

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.

A stylized, dark, spiky creature with a crown of sharp points, set against a blue and purple background with a chain and a shadow.

Reaver

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.

A dark, spiky creature with glowing eyes and a chain around its neck, set against a blue and purple background with a starry sky. The creature has a dark, textured body with many sharp, pointed protrusions. Its eyes are bright and glowing. A chain is visible around its neck. The background is a mix of blue and purple hues with a starry, nebula-like pattern. The overall mood is mysterious and ominous.

Reaver

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.

A stylized, dark, spiky creature with a crown of sharp points, set against a blue and purple background with a chain and a shadow.

Reaver

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.

A stylized illustration of a dragon-like creature with a crown of spikes, set against a blue and purple background with a chain and a shadow.

Reaver

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.

A dark, spiky creature with glowing eyes and a chain around its neck, set against a blue and purple background with a starry sky.

Reaver

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.

A dark, spiky creature with glowing eyes and a chain around its neck, set against a blue and purple background with a starry sky. The creature has a dark, textured body with numerous sharp, black spikes protruding from its head and back. Its eyes are bright and glowing. A thick, dark chain is wrapped around its neck. The background is a mix of blue and purple hues, with a starry sky and some faint, glowing lines. The overall mood is mysterious and ominous.

Reaver

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.



Reaver

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.

A stylized illustration of a dragon-like creature with a crown of spikes, set against a blue and purple background with a chain and a shadow.

Reaver

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.

A stylized, dark, spiky creature with a crown of sharp points, set against a blue and purple background with a chain and a shadow.

Reaver

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.

 x 5  x 3

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.

The Beast



Combat Card

Frenzied Clown

 x 3

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.

Frenzied Clown



Combat Card

Triumphant Mind Render

 x 12  x 3

COMBAT 8

MAGIC 7

MOVE 3



Special Ability

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

Triumphant Mind Render



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.

Weakened Mind Render



Combat Card

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.



Bryce The Damned



Combat Card

Seducer

+ 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.

Seducer



Combat Card