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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!



CUR
CARDS






4

3

SHADOW RUN

15

 Chain (Range 2)

Gain a  for every 2 enemies that lose any .

You may select up to 4 targets with this chain attack.

3



2

1



THROWING DAGGERS



Unarmed, Range 3

Target up to 2 different enemies.

Attack once and apply to all targets.

Gain a  if any enemy loses any .

BACKSTAB



If attacking from the enemy's rear, add 4 Damage to the attack (6 if you are wielding two daggers).




THROWING DAGGERS



+



, Unarmed, Range 3


This does not cost , instead spend one Combat Token to perform this ability. Target up to 2 different enemies.

Attack once and apply to all targets.

Max 1 use of each special ability per round.

DEATH OF A THOUSAND CUTS

Target an adjacent enemy.

Draw  for each  on the target Hit Point Die.

Any that show a 2 or more cause the target to lose one .




These cards can critical.

10



BLOODTHORN





If attacking from an enemy's flank they gain a .
Then, if the target has 2 or more , remove one
and they lose one .

Max 1 use of each special ability per round.

AMBER BOMB



Select a hex within range 2.

For each character within range 1 of the target hex, draw . They lose a number of  equal to the number on the card. These cards can critical. These cards cannot be redrawn or Empowered.

15



LOW BLOW



After an adjacent enemy draws damage.

Kick them where it hurts, forcing them to redraw any 1 Might Card.

Max 1 use of each special ability per round.



EXILE
CARDS



2


3

BERSERK

10



After you draw damage during an attack where no interrupts have been played.

Double the damage, but you lose one .



3




3

3

DEATH FROM ABOVE

You may only play this ability if you are adjacent to an obstacle. Place your figure in an empty hex within range 7. You do not count as moving through the intervening hexes.

 +2 Damage

3




4

3

FERAL CHARGE

10

 Chain (Range 2)

You may select up to 4 targets with this chain attack.

If you used the 'Open Wounds' special ability this turn, the chain attack has Chain (Range 3) and loses no Might Cards for each additional target.

3




3

HURL

5



If the target is normal sized and loses any , throw them up to 2 hexes away (even if they are dead). If they land on another enemy or obstacle, they collide as if knocked back. Enemies that they land on are also knocked back 1 in any direction that is not towards you. Place the thrown target as close to the target hex as possible.





4

LINE BREAKER



2

 Charge Through 4
Attack once and apply to all targets.
If at least 2 enemies die during this
attack, gain .



2



3


2

REAP



Area of Effect

This attack targets up to 3 adjacent hexes in your front arc.

If you kill any enemies, gain a .

Attack once and apply to all targets.



2



ROARING CHARGE



All other Oathsworn/Allies may Move 1.

You may Move up to 4 in a straight line.






SWIFTNESS

5

Move 3

Gain a .



ROARING CHARGE

Move 5 in a straight line.

All other Oathsworn/Allies Move 1.

All characters must end their move closer to an enemy than they began.



REAP

 **Area of Effect** 

This attack targets up to 3 adjacent hexes in your front arc.

If you kill any enemies, gain a .





Attack once and apply to all targets.

Max 1 use of each special ability per round.

RAKE

If attacking from the target's flank:



If they lose any , they gain a . If the enemy already has any , remove one and they lose one .

5



HEADBUTT



After an adjacent enemy draws damage.

Reduce that damage by 3.

Max 1 use of each special ability per round.

DEVASTATE

Spend one Combat Token to:



Each attack must deal more damage than the previous attack or the attack will miss. Only one of these attacks can trigger the 'Determination Rule'.

15



HEADBUTT



After an adjacent enemy draws damage.

Reduce that damage by 3.





Max 1 use of each special ability per round.



GROVE MAIDEN CARDS




LIFE BLOOM

Your Ancient Guardian loses all its 
and all character within range 2 of it
gain   ( if they are a companion).

Place 1 Sentinel within range 3.



Range 4

This attack costs +  .





HARBINGER CARDS



3

I

BACKSTAB



If attacking from the target's rear, the attack is Empowered x5.

If this attack breaks a location, Battleflow one card twice.


2




DODGE



Use instead of playing a defense card when attacked

Gain  against this attack and also guess the amount of damage the enemy will draw. If you are within 1 of the correct answer, ignore the damage and knockback against you.



This attack costs + .






FATEWEAVER



15



Before an enemy draws damage against you or a friendly character within range 4.

Guess the amount of  the victim is about to lose. If, after mitigation, you are correct, negate all damage to the victim.



This costs +  .







2

3


FORESHADOWING

2

A friendly character within range 3 gains either a  or .

Then draw the top 2 Stage Cards (stopping if you reach the next stage or any Stage Card with a star on the back) and put them back on top of the Stage Deck in any order.



This attack costs + .

4







1

2

ONE SOUL



When a friendly character within range 3 is about to lose at least one .

You may select another friendly character within range 3 to lose the same amount of  instead.

Move 3.

2



3

2

PRESCIENT STRIKE



Before this attack, predict whether it will miss or hit (before using Redraw Tokens).

If you are correct and it hits, add 2 Damage to the attack.

If you are correct and it misses, gain a redraw on the attack.


2






2

3

PROPHETIC FULFILMENT

Choose yourself or a friendly character within range 3. Place a die on their Player Board showing their current .

When you play this card again, if the chosen character has less  than shown on the die, they gain one .

Remove the die and choose a character as before. Place a die on their Player Board showing their current .





4

1

QUICKENING

5

Move 2

One other friendly character within range 2 may Move 2 or Battleflow one card.

Then you:



2



5


2

QUILL THROW

2



Range 2

Target up to 3 different enemies. Attack once and apply to all targets. Before the attack, predict how much damage you will draw. If you are within 2 of the correct answer, this costs - .

2







SOULTIE

10



Before an enemy draws damage against you or a friendly character within range 2.

Guess the amount of  the victim is about to lose. If, after mitigation, you are correct, the attacker loses the same amount of .

Gain a  or a .





The card is framed by a decorative border of gnarled, grey tree branches. At the top center is a skull with a glowing blue pentagram on its forehead. In the top left corner is a glowing yellow and orange flame icon. In the top right corner is a white circle with the number 3 and a small red flame icon. In the center, a white square contains the number 5. Below the title, a hand icon is on the left. The main text is in the center. At the bottom, a blue shield with the number 3 is in the center, and a small red flame icon is to its right. The background is black.

SYPHON SPIRIT


5



Before an enemy draws damage against you or a friendly character within range 4.

Guess the amount of  the victim is about to lose. If, after mitigation, you are correct, one character within range 4 gains one .



Move 3


This costs + .









WINGSLAM

Target an adjacent character and draw . Before revealing it, guess whether it will show a blank or a number. If you guessed blank and are correct, redraw the . If you guessed a number and are correct, add 2 to the result. Knockback the target a distance equal to the result.

 Unarmed



PROPHETIC FULFILMENT

This costs no , instead spend a Combat Token to place a Hit Point Die on a friendly character within range 2. Turn it to match their current . The next time you use this ability, that character gains one  if their  is less than the number on the die. Afterwards remove the die and place it on the new target.

Max 3 uses per Encounter.



10



SYPHON SPIRIT



Before an enemy draws damage against you or a friendly character within range 4.

Guess the amount of  the victim is about to lose. If after mitigation you are correct, one character within range 4 gains one . Max 2 successful uses per Encounter.

PRECIENT STRIKE



Before this attack, predict whether it will miss or hit (before using Redraw Tokens). If you are correct and it hits, add 2 Damage to the attack. If you are correct and it misses, gain a redraw on the attack.


15



WINDWALK

Spend any one Combat Token to:





Move 2

 Chain (Range 3)

You may select up to 4 targets with this chain attack.

Max 1 use of each special ability per round.


PROPHETIC FULFILMENT

This costs no , instead spend a Combat Token to place a Hit Point Die on a friendly character within range 2. Turn it to match their current . The next time you use this ability, that character gains one  if their  is less than the number on the die. Afterwards remove the die and place it on the new target.



Max 3 uses per Encounter.

QUILL THROW

 Range 2

Target up to 3 different enemies. This uses your weapon's might. Attack once and apply to all targets.



HUNTRESS CARDS




CLAMP ON



Target a character within range 5. Send 1 or 2 falcons on you to the target. If they are a friendly character they may Move X. If they are an enemy, they suffer Knockback X in any direction. X is equal to twice the number of falcons on them.

Send up to 2 falcons to new targets.

This costs - .




3

2

EAGLE EYE SHOT

5


Requires a bow.

 +2 Range

Send up to 2 falcons from anywhere to the target.

If the target has 2 falcons in it, gain a redraw on this attack.

Send up to 2 falcons to new targets.

This costs - .

2


The card is framed by a decorative border of gnarled, grey tree branches. At the top center is a circular emblem containing a falcon's talons. To the left is a circular emblem with a yellow and orange flame-like symbol. To the right is a circular emblem with a white letter 'I' on a dark background. Below the title is a small shield-shaped icon containing the number '10'.

EYE GOUGE

10




Before a friendly character draws damage against an enemy within range 5.

Send a falcon on you to the enemy being targeted. Treat the enemy as having 1 less  for this attack.

Send up to 1 falcon to a new target.



+1 Damage

This attack costs + .

A circular emblem containing a blue shield with a white number '2' on it.

2





4

3

FALCON STRIKE

15

Move 1 (only if using a melee weapon).



Chain (Range 2)

If you have a bow, this becomes a ranged chain attack.

You may select up to 4 targets with this chain attack. For each falcon on an enemy you attack, you may add another target to the chain. The falcons involved return to you.



3

2

FLANK ATTACK

5


Requires a melee weapon.

Move 2 in a straight line for each falcon on you.



Send up to 2 falcons from anywhere to the target. If you are attacking an enemy's flank, add 2 damage to this attack for each falcon on the target.

Send up to 2 falcons to new targets.

This costs - .

2



4

3

FLIGHT OF FEATHERS

Move 1 (only if using a melee weapon).
Send up to two falcons on you to new
targets (you can send none).



This attack also targets any enemies
within range 5 with a falcon on them.
Each enemy can only be targeted by
this attack once. You may draw a
maximum of 4 Might Cards. Attack
once and apply to all targets. This
attack cannot miss, but may critical.

3



HINDER




After an enemy within range 5 draws damage against a friendly character.

For each falcon on that enemy, redraw 1 of their Might Cards (your choice). If a blank is drawn, one of the falcons involved returns to you.

Move 1 (only if using a melee weapon).



This attack costs + .






HUNTER'S MARK

10

Requires a bow.

Send 1 falcon on you to a target within range 5. Place a  on the target. Any Oathsworn may use this token when they attack the target. Remove the token when they do so.

Send up to 2 falcons to new targets.

Move 2





4


1

HUNTER'S CALL

Send 1 or 2 falcons on you to friendly characters. Each friendly character with a falcon on them may Move 2. Max 1 Move per character.

Then you:



Send up to 2 falcons to new targets.
This costs - .

2






3

I

RILE AND RAKE

Move 1 (only if using a melee weapon).
Send 2 falcons on you to a target and
turn them to face any direction.



The target gains a . Then, if the
target has 2 or more , remove one
and they lose one .

Send up to 2 falcons to new targets.
This costs - .

2



2


2

SWOOP

Target any enemy within range 5. Send a falcon on you to the enemy. The falcon attacks the target.

The falcon has your might, but may only draw 4 cards. This attack cannot miss, but may critical.

Send up to 2 falcons to new targets.

This costs - .









TANDEM STRIKE



Move 1 (only if using a melee weapon).
Send 1 or 2 falcons on you to the
target.



If the target loses any ,
Gain a  for each falcon on the target.

Send up to 2 falcons to new targets.
This costs -  .





UNDER THE WING

5



Before an enemy within range 5 draws damage against a friendly character.

Send a falcon on you to the friendly character. They gain  against this attack.

Send 1 falcon to a new target.

Move 2 for each falcon on you.
This costs +  per falcon.

2





3

I

WHISTLING ARROW

2

Requires a bow.


Target an enemy with a falcon.



This attack is Empowered x1 for each falcon on the target.

The falcons involved return to you.

Send up to 2 falcons to new targets.

This costs - .


2



UNDER THE WING



After an enemy within range 4 draws damage against a friendly character.

The friendly character gains  against that damage.

5



FLIGHT OF FEATHERS



This attack also targets 2 other enemies within range 4. You may only draw 4 cards during this attack. This attack cannot miss but may critical.

Max 1 use of each special ability per round.



PENITENT
CARDS

3


2

BLESSING

5

2 Oathsworn/Allies within range 3
gain a ,  or .

This ability costs -  if you
have    or less.

 +2 Damage

2







2

3

INTERCESSION

Select an adjacent friendly character and perform a Basic Check with one free redraw. The difficulty of this check is equal to the character's  +2.

For each success, they gain one .

If they gain any , you lose one .



A maximum of 1  can be used on this check.






3

3

SHIELD BASH


 Knockback 3

If you have a shield, treat this as an unarmed attack but gain  for each  your shield has.

If the target collides with anything, gain one .

Does not require a shield to perform this ability.

3



TAUNT




After a Stage Card is drawn or before an enemy moves.

Force one enemy within range 6 to focus on you rather than their current target. The Stage Card is resolved with you being the target of that enemy.



+2 Damage

This attack costs + .





3

1

ZEAL

10



If this attack hits and you draw a Might Card with a value higher than your current amount of Hit Points, you may attack again immediately after damage is done.

This effect cannot be triggered more than once per use.

1

INTERVENTION



Before damage is drawn against a friendly character within range 3.

Move into the hex of the friendly character. Place them in an empty hex within range 2. You are attacked instead of the friendly character.

10



ZEAL



If this attack hits and you draw two of the same number on your Might Cards, you may attack again immediately after damage is done (max two attacks per use of this ability).

Max 1 use of each special ability per round.

TAUNT



After a Stage Card is drawn or before an enemy moves.


Force one enemy within range 6 to focus on you rather than their current target. The Stage Card plays out as though you are the target for any one effect on the card.

5



REVENGE



After you lose any  from an attack by an adjacent enemy.

Make the same or another adjacent enemy lose one .

Max 1 use of each special ability per round.




PRIEST
CARDS






2

3

DESPERATE PRAYER

Select a friendly character within range 3 and perform a Basic Check. The difficulty of this check is equal to the character's  +2.

For each success, they gain one .
If they gain any , you lose one .

A maximum of 1  can be used on this check.





HEAVY BLOW



Battleflow one card.



Refresh your might decks.

You must take this card each encounter






1


3

LAY ON HANDS



2

Select an adjacent friendly character and perform a Basic Check with one free redraw. The difficulty of this check is equal to the character's  +2.

For each success, they gain one .

If they gain any , you lose one .

A maximum of 2  can be used on this check.

Move 3



3





MARTYR



*After a Stage Card is drawn or
before an enemy moves.*

Force one enemy within range 6 to focus on you rather than their current target. The Stage Card is resolved with you being the target of that enemy.


This attack costs + .





PRAYER OF PROTECTION




Before damage is drawn against a character within range 3.

That character gains  against the damage.

If the increase in defense causes a reduction in  loss, you lose one .



This attack costs + .






4



3



SANCTIFY

10

 Knockback 2, Empowered x3

This attack targets all adjacent enemies.
Attack once and apply to all targets.
If you cause any enemy to lose any
, you also lose one .

Lose one  to give any
character on the board one .

This costs -  .

3






3

2

TRANSFIGURATION

5

Remove up to 2 adjacent minions from the Game Board. They do not count as being killed for the purposes of encounter special rules.

 Empowered x2





2

4

3

VITALITY AURA

15

Select any amount of other Oathsworn/Allies within range 4 and perform a Basic Check with a redraw. The difficulty of the check is equal to the total  of all selected characters +2. For each success, all selected characters gain one . If anyone gains any  then you lose one .



Gain a redraw on this attack.

2







4

2

WEIGHT OF GLORY

 Knockback 2

If the target collides with anything during the Knockback, one character within range 3 gains a .

2

The card features a dark, ornate border with a central figure of a skeletal or demonic entity. At the top center is a hammer icon. On the left and right sides are circular icons containing the numbers '3' and '1' respectively. At the bottom center is a shield icon with a blue background and a white 'I' shape. To the right of the shield is a small circular icon with a red and orange flame-like symbol. The card is set against a black background.

3

1

ZEAL

10





If this attack hits and you draw two of the same number on your Might Cards, you may attack again immediately after damage is done.

This effect cannot be triggered more than once per use.

I

DESPERATE PRAYER




Select a friendly character within range 3 and perform a Basic Check. The difficulty of this check is equal to the character's  +2. For each success, they gain one .

A maximum of 1  can be used on this check.

Max 3  can be gained from this ability per Encounter.



BLESSING

All Oathsworn/Allies within range 3 gain a ,  or .

Max 1 use of each special ability per round.

RIGHTEOUS ADVANCE

Move 2



PILLAR AND PATH

If the target loses any



, you gain a



or a





.



Max 1 use of each special ability per round.

5

VITALITY AURA

Select any amount of other Oathsworn/Allies within range 2 and perform a Basic Check. The difficulty of the check is equal to the total  of all selected characters +2.

For each success, all selected characters gain one .

If anyone gains any , you lose a .

Max 2 uses per Encounter.

15



ZEAL



If this attack hits and you draw two of the same number on your Might Cards, you may attack again immediately after damage is done (max two attacks per use of this ability).

Max 1 use of each special ability per round.



RANGER
CARDS

4

2

BAIT AND SWITCH

5

Draw the top 2 Stage Cards (stopping if you reach the next stage or a Stage Card with a star on the back) and put them back on top of the Stage Deck in any order.



Turn the enemy to face any direction.



2





3

1

DOUBLE STAB

2



These attacks must target an adjacent enemy or enemies.

Ignore the highest numbered Might Card on each attack.

Only one of these attacks can trigger the 'Determination Rule'.

This attack has the same might as your bow.


2



4

1

LONGSHOT

 +2 Range

Add 1 Damage to this attack for each hex of range it takes to reach the target beyond Range 4.

Example: a target at Range 6 adds 2 Damage.


This attack costs - .





QUICKSHOT



This attack must target a minion.

Move 2





4

2

RICOCHET



This attack may target an additional enemy within range 4 of the first target.

Add 2 Damage to this attack for each target.

Attack once and divide the damage equally between all targets.

2

BODKIN







If the target has 4 or more  and you are at exactly range 2, treat the target as having 2 less .

10



FLENSING ARROW



If the target loses any  and you are attacking from the enemy's flank, they gain a . Then, if the target has 2 or more , remove one and they lose one .
Max 1 use of each special ability per round.

15



DISARMING SHOT
After a non-adjacent enemy
within range 4 draws damage.

Reduce that damage by 3.



POISON TIPPED ARROW



If this attack causes the enemy to draw a reaction card,
all attacks from that enemy, during that reaction, draw
one less Might Card (players choice).

Max 1 use of each special ability per round.

DISARMING SHOT



After a non-adjacent enemy within range 3 draws damage.

Reduce that damage by 3.

5




QUICK SHOT

This does not cost , instead spend a Combat Token to:



This attack targets two minions in range. Attack once and apply to both targets. Max 1 use of each special ability per round.

TREE RUN

This does not cost , instead, if you are adjacent to an obstacle, spend a Combat Token to place yourself in an empty hex that is adjacent to an obstacle within range 7. You do not count as moving through intervening hexes.



RICOCCHET



This attack targets an additional enemy within range 4 of the first. Attack once and divide the damage however you wish between the two targets.
Max 1 use of each special ability per round.



BLADE
CARDS






5

3

BLADE DANCE

10

 Chain (Range 2)

This costs -  and the chain attack has range 3 if you are in .

You may select up to 4 targets with this chain attack.



4

I


CHARGING BOAR

Move 3 in a straight line.

If you move adjacent to an enemy that you are facing, you must stop moving.



This attack only takes place if this card caused you to move at least 1 hex.

If in , add Knockback 1.



I




3


3

CLEAVING SLIDE

Move exactly 2 in a straight line.
If you did not have to stop due to a hex
being occupied, you may then:

 Charge Through 4

Attack once and apply to all targets.

Gain a redraw on the attack if in .





3




FLURRY



After you critical during an attack where you ended with no blanks (Max 1 blank if in ).

After damage is resolved, perform an additional .

This may not trigger the 'Determination Rule'. This may not be used if the first attack caused a reaction.

Gain a .








MASTER PARRY




Use instead of playing a defense card when attacked.

Gain  against this attack and, if in , also guess the amount of damage the enemy will draw. If you are within 2 of the correct answer, ignore the damage against you.



This attack costs + .




The card is framed by a decorative border of gnarled, grey tree branches. At the top center is a white, featureless mask. In the top left corner is a yellow flame icon, and in the top right is a white circle with the number '2' and a small red icon. The title 'MULE'S REGARD' is centered in a white serif font. Below the title is a small square icon with a white star. The main text is in a white serif font. At the bottom center is a white sword icon, followed by the text 'This attack costs +' and three yellow flame icons. At the bottom left is a blue shield icon with a white '2', and at the bottom right is a small red icon.


MULE'S REGARD



After an adjacent enemy draws damage.

Kick them where it hurts, forcing them to redraw any 1 card (2 if in ).



This attack costs + .







3

2

NIGHTFALL

10



If the attack hits, add extra damage by drawing  for each  previously lost on that location. If in , draw 2 additional .

These extra cards cannot cause the attack to miss, but may critical.

2





4



1

PIERCING FANG

5



Add +1 Damage for each unique numbered face on the Might Cards.

If in , this costs - .



3

I

RISING TUSK



2



If attacking from the target's flank and you are in , treat the target as having 1 less .



ROLL

Place your figure in the hex on the opposite side of an adjacent enemy. If in , Battleflow one card on .

Move 2



2




2




UNBALANCE




5



Unarmed

If the target loses any , Move the target 2 hexes in any direction.

If in , this attack loses the Unarmed keyword.




2





4

2

WINNOWING STRIKE

 Area of Effect

This targets all adjacent hexes. If you are in , gain a redraw on this attack and it costs - . Attack once and apply to all targets.




2



BLADE DANCE

Spend any one Combat Token to:

Move 2

 Chain (Range 2)


You may select up to 4 targets with this chain attack.

10



RISING TUSK



If attacking an enemy from its flank, treat the target as having 1 less .

Max 1 use of each special ability per round.

BLADE CALL

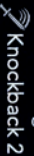
If targeting an adjacent enemy's front, you and the target attack each other. Before applying damage, you may spend any two Combat Tokens to select 2 cards from your enemy's attack. Remove these cards from your enemy's attack and add them to your own.

15



CHARGING BOAR

Move 3 in a straight line.



Knockback 2

Max 1 use of each special ability per round.



WARBEAR
CARDS



3



3




FEEDING FRENZY




5

You may only play this ability if you have not attacked yet this phase.



If the target dies or loses at least  , you gain one  and you may not take any more turns this phase. You may still use interrupts.

 +2 Damage





4



TOPPLE



Unarmed

You may target an obstacle with this attack. If you do, and your attack totals 6 or more, place the 7-hex Area of Effect template  so that any edge of the template is adjacent to any edge of the obstacle. For each hex a character occupies within the area, they lose one . Afterward, remove the obstacle and the template from the board.






4

2

WARPATH

15

 Charge Through 4, Empowered x2
This also targets all characters in hexes adjacent to the charge through path.
Attack once and apply to all targets.

3

PRIMAL RAGE

If you are attacking the enemy's front.



Only one of these attacks can trigger the 'Determination Rule'.



BITTE



After an adjacent enemy draws damage.


Reduce that damage by 3.

Max 1 use of each special ability per round.

10

Toss



If your target loses any , all characters adjacent to you suffer Knockback 2 in any direction you choose. All targets must travel in the same direction.

15



WAR PATH



Charge Through 4, Empowered x2

This also targets all characters in hexes adjacent to the charge through path. Attack once and apply to all targets.

Max 1 use of each special ability per round.



WARDEN
CARDS


4

2

AS ONE!

2



Another friendly character that is in range 4 may Move 2. If after the move they are in range to attack your target, they may add one of their Might to the attack. Instead, they may spend  or any Combat Token to add all of their Might to the attack. These extra Might Cards count towards missing and may critical.

2








CHAINED



Before another friendly character draws damage against an enemy within range 2.

Move 2 to the enemy. If you end the move adjacent to the enemy, treat the enemy as having 1 less  against the damage.







This attack costs +  .





CLAIMED GROUND






Draw a number of  equal to the number of enemies adjacent to you. Gain a redraw for each  you have. In addition, you may spend a  to redraw any amount of cards once. For each card of value 2, a different one of these enemies loses one .






SHIELD BASH

 Knockback 3

If you have a shield, treat this as an unarmed attack but gain  for each  your shield has.

If the target collides with an Oathsworn/Ally, the Oathsworn/Ally loses no .

Does not require a shield to perform this ability.




STAND FAST!


2



At any time.

A friendly character within range 3
gains a .



This attack costs + .




CHAINED



Before a friendly character draws damage against an enemy within range 3.




Move 3.

If you end the move adjacent to the enemy, treat the enemy as having 1 less  against the damage.

5



CLAIMED GROUND

Draw a number of  equal to the number of enemies adjacent to you. Gain 2 redraws on this for each  you have. For each Might Card that shows a 2, a different one of these enemies loses one .

Max 1 use of each special ability per round.




WITCH
CARDS



2

3

COMET

Additional cost .

 Range 5

Before damage is drawn, select any amount of  within range 3. Remove the selected  from the board to add 2 Damage to this attack for each one removed.



ELEMENTAL
SUFFUSION

If there are no  within range 3, place
1  within range 3.

and

If there are no  within range 3, place
1  within range 3.

 Range 2





2

1


ELEMENTAL WEAPON

10

Additional cost   or  




Before a friendly character draws damage against a single target within range 3.

The attack deals double damage, but if the attack hits, the attacker loses one .



Range 3


This attack costs + .








2






ENCAPSULATE

Select an enemy that is on a  within range 3.

Draw . If the card shows a number, the enemy loses one . If the card shows a critical symbol, the enemy loses . Redraw Tokens may be used on this draw. If they lose any , remove the .

 Range 3

This attack costs + .






3




1

FIREFLIES



Additional cost 

You have 3 fireflies to target between 1 and 3 enemies within range 4.

Draw  for each firefly targeting an enemy. The enemy loses one  for each blank drawn. You may spend one  to redraw all blanks. You may not redraw a redraw.

 Range 3

2

3


3

FIRE STORM

15


Additional cost 

You may only play this ability if there are no enemies adjacent to you.

 **Range 3, Area of Effect**

Select a hex in range. This attack targets all hexes within range 2 of the selected hex.

Attack once and apply to all targets.

 **Damage +2, Range 5**

3






The card features a decorative border of grey, gnarled branches with orange and yellow triangular accents at the corners. At the top center is a circular icon with a flame. On the left and right sides are circular icons containing the number '2', with a small circular icon below each. At the bottom center is a shield-shaped icon with a blue background and a white '2', with a small circular icon containing a flame to its right.

FIREWALL

2

Additional cost 

Place up to    in a straight line. One of the tiles must be placed within range 2.


These cannot be placed in occupied hexes.

 Range 2





GLACIAL SHIELD

10

Additional cost 



After damage is drawn against a friendly character within range 3.

The effect of all  are doubled against the damage and you may use your own  to mitigate the damage if the target was another character.



Range 5

This attack costs + .










3

2

HOARFROST

10

Select any amount of  within range 3. Draw  against each character adjacent to each of the selected .

This cannot critical. If a character is adjacent to multiple , draw multiple cards. If a card shows a 2, the character loses one . If any character lost any , remove one of the selected .



Range 5

2






3


2

ICE SPIKE

Additional cost 

 Range 3

This targets all hexes in a range 3 straight line. Attack once and apply full damage to the first occupied hex. For each additional hex, ignore the highest numbered Might Card. Large enemies can be damaged up to two times.


 +1 Damage, Range 3

The card is framed by a decorative border of gnarled, grey tree branches. At the top center is a circular emblem with a blue flame. To the left is a circular emblem with a yellow and orange flame, and to the right is a circular emblem with a white letter 'I'.

ICE WALL





2

Additional cost .






When an enemy chooses to target a friendly character within range 4.

The enemy changes target to the next closest Oathsworn instead.

Spend one  to place a  in an empty hex within range 2.



Range 3

This attack costs   .





LASH OUT



 Range 3



Battleflow one card.



Refresh your might decks.



Place a  or  in an empty adjacent hex.



You must take this card each encounter





22

LIGHTNING ROD


5

Additional cost  

Target any hex on the Game Board.
Draw  (it does not critical) and the
Direction Dice. You may use Redraw
Tokens on both. The target hex moves
the number and direction shown.

 +4 Damage, Unlimited Range

This attack targets the closest character
to the target hex.

 +2 Damage, Range 2

2



3


3

LIGHTNING STORM

15

Additional cost 

 **Unlimited Range, Area of Effect**
Draw . Redraw Tokens may be used on this draw. Select an amount of hexes in your front arc up to the total drawn. This attack targets all characters in the selected hexes.
Attack once and apply to all targets.

 **Damage +2, Range 5**

3





3



3




SUPERNOVA




10

Additional cost 

 **Area of Effect**

This attack targets all hexes within range 2 of you.

Attack once and apply to all targets.
Add 3 Damage to adjacent targets and add 1 Damage to all other targets.

 **+2 Damage, Range 3**



3



4


3

TELEKINE IMPLOSION

15

Additional cost  or 

Select a hex within range 3.
All characters within range 2 of the
selected hex suffer Knockback 1
directly towards the target hex.
Characters are knocked back in any
order you wish.

 +2 Damage, Range 5



3



2

2

TELEKINESIS

2

Additional cost  or 

Select a character within range 4 and draw  . Redraw Tokens may be used on these cards.

Knockback the target in a straight line, in any direction, a distance equal to the total shown.

 Range 2

2



TELEKINE IMPLOSION

Spend a Combat Token to:

Select a hex within range 3. All characters within range 2 of the selected hex suffer Knockback 1 directly towards the target hex. Characters are knocked back in any order you wish.


Max 3 uses per Encounter

15



TELEKINESIS

Select a target within range 4.

Draw . Knockback the target in any direction, a distance equal to the total shown.

Max 1 use of each special ability per round.