Blighted Terror

INTELLIGENT
BOSS

PASSIVE

Miasmic Fortitude

The *Blighted Terror* has **IMMUNITY : CONDEMN**.

Any time the *Blighted Terror* is dealt Damage, Inflict *Disease* on all adjacent opponents, **FORCE 13.**

Is there an opponent adjacent?
Make a **ATK** against the adjacent opponent with the most Damage.
THEN: All adjacent opponents are Inflicted with *Poison* and **PUSHED 2, FORCE 13.**
THEN: MOVE to the farthest space from opponents.

Is there an opponent within SOI?
Cast a **SPELL 6**, prioritizing the opponent with the lowest Conviction Value without *Paralyze*. Inflict *Paralyze*. If they are immune to *Paralyze*, deal **4 MAGIC DMG** instead.
THEN: Make a **6 ATK** against the opponent with the lowest Conviction Value.
THEN: Make a **6 ATK** against the opponent with the highest Conviction Value.
THEN: MOVE to the farthest space from opponents.

Can it Move and Attack an opponent within Range 6?
MOVE to be at up to Range **6** from an opponent within movement range, prioritizing an opponent with *Darkness*.
THEN: Make a **6 ATK**, prioritizing an opponent with *Darkness* and a secondary priority of the most Damage.
THEN: Make a **6 ATK** against the same opponent.

+2 PHYSICAL DMG **FU:** Inflict *Wilt*, **FORCE 12.**

CONVICTION: **CASTING:**

HEALTH	DEFENSE	MOVEMENT	ARMOR	COMBAT DICE
60	13	4	0	

Blighted Brute

INTELLIGENT
BOSS

PASSIVE

Ichorous Fortitude

The *Blighted Brute* has **HULKING, IMMUNITY : CONDEMN** and **RESISTANCE :** .

When the *Blighted Brute* is dealt Damage, a *Muck* token is placed on each space adjacent opponents occupy.

Is there an opponent within Reach 2?
Make a separate **ATK** against each opponent within **REACH 2.**
THEN: All opponents hit by the previous Attack are **PUSHED 2, FORCE 11.**
THEN: Continue to the "**Otherwise**" AI Step.

Is there an opponent within SOI?
All opponents within **SOI** are **PULLED 4, FORCE 11.**
CONTINUE DOWN

Is there an opponent adjacent?
Make a separate **ATK** against each opponent within **REACH 2. THEN:** All opponents hit by the previous Attack are **PUSHED 2, FORCE 11.**
CONTINUE DOWN

Otherwise:
Move towards the farthest opponent.
THEN: All opponents within **SOI** are **PULLED 4, FORCE 11.**
THEN: Make a separate **ATK** against each opponent within **REACH 2** that has not been dealt Damage this turn.

+3 PHYSICAL DMG **FU:** Inflict *Poison*, **FORCE 11.**

CONVICTION: **CASTING: -**

HEALTH	DEFENSE	MOVEMENT	ARMOR	COMBAT DICE
80	13	4	0	

Whopper

WARRIOR SICKLE

INTELLIGENT
BOSS

PASSIVE

Superior Sickle Anatomy

Whopper has **IMMUNITY : CONDEMN.** *Whopper's* movement point cost is not increased by terrain and allies. *Whopper* will never attempt to Jump over Dangerous Terrain unless he is adjacent to an opponent at the start of his turn.

Rally

At the start of *Whopper's* turn, each *Cave Sickle* moves **2** space towards *the nearest Opponent*.

Is there an opponent adjacent?
Make a separate **ATK** against each adjacent opponent.
THEN: MOVE to be at up to Range **6** from adjacent opponents.
THEN: Make a **6 ATK** against the farthest opponent. **FU:** Inflict *Wilt* and *Paralyze*, **FORCE 10.**

Is there an opponent within Range 6?
Make a **6 ATK** against the nearest opponent. **FU:** Inflict *Wilt* and *Paralyze*, **FORCE 10.**
THEN: Make a **6 ATK** against the same opponent. **FU:** Inflict *Wilt* and *Paralyze*, **FORCE 10.**

Otherwise:
MOVE to be at up to Range **6** from the nearest opponent.
THEN: Spawn **2** *Cave Sickles* adjacent to *Whopper*.

+1 PHYSICAL DMG +2 PHYSICAL DMG

CONVICTION: CASTING: -

COMBAT DICE

HEALTH	DEFENSE	MOVEMENT	ARMOR
50	8	6	2

The Warden

ETERNAL SENTINEL

INTELLIGENT
BOSS

PASSIVE

Mutated Aberration

The Warden has **IMMUNITY : CONDEMN.**
During *The Warden's* Refresh Phase, **HEAL 3.**

Can it Move towards an opponent?
MOVE towards the nearest opponent.
CONTINUE DOWN

Is there an opponent adjacent?
Make a **ATK.**
THEN: MOVE up to **2** spaces farther from the target. This movement does not provoke Break Attacks.
CONTINUE DOWN

Is there an opponent within Reach 3?
Make a **ATK** against the nearest opponent within **REACH 3.**
FU: PULL 3, FORCE 10.
CONTINUE DOWN

Did an opponent fail a Conviction Check this turn?
Make a **ATK.**
CONTINUE DOWN

Is there an opponent within SOI?
Cast a **SPELL 6** against all opponents within **SOI.**
Inflict *Darkness*.

+1 PHYSICAL DMG +2 MAGIC DMG

CONVICTION: CASTING:

COMBAT DICE

HEALTH	DEFENSE	MOVEMENT	ARMOR
80	10	3	3

Melody

THE SUBJUGATED OBLATION

INTELLIGENT
BOSS

✤ PASSIVE

The Eyes of Magdalene
Melody draws Line of Sight as though she occupies the same space as all *Eyes of Magdalene* in addition to the space she occupies. When *Melody* would be dealt Damage and there are *Eyes of Magdalene* on the board, reduce that Damage to **0** and deal **1 IRREDUCIBLE DMG** to all *Eyes of Magdalene* instead. After *Melody* is dealt Damage, place an *Eye of Magdalene* on the board.

Nimble
The first time each turn *Melody* is Attacked, **DODGE** with **+1** ⛊.

◆ **Are there no opponents adjacent?**
Cast a **SPELL 6** against all opponents within Line of Sight. Inflict *Condemn*. **CONTINUE DOWN**

◆ **Is there an opponent adjacent?**
Make a separate ✐ **ATK** against each opponent within **REACH 2**. **THEN: SWAP** places with the farthest opponent within Line of Sight. **CONTINUE DOWN**

◆ **Is there an opponent within Line of Sight and this Ability has not been used this Encounter?**
Summon **EXALTED ESPER** *Minos the Contractor* against the opponent with the highest Armor Value within Line of Sight.

◆ **Is there an opponent within Line of Sight?**
Cast a **SPELL 6** against the opponent with the lowest Conviction Value within Line of Sight. Roll **4 PURPLE** ⬢ and deal **1** Magic Damage per ■ rolled.

HEALTH	DEFENSE	MOVEMENT	ARMOR	COMBAT DICE
30	12	6	0	⬢ ⬢

CONVICTION: ⬢⬢ CASTING: ⬢

Padric

WEAPONSMITH AT DRAGON ARMS

COMMAND

✤ PASSIVE

Artificer
Padric starts each Encounter with **4** *Energy* tokens. These tokens are spent to do the actions listed below.

Royal Guardian
Whenever *Padric* is dealt Damage by an opponent he Gains **1** *Energy* token (Limit **4**).

Critical Defense
Padric has ✶ **FU:** Gain a *Dodge* token.

0 **Like the Shadows** EXHAUST
Move up to **2** spaces. This movement does not provoke Break Attacks.

0 **Artificer - Vitality Drink**
Spend **1** *Energy* token, you or an adjacent Ally **HEALS 3**.

1 **Artificer - Magic Balm**
Spend **1** *Energy* token, remove an Effect from an Ally within **SOI**.

1 **Artificer - Throwing Knives** EXHAUST
Spend **1** *Energy* token, **THROW : PURPLE** ⬢.

2 **Silver Gauntlet** ✐ ATK

PRESENCE	LORE	AGILITY	PERCEPTION	STRENGTH
2	3	2	5	6

HEALTH	DEFENSE	MOVEMENT	ARMOR	COMBAT DICE
16	11	6	2	⬢ ⬢

⛊ +1 PHYSICAL DMG ✶ +2 PHYSICAL DMG

CONVICTION: ⬢⬢ CASTING: -

Padric

WEAPONSMITH AT DRAGON ARMS

COMMAND

PASSIVE

The "Idolator"
Padric's Combat Dice change depending on his range from the target:

1: 2: 3: 4:

Critical Defense
Padric has ✶ **FU:** Gain a *Dodge* token.

0 **Like the Shadows** EXHAUST
Move up to **2** spaces. This movement does not provoke Break Attacks.

1 **Kill The Messenger** EXHAUST
When making an Attack, if *Padric* rolls the lowest result on a Combat Die, he may change a single die to the highest result instead.

2 **Shotgun Blast** 4 ATK

3 **Down the Masses** 4 ATK
Make up to **2** **ATKS** against different targets.

Presence	Lore	Agility	Perception	Strength
2	3	2	5	6

Health	Defense	Movement	Armor	Combat Dice
16	11	6	2	

+1 PHYSICAL DMG ✶ +2 PHYSICAL DMG

CONVICTION: CASTING: -

Aisling

VENGEFUL VIGILANTE

INTELLIGENT BOSS

PASSIVE

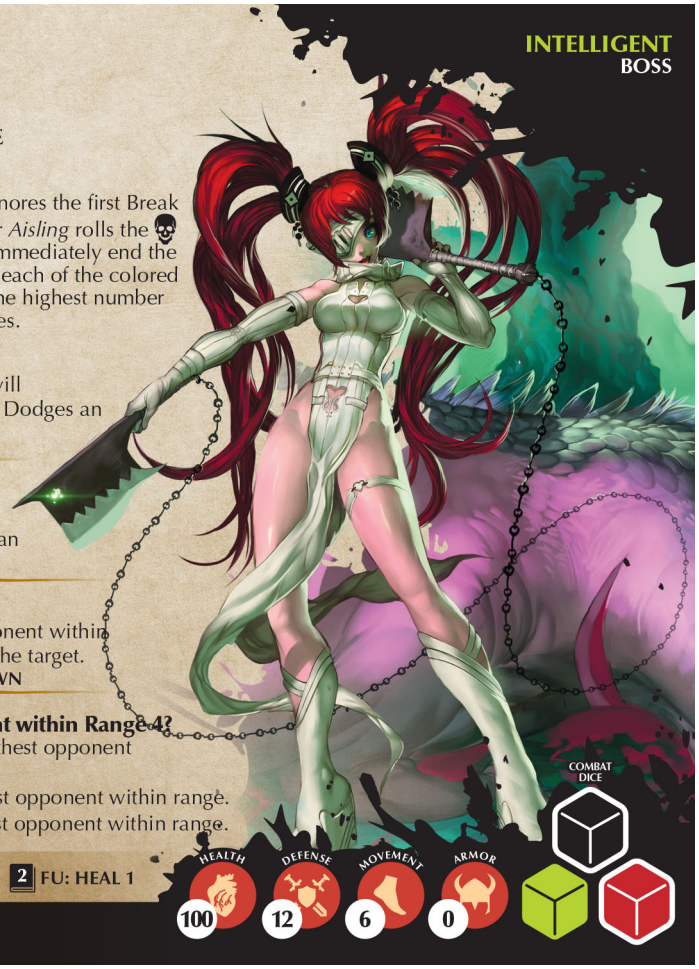
Aisling's Uncertainty
Aisling has **IMMUNITY : CONDEMN** and ignores the first Break Attack she provokes each turn. Whenever *Aisling* rolls the 💀 during an Attack against an Adventurer, immediately end the current Action and Ability. Then, roll **1** of each of the colored dice (not the **BLACK**). Depending on the highest number rolled, consult the Special Encounter Rules.

Skirmisher
The first time each turn *Aisling* can, she will **DODGE** with **+1** . If Aisling successfully Dodges an Attack, she will **COUNTER** with **4 ATK.**

◆ **Is there an opponent adjacent?**
Make a **ATK.**
THEN: MOVE to be at up to Range **4** from an adjacent opponent. **CONTINUE DOWN**

◆ **Is there an opponent within Range 4?**
Make a **4 ATK** against the farthest opponent within Range. **THEN**: Move **4** spaces away from the target. If the previous Attack hit, **CONTINUE DOWN**

◆ **Can she Move and Attack an opponent within Range 4?**
MOVE to be at up to Range **4** from the farthest opponent within movement range.
THEN: Make a **4 ATK** against the farthest opponent within range.
THEN: Make a **4 ATK** against the nearest opponent within range.



Health	Defense	Movement	Armor	Combat Dice
100	12	6	0	

+1 PHYSICAL DMG ✶ +2 PHYSICAL DMG 2 FU: HEAL 1

CONVICTION: CASTING:

Nightingale

MALUMA POSSESSED

INTELLIGENT
BOSS

PASSIVE

CRAZED PROTECTOR
Anytime an opponent deals Damage to *Aisling*, they Gain the *Priority Target* token.

FRIENDLY FACE
Opponents cannot Dodge *Nightingale's* Attacks.

- **Can she Move adjacent to an opponent?**
  MOVE to be adjacent to an opponent, prioritizing the oppnent with the *Priority Target* token. During this Action, Add **+4** Movement. **CONTINUE DOWN**

- **Is their an opponent adjacent?**
  Make a **ATK,** prioritizing the opponent with the *Priority Target* token. **FU:** Inflict *Poison* and **PUSH 4**, **FORCE 11.**
  THEN: *Nightingale* moves **6** spaces to the farthest space from the opponent with the *Priority Target* token.
  THEN: Cast a **SPELL 6,** prioritizing the opponent with the *Priority Target* token, ignoring **SOI**. The target is **WARPED** adjacent to *Nightingale*.

- **Is there an opponent within SOI and Nightingale has learned the Discipline Gore Shot, Euthanasia, or Courage Stifle?**
  Cast a Spell **6,** prioritizing the opponent with the *Priority Target* token. Deal **6** Magic Damage. **CONTINUE DOWN**

- **Otherwise:**
  MOVE to be adjacent to *Aisling*.

CONVICTION: CASTING: -

HEALTH | DEFENSE | MOVEMENT | ARMOR | COMBAT DICE

Isla

STAR-CROSSED SIREN

COMMAND

PASSIVE

HOSTILE AURA
When *Isla* is dealt Damage by an Attack, the Attacker is dealt that much **MAGIC DMG**.

NIMBLE
Once per turn, **DODGE** with **+1**.

1. **BLOOD BARRIER** EXHAUST
   An ally within **SOI** Gains *Barrier*.
2. **TRIDENT** ATK REACH 2
2. **SOUL CLEAR**
   Remove an Effect from a figure within **SOI**.
3. **INVIGORATE**
   An ally within **SOI** Gains **+2 SP.**
3. **HUMANITY'S TOUCH**
   Isla or an adjacent ally **HEALS 3**.

+1 MAGIC DMG +1 PHYSICAL DMG

CONVICTION: CASTING: -

PRESENCE	LORE	AGILITY	PERCEPTION	STRENGTH
5	2	3	6	2

HEALTH	DEFENSE	MOVEMENT	ARMOR	COMBAT DICE
18	12	6	0	

Judas

GREAT BOUNTY ENFORCER

INTELLIGENT
BOSS

PASSIVE

Great Bounty's Blessing

Judas has **IMMUNITY : CONDEMN, FLIGHT, COLOSSAL** and **PROTECTION.** When determining Damage, *Judas* will spend any ✶ rolled to Gain Courage and add a **PURPLE** ◆ of **PHYSICAL DMG**.

◆ **Can Judas move to be adjacent to an opponent?**
MOVE to be adjacent to as many opponents as possible. This movement does not provoke Break Attacks.
THEN: Make a separate ⚔ **ATK** against each adjacent opponent.
CONTINUE DOWN

◆ **Is there an opponent within SOI?**
Cast a **SPELL 6** against the opponent with the most Sanctus Disciplines.
Deal **6 MAGIC DMG**.
CONTINUE DOWN

◆ **Can Judas Move and Attack an opponent?**
MOVE to be adjacent to the farthest opponent within movement range.
THEN: Make an ⚔ **ATK.**
THEN: Make a ⚔ **6 ATK** against the farthest opponent within range.

+1 MAGIC DMG **+1 PHYSICAL DMG**

CONVICTION: ◆◆ **CASTING:** ◆

HEALTH	DEFENSE	MOVEMENT	ARMOR	COMBAT DICE
200	12	6	4	

Damocles

WRATHFUL MOURNER

INTELLIGENT

PASSIVE

Defender of Hyde

The first time each round *Damocles* deals Damage, he **HEALS 2**. Any time *Damocles* is dealt **3** or more Damage from a single source, he Gains a *Vow* token. When *Damocles* hits with an Attack he will spend all *Vow* tokens he has. The first time each round *Damocles* misses an Attack, re-roll his Attack roll.

Last Laugh

When *Damocles* or *Titus & Quinn* is dealt Damage by an opponent, the source of that Damage is dealt **1** Irreducible Damage. When *Damocles* or *Titus & Quinn* is dealt Damage equal to their remaining **HP**, the source of that Damage is dealt their **2** best Conviction Dice worth of **MAGIC DMG**.

◆ **Can Damocles Move and Attack an opponent within Reach 2?**
MOVE to be at up to **REACH 2** from the nearest opponent.
THEN: Make **2** separate ⚔ **ATKS** at **+1 PHYSICAL DMG** against an opponent within **REACH 2**. These Attacks deal **MAGIC DMG** instead of **PHYSICAL DMG**. For each Attack that deals Final Damage, deal **4** additional **MAGIC DMG** to the target and deal **4 IRREDUCIBLE DMG** to *Damocles*. These Attacks have **FU:** Inflict *Condemn*, **FORCE 13.**

◆ **Otherwise:**
MOVE towards the nearest ally adjacent to an opponent. If there are no allies adjacent to opponents, **MOVE** towards the nearest opponent instead.

+1 PHYSICAL DMG ✶ **+3 PHYSICAL DMG**

CONVICTION: ◆◆ **CASTING: -**

HEALTH	DEFENSE	MOVEMENT	ARMOR	COMBAT DICE
22	12	6	3	

TITUS | QUINN

Titus & Quinn

SIVANI GUARDIANS

INTELLIGENT
BOSS

PASSIVE

United We Stand

If Damocles is within **SOI** and would be dealt Damage by an opponent, *Titus* or *Quinn*, (whichever has the least Damage), will **SWAP** places with Damocles and be dealt that much **IRREDUCIBLE DMG** instead.

Phalanx

Both *Titus* and *Quinn* have **RESISTANCE : MAGIC DMG**. While Titus or Quinn are still on the board, Damocles will Dodge the first attack made against him each turn.

- **Is there an opponent adjacent?**
  Make a **ATK. FU:** Move the target up to **3** spaces towards the farthest ally.
- **Can it Move and Attack an opponent within Range 6?**
  MOVE to be within Range **6** of the nearest opponent. **THEN:** Make **2** **6 ATKS** against different opponents, prioritizing the **2** nearest opponents. When these Attacks hit, the target may not make a Move Action during their next turn.
- **Can it Move towards an ally?**
  MOVE towards the farthest ally.

+1 PHYSICAL DMG +2 PHYSICAL DMG

CONVICTION: CASTING: -

HEALTH	DEFENSE	MOVEMENT	ARMOR	COMBAT DICE
25	13	6	0	

Damocles

BELOVED SON OF HYDE

COMMAND

PASSIVE

Undeterred

Damocles' unmodified Maximum Stamina is **6**, however, he has **IMMUNITY : HASTE.** Any time *Damocles* is dealt **3** or more Damage from a single source, he Gains a *Vow* token. *Damocles* may not exceed **5** *Vow* tokens in total and he may spend them any time he chooses.

Blood Pact

When determing Damage, *Damocles* may deal himself **IRREDUCIBLE DMG** up to his remaining **HP** to add the same amount of **PHYSICAL DMG** to his Attack.

0 **Sinful Privilege** EXHAUST
During an Attack, all Damage *Damocles* deals is **MAGIC DMG** instead.

0 **Ring of Blood** EXHAUST
When *Damocles* deals Damage to an opponent, he **HEALS 2**.

0 **Hammer Helm** EXHAUST
When making an Attack, *Damocles* may re-roll any dice in his Combat Dice Pool.

2 **Schrödinger's Scythe** ATK REACH 2 EMPOWER
When determining Damage, add **+1 PHYSICAL DMG**.
FU: Inflict *Condemn*, **FORCE 13.**

+1 PHYSICAL DMG +3 PHYSICAL DMG

CONVICTION: CASTING: -

PRESENCE	LORE	AGILITY	PERCEPTION	STRENGTH
6	3	3	2	4

HEALTH	DEFENSE	MOVEMENT	ARMOR	COMBAT DICE
22	12	6	3	

Blighted Hendrix

TRAITOROUS CONSPIRATOR

INTELLIGENT
BOSS

PASSIVE

Rotting Hulk

Blighted Hendrix has **ELUSIVE, RELENTLESS, UNSTOPPABLE,** and **IMMUNITY : CONDEMN.**

When a figure ends their turn adjacent to *Blighted Hendrix*, deal a **PURPLE** of **MAGIC DMG** and Inflict *Poison* and *Disease*, **FORCE 11.**

Fleshy Appendages

The first time each turn *Blighted Hendrix* can, he will **COUNTER** with a **6 ATK. FU: PULL 12, FORCE 13.**

- **Is there an opponent adjacent?**
  MOVE through an adjacent opponent towards the edge of the board, moving diagonally if necessary. **THEN:** Make a separate **ATK** against each adjacent opponent or cage. These Attacks may not be Dodged. **THEN:** Cast a **SPELL 6** against the farthest opponent within **SOI.** Inflict *Paralyze* and move the target up to **4** spaces towards *Blighted Hendrix*. **CONTINUE DOWN**
- **Is there an opponent within SOI?**
  Cast a **SPELL 6** against up to **2** different opponents within **SOI.** Inflict *Paralyze*, deal a **PURPLE** of **MAGIC DMG**, and **PULL 4. CONTINUE DOWN**
- **Otherwise:**
  MOVE to be adjacent to the nearest opponent.

+2 PHYSICAL DMG +2 PHYSICAL DMG

HEALTH	DEFENSE	MOVEMENT	ARMOR	COMBAT DICE
150	13	6	0	

CONVICTION: CASTING:

Breeze

TENACIOUS NYMPH

COMMAND

PASSIVE

Nymphology

Breeze has **RESISTANCE : MAGIC DMG.**

At Peace

When determining the Force of a Spell, *Breeze* may re-roll her Casting Die.

0 **Wooden Aegis** EXHAUST
When *Breeze* is the target of an Attack, she Gains **+3** during that Attack.

2 **Bark Bite** 6 ATK

2 **Soul Clear**
Remove an Effect from a figure within **SOI.**

2 **Revitalize** EXHAUST
An ally within **SOI HEALS 3.**

2 **Weakening Avulsion**
Cast a **SPELL 6.** Deal **10 MAGIC DMG** and if the Conviction Check is failed by **3** or more, Inflict *Wilt*.

PRESENCE	LORE	AGILITY	PERCEPTION	STRENGTH
2	2	6	6	2

HEALTH	DEFENSE	MOVEMENT	ARMOR	COMBAT DICE
27	13	6	0	

+1 MAGIC DMG +1 PHYSICAL DMG +2 MAGIC DMG

CONVICTION: CASTING:

Suri

A FRIEND MADE MANIFEST

COMMAND

PASSIVE

HOSTILE AURA
When *Suri* is dealt Damage from an Attack, the Attacker is dealt that much **MAGIC DMG**.

ARKALLA'S GIFT
Suri has **RESISTANCE : MAGIC DMG**.

FLEETING SAVAGENESS
If an opponent dealt Damage to another ally since the end of *Suri's* last turn, Damage dealt to that opponent by *Suri* is Irreducible.

2 **OTHERWORLDY EDGE** ATK

2 **UNFAMILIAR FEELINGS**
Make **3 ATKS** against an opponent that dealt Damage to another ally since the end of *Suri's* last turn.

5 **UN-EXIST**
Cast a **SPELL 6** against an adjacent opponent. If the target has **25 HP** or lower, they are Defeated.

+3 PHYSICAL DMG **FU:** Gain **+1 SP**.

CONVICTION: **CASTING:**

PRESENCE	LORE	AGILITY	PERCEPTION	STRENGTH
4	4	4	4	2

HEALTH	DEFENSE	MOVEMENT	ARMOR	COMBAT DICE
30	15	6	0	

Alana

CORRUPTED NYMPH

INTELLIGENT
BOSS

PASSIVE

SYMBIOTIC RELATIONSHIP
Alana and *Casithus* have **HULKING, COLOSSAL,** and **IMMUNITY: CONDEMN.** *Alana* and *Casithus* use the *Burrowed* token to represent when they are Burrowed.

While **not** Burrowed, the first time each turn *Alana* can, she will **COUNTER** with a **6 ATK. FU: PUSH X,** where **X** is equal to the Damage dealt and Inflict *Poison* and *Disease*. **FORCE 12.**

HEMLOCK & SEIR
Alana has an **SOI** of **6**.

GLOOMY DOMAIN
Opponents may not reduce the **SP** cost of Abilities. If an Ability would make another non-Standard Ability free, it may not be used.

Is Alana Burrowed?
Move a **PURPLE** of spaces towards the most opponents, moving underneath as many opponents as possible.
CONTINUE DOWN

Is Alana Burrowed and underneath an opponent?
Cast a **SPELL 6** against all figures on the *Burrowed* token. Deal a **PURPLE** of **MAGIC DMG** and Inflict *Darkness*.

Is there an opponent within SOI and Alana is not Burrowed?
Cast a **SPELL 6**, against all opponents within **SOI**.
Deal a **RED** of **MAGIC DMG**.

2 **+3 MAGIC DMG** **+2 MAGIC DMG**

CONVICTION: **CASTING:**

HEALTH	DEFENSE	MOVEMENT	ARMOR	COMBAT DICE
100	14	*	0	

Casithus

DOMINATED WURM

INTELLIGENT
BOSS

PASSIVE

Wurm Traits

While **not** Burrowed *Alana* and *Casithus* have **CRUSH**. While Burrowed, *Alana* and *Casithus* ignore all figures and non-obstructing terrain during movement. Also while Burrowed, *Alana* and *Casithus* have **RESISTANCE : DAMAGE** and cannot be Flanked, but may not make Break Attacks.

Confusing Pheromones

While **not** Burrowed, opponents within *Casithus'* **SOI** must pass a **PRESENCE 12** check to willingly leave its **SOI**.

- **Is Casithus Burrowed?**
  Move a **PURPLE** of spaces, moving to be underneath as many opponents as possible. **CONTINUE DOWN**
- **Is Casithus Burrowed and underneath an opponent?**
  Move each figure on the *Burrowed* token into the nearest unoccupied space. **THEN:** Replace the *Burrowed* token with *Casithus'* figure and make a separate **ATK** against each opponent currently within **REACH 2.** These Attacks have **FU: PUSH X,** where **X** is equal to the Damage dealt, **FORCE 14.**
- **Is Casithus not Burrowed?**
  MOVE to be at up to **REACH 2** from as many opponents as possible. **THEN:** Make a separate **ATK** against each opponent within **REACH 2.** These Attacks have **FU:** Inflict *Wilt*, **FORCE 14.** **CONTINUE DOWN**
- **Otherwise:**
  Replace *Casithus'* figure with the *Burrowed* token.

2 FU: HEAL 1 | +1 PHYSICAL DMG | +3 PHYSICAL DMG

CONVICTION: | CASTING: -

HEALTH	DEFENSE	MOVEMENT	ARMOR
200	13	4	0

COMBAT DICE

Zafir

CHAMPION OF THE ANOINTED

COMMAND

PASSIVE

Resolute Mend

Zafir starts each Encounter with **2** *Heal* tokens. When an opponent within *Zafir's* **SOI** is Defeated, he Gains a *Heal Ability* token.

0 **Zealot Drive** EXHAUST
When *Zafir* misses an Attack or fails a Conviction Check, he may re-roll all dice rolled.

0 **From the Grave** PER ENCOUNTER
Place a Defeated ally within **SOI**, then they **HEAL** equal to half their Maximum **HP**.

2 **Blade of Babylon** ATK EXHAUST EMPOWER
When determining the Damage of this Attack, add a **PURPLE** of **PHYSICAL DMG.** While this Ability is Exhausted, you may not Attack, Counter, or Dodge.

1 **Mage Breaker** EXHAUST
When determining Damage, roll the target's Casting die and add the result as **PHYSICAL DMG**.

+1 PHYSICAL DMG | +3 PHYSICAL DMG

CONVICTION: | CASTING: -

PRESENCE	LORE	AGILITY	PERCEPTION	STRENGTH
4	6	3	3	2

HEALTH	DEFENSE	MOVEMENT	ARMOR
24	14	6	2

COMBAT DICE

Brea

ANOINTED MAGE

COMMAND

PASSIVE

HEMLOCK AND SEIR
Brea has an **SOI** of **6**.

AURA OF CYNICISM
When an opponent within *Brea's* **SOI** fails a Conviction Check by **3** or more, Inflict *Darkness* and *Condemn*.

NIMBLE
The first time each turn *Brea* is Attacked, **DODGE** with **+1**.

0 **LIKE THE SHADOWS** EXHAUST
Move up to **2** spaces. This movement does not provoke Break Attacks.

1 **THE TOWER REVERSED** EXHAUST
Cast a **SPELL 6.** Deal **3 MAGIC DMG** for each *Effect* the target has.Then, Inflict *Darkness, Disease,* and *Paralyze*.

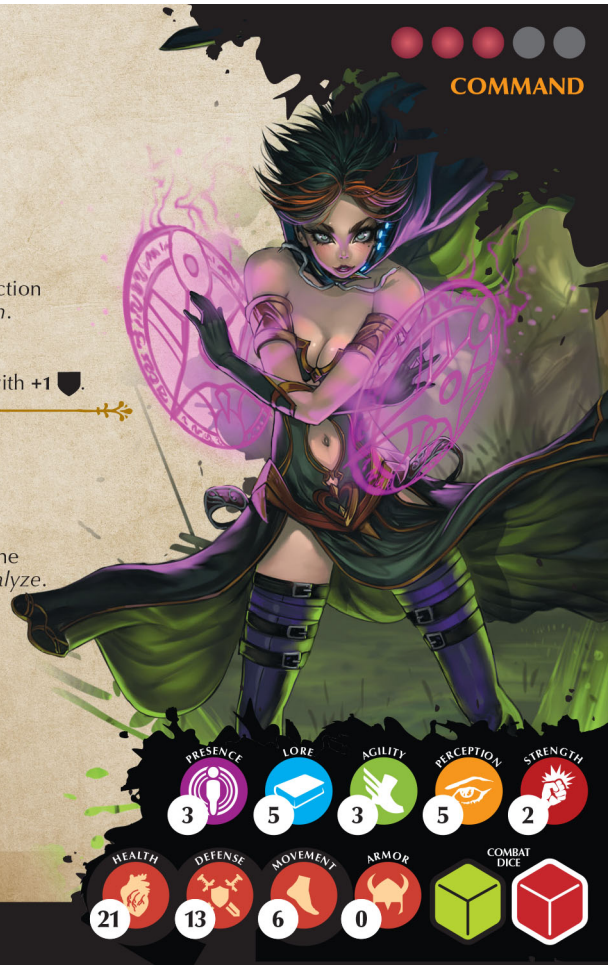
2 **DARK SIPHON** 4 ATK

2 **RUINATION**
Cast a **SPELL 6** against up to **2** different opponents within **SOI.** Deal a **GREEN** of **MAGIC DMG**.

4 **PULSATING BLAST**
Make **2** **4 ATKS.** These Attacks have **FU: PUSH 4, FORCE 13.**

+3 MAGIC DMG FU: HEAL 3

CONVICTION: CASTING:



PRESENCE	LORE	AGILITY	PERCEPTION	STRENGTH
3	5	3	5	2

HEALTH	DEFENSE	MOVEMENT	ARMOR	COMBAT DICE
21	13	6	0	

Ezra

ANOINTED ROGUE

COMMAND

PASSIVE

KAIHI JUTSU
Ezra does not provoke Break Attacks when moving and movement point cost is not increased by terrain and allies. *Ezra* has **BACKSTAB** and he ignores Armor while Flanking.

CLEANSING BLADE
During the Follow Up step of each of his Attacks, *Ezra* may spend to remove a Negative Effect from an ally anywhere on the board.

0 **SHADOW CURIASS** PER ENCOUNTER
When you are dealt Damage from an Attack, ignore all **PHYSICAL DMG** dealt to you. Then, **COUNTER**.

0 **FALSE IDOL** EXHAUST
Make a **ATK**.

0 **ACID SPLASH** EXHAUST
FU: Deal a **PURPLE** of **PHYSICAL DMG** to Ezra's target and all opponents adjacent to the target.

1 **HIDDEN KNIVES** EXHAUST
THROW : PURPLE.

1 **QUICK BLOW**
During the follow up step of an Attack, other than an Attack made with Quick Blow, make a **ATK**.

2 **TWIN DAGGERS** ATK

+1 PHYSICAL DMG +3 PHYSICAL DMG

CONVICTION: CASTING: -

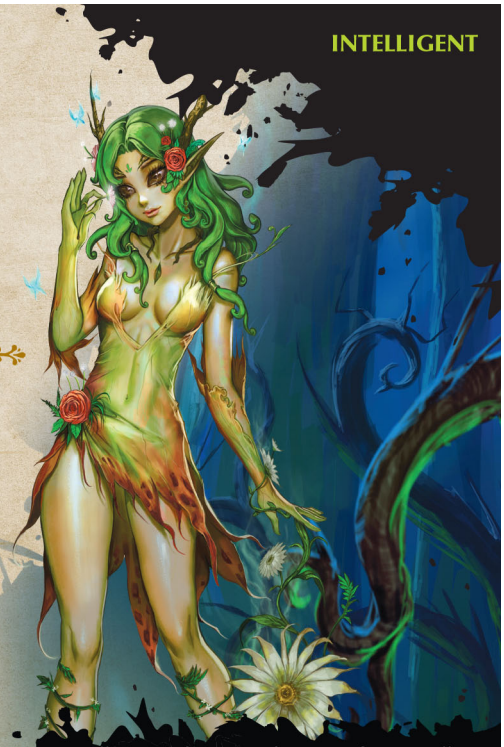
PRESENCE	LORE	AGILITY	PERCEPTION	STRENGTH
3	2	6	4	3

HEALTH	DEFENSE	MOVEMENT	ARMOR	COMBAT DICE
18	13	6	2	

Ursy

LONELY SURVIVOR

INTELLIGENT



PASSIVE

WOODEN AEGIS
The first time each turn *Ursy* is Attacked, she Gains **+3** during that Attack.

EAGER RESCUER
Ursy Gains **+2** for each *Objective* token on her card.

- **Is the Blue Objective token on the board?**
  MOVE towards the *Blue Objective* token. **THEN:** If *Ursy* is adjacent to this token, add this token to her card.
- **Is the Red Objective token on the board?**
  MOVE towards the *Red Objective* token. **THEN:** If *Ursy* is adjacent to this token, add this token to her card.
- **Is the Green Objective token on the board?**
  MOVE towards the *Green Objective* token. **THEN:** If *Ursy* is adjacent to this token, add this token to her card.
- **Is the Orange Objective token on the board?**
  MOVE towards the *Orange Objective* token. **THEN:** If *Ursy* is adjacent to this token, add this token to her card.
- **Is the Purple Objective token on the board?**
  MOVE towards the *Purple Objective* token. **THEN:** If *Ursy* is adjacent to this token, add this token to her card.
- **Otherwise:**
  MOVE towards the *Blue Exit*, ending on it if possible.

PRESENCE	LORE	AGILITY	PERCEPTION	STRENGTH
3	1	6	6	2

HEALTH	DEFENSE	MOVEMENT	ARMOR	COMBAT DICE
18	13	6	0	

CONVICTION: CASTING: -

Echo

COSMIC MARIONETTE

INTELLIGENT
BOSS

PASSIVE

OTHERWORLDLY INTUITION
The first time each turn that *Echo* is Attacked, **DODGE**. If the Attack misses, immediately end the current Action and Ability.
THEN: *Echo* moves up to **6** spaces towards the farthest opponent within movement range. This movement does not provoke Break Attacks.
THEN: She makes a **ATK** against an adjacent opponent.

- **Is there an opponent adjacent?**
  Make a **ATK. FU:** Deal a **PURPLE** of **MAGIC DMG** and Inflict *Wilt, Darkness,* and *Disease*, **FORCE 13.**
  CONTINUE DOWN
- **Are there at least 2 opponents within SOI, Echo has at least 15 Damage and this Ability has not been used?**
  Cast a **SPELL 6** against all opponents within **SOI.** Deal a **PURPLE** of **MAGIC DMG** and *Echo* **HEALS** equal to the Damage dealt.
- **Can Echo Move?**
  MOVE towards the nearest opponent.
  THEN: Make a **ATK. FU:** Inflict *Condemn*, **FORCE 13.**
  CONTINUE DOWN
- **Is their an opponent within SOI?**
  Cast a **SPELL 6** against all opponents within **SOI.**
  Inflict *Darkness.*

+2 PHYSICAL DMG **FU: HEAL 3**

HEALTH	DEFENSE	MOVEMENT	ARMOR	COMBAT DICE
100	13	6	2	

CONVICTION: CASTING:

Soul Stitcher

ASTRAL SURGEON

INTELLIGENT
BOSS

PASSIVE

Arcane
When making an Attack against the *Soul Stitcher* ⛊, ■, and ✶ rolled during the Attack roll are considered non-existent.

All Stitched Up
The *Soul Stitcher* has **IMMUNITY : POISON, PARALYZE,** and **CONDEMN.** Each time the *Soul Stitcher* can, it will **COUNTER** with a **6 ATK**. While the *Soul Stitcher* is on the board, *Echo* has **IMMUNITY : EFFECTS**.

- **Is there is no opponent on the Soul Stitchers Initiatve Card?**
  Cast a **SPELL 6** against the farthest opponent on the board. Move the figure onto the *Soul Stitcher's* Initiative Card. **CONTINUE DOWN**
- **Is there an opponent within SOI?**
  Cast a **SPELL 6** against all opponents within **SOI**. Deal a separate **GREEN** of **MAGIC DMG. CONTINUE DOWN**
- **Is there an opponent adjacent to Echo?**
  WARP an opponent who is adjacent to *Echo* to the farthest space from *Echo*.
  THEN: WARP the *Soul Stitcher* adjacent to the same opponent. **CONTINUE DOWN**
- **Is there an opponent adjacent?**
  Make **2 ATKS** against a single opponent.

■ **+1 MAGIC DMG** ✶ **+3 MAGIC DMG**

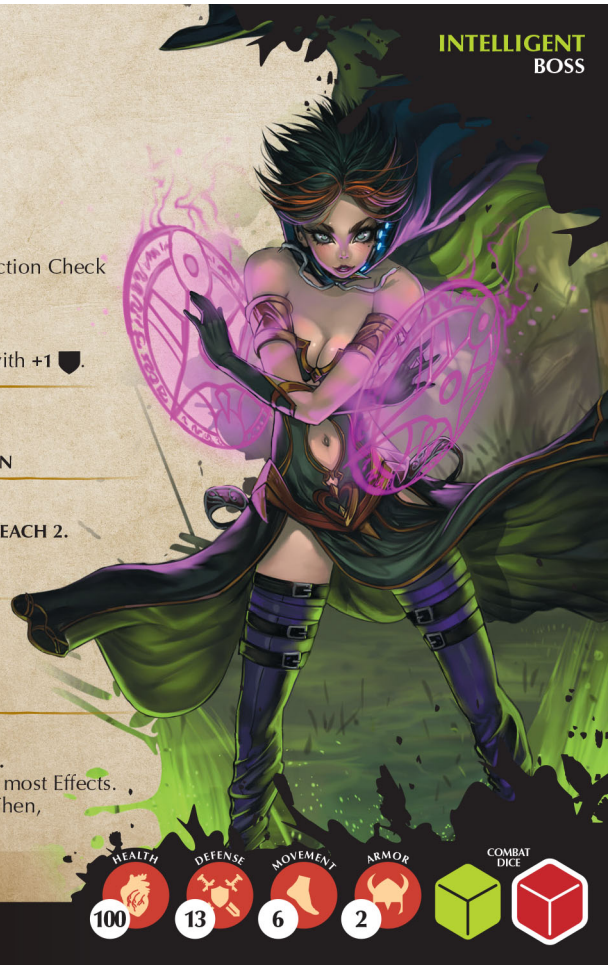
CONVICTION: **CASTING:**

HEALTH	DEFENSE	MOVEMENT	ARMOR	COMBAT DICE
50	13	0	0	

Brea

ANOINTED MAGE

INTELLIGENT
BOSS



PASSIVE

Hemlock and Seir
Brea has an **SOI** of **6**.

Aura of Cynicism
When an opponent within *Brea's* **SOI** fails a Conviction Check by **3** or more, Inflict *Darkness* and *Condemn*.

Nimble
The first time each turn *Brea* is Attacked, **DODGE** with **+1** ⛊.

- **Is there an opponent within SOI?**
  Cast a **SPELL 6** against two different opponents.
  Deal a **GREEN** of **MAGIC DMG. CONTINUE DOWN**
- **Is there an opponent within Reach 2?**
  Make **2 ATKS** against a single opponent within **REACH 2.**
  THEN: MOVE to the farthest space from the target.
  This movement does not provoke Break Attacks.
- **Is there an opponent within Range 4?**
  Make **2 4 ATKS**. These Attacks have **FU: PUSH 4, FORCE 13.** If this would move the target out of Range **4, CONTINUE DOWN.**
- **Otherwise:**
  The ally within **SOI** with the most Damage **HEALS 3.**
  THEN: Cast a **SPELL 6** against the opponent with the most Effects. Deal **3 MAGIC DMG** for each *Effect* the target has. Then, Inflict *Darkness, Disease,* and *Paralyze*.

■⛊ **+3 MAGIC DMG** ✶ **FU: HEAL 3**

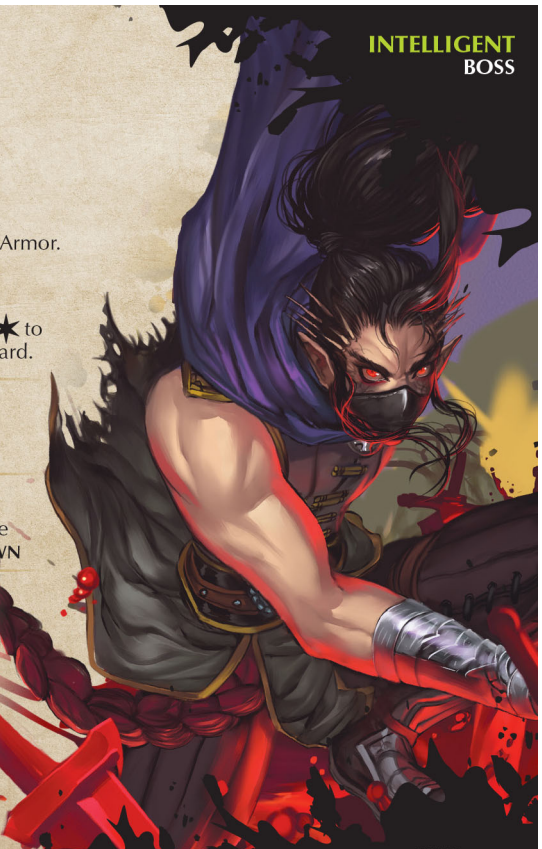
CONVICTION: **CASTING:**

HEALTH	DEFENSE	MOVEMENT	ARMOR	COMBAT DICE
100	13	6	2	

Ezra

ANOINTED ROGUE

INTELLIGENT
BOSS



PASSIVE

Kaihi Jutsu

Ezra does not provoke Break Attacks when moving and movement point cost is not increased by terrain and allies. *Ezra* has **BACKSTAB**. While Flanking, he ignores the targets Armor. Each time *Ezra* is Attacked, **DODGE** with **+1** ⛊.

Cleansing Dagger

During the follow up step of each Attack, *Ezra* will spend ✶ to remove a Negative Effect from an ally anywhere on the board.

Is there an opponent adjacent?
Each adjacent opponent is Inflict by *Poison*, **FORCE 13.**
CONTINUE DOWN

Can Ezra Move and Flank an opponent?
MOVE to Flank the nearest flankable opponent. **THEN:** Make up to **3** 🗡 **ATKS** against the Flanked target. **CONTINUE DOWN**

Is there an opponent within Range 4?
THROW : PURPLE against the opponent with the lowest Armor Value within range.

Can Ezra Move adjacent to an opponent?
MOVE adjacent to an opponent. **THEN:** Make **3** 🗡 **ATKS** against a single opponent. **CONTINUE DOWN**

Is there an opponent within Range 4?
THROW : PURPLE against the opponent with the lowest Armor Value within range.

⛊ **+1 PHYSICAL DMG** ✶ **+3 PHYSICAL DMG**

CONVICTION: **CASTING: -**

HEALTH	DEFENSE	MOVEMENT	ARMOR	COMBAT DICE
100	13	8	3	

Zafir

CRAZED ZEALOT

INTELLIGENT
BOSS

PASSIVE

Inspiring Presence

The first time each turn *Zafir* hits an opponent with an Attack, an ally within **SOI** Gains *Courage*. If this ally has *Courage*, they Gain *Barrier* instead.

Zealot Drive

The first time each turn *Zafir* misses an Attack or fails a Conviction Check, he re-rolls all dice rolled. All Attacks made by allies within *Zafir's* **SOI** add the target's Casting die when determining Damage.

Is there an ally with Damage within SOI?
The ally with the most Damage in **SOI HEALS 6. CONTINUE DOWN**

Is there a Defeated ally and this Ability has not been used this Encounter?
Zafir places the Defeated ally's figure adjacent to himself, then that ally **HEALS** equal to half their Maximum **HP. CONTINUE DOWN**

Is there an opponent adjacent?
Zafir makes an 🗡 **ATK** against an opponent. When determining the Damage of this Attack, add a **PURPLE** of **PHYSICAL DMG.** **THEN: MOVE** to put as many Damaged allies as possible within **SOI.**

Otherwise:
MOVE to put as many Damaged allies as possible within **SOI.** If there are no Damaged allies, **MOVE** to put as many opponents as possible within **SOI. THEN:** Cast a **SPELL 6** against all opponents within **SOI.** Deal **5 MAGIC DMG** and Inflict *Wilt*.

⛊ **+1 PHYSICAL DMG** ✶ **+3 PHYSICAL DMG**

CONVICTION: **CASTING:**

HEALTH	DEFENSE	MOVEMENT	ARMOR	COMBAT DICE
100	14	6	4	

Obscene Rescindo

INTELLIGENT
BOSS

COFFIN-BOUND SOUL

PASSIVE

Smouldering Soul

The *Obscene Rescindo* has **CRUSH** and **IMMUNITY : POISON** and **CONDEMN.** When determining the Force of a Spell, add **+1 TO THE ATK ROLL**. When the *Obscene Rescindo* deals Damage, it **HEALS** equal to the Damage dealt.

Maddening Gaze

When an opponent starts their turn adjacent or not within **SOI** of the *Obscene Rescindo*, the *Obscene Rescindo* casts a **SPELL 6** against that opponent. Inflict *Condemn*. Opponents Flanking the *Obscene Rescindo* cannot be targeted by this Spell. Opponents that fail the Conviction Check associated with this Spell by **4** or more are not inflicted with *Condemn*, but instead must spend **1 SP** to **MOVE** towards the *Obscene Rescindo*. This counts as their Move Action for the turn. If they do not have **1 SP** to spend they still Move, but recover **1** less **SP** during their Refresh Phase.

Is there an opponent adjacent?
Cast a **SPELL 6** against an adjacent opponent. Deal **12 MAGIC DMG**. Any opponents who fail the Conviction Check associated with this Spell by **7** or more are Defeated instead. Any opponents who are Flanking the *Obscene Rescindo* cannot be targeted by this Spell. **CONTINUE DOWN**

Otherwise:
MOVE towards the farthest opponent. **THEN:** Make a separate **4 ATK** against each opponent within range.

+1 MAGIC DMG | +1 PHYSICAL DMG | +3 MAGIC DMG

CONVICTION: | CASTING:

HEALTH	DEFENSE	MOVEMENT	ARMOR	COMBAT DICE
200	14	4	3	

Ancient Pixies

1 | 2

INTELLIGENT
BOSS

FAE GUARDIANS

PASSIVE

Blink

Each time an Attack misses or Spell fails to affect an *Ancient Pixie*, immediately end the current Action and Ability. **THEN:** Roll a **PURPLE** and place the *Ancient Pixie* on the *Objective* token corresponding to the number rolled: **1 = BLUE, 2 = RED, 3 = GREEN, 5 = YELLOW, 6 = ORANGE, 7 = PURPLE** If there is another figure in the space with the token, re-roll.

Is there an opponent adjacent?
Make **2 ATKS** against the opponent with the most Damage.
CONTINUE DOWN

Is there an unoccupied space with an Objective Token?
Roll a **PURPLE** and place the *Ancient Pixie* on the *Objective* token corresponding to the number rolled: **1 = BLUE, 2 = RED, 3 = GREEN, 5 = YELLOW, 6 = ORANGE, 7 = PURPLE**. If there is another figure in the space with the token, re-roll.
CONTINUE DOWN

Is the Obscene Rescindo on the board?
Move the *Obscene Rescindo* **7** spaces towards this *Ancient Pixie*. The *Obscene Rescindo* has **CRUSH** during this movement. **CONTINUE DOWN**

Is there an opponent within Range 7?
Make a separate **7 ATK** against up to **2** different opponents.

+1 PHYSICAL DMG | +2 MAGIC DMG

CONVICTION: | CASTING: -

HEALTH	DEFENSE	MOVEMENT	ARMOR	COMBAT DICE
80	16	6	0	

Daedalus

HELL-FORGED BUTCHER

INTELLIGENT
BOSS

PASSIVE

Hulking Putrescence

Daedalus has **HULKING, COLOSSAL, RELENTLESS, UNSTOPPABLE**, and **IMMUNITY : CONDEMN.**

When an opponent ends their turn within *Daedalus's* **SOI,** they are Dealt **2 MAGIC DMG**. If the opponent is adjacent, Deal **4 MAGIC DMG** instead. **FORCE 13.**

Is there a non-adjacent opponent within Range 8?
Make a **8 ATK** against the farthest opponent, prioritizing opponents that are not **HEAVY. FU: PULL 8, FORCE 13.**
CONTINUE DOWN

Is there an opponent adjacent?
Make a **ATK.** When determining Damage, add a **PURPLE** of **PHYSICAL DMG**. This Attack has **FU: PUSH X,** where **X** is equal to the amount of Damage dealt by this Attack, **FORCE 13.**
THEN: MOVE towards the farthest opponent.
CONTINUE DOWN

Otherwise:
MOVE towards the farthest opponent. **THEN:** Make a separate **ATK** against each figure currently within **REACH 2**. These Attacks have **FU: PUSH X,** where **X** is equal to the amount of Damage dealt by this Attack, **FORCE 13.**

+2 PHYSICAL DMG | 2 FU: HEAL 1 | FU: Inflict *Paralyze*, FORCE 11

CONVICTION: | CASTING: -

HEALTH	DEFENSE	MOVEMENT	ARMOR
300	14	4	4

COMBAT DICE

Shadow Lord

SORROW-FED FIEND

INTELLIGENT
BOSS

PASSIVE

Aura of Sorrow

The *Shadow Lord* has **HULKING, COLOSSAL, CRUSH, UNSTOPPABLE, IMMUNITY : EFFECTS**, and **PROTECTION**. The *Shadow Lord* only uses Line of Sight when determining the target of a Spell. When an opponent ends their turn adjacent to the *Shadow Lord,* Inflict *Wilt*.

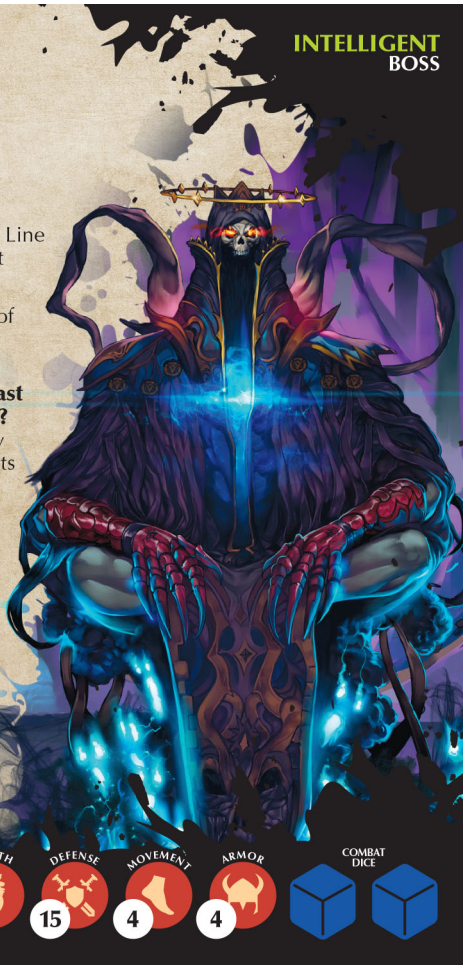
When an opponent ends their turn within the *Shadow Lord's* Line of Sight, they are Inflicted with *Disease*, **FORCE 15.**

Is there an opponent within Line of Sight, this figure has at least 90 Damage, and this Ability has not been used this Encounter?
SWAP places with an opponent within Line of Sight so that as many opponents as possible are within Line Of Sight. **THEN:** All opponents within Line of Sight are dealt a **BLUE** of **MAGIC DMG** and the *Shadow Lord* **HEALS** equal to the Damage dealt. **CONTINUE DOWN**

Is there an opponent adjacent?
Make **4 ATKS** against a single opponent. **CONTINUE DOWN**

Is there an opponent within Line of Sight?
SWAP places with the farthest opponent within Line of Sight. **THEN:** Cast a **SPELL 6,** against all opponents within Line of Sight. Inflict *Wilt*. If a target already has *Wilt*, Inflict *Condemn* instead. **THEN**: Cast a **SPELL 6** against all opponents within Line of Sight. Deal **3 MAGIC DMG** plus the difference rolled on a failed Conviction Check.

Otherwise:
MOVE towards the nearest opponent.



+3 PHYSICAL DMG | +2 MAGIC DMG

CONVICTION: | CASTING:

HEALTH	DEFENSE	MOVEMENT	ARMOR
300	15	4	4

COMBAT DICE

ADVENTURER

Padric Brown

ARTIFICER ✤ PASSIVE

Padric always has the right tool.

When *Padric* uses a Consumable's ✘ **DISCARD** Ability, make a **Lore 10** check. If he succeeds, instead of discarding the Consumable, move it to the Party Stash.

CONVICTION:

CASTING:

PRESENCE	LORE	AGILITY	PERCEPTION	STRENGTH
2	3	2	5	6

HEALTH	DEFENSE	MOVEMENT
12	9	6

ADVENTURER

Justice Bouchard

2 **TEMPORAL CAVITATION** PER ENCOUNTER

Justice was chosen by the Grimoire of Theodotion.

All other figures within *Justice's* **SOI** are dealt her Casting die worth of **MAGIC DMG.** Roll separately for each figure affected by this Ability.

CONVICTION:

CASTING:

PRESENCE	LORE	AGILITY	PERCEPTION	STRENGTH
2	6	3	6	1

HEALTH	DEFENSE	MOVEMENT
12	9	6

ADVENTURER

Damocles Hyde

UNIMAGINABLE TRAGEDY ✤ PASSIVE

Protecting the people he loves drives Damocles to fierce action.

Damocles has a base maximum Stamina of **6** and **IMMUNITY : HASTE.**

CONVICTION:

CASTING:

PRESENCE	LORE	AGILITY	PERCEPTION	STRENGTH	HEALTH	DEFENSE	MOVEMENT
6	3	3	2	4	12	9	6

ADVENTURER

Echo Rehn

CRACKED ⬇ EXHAUST

Echo is wild and has no regard for either her own safety or the safety of those around her.

Echo may deal herself **3** Irreducible Damage to Gain **+1 SP.**

CONVICTION:

CASTING:

PRESENCE	LORE	AGILITY	PERCEPTION	STRENGTH	HEALTH	DEFENSE	MOVEMENT
3	6	3	3	5	12	9	6

ADVENTURER

Zafir Al'Kashif

Divine Providence EXHAUST

Zafir is guided by a higher purpose.

When *Zafir* is dealt **3** or more Damage by an opponent, an ally within **SOI** may Gain an *Intervention* token. Adventurers may not exceed **1** *Intervention* token each.

Conviction:

Casting: