

SUMMON - ZACHARETH

3

Exhaust this card after setup of each encounter to choose an open monster group. Replace 1 master and 1 minion monster in the chosen group with the Baron Zachareth agent.

If the Baron Zachareth agent is defeated, return this card to your Plot deck.

You cannot use this card in "The Shadow Rune" campaign.

SEEDS OF BETRAYAL 10/12

2

METICULOUS PLANNING

4

Exhaust this card after a hero draws (and chooses to keep) a Search card to force that hero to place that Search card on the bottom of the deck and draw a new one.

SEEDS OF BETRAYAL 9/12

1

TROUBLE ON THE ROAD

3

Exhaust this card after the Travel step of the Campaign phase. Each hero tests one attribute of your choice.

Each hero that tests  or  and fails is Stunned.

Each hero that tests  and fails is Diseased.

Each hero that tests  and fails is Poisoned.

SEEDS OF BETRAYAL 8/12

2

FALSE FRIENDS

3

Exhaust this card during setup of the first encounter. While this card is exhausted, reveal 2 fewer Shop Item cards during the next Shopping step of the Campaign phase.

This card does not refresh as normal. Refresh this card after the next Shopping step.

SEEDS OF BETRAYAL 7/12

2

ALWAYS PREPARED

2

Exhaust this card at the start of your turn and discard up to 2 Overlord cards from your hand. Then, draw Overlord cards equal to the number of discarded cards.

SEEDS OF BETRAYAL 6/12

1

RUSH OF POWER

2

Exhaust this card at the start of your turn. At the end of this turn, draw 2 Overlord cards.

SEEDS OF BETRAYAL 3/12

1

NEFARIOUS POWER

2

Exhaust this card when a hero performs an attribute test, after dice are rolled, to add 1  to his results.

SEEDS OF BETRAYAL 5/12

1

TWO-PRONGED GAMBIT

2

Exhaust this card during setup of the first encounter. Then, place a threat token from the supply beneath this card with either the threat or fortune side faceup. No hero player can know which side is faceup.

Reveal the token at the end of the quest. If the threat side is faceup and the overlord won, gain 3 threat. If the fortune side is faceup and the heroes won, gain 3 threat.

SEEDS OF BETRAYAL 4/12

1

SCRYING AND PLOTTING

1

Exhaust this card during quest setup. Instead of drawing your starting hand as normal, search your Overlord deck and choose a number of Overlord cards equal to the number of heroes. These cards are your starting hand.

Then, shuffle your Overlord deck.

SEEDS OF BETRAYAL 2/12

3

SOLE PURPOSE

Use this card when removing Overlord cards from your deck before a quest to remove additional Overlord cards, creating an Overlord deck with a minimum of 13 Overlord cards instead of 15.

SEEDS OF BETRAYAL 1/12

1

BARON ZACHARETH

↗ Direction

↘ Subdue

↖ Pierce 2

4	10	
4	13	
4	16	

BARON ZACHARETH

↗ Direction

↘ Subdue

↖ Pierce 2

↖ Shadow Bolt

4	16	
4	18	
4	20	