

STRANGE WORDS AND NEW DEVILS

FIRE FROM THE ASHES

3P

X

X is the number of characters in play.

Forced: After a location is explored, discard the top card of the encounter deck. If that card is an enemy, add it to the staging area.

Forced: After an enemy is defeated, discard the top card of the encounter deck. If that card is a location, add it to the staging area.

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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40

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18

FIRE-DRAKE

Dragon. Flame.

Immune to player card effects.

When Revealed: Shuffle the encounter discard pile into the encounter deck, then discard cards from the top of the encounter deck until you discard 2 objectives with the guarded keyword and attach them to Fire-drake as guarded objectives.

Forced: When Fire-drake makes an attack, the defending player assigns 5 damage among characters they control.

ENEMY

VICTORY 7

Ilus. Sergey Chushev

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32

2

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3

4

DEEP-DWELLER

Creature. Spider. Hazard.

Forced: After Deep-dweller damages a character, that character cannot ready until the end of the round.

Forced: After Deep-dweller takes any amount of damage (and survives), return it to the staging area.

ENEMY

VICTORY 7

Ilus. Guillaume Ducos

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ENEMY

VICTORY 7

Ilus. Guillaume Ducos

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DUNGEON OVERSEER

Orc.

Forced: After a **Hazard** is revealed from the encounter deck, Dungeon Overseer makes an immediate attack against the first player.

Shadow: Attacking enemy makes an additional attack against you after this one.

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VICTORY 7

Ilus. Monzere

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GOBLIN SPEARMAN

Orc. Goblin.

Goblin Spearman gets +2 if its attack is undefended.

Shadow: Add Goblin Spearman to the staging area.

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VICTORY 7

Ilus. Salvador Trakal

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16

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Orc. Goblin.

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Shadow: Add Goblin Spearman to the staging area.

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VICTORY 7

Ilus. Salvador Trakal

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36

3

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9

GREAT CAVE-TROLL

Troll. Hazard.

Cannot have player card attachments.

Forced: After Great Cave-troll attacks and destroys a character, assign X damage among characters the defending player controls, where X is equal to the excess damage.

ENEMY

VICTORY 2

Ilus. Nicholas Gregory

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36

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ENEMY

VICTORY 2

Ilus. Nicholas Gregory

NOT FOR SALE

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