

# *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.



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 x 7  x 3

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MAGIC 1

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 x 7  x 3

COMBAT 8

MAGIC 1

MOVE 3

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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.









# *Ruin Reaver*

 x 5  x 1



COMBAT 5



MAGIC 5




MOVE 0\*



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 x 5  x 1



COMBAT 5



MAGIC 5




MOVE 0\*



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# 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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+ x 5  x 2

COMBAT 4

MAGIC 5

MOVE 4



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MAGIC 5

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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.



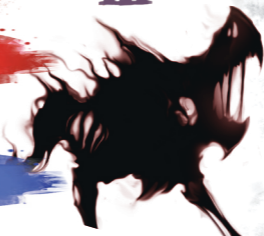
x 5



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*

