

# BARDSUNG ERRATA

## CORE RULEBOOK SUMMARY SHEET

See updated summary sheet in new player guide download.

## CORE ADVENTURE BOOK


### PG.15 OUTLAST

Amend retrieved cards to **C213** and **C214**.

### PG.33 CHALLENGE ASPECT DECK

Amend retrieved cards to **C010**, **C012**, **C016**, **C045**, **C047**, **C048**, **C049**, **C051**, **C059**, **C060**, **C061**, and **C062**

### PG.45 RISING DAMP

Amend symbol in text to 

## CORE CARDS

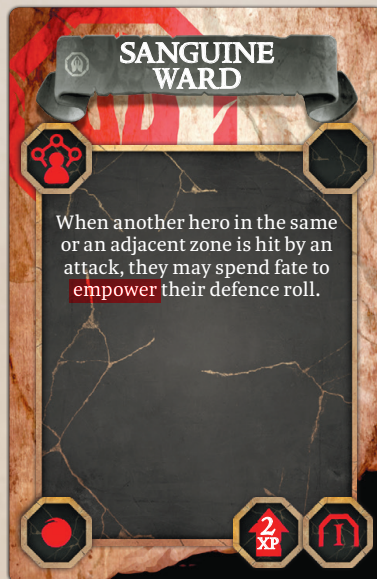
### HERO ABILITIES

**PATH OF OMENS  
(WYLD SHELL),  
PREMONITION ABILITY  
CARD, LV1**



Amend special rules description and upgrade cost.

**PATH OF FAITH (DAWNGUARD),  
SANGUINE WARD ABILITY CARD**



Amend level 1 and 2 special rules description.



# BARDSUNG ERRATA

## CORE CARDS CONT. ENEMIES

### REAVER CAPTAIN REFERENCE CARD



Amend special rules description.

### LOST RAIDER ENEMY CARD



Amend Grit value to ☠.

## ASPECT CARDS

### DEATHLY CHILL CHALLENGE ASPECT CARD



Add constitution to TN test.

# BARDSUNG ERRATA

## FABLES CARDS

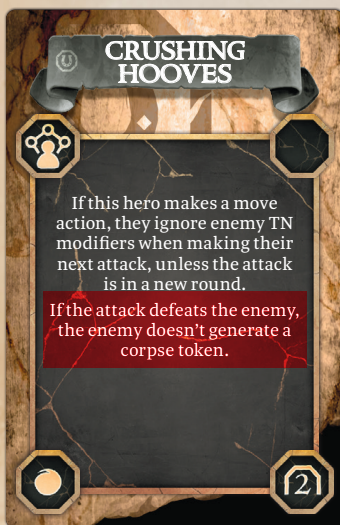
### PATH OF DAMNATION (DÆMONBLADE)



Amend top attack profile to hit.

## LOST LEVELS CARDS

### PATH OF BEASTS (GLADESTRIDER)



Amend special rules description.

# 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.



**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 .

1

# PRINTABLE CARDS

**PREMONITION**

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



**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.



**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 .



**DEVIL LASH**

HIT    

CRITICAL    

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



**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.

