

Gift of the Void

POISON 
Range ⚔ 3
.....
One adjacent ally may perform
Attack ⚔ 3
Range ⚔ 4
targeting the target of the POISON 
If they do, this ally suffers 2 damage.

89

Heal  2
Range ⚔ 3

153

Close to the Abyss

Heal  2
Range ⚔ 2
Target  2
All allies who remove POISON 
with this heal gain BLESS .

72

Force all enemies within
Range ⚔ 3 to perform
Move  1
with you controlling the actions.

152

Signs of the Void

One ally within Range ⚔ 3 may perform
Shield  1
.....
This same ally may perform
Move  2

 15

At the start of your next five turns,
perform a "CURSE , Range ⚔ 2" action.

151

Wicked Scratch

One ally within Range ⚔ 2 may perform
Attack ⚔ 3 

68

Loot  1
.....
STRENGTHEN 
Range ⚔ 3

156

Freeze the Soul

Attack ⚔ 3
POISON 
: +1 Attack ⚔ MUDDLE 

58

STUN 
Range ⚔ 3
.....
CURSE 
Self
: Ignore the CURSE  instead

155

Black Boon

Heal  5
Range ⚔ 3
POISON 

43

Move  2
.....
One ally within Range ⚔ 3 may perform
Move  2

154



Hoidwarden



Hoidwarden



Hoidwarden



Hoidwarden



Hoidwarden



Hoidwarden

Grasp of Doom

Attack ⚔ 2
 POISON
 WOUND
 CURSE
 STUN

Force the target to perform the action and you may controlling the action.

Move ♣ 3
 : +2 Move ♣

49

Force one enemy within Range 3 to perform the action of your choice. The acting enemy suffers damage equal to the damage suffered by the target.

Attack ⚔ 3
 Range 3

159

Lure of the Void

DISARM
 Range 3
 Force the target to perform the action and you may controlling the action.

Move ♣ 1
 : +2 Move ♣

67

One ally within Range 3 may perform the action of your choice. If they do, gain 2 damage.

Attack ⚔ 5
 : +2 Attack ⚔

158

Turn Out the Lights

Attack ⚔ 2
 Range 3
 : +1 Attack ⚔ CURSE

49

Force one enemy within Range 3 to perform the action of your choice. The acting enemy suffers damage equal to the damage suffered by the target.

Attack ⚔ 3
 Range 3

157

Resigned Frenzy

Force all enemies within Range 3 to perform the action of your choice adjacent to them.

Attack ⚔ 2

26

Move ♣ 4
 -1 Move ♣
 : Attack ⚔ 2

162

Suggestion

Force one enemy within Range 4 to perform the action of your choice adjacent to them.

Move ♣ 3
 : STUN the acting enemy

Attack ⚔ 3
 : +2 Attack ⚔

23

Move ♣ 3
 : CURSE
 Range 3

161

Master Influence

The first attack performed in each of your attack granting actions gains Advantage, and you may to add +1 Attack ⚔ to it. In addition, when you grant monsters attacks, they use your attack modifier deck.

2

83

BLESS
 Range 2
 : +1 Attack ⚔

POISON
 Range 2
 : -1 Attack ⚔

160



Hoidwarden



Hoidwarden



Hoidwarden



Hoidwarden



Hoidwarden



Hoidwarden

Give and Take

POISON  •
Target self or one ally within Range 2

BLESS  , STRENGTHEN  •
Target a different ally within Range 3

21
Move 4 •
Jump

CURSE  •
Target all enemies moved through during the movement

165

Gap Warmth

POISON  •
Range 3

The next three times after an ally attacks an enemy with POISON, that ally may perform a "Heal 1, Self" action.

59
Move 2 •
Heal 3

Target self and all allies within Range 2

164

Cold Embrace

CURSE  •
Range 3

Target 3 •
: +1 Range 3, +1 Target

71
Move 3 •
: Move 3

BLESS  •
Target all adjacent allies

163

Commanding Presence

At the start of your next five turns, one ally within Range 3 may perform an "Attack 2" action.

75
Move 4 •
CURSE Self

: Ignore the CURSE instead

One ally within Range 3 may perform

Move 3 •

168

Taunting Fate

Heal 6 •
Range 2

Shuffle one BLESS card into the monster attack modifier deck.

13
The next time you grant an attack this turn, add +1 Attack to the entire Attack action.

: Add +2 Attack instead

All attacks targeting you add +2 Attack this round. This card cannot be discarded before the end of the round.

167

Crushing Cold

One ally within Range 3 may perform

Attack 4

Target 2 •
: MUDDLE ?

86
Move 3 •
MUDDLE ?

Range 3

166



Hoidwarden



Hoidwarden



Hoidwarden



Hoidwarden



Hoidwarden



Hoidwarden

