

PRINTABLE CARDS



II REAVER CAPTAIN

2
4

At the start of each end phase, place an additional Brigand on this tile's ©, unless each Brigand model is already on the playing area.



10 LOST RAIDER

2
4

1

HIT

FLEE!
Defeat this enemy if it starts its turn in the same zone as an enemy.



15 DROWNED SHADE

2
9



HIT

PULLED UNDER
If this enemy hits a hero with an attack and there is a water token on the same tile, the hero makes a TN13 action roll. If they fail they are defeated.

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DEATHLY CHILL

A cold wind sweeps through the chamber, biting deep and chilling you to the bone.


Each hero makes a TN14  action roll.
Each hero that fails suffers .




STRANGE DEVICE

A glowing font stands in one corner, resting on a curious clockwork tile.


If the heroes don't have a lever token, discard this card.

Place any number of heroes from the previous tile on this tile .

Each hero on this tile rolls a d6.

1-2: The hero gains .

3-4: The hero heals one wound.

5-6: Retrieve card N01 from the narrative vault; OR heal one wound and suffer .



GATECRASH

Something has been drawn to the sounds of battle...

When a new tile is placed, add a timer token to this card for each enemy on the playing area.

At the end of each round, roll a d6 and subtract -1 for each token on this card.

If the result is 1 or less, discard each token, then shuffle the wandering monster deck and draw a card as though the event roll failed.

Note that this card is in addition to the normal event roll made at the end of the round, if three or more tiles are on the board.



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14 LAST VANGUARD
COOLDOWN



1 **10**

LINKED
After dealing a new marching order, flip this card. If this card is defeated, defeat the other Cooldown card as well, then read narrative entry K077.

12 SCOURGE
BACKSTAB



3 **4** **1**

HIT **MISS**

PREMONITION



When this hero uses the explore action, after dealing the new marching order, one enemy card suffers **1**.

3 XP

SANGUINE WARD



When another hero in the same or an adjacent zone is hit by an attack, they may spend fate to empower their defence roll.

2 XP

SANGUINE WARD



When another hero in the same or an adjacent zone is hit by an attack, they may spend fate to empower their defence roll. After resolving the attack, the enemy suffers **2**.

2

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DEVIL LASH

HIT

CRITICAL

DEVIL LASH

HIT

CRITICAL

If the enemy is next to the Hex card on the marching order, this attack can be rerolled.

CRUSHING HOOVES

If this hero makes a move action, they ignore enemy TN modifiers when making their next attack, unless the attack is in a new round.

If the attack defeats the enemy, the enemy doesn't generate a corpse token.

UPDATED ENCOUNTER TABLE

N (N) → Zombie Brigand
F (F) → Lost Raider
M (M) → Rotting Brute
X (X) → Shadow
M (M) → Carrion Rat

WANDERING MONSTERS
 Giant Spider, Ettercap.

THUNDERSTONE

A stone that has absorbed a large amount of wild magical energy.

When this hero makes an attack, they can use this card to empower the attack and damage rolls. If they do so, after resolving the attack, the hero suffers and .

GREAT MACHINE

Deep in the earth, ancient religion and magic are still at work, a staggering glimpse of the potency and power that once was bestowed upon mortals by the gods.

If a enemy is defeated within two zones of a Cogseer or the Cogseer Primus, place a corpse token on this card.