round of the game (the third if you are ambushed) the queen arrives. Place the Wandering Queen so that she covers as many Oathsworn as possible. She then performs:

#### **Knockback 2**

This targets all enemies in the area where the Queen will land. Afterwards, place the Queen in the targeted hexes and change the Stage to Stage 2.

MIGHT



D




### Webbed

When a character becomes webbed, they place one random Ability Card on cooldown. This Battleflows as usual (Companions and Allies are unaffected).

### Stages

II Stage 2 triggers when *The Queen Descends*.

III Stage 3 triggers when the Wandering Queen loses 2  dice.


MIGHT


WEB WEAVER

D



Minion, Mob




1) Move 4 to its Target 2)  Target


Has only one . Web Weavers are immune to all Wandering Queen attacks unless specified.



## RETREAT

*Her survival instinct finally overcomes her hunger.*



- 1) *Decending Young*.
- 2) The Queen gains 1  for the rest of the encounter. Mark this with a Tracker Token.
- 3) Move 7 to her target.
- 4)   Knockback 3  
This targets all adjacent enemies.  
Draw once and apply to all targets.
- 5) Move 6 to the furthest board edge.



## STORM OF HAIRS

*Hunkering down to reveal her thorax, the Queen shivers and the air fills with thousands of needle-like hairs, piercing flesh and bone.*

1) **Descending Young.**

2)   **Range Unlimited, Target**  
This attack targets all enemies within  
Line of Sight of the Queen.

3) **Move 3 North.**

# CHAPTER 15



SPOILERS  
AHEAD!

# CHAPTER 15

## ENCOUNTER SETUP

### Components Needed:

Mystery Box 15 / Envelope Number 15  
(Contains 1x Rubeo)

Mystery Box (square) / Civilian Standees  
(Contains 12x Civilians)

Encounter Board Number 15

Special Rules Board Number 15

Encounter 15 Stage Deck

6x Location Tokens (Any)

Obstacles: 4x Walls, 2x Houses

### Extra Setup Instructions:

Rubeo does not start on the Game Board.

Place the Location Tokens as shown. These represent 'hatches' per the special rules board.

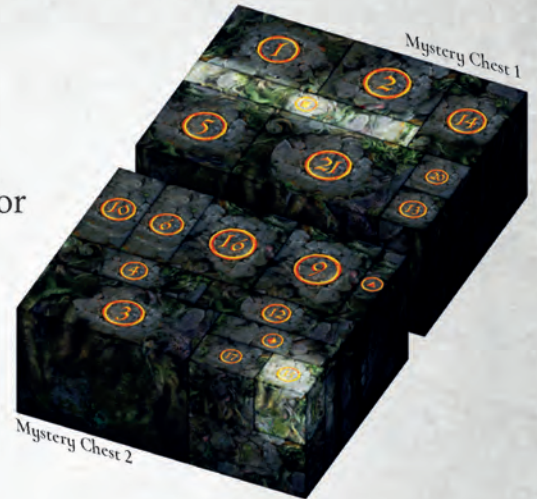
Civilians in this encounter represent Rubeo's minions, the 'Faceless'.

When building the Stage Deck, place the Stage 3 card with the star icon (on the back) on top of the Stage 3 Deck. This will mean that they will always be the first card drawn for that stage. If the Stage Deck is empty and you need to reshuffle the Stage 3 cards to form a new deck, do not add the Stage 3 card with the star icon to the newly formed deck.

### Mystery Envelope or Mystery Box



OR



Tips on placement: There is a center hex with a skull in it and many deepwood plants on the map that are good to use as reference points when placing terrain.



Faceless (civilian)

# RUBEO

Front



Flank



Flank



Rear



STAGE DECK

DISCARD PILE

SPECIAL RULES



## RUBEO

### Stealth

Rubeo starts the encounter off the Game Board and will attack from the shadows during Stage 1. At the end of the 2nd round (3rd if the Free Company was Ambushed), Rubeo will arrive at the center hex of the Game Board and begin Stage 2.

### Hatches to the Underways

There are 6 hatches on the board denoted by Location Tokens. If 3 or more Oathsworn/Allies are adjacent to a hatch during an Oathsworn's turn, instead of playing an Ability Card they may close the hatch (remove the Location Token) and gain any 2 Combat Tokens of your choice to share between the Oathsworn involved.

### The Faceless Arrive

Place one Faceless in the closest empty hex to each Location Token.

### Unknown


In Stage 1 all Stage Cards are kept face down until they are resolved. In Stage 2 and 3 the top card is turned face up as usual.

### Acrobatics

Rubeo moves through all other characters and pushes back any character in the hex he ends movement in.

### Stages

II Stage 2 triggers when Rubeo arrives on the Game Board.

III Stage 3 triggers when Rubeo loses 2  dice.

## MIGHT




## D



### Master Assassin



Rubeo gains an advantage by watching your fighting style. Total how many cards the target has on cooldown then consult the table below and apply the effect. If the target is not a full character, instead, roll an unused Hit Point Die and add 1 to gain a total.

#### Result:

0-3: Rubeo gains one  for the rest of the encounter. Mark this with a Tracker Token.

4: Interrupts cannot be played during any attack on this Stage Card.

5: The target loses the highest cooldown Ability Card in their hand for the rest of the encounter. If they are a companion, they may no longer use one of their two special abilities (players choice) for the rest of the encounter. Mark this with a Black Cube.

6+: If the target loses any  from a subsequent attack during this Stage Card, they lose an additional .

## MIGHT






## THE FACELESS

## D



Minion, Mob

1) Move 7 to their Target 2)  Target  
Has only one .




# This is the top Stage 3 Card



## THE LAST DANCE

*Between each leap and flip, slide and dodge, daggers fly from Rubeo's dancing hands. There is blood on those daggers before they reach you and even more when they do.*




- 1) At the end of each Encounter Phase, all enemies in Line of Sight of Rubeo lose one  as they are struck by a hail of perfectly aimed daggers. This remains in play for the rest of the encounter. Place this card on the Encounter Board as a reminder.
- 2) Draw and resolve the next Stage Card.





The card features a decorative border of grey, braided vines with red diamond-shaped accents at the corners. At the top center, a circular frame contains a pale, faceless woman's face. The title "VIPER'S REGARD" is centered below the frame in a white, serif font.

## VIPER'S REGARD

*With a flourish, Rubeo depresses a button on his dagger's hilt and the blades begin to drip poison.*

- 1) **The Faceless Arrive.**
- 2) Target the lowest  Oathsworn.
- 3) **Master Assassin.**
- 4) Move 10 to his Target.
- 5)   Target




If the target loses any , they lose an additional , 2 Combat Tokens (their choice), and they place 2 random Ability Cards in their hand on cooldown. This triggers Battleflow.



- 6) Move 4 South East.

The card features a decorative border of grey, braided vines with red diamond-shaped accents at the corners. At the top center, a circular frame contains a pale, faceless woman's face. The title "VIPER'S REGARD" is centered below the frame in a white, serif font.

## VIPER'S REGARD

*With a flourish, Rubeo depresses a button on his dagger's hilt and the blades begin to drip poison.*

- 1) **The Faceless Arrive.**
- 2) Target the lowest  Oathsworn.
- 3) **Master Assassin.**
- 4) Move 10 to his Target.
- 5)   Target

If the target loses any , they lose an additional , 2 Combat Tokens (their choice), and they place 2 random Ability Cards in their hand on cooldown. This triggers Battleflow.

- 6) Move 4 South West.

# CHAPTER 17



SPOILERS  
AHEAD!

## THE CHIEFTAIN




### Miasma


If the Shaman is on the Game Board, all Oathsworn, Battleflow all cards on the cooldown position depicted, backwards one position.

### Bleed 'Em




The Chieftain's axe and talon tear into you.

If the target has no  they gain a .


If the target already has a  they lose one  and remove the .

In either case, place a  in the closest empty hex to the target.

### The Last of the Tribe

When either the Chieftain or the Shaman dies, the other one will become enraged. They double their might and gain  for the rest of the encounter. Mark these with new Cubes for might and a Tracker Token for defense.

### Creeping Shadows

Creeping Shadows cannot be removed from the Game Board or killed in any way. When a character causes a shadow to lose any , instead send the shadow to any hex on any Game Board edge that is at least 2 hexes away from any other shadow (your choice).

In addition whenever they move, they move through obstacles, the possessed and other shadows. When they finish movement, shadows will stack on top of each other in the same hex or be pushed to the closest empty hex if they ended inside an obstacle. Any ability affecting that hex (rather than a character) will affect all shadows in it.

## MIGHT





## D



### Mistress of the Dark

The Shaman requires no Line of Sight to perform any of her abilities or attacks.

### Stages

This encounter has only 2 Stages. Place Stage Decks 1 and 2 next to each other. Stage 1 is the Chieftain's Deck. Stage 2 is the Shaman's Deck. Whenever you draw a Stage Card draw it from the deck of the enemy with the highest  remaining, then discard the top card of the other deck. If tied for , follow the rule of North then West. Throughout the encounter the top cards of both decks will be face up.

## MIGHT








## CREEPING SHADOWS

Minion, Mob

## D



1) Move 4 to their Target 2)  Target, Mob






This attack ignores armor. Treat the enemy as having only  if they are a companion).

They may use defense cards and interrupts.



## TORRENT OF BLOOD

*The blood soaking into the battlefield, streams into the air, forming a crimson tide that rolls toward you.*

- 1) **Miasma** .
- 2) Move the Shaman 3 North West.
- 3) Move the Chieftain 7 to his target.
- 4) The Chieftain   Target, **Bleed'Em**
- 5) Select the  on the Game Board that will target the most amount of Oathsworn with a Wave attack.
- 6) The Shaman performs a Wave attack that originates at the , she takes no damage from the Wave attack.
- 7) Move the Chieftain 3 South East.

# CHAPTER 18



SPOILERS  
AHEAD!

## WYRM

LARGE, IMMUNE TO KNOCKBACK

### Start of Encounter

One Oathsworn (player's choice) takes the 'Vibration Token' (use a Tracker Token to represent this).

### Sense Vibration

If this Stage Card was drawn during the encounter phase, then whoever has the **Vibration Token** is the Wyrms **Target**.  
If this Stage Card is drawn as a reaction, then the Wyrms will **Target** the one who caused the damage as usual.

The Wyrms never needs Line of Sight to target someone.

During their turn, a character may lose any one Combat Token to take the Vibration Token from another character on the Game Board.

### Huge

The Wyrms has 3 body parts - the head, belly and tail. Each body part counts as a different enemy. The Wyrms has no facing and it does not matter which direction it is turned when moved or placed. Attacking the head of the Wyrms always counts as attacking the front, the belly counts as the flank and the tail counts as the rear. When damaging the Wyrms you may choose any die on the body part to damage before damage is drawn. Do not remove a body part when all of its dice are removed, instead it can no longer be damaged but still acts as normal.

## MIGHT




### Movement



When the Wyrms moves, all movement is measured from the head. Firstly, pick up the tail and place it where the belly is. Then, pick up the belly and place it where the head is. Lastly, move the head to its new location.

When the Wyrms's head moves, it will move around its own body parts rather than move through them. If ever the Wyrms head is placed on the Game Board and would enter hexes with another body part, instead place it the closest hexes to the selected hex so that it does not occupy the same hexes as another body part.

### Save the Soldiers

There are 12 soldiers in the center of the map and you may try to protect them if you wish. Soldiers will die if they receive any damage but can be protected by moving them off the Western board edge. On their turn, instead of playing an Ability Card, an Oathsworn may spend one  to move an adjacent soldier up to 4 hexes. This is free if you are a **Companion** (each soldier may only be moved once per round). After each soldier is saved, add one Black Cube to the 'Soldiers' Ally card. If you run out, use another Cube in its place.

### Stages

- II Stage 2 is triggered when the Wyrms loses 3  dice.
- III Stage 3 is triggered when the Wyrms loses 6  dice.

# CHAPTER 19



SPOILERS  
AHEAD!



## BROODMOTHER

LARGE

### Start of Encounter

Each Oathsworn takes a Tracker Die to track their Giant Rat kills.

### Release the Brood



Place 6 Giant Rats adjacent to the Broodmother, in the hexes closest to her rear that have no characters in them. If there are no empty adjacent hexes, place the rats 2 hexes away instead.

### Mother's Ire

Keep track of the number of Giant Rats each Oathsworn has killed using the Tracker Dice.

The Broodmother **Targets** the Oathsworn with the highest number of Giant Rat kills (ties broken by whoever is closer). This supercedes what is written on a card but does not supercede the reaction rules for picking a **Target**.

### Stages

- II Stage 2 triggers when the Broodmother loses 2  dice.
- III Stage 3 triggers when the Broodmother loses 4  dice.

MIGHT



D



MIGHT





GIANT RATS

Minion, Mob

D



1) Move 6 to its Target 2)  Target  
Has only one . Rats are immune to all Broodmother attacks unless specified

# CHAPTER 21



SPOILERS  
AHEAD!




## THE MAD DREAMER

LARGE, IMMUNE TO KNOCKBACK

### Fetid Spores

'Fetid spores' rules change depending on whether the triggering Stage Card was drawn during the encounter phase or as a reaction

If it was drawn during the encounter phase, perform all steps below.  
If it was drawn as a reaction only perform step 3).

- 1) Explode all existing spores. All Oathsworn on or adjacent to a  suffer an attack from the The Dreamer. Draw once and apply to all affected characters on the board. (Max one attack per character).
- 2) Remove all  from the Game Board.
- 3) Place a  under each Oathsworn that is on the board.




### The Host

All minions (regardless of visual difference) are part of the host, they are functionally identical.

### Call Host

Place 4 minions in the closest empty hexes to the North West and North East corners of the Game Board (2 minions in each corner).

### Regrow

All of the Dreamer's damaged  dice gain .

This does not heal broken locations.

MIGHT





D



### He is Everywhere!

The Dreamer requires no Line of Sight to perform any of his attacks and abilities unless stated otherwise.

### Stages

- II Stage 2 triggers when the Dreamer loses 1  die.
- III Stage 3 triggers when the Dreamer loses 4  dice.

MIGHT





## THE HOST

Minion, Mob

D





- 1) Move 5 to its Target 2)  Target
- Has only one . All minions are immune to all of The Dreamer's attacks unless specified.



## DETONATE



*The creatures of the host were ugly before some of them started to bubble and bloat.*

- 1) *Call Host and Regrow.*
- 2) Place a Red Cube on the two minions closest to the North East corner of the Game Board. In the future, if these minions finish their movement adjacent to an enemy, they explode causing all adjacent enemies to suffer an attack from the Dreamer. Draw once and apply to all targets.
- 3)   Target, Unlimited Range
- 4) *Fetid Spores.*



## DETONATE





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- 3)   **Target, Unlimited Range**
- 4) *Fetid Spores.*



## HUNGERING EARTH



*The ground opens up to swallow you whole.*


- 1) **Call Host and Regrow.**
- 2) Target the Oathsworn/Ally closest to The Dreamer. The target is now Consumed. Place a  die (set to 6) in the hex they left, to represent the  of the targets location. The target is now in the ground at the  die. The ground has 4 Defense.  
At the start of each Oathsworn and Encounter Phase the consumed loses one .
- 3) **Fetid Spores.**



## IMPALING ROOT

*A slight vibration beneath your feet is all the warning you have before a giant spike is driven up through the mulch.*

- 1) *Call Host and Regrow.*
- 2)   **Target, Unlimited Range**  
**Knockback 2**



Treat the target as having 2 less  against this attack. The target is knocked back in a random direction.

- 3) *Fetid Spores.*



## SLAM

*Writhing, The Dreamer raises one gargantuan hand that could crush boulders and tear down city walls...*

- 1) *Call Host and Regrow.*
- 2)   **Target, Unlimited Range**  
This attack also target all enemies adjacent to the target.
- 3) *Fetid Spores.*







## ANIMUS ERUPTION

*Waves of pure Animus explode from The Dreamer as the energies bound within are unleashed.*

Important! If this card is drawn by the 'Endless Host' card, resolve the next stage card (instead of this one) and then place this card back on top of the Stage Deck face up.

1) *Call Host and Regrow.*

2)   Unlimited Range



This attack targets ALL characters within Line of Sight of the Dreamer. Draw once and apply to all targets.

3) *Fetid Spores.*



## BIOMORPH



*The spores pouring from The Dreamer settle on a number of the host and before your eyes they transform, growing, warping into more deadly forms.*

- 1) **Call Host and Regrow.**
- 2) Add a Tracker Token to the 3 closest minions to The Dreamer (ignoring minions that already have a Tracker Token). From now on, these minions draw twice as many might cards when attacking and double their defense.
- 3)   **Target, Unlimited Range**
- 4) **Fetid Spores.**



## BIOMORPH



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- 3)   **Target, Unlimited Range**
- 4) **Fetid Spores.**



## TOXIC CORE

*Great gouts of noxious mulch spew from the Dreamer's body as your attacks begin to take effect.*

- 1) *Call Host and Regrow.*
- 2)   *Cone, Range 4, Knockback 2*
- 3) *Fetid Spores.*






## ANIMUS ERUPTION

*Waves of pure Animus explode from The Dreamer as the energies bound within are unleashed.*

Important! If this card is drawn by the 'Endless Host' card, resolve the next stage card (instead of this one) and then place this card back on top of the Stage Deck face up.

1) *Call Host and Regrow.*

2)   Unlimited Range



This attack targets ALL characters within Line of Sight of the Dreamer. Draw once and apply to all targets.

3) *Fetid Spores.*



## ENTOMBED




*Lashing branches drag you toward gaping holes in the living trees.*

- 1) **Call Host and Regrow.**
- 2) Place each Oathsworn/Ally in the closest empty hex to the nearest tree with a  die. Each character placed this way cannot move or perform Chain and Charge Through attacks until the closest tree has no  left. This card remains in play. Place it on the Game Board as a reminder.
- 3) **Fetid Spores.**



## LIFE STREAM



*The wounds in the Dreamer's body bulge and a stream of pure animus vomits forth.*

- 1) *Call Host* and *Regrow*.
- 2)   *Wave*
- 3) Each tree with any remaining  performs an attack (using The Dreamer's might) that targets all adjacent hexes to them. Draw once for all trees and apply to all targets.
- 4) *Fetid Spores*.



## PIERCING ROOT

*Tendrils-like roots shoot out from the Dreamer's mulched form as it lashes out blindly in agony.*

- 1) *Call Host* and *Regrow*.
- 2)   **Target, Unlimited Range**  
**Chain (Range 3)**

Note: The Dreamer will not move as this is a ranged Chain Attack.

- 3) *Fetid Spores*.