

Violence Reaver

+ x 7  x 3

COMBAT 8

MAGIC 1

MOVE 3



Special Ability

At the beginning of every Night Phase, the Violence Reaver removes all of its wounds.

Ruin Reaver

+ x 5  x 1

COMBAT 5

MAGIC 5

MOVE 0*



Special Ability

If a Ruin Reaver is on a Location, no player can Reflect or use a Location Action there. If the Ruin Reaver is on the same space as a player, it will attack them using Dark Magic. Otherwise, it will increase the Taint of that Location by 2. If a Ruin Reaver is not on a Location or a player's space, it will move to the nearest Location.

Torment Reaver

+ x 5  x 2

COMBAT 4

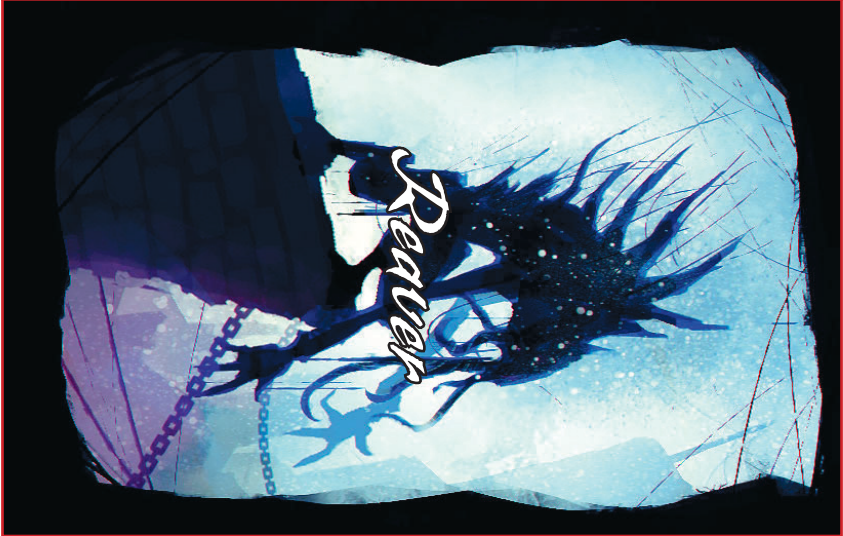
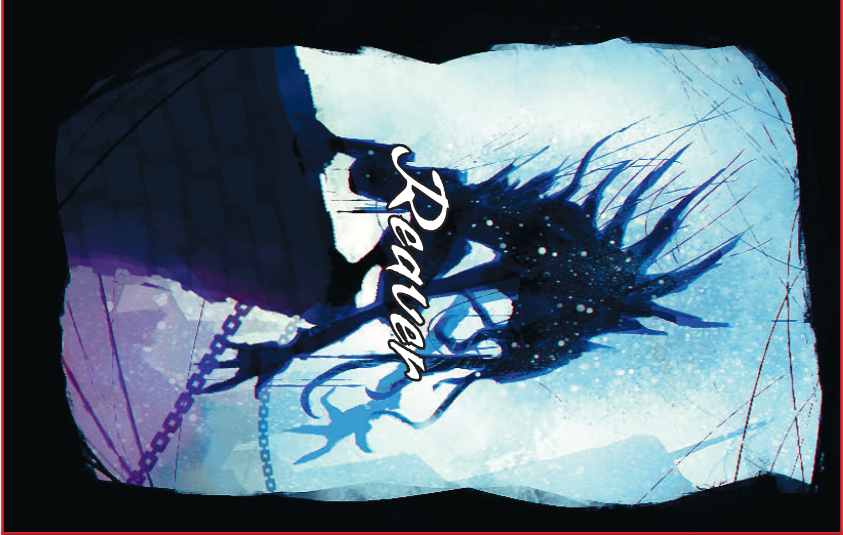
MAGIC 5

MOVE 4



Special Ability

When a Torment Reaver spawns, its first target is marked as its prey. When determining enemy movement, the Torment Reaver will always attempt to move closer to its prey. It also gains a +2 to Combat and Magic Tests made against its prey. Torment Reavers attack using Dark Magic.



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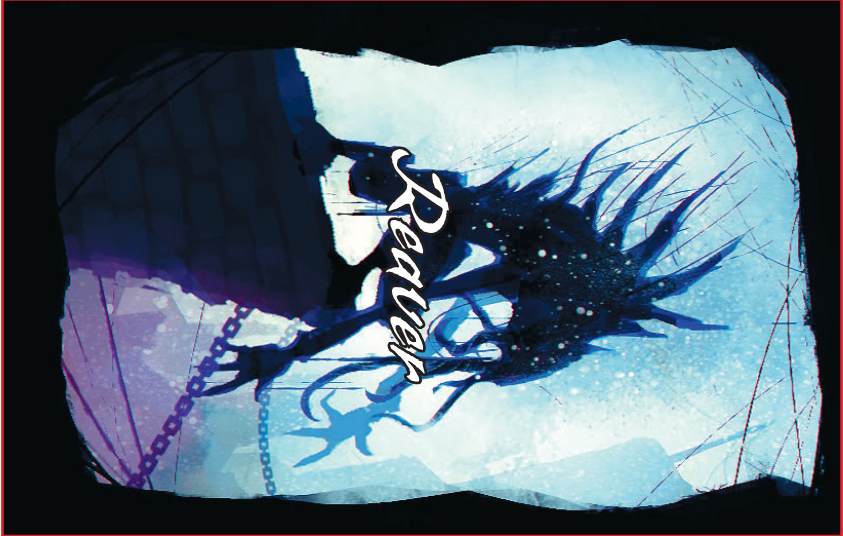
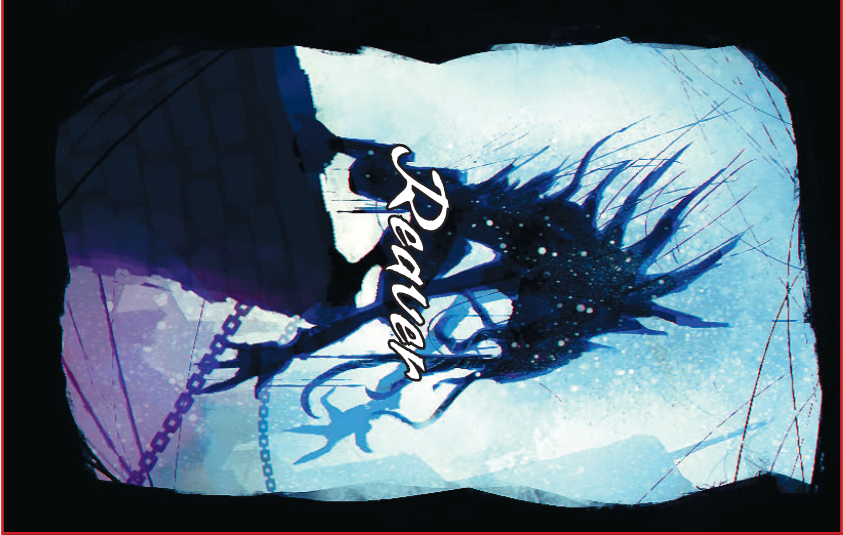
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Torment Reaver

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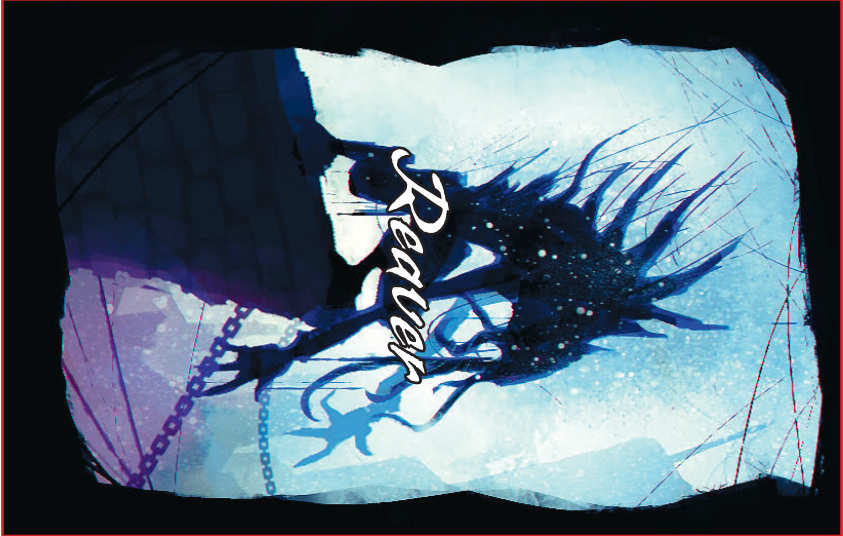
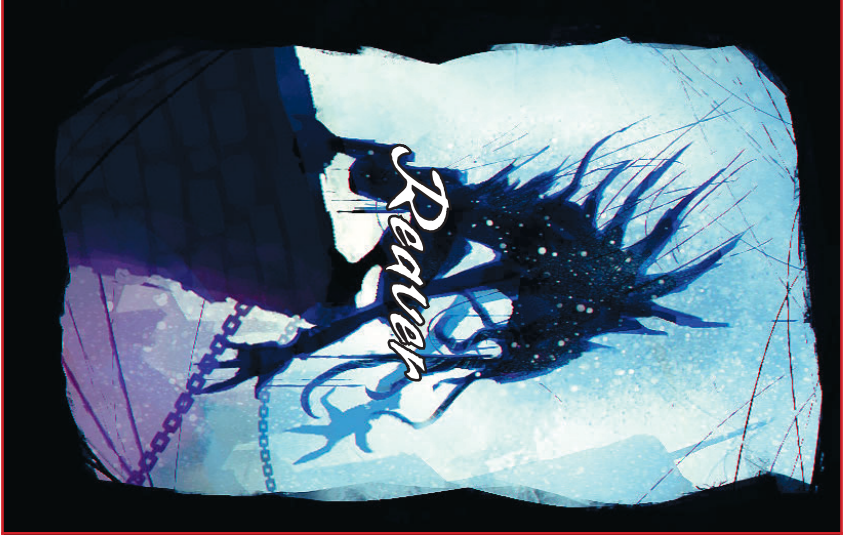
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The Beast

This shadowy dog is no less terrifying in the flesh than it was in your dreams. It smells of sulfur and blood and obviously holds no motive or desire beyond pure destruction.

+ x5  x3

COMBAT 8

MOVE 6



Special Ability

Place 1 cube in the above track for every 1 damage the Beast takes. When the track is full, the Beast takes a Wound. Then remove all cubes from the track.

Frenzied Clown

 x3

COMBAT 8

MOVE 5



Special Ability

The Frenzied Clown is immune to all sources of damage. It can only be destroyed by reducing its Terror rating to 0. The Frenzied Clown moves, attacks, and is affected by Taint as a Reaver.

Triumphant Mind Render

+ x12  x3

COMBAT 8

MAGIC 7

MOVE 3



Special Ability

The Triumphant Mind Render moves and uses Dark Magic as a Nemesis.



The Beast

Combat Card



Frenzied Clown



Combat Card




Triumphant Mind Bender

Combat Card

Weakened Mind Render

 x 10
  x 2

COMBAT 6
MAGIC 5
MOVE 3



Special Ability

The Weakened Mind Render moves and uses Dark Magic as a Nemesis.

BRYCE THE DAMNED

 x 5
  x 3

COMBAT 7
MAGIC 0
MOVE 3



Special Ability

If Bryce ends his movement on a space without a player, he will spawn a Minion: Draw 1 Minion card and place its matching token on the same space as Bryce. When Bryce reaches 5 Wounds, he cannot move or attack in the next Night Phase, but 1 token is immediately removed from all bombs. His wounds are then reset to 0.

Seducers

 x 10
  x 2

COMBAT 4
MAGIC 5
MOVE 2



Special Ability

The Seducer cannot be targeted until every Required Location has a red or white Rose token. The Seducer moves and uses Dark Magic as a Nemesis. If the Seducer cannot reach a player during the Night Phase, it moves to the nearest Location with a gray Rose token, replacing it with a red Rose token. When every Required Location has a red or white Rose token, all the Seducer's Scores are raised by the number of red Rose tokens in the city.

