

Anger of the Dead

Attack ✂ 2
Range ⚔ 2

Remove any number of Shadows within Range ⚔ 2 of yourself. For each Shadow removed add +2 Attack ✂, +1 Range ⚔, and gain 1.

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WOUND

Target all enemies occupying a hex with a Shadow.

Any enemy who moves into a hex with a Shadow this round gains WOUND.

Call to the Abyss

Each time you kill an enemy, you may place one Shadow token in the hex the enemy occupied.

2

8

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Place one Shadow token in a hex within Range ⚔ 2.

There are a few **special rules** to take note of when playing the Deathwalker, who can generate Shadow tokens on the board.

The Deathwalker can have a maximum of five Shadow tokens on the boards, with a maximum of one in any given hex. If the Deathwalker were to place a sixth token, she may remove one of her other Shadow tokens to do so. If the Deathwalker were to place a Shadow token in a hex that already has a token, she places nothing instead. When moving a Shadow token, they cannot move into or through walls, but otherwise can enter other type of hex without hindrance. A Shadow token may share a hex with any other overlay tile or figure, and a hex with only a Shadow token in it is still considered empty. Shadows never turn hexes into negative hexes for the purposes of monster movement.

If a Shadow token is removed during any part of an action, then any subsequent attacks, moves, or other abilities must be performed as if the Shadow token were not there. Figures in the same hex as a Shadow token are not valid targets when performing an attack as if you were occupying the hex with the Shadow token.

Restless Souls

All allies and enemies adjacent to or occupying a hex with a Shadow suffer 1 damage.

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Move all Shadow tokens up to 2 hexes.

Fluid Night

Attack ✂ 4

Perform the Attack ✂ as if you were occupying a hex with a Shadow, then remove the Shadow.

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The next time you suffer damage this round, you may Teleport to a hex with a Shadow, remove the Shadow, gain 1, and suffer no damage instead.

Sunless Apparition

Summon Shadow Beast

✂ : 1	⚔ : 3
✂ : 2	⚔ : -

This summon must be placed in a hex with a Shadow, then remove the Shadow.

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Teleport to a hex with a Shadow.
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You may remove the Shadow in your hex to perform Loot 1 and gain 1.



Deathwalker



Deathwalker



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Deathwalker



Deathwalker







Deathwalker



Deathwalker



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Deathwalker

Rest in the Shade

Heal 2
Affect self and all allies occupying hexes with Shadows

Attack 2

Move all Shadow tokens up to 5 hexes.

Forceful Spirits

Attack 2
Range 2
Target 2
PUSH 1
: +1 Attack

Teleport to a hex with a Shadow or adjacent to a Shadow.

Wave of Anguish

For each Shadow on the map at the start of this action, perform

Attack 3
Perform the Attack as if you were occupying the hex with the Shadow.

Move 2
.....
Move all Shadow tokens up to 1 hex.

Dead Bolt

Attack 3
Range 4
: CURSE

Move all Shadow tokens up to 3 hexes.

Deepening Despair

Attack 5
Target an enemy at any Range adjacent to at least two Shadows.

For the remainder of the round, you and all allies may treat any hex with a Shadow as being adjacent to any other hex with a Shadow for the purpose of movement.

Move 3
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Dark Fog

Attack 2
CURSE
Range 3

Move one Shadow token up to 4 hexes.
If the Shadow token ends this movement in the same hex as an enemy, remove the Shadow token, the enemy suffers 3 damage, and gain



Deathwalker



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Deathwalker

Pulled Across
4

BANE

Target one enemy adjacent to a Shadow
Remove the Shadow and gain

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Move
2

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INVISIBLE

Self

Fleeing Dusk
4

Attack
2

WOUND

Target all enemies adjacent to or occupying
the same hex as any Shadow

36

Place one Shadow token
in one adjacent hex.

Ritual Sacrifice
3

Attack
4

Add +1 Attack for each Shadow token
adjacent to or in the hex of the target.

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Remove any number of Shadow tokens.
For each one removed, gain

Shield

This Shield affects yourself and all allies
where X is the number of
Shadow tokens removed.

