



Devouring maw



danger zone

Place this card face-down and reveal it when the base of a model touches it. A model trespassing the harrowing glyph suffers a 17 DAM roll with the rule magical attack and Penetrating. If the maw is target of a stroke of luck card reveal it and place in the same place a danger zone card from your fate deck with 2 or lesser. If you haven't it in your deck place a crumbling terrain.



4

Harrowing glyph



danger zone

Place this card face-down and reveal it when the base of a model touches it. A model trespassing the harrowing glyph suffers a 15 DAM roll with the rule magical attack.



2

Unspeakable horrors



danger zone

A non Wandering creature model who touches or is trespassing the well takes a -2 WILL test if failed the model immediately terminates its action and suffers -2 to DEF Until its next activation. Models with the fearless rule take the test without the -2 modifiers.



1

Hound of findalos



Wandering creature

Place one Hound of findalos.



Hound (quest)
Bite, AB, 7 DAM, 14
Magical attack
abilities:
Ethereal, Heroic resistance, terrifying, Will find you:
during the Wandering creature activation choose as target the model with the highest Will on the table, place the hound base to base with the target then it attacks with a charge attack (it takes the charge bonus only if the model has moved at least 3" from its original location).



Awakening

Wandering creature



Place 2 adjacent Awakened wandering creatures.



Awakened (quest)
claws and bite
AB: 5 DAM: 12
Skills:
undead.

Crumbling terrain

danger zone



Place this card face-down and reveal it when the base of a model touches it . Every model moving through or stopping in this zone must halve its movement or suffer 11 DAM roll.



1

Collapse

danger zone



Place this card face-down and reveal it when the base of a model touches it. Rugged terrain. The model who reveals the Collapse and every model trespassing it take a MOV test (roll 2 dice if the sum of the result are less than or equal to the MOV the test is a success) if the test is failed , the model falls down; place the model in the center of the collapse;it suffers a 13 DAM roll and it terminate immediately its action. A fallen model suffer a -4 to MOV in the next movement (it ignore the rugged terrain)



3

Lightning discharges

danger zone



Place this card face-down and reveal it when the base of a model touches it. A model trespassing the harrowing glyph suffers a 15 DAM roll with the rule magical attack.at the end of the jokes of fate phase the nearest model within 8" suffers a 15 DAM roll with the rule magical attack.



3



Healer
Guest

5
 12
 6
 12
 0

Blunt
 AB: 5 DAM: 11
 Abilities:
 Healing

3Co

Cultist
Guest Spellcaster

6
 12
 6
 12
 1

Slash
 AB: 5 DAM: 12
 Abilities:
 Spells:
 * God's Vessel
 CM: 2 RNG: *

Cultist errant creatures consider this model 1" more distant when selecting their target.

5Co

Cultist
Guest Spellcaster

6
 12
 6
 12
 1

Slash
 AB: 5 DAM: 12
 Abilities:
 Spells:
 * God's Vessel
 CM: 2 RNG: *

Cultist errant creatures consider this model 1" more distant when selecting their target.

5Co

Possessed Cultist
Guest

2+D6
 11
 8
 11
 0

grasp
 AB: 2+D6 DAM: 11+D6
 Poison, Reach.
 Abilities:
 Fearless
 Abomination
 Craving
 God's gift: roll each special characteristic at the beginning of the activation of the model. Keep the results for the rest of the turn.

1M



Blood ritualist
Hero Human Spellcaster



Wings: 6, Strength: 13, Will: 6, Magic: 13, Mana: 3

Ritual Dagger
AB: 6 DAM: 13
poison, magical attack.


Abilities:
Abomination
Intimidating
Incite the followers: every model with cultist rule within 3" gain +1AB and Will
Spells: (see the spell card)

Sacrifice: every time another living model dies within 2" this model recovers one wound and one MANA.

13C



Atticus the reanimator
Hero Human Spellcaster




Wings: 5, Strength: 13, Will: 7, Magic: 14, Mana: 4

Surgical blade
AB: 6 DAM: 12 deadly stroke

Abilities:
Lifeless
Regeneration
Abomination
Horrible improvements: all friendly models within 3" can use the regeneration rule.
Suturation: this model can perform healing maneuvers and can use them on undead model or itself.
Spells: (see the magic card)

14C



Magus of the Cult
Hero Human Spellcaster



Wings: 6, Strength: 13, Will: 6, Magic: 14, Mana: 6

Slash
AB: 6 DAM: 12

Abilities:
Intimidating
Cultist
Blasphemous power: the wandering creatures and the Possessed cultists within 4" gain +1AB.

Spells: (see the spell card)

16C



Captain Skoll
Hero human Crewman



Wings: 6, Strength: 13, Will: 7, Magic: 12, Mana: 0

Flintlock
AB: 6 RAN: 10 DAM: 12 A: 3
magical attack

Jaw-blade
AB: 7 DAM: 14
magical attack, cruel wound

Abilities:
Fearless
Agile step
Captain: every other Crewman within 4" receive +1 AB on melee attack rolls.
Nemesis (abomination, wandering creature)
Battle drugs: (see the Drugs card)

13C





Uraus the Rampart
Hero human



5 2
15 13
9 13
0

Shield of the bear
AB: 6 DAM: 12 magical attack

Gladius
AB: 7 DAM: 14

Abilities:
Heroic parry: add +2 to the res against the first attacks suffered by uraus each turn.
Fearless

11C



Melekhai of the flame
Hero Human Spellcaster



6 2
13 13
6 14
5

2x Mechanical arm
AB: 5 DAM: 11 magical attack

Abilities:
Fearless
Immunity (burning)
Spells: (see the spell card)

14C



Baltor the giant
Hero human



6 2
13 13
7 12
0

Bonesplicer
AB: 8 DAM: 16 Mighty blow

Abilities:
Reach
Furious charge
Intimidatory
Nemesis (construct)
Towering

12C

Hamel the piper
Hero Human Spellcaster



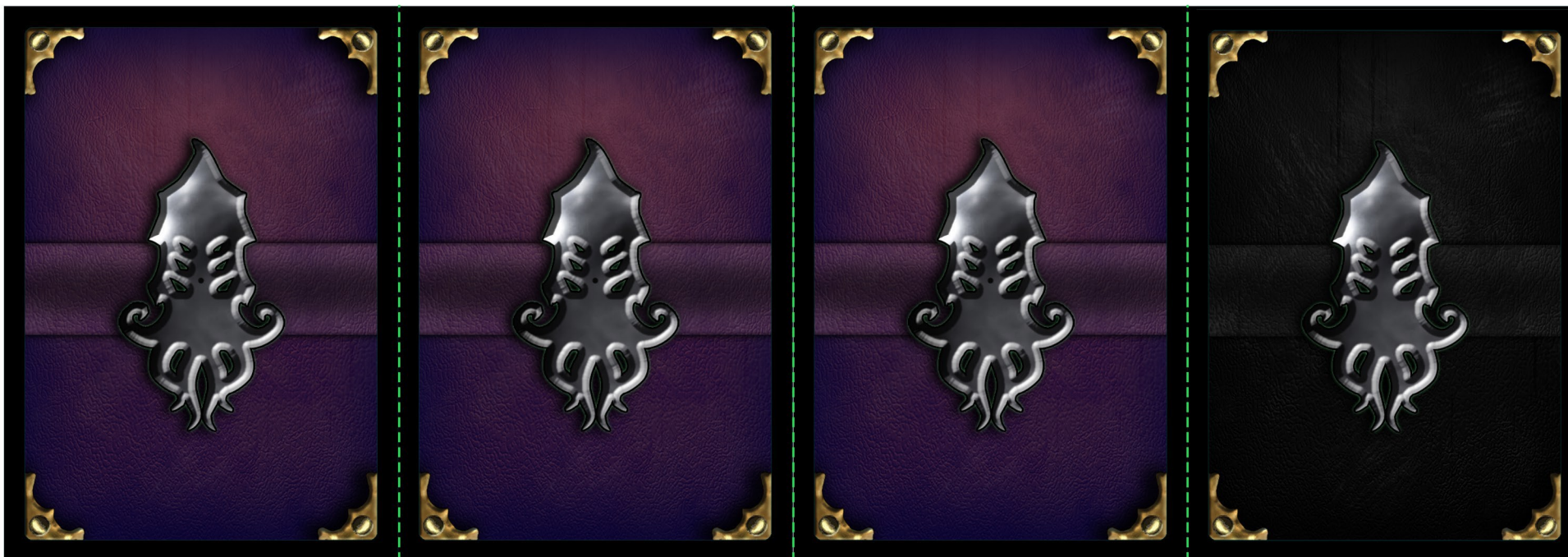
6 4
13 13
5 14
4


Stab
AB: 6 DAM: 11

Abilities:
Lucky clover: once per game you can repeat a roll made by hamel.
Spells: (see the spell card)


14C







By a nose
Stroke of luck 


Neutralize a Danger zone fate card with cost 1 or 2. If the target card's cost is higher than 2, the opponent must play it revealed.


1


Sighting
Stroke of luck 

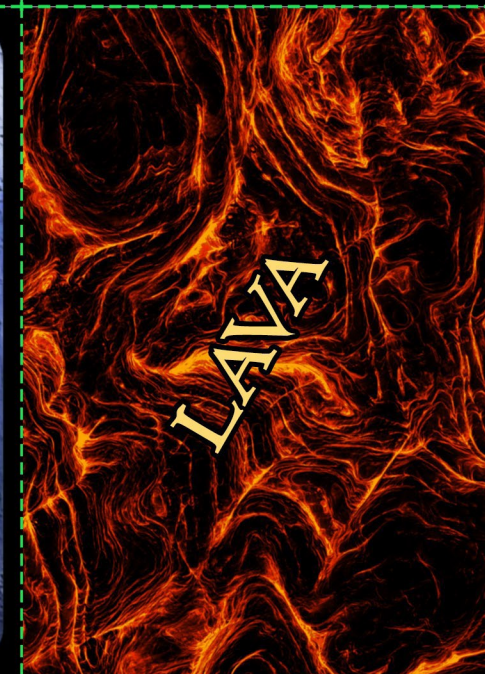
Use Sighting only against a wandering creature fate card. That creature suffers the rule Incumbent. If the creature already has the Incumbent rule then the card is neutralized and return the card to the opponent fate deck.


2

good luck
Stroke of luck 


Neutralize a fate card.


3






Atticus the reanimator


Spells:  4

Experimental surgery †
MC: 1 RAN: 4 the targeted undead or abomination model permanently receives a +1 to one characteristic on its card (except for mana). Except for atticus other models can be targeted by experimental surgery only one time during a game.

Reanimate †
CM: 1 RAN: 1 reanimate (awakened)




Captain Skoll

Drugs:  3

Skoll begins the battle with 3 drugs tokens. expend one token the beginning of the activation to add the effect of one drug until the end of the turn.

Shark's Blood:
Skoll obtains furious charge +1 to AB and DAM with melee attacks.

Seaserpent's toxin:
Skoll obtains the rule Coriaceous, +1 def and res



Brown Jenkins
familiar

 15
 1
 12
 2
 1



Abilities:
Suggestion (special maneuver): target one enemy living model within 3", that model WILL decreases to 1 for the next WILL test or mental attack. Assign an insanity token to the model and remove it when the test/attack resolves.

 7Co
Shorty
Familiar

Spore Golem
Monster Construct

 5
 12
 8
 13
 0
 1



Abilities:
Regeneration
Agile step
Terrifying
Craving
Slimy: this model suffers only one level on injury from every hit.

 16Co
Living construct: this model can be both repaired or healed.
Creation: you must enlist a spellcaster model before this model. This model occupies one equipment slot.



Hamel the piper

Spells:

6 4

Swarm of rats

MC: 1 AB: 6 RAN: 9 DAM: 11 A: 5 the models under the template are considered as moving on a rugged terrain and suffer -2 will until the end of their next action.

Charm

MC: 2 AB: 7 RAN: 6 the hit model gets a curse(charm) token. When the charmed model's card is revealed the model makes a single attack or a movement (controlled by the caster of the spell) then the model's action ends and the curse token is removed (for the card sequence it counts as a reaction)

Encourage

MC: 1 RAN: 10 the targeted model get the rule Fearless until the end of the turn.

Magus of the cult

Spells:

6 6

Wither

MC: 2 AB: 7 RAN: 8 DAM: 14 a model hit by wither receives a willing token (status, -1 to all the rolls, willing tokens are removed by a healing maneuver)

God's vessel

MC: 2 RAN: * play a wandering creature fate card with cost 4 or less from your fate deck or place a Possessed cultist model. Place the new model base to base with the caster of the spell then Remove the caster from the game.

Bind creature

MC: 1 AB: 8 RAN: 5 target only a wandering creature. The model obtains a bound token. In the next jokes of fate phase you can choose the target of the creature then remove the token at the end of the turn.

Blood Ritualist

Spells:

6 3

Rite of the blood

MC: 2 RAN: 6 the targeted friendly model or the targeted wandering creature immediately makes an attack or a normal movement (follow standard rules for wandering creatures targets). The caster suffers an injury at the end of it's activation.

God's vessel

MC: 2 RAN: * play a wandering creature fate card with cost 4 or less from your fate deck or place a Possessed cultist model. Place the new model base to base with the caster of the spell then Remove the caster from the game

Lesser counterspell

MC: 1 RAN: 8 counterspell.

Melekhai of the flame

Spells:

6 5

Incinerating flame

MC: 2 AB: 7 RAN: 10 DAM: 14 A: 3 burning

Fire touch

MC: 1 AB: 7 DAM: 14 burning

Wall of flames

MC: 2 RAN: 8 place a lava template with the center within the range of this spell.



King in yellow

Wandering creature

Place the King in Yellow. If discarded to take a re-roll you can choose the roll (place the die in the position you like). This fate card cannot be neutralized by stroke of luck cards.

the King (monster)
touch / AB: 7 DAM: 17 Magical attack, Reach

abilities:
Incumbent, Greater regeneration, Terrifying, Eldritch Supremacy; every turn the first spell cast within 8" of the king will be automatically neutralized.
Invincible; this model is immune to any ability or effect or terrain and suffers only DAM roll caused by attacks.
Mind harrow; terrifying tests caused by the King have a modifier of -2 and cause a DAM roll of 14 if failed.



Wandering Spore Golem

Wandering creature

Place one wandering Spore Golem. Discard the spore golem to force the opponent to reroll one successful roll (the roll can't be rerolled another time and don't benefits of fate card reroll bonus).

Spore Golem(monster)
2x Claw / AB: 6 DAM: 16 every time this attack kills one living model heal one injury to the golem.



abilities:
Incumbent, Regeneration, Agile step, terrifying.
Slimy; this model suffers only one level of injury from every hit.

The Dark Young

Wandering creature

Place one dark young. This fate card cannot be neutralized by stroke of luck cards.

Dark young (Monster)
2x Tentacles /
AB: 6 DAM: 16 Magical attack, Reach

abilities:
incumbent, towering, terrifying
Immaterial; non-magical attacks targeting this model suffer a -1 modifier to AB and DAM.
Calling; other models cannot disengage from the dark young.
Feed out; if the dark young killed a model in the previous turn and didn't suffer an injury it will not deactivate and the calling ability stops working until the end of the turn.



The Star-spawn

Wandering creature

Place one Star spawn. This fate card cannot be affected by stroke of luck cards with cost lesser than 3.

Star Spawns (monster)
2x Claw / AB: 6 DAM: 15
Magical attack
abilities:
Flying, Terrifying, Incumbent, Coriaceous, Regeneration
Superior Mind; when selecting its target the spawn considers all caster models closer by 2", all living model within 3" suffers -1 to AB



