

FACE THE HORRORS

FIRE FROM THE ASHES

3J

X

X is the threat level of the player with the highest threat level.
Forced: After 10 or more progress is placed here during the quest phase as the result of questing successfully, reveal 1 encounter card per player.
Response: Whenever you defeat an enemy, put Y progress on this stage, where Y is that enemy's printed .
 If the players defeat this stage, they win the game.
 The players may return to stage 2 at the end of the planning phase.

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ROYAL WRAITH

Undead. Spirit. Shadow.
 Dwimmer. Immune to player card effects.
Forced: After a *Sorcery* treachery is revealed from the encounter deck, Royal Wraith heals 5 damage and makes an immediate attack against each player in turn order.
Forced: When Royal Wraith engages a player, that player discards cards from the top of the encounter deck until they discard a *Sorcery* and then triggers that card's 'when revealed' effect.

ENEMY

VICTORY 3

Illus. Alex Boca

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CRUEL SPECTRE

Undead. Spirit.
 Dwimmer. Immune to player card effects.
 While you are engaged with Cruel Spectre, you cannot attack enemies not named Cruel Spectre.

Shadow: Discard a card from your hand.

ENEMY

Illus. Anthony Devine

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CURSED SHADE

Undead. Spirit. Hazard.
 Doomed 1. Surge.
 Dwimmer. Immune to player card effects.
 The engaged player cannot reduce their threat.

Shadow: Raise your threat by 2.

ENEMY

Illus. Guillaume Ducos

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ENEMY

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ENEMY

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DWIMMERLAIK

Undead. Spirit. Shadow.
 Dwimmer. Immune to player card effects.
Forced: After this enemy attacks and destroys an ally, that ally loses the ally card type, gains the enemy card type with equal to its and 0 engagement cost, and engages its owner. Treat its text box as if it were blank.

Shadow: The attacking enemy gains this card's "forced" effect.

ENEMY

VICTORY 1

Illus. Anthony Devine

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ENEMY

VICTORY 1

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MAUSOLEUM SENTRY

Orc.
Forced: After the players travel to a location, deal 2 damage to an exhausted hero (if any).

Shadow: Either discard a random card from your hand, or exhaust a character you control.

ENEMY

Illus. Monzire

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