

THE IMMOLATED

Does anyone else smell burnt toast...?



3 BASE HEALTH



+1 TO BASE HEALTH
(move Maximum Health token 1 space to the right)



Immune to Frozen.

Beheaded is now Immune to being Frozen.



+1 TO BASE HEALTH
(move Maximum Health token 1 space to the right)



SKILL ACTION: MARKED
Assign 1 Marked token to any Enemy.



SKILL ACTION: ON FIRE
Assign 1 On Fire token to any Enemy.



ROUND 3 ACTION:
Assign 1 On Fire token to any Enemy.



ROUND 0 ACTION:
1 Damage to any Enemy.



Assign 1 Fire token to any Monster who does at least 1 Damage to this Character.



ROUND 0 ACTION:
1 Damage to any Enemy.

ATTACK



Deal 1 Damage to ONE Opponent.
(*Opponent* is the character(s) being attacked. Enemies are the Beheaded's Opponent, and vice versa.)



Deal 2 Damage to ONE Opponent.



Deal 1 Damage to 2 DIFFERENT Opponents.



Deal 1 Damage to the Opponent with the most / fewest remaining Health Points. In case of a tie, the First Player decides.



Deal as much Damage as the Beheaded or Enemy doing the damage has Health Points left.



Deal 1 Unblockable Damage.



Gain 1 Shield token. Discard to block 1 Damage.



Gain 1 Golden Shield token. Discard to block 1 Damage OR 1 State (Poisoned, On Fire, Frozen, Bleeding, Marked).



Invisible: The Enemy cannot be targeted for any Action this Round.



Do not shuffle: Do not change the order of the cards. If ever order is changed, refer to number on bottom right to re-order.



Discard: A Player can discard a Combat card from their hand then add a new card from their draw pile.



Draw the bottom card of the Blueprint deck and place it on The Collector space on the Mutation Board.

ALL

Effect is applied to all Opponents in Combat.



Effect is applied to all Beheaded.



Targets First Player.



First Player changes.



The Group must discard 1 Equipped Equipment card.



Discard this card after use.

STATES



Bleeding: Place a Bleeding token on 1 Opponent. That Character Dies at the end of Round (iii).



Poisoned: Place a Poisoned token on 1 Opponent. Take 1 Unblockable Damage at the end of every Round.



Marked: Place a Marked token on 1 Opponent. When taking at least 1 damage, take 1 more.



On Fire: Place an On Fire token on 1 Opponent. A Character with 2 On Fire tokens dies immediately.



Frozen: Place a Frozen token on the Opponent's NEXT Action. They cannot perform any actions that Combat Round.



A Player must discard their Active card.



The Enemy gives a Shield to the next Enemy in this direction.



Gain 2 Shield / Golden Shield tokens.



Remove 1 Damage token.



Hand Check: The Player must SHOW a card from their hand with the corresponding symbol to pass.



Deck Check: The Player draws the top card of their Combat deck. If it shows one of the indicated symbols, they gain the associated reward.



Draw a card from the Equipment deck and give it to a Beheaded to Equip immediately, or discard.



When you see this line, you have to choose ONE of the items listed. If one of the choices is a Check, you MUST be able to pass it, or you cannot choose it.



Gain (move to the right) or Lose (move to the left) ANY ONE Scroll marker on a Beheaded board.



Purge: After using/resolving its effect, remove card/tile from game by sliding it into the Purge slot in the box insert.

DEFENSE

VARIOUS

THE POISONED

I had a feeling that apple looked a little too red.



3 BASE HEALTH

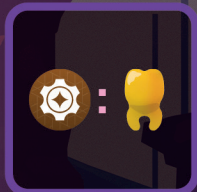


+1 TO BASE HEALTH
(move Maximum Health token 1 space to the right)



Immune to Poisoned.

Beheaded is Immune to being Poisoned.
+1 TO BASE HEALTH
(move Maximum Health token 1 space to the right)



SKILL ACTION:
Gain 1 Gold Tooth.



ROUND 3 ACTION:
Pay 1 Gold Tooth to assign 1 Damage (once only) to any Enemy (instead of Action on card).



ROUND 2 ACTION:
Pay 1 Gold Tooth to assign 1 Unblockable Damage (once only) to any Enemy (instead of Action on card).



ROUND 1 ACTION:
Pay 1 Gold Tooth to assign 1 Damage (once only) to all Enemies (instead of Action on card).



ROUND 0 ACTION:
Assign 1 Damage to the Enemy in Indicated Range.



When you inflict a State, inflict

When you inflict a State (Fire, Frost, Bleeding, Poisoned, Marked), also do 1 Damage to that Enemy (This has no effect if Enemies are Immune to the State).



ROUND 0 ACTION:
Assign 1 Poisoned token to any Enemy.

ATTACK



Deal 1 Damage to ONE Opponent.
(*Opponent is the character(s) being attacked. Enemies are the Beheaded's Opponent, and vice versa.)



Deal 2 Damage to ONE Opponent.



Deal 1 Damage to 2 DIFFERENT Opponents.



Deal 1 Damage to the Opponent with the most / fewest remaining Health Points. In case of a tie, the First Player decides.



Deal as much Damage as the Beheaded or Enemy doing the damage has Health Points left.



Deal 1 Unblockable Damage.

DEFENSE



Gain 1 Shield token. Discard to block 1 Damage.



Gain 1 Golden Shield token. Discard to block 1 Damage OR 1 State (Poisoned, Fire, Frost, Bleeding, Marked).



Invisible: The Enemy cannot be targeted for any Action this Round.



Do not shuffle: Do not change the order of the cards. If ever order is changed, refer to number on bottom right to re-order.



Discard: A Player can discard a Combat card from their hand then add a new card from their draw pile.



Draw the bottom card of the Blueprint deck and place it on The Collector space on the Mutation Board.

ALL

Effect is applied to all Opponents in Combat.



Effect is applied to all Beheaded.



Targets First Player.



First Player changes.



The Group must discard 1 Equipped Equipment card.



Discard this card after use.

STATES



Bleeding: Place a Bleeding token on 1 Opponent. That Character Dies at the end of Round (iii).



Poisoned: Place a Poisoned token on 1 Opponent. Take 1 Unblockable Damage at the end of every Round.



Marked: Place a Marked token on 1 Opponent. When taking at least 1 Fire, take 1 more.



On Fire: Place an On Fire token on 1 Opponent. A Character with 2 On Fire tokens dies immediately.



Frozen: Place a Frozen token on the Opponent's NEXT Action. They cannot perform any actions that Combat Round.



A Player must discard their Active card.



The Enemy gives a Shield to the next Enemy in this direction.



Gain 2 Shield / Golden Shield tokens.



Remove 1 Damage token.



Hand Check: The Player must SHOW a card from their hand with the corresponding symbol to pass.



Deck Check: The Player draws the top card of their Combat deck. If it shows one of the indicated symbols, they gain the associated reward.



Draw a card from the Equipment deck and give it to a Beheaded to Equip immediately, or discard.



When you see this line, you have to choose ONE of the items listed. If one of the choices is a Check, you MUST be able to pass it, or you cannot choose it.



Gain (move to the right) or Lose (move to the left) ANY ONE Scroll marker on a Beheaded board.



Purge: After using/resolving its effect, remove card/tile from game by sliding it into the Purge slot in the box insert.

THE QUARTERED

And by my own horses too...



3 BASE HEALTH



+1 TO BASE HEALTH
(move Maximum Health token 1 space to the right)



+1 TO BASE HEALTH
(move Maximum Health token 1 space to the right)



SKILL ACTION:
Perform the Action on the top card of your Discard pile for this Combat Round.



SKILL ACTION:
Remove 1 Damage.



SKILL ACTION:
Gain 1 Shield.



SKILL ACTION:
Perform 2 Skill Actions (or use the same action twice).



All your Damage attacks can now reach the indicated Range space.



If your attack targets the space in front of the group, assign the same effect to the space behind the Group.



ROUND 1 ACTION:
Perform an additional Skill Action.

ATTACK

- Deal 1 Damage to ONE Opponent.
(*Opponent is the character(s) being attacked. Enemies are the Beheaded's Opponent, and vice versa.)
- Deal 2 Damage to ONE Opponent.
- Deal 1 Damage to 2 DIFFERENT Opponents.
- Deal 1 Damage to the Opponent with the most / fewest remaining Health Points. In case of a tie, the First Player decides.
- Deal as much Damage as the Beheaded or Enemy doing the damage has Health Points left.
- Deal 1 Unblockable Damage.

DEFENSE

- Gain 1 Shield token. Discard to block 1 Damage.
- Gain 1 Golden Shield token. Discard to block 1 Damage OR 1 State (Poisoned, On Fire, Frozen, Bleeding, Marked).
- Invisible: The Enemy cannot be targeted for any Action this Round.

VARIOUS

- Do not shuffle: Do not change the order of the cards. If ever order is changed, refer to number on bottom right to re-order.
- Discard: A Player can discard a Combat card from their hand then add a new card from their draw pile.
- Draw the bottom card of the Blueprint deck and place it on The Collector space on the Mutation Board.
- ALL** Effect is applied to all Opponents in Combat.
- Effect is applied to all Beheaded.
- Targets First Player.
- First Player changes.
- The Group must discard 1 Equipped Equipment card.
- Discard this card after use.

STATES

- Bleeding: Place a Bleeding token on 1 Opponent. That Character Dies at the end of Round (iii).
- Poisoned: Place a Poisoned token on 1 Opponent. Take 1 Unblockable Damage at the end of every Round.
- Marked: Place a Marked token on 1 Opponent. When taking at least 1 Damage, take 1 more.
- On Fire: Place an On Fire token on 1 Opponent. A Character with 2 On Fire tokens dies immediately.
- Frozen: Place a Frozen token on the Opponent's NEXT Action. They cannot perform any actions that Combat Round.
- A Player must discard their Active card.

- The Enemy gives a Shield to the next Enemy in this direction.
- Gain 2 Shield / Golden Shield tokens.
- Remove 1 Damage token.
- Hand Check: The Player must SHOW a card from their hand with the corresponding symbol to pass.
- Deck Check: The Player draws the top card of their Combat deck. If it shows one of the indicated symbols, they gain the associated reward.
- Draw a card from the Equipment deck and give it to a Beheaded to Equip immediately, or discard.
- When you see this line, you have to choose ONE of the items listed. If one of the choices is a Check, you MUST be able to pass it, or you cannot choose it.
- Gain (move to the right) or Lose (move to the left) ANY ONE Scroll marker on a Beheaded board.
- Purge: After using/resolving its effect, remove card/tile from game by sliding it into the Purge slot in the box insert.

THE PLAYED

This whole thing touches a nerve.



3 BASE HEALTH



ROUND 0 ACTION:
Gain 1 Shield.



+1 TO BASE HEALTH
(move Maximum Health token 1 space to the right)



+2 TO BASE HEALTH
(move Maximum Health token 2 spaces to the right)



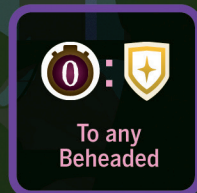
SKILL ACTION:
Gain 1 Shield.



SKILL ACTION:
Gain 1 Golden Shield.



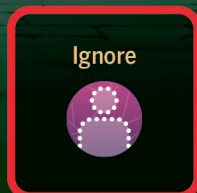
ROUND 0 ACTION:
To any Beheaded (including yourself).



ROUND 0 ACTION:
Assign 1 Golden Shield to any Beheaded (including yourself).



You can choose to take Damage instead of First Player.



Character can target Invisible Enemy.

ATTACK



Deal 1 Damage to ONE Opponent.
(*Opponent is the character(s) being attacked. Enemies are the Beheaded's Opponent, and vice versa.)



Deal 2 Damage to ONE Opponent.



Deal 1 Damage to 2 DIFFERENT Opponents.



Deal 1 Damage to the Opponent with the most / fewest remaining Health Points. In case of a tie, the First Player decides.



Deal as much Damage as the Beheaded or Enemy doing the damage has Health Points left.



Deal 1 Unblockable Damage.

DEFENSE



Gain 1 Shield token. Discard to block 1 Damage.



Gain 1 Golden Shield token. Discard to block 1 Damage OR 1 State (Poisoned/Fire/Frozen/Bleeding/Marked).



Invisible: The Enemy cannot be targeted for any Action this Round.



Do not shuffle: Do not change the order of the cards. If ever order is changed, refer to number on bottom right to re-order.



Discard: A Player can discard a Combat card from their hand then add a new card from their draw pile.



Draw the bottom card of the Blueprint deck and place it on The Collector space on the Mutation Board.

ALL

Effect is applied to all Opponents in Combat.



Effect is applied to all Beheaded.



Targets First Player.



First Player changes.



The Group must discard 1 Equipped Equipment card.



Discard this card after use.

STATES



Bleeding: Place a Bleeding token on 1 Opponent. That Character Dies at the end of Round (iii).



Poisoned: Place a Poisoned token on 1 Opponent. Take 1 Unblockable Damage at the end of every Round.



Marked: Place a Marked token on 1 Opponent. When taking at least 1 damage, take 1 more.



On Fire: Place an On Fire token on 1 Opponent. A Character with 2 On Fire tokens dies immediately.



Frozen: Place a Frozen token on the Opponent's NEXT Action. They cannot perform any actions that Combat Round.



A Player must discard their Active card.



The Enemy gives a Shield to the next Enemy in this direction.



Gain 2 Shield / Golden Shield tokens.



Remove 1 Damage token.



Hand Check: The Player must SHOW a card from their hand with the corresponding symbol to pass.



Deck Check: The Player draws the top card of their Combat deck. If it shows one of the indicated symbols, they gain the associated reward.



Draw a card from the Equipment deck and give it to a Beheaded to Equip immediately, or discard.



When you see this line, you have to choose ONE of the items listed. If one of the choices is a Check, you MUST be able to pass it, or you cannot choose it.



Gain (move to the right) or Lose (move to the left) ANY ONE Scroll marker on a Beheaded board.



Purge: After using/resolving its effect, remove card/tile from game by sliding it into the Purge slot in the box insert.

VARIOUS

CONCIERGE

SETUP

- Place the 2 double-sided FIRE STRIKE cards on their corresponding spaces, and the *Concierge* card as shown below.
- Shuffle the *Concierge* deck and place it face down on the Monster deck space on the Annex board.
- Give the First Player token to the player of your choice.



GAMEPLAY

Combat takes place as normal with the following exceptions:

Fire Strikes are immune to Damage. Only the Loot action (🔍) allows you to extinguish a Fire Strike card; when this is done, remove it from play.

⚡: Draw a card from the *Concierge* Deck. If it is not a Fire Strike, resolve it, and discard it. If it is a Fire Strike, place it onto any empty space on the Combat Board, and its Actions become effective immediately.

If there are no empty spaces to place a Fire Strike card, apply 🔥 ALL to the Group, then discard it.

VICTORY

Take 3 Cells (👤👤👤), take the card on the bottom of the *Concierge* Blueprint deck (📁), and you may Purge an Equipment card or a Combat card. If this is your first time beating the *Concierge*, receive the Exploration Rune (📍) and the bottom card from the Deck of Secrets.

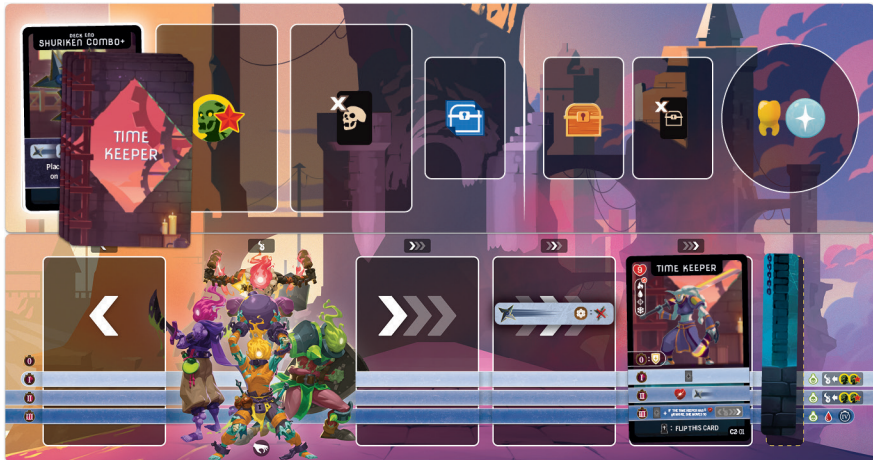
You can now start all future runs in the Prisoners' Quarters OR The Stilt Village!



TIME KEEPER

SETUP

- Shuffle the Shuriken tokens and place them in a face-down pile.
- Find the Deck End card and place it face up on the Monster deck space on the Annexe board. Shuffle the rest of the *Time Keeper* deck and place the cards face down on top of the Deck End Card.
- Place a Shuriken face down on space , the *Time Keeper* on space and the Wall token behind the *Time Keeper*.
- Give the First Player token to the player of your choice.



GAMEPLAY

Combat takes place as normal with the following exceptions:

: Draw a card from the *Time Keeper* deck. Resolve it, and discard it. When you get to the Deck End card, every instance of the action becomes the action of the Deck End card until you beat the *Time Keeper*.

SHURIKENS

Shuriken tokens are generated with the action by the *Time Keeper* or her cards. When Shurikens are generated, they appear in the space between the *Time Keeper* and the Players, in the space closest to the *Time Keeper*.

If the *Time Keeper* is in the or position, Shuriken tokens are generated directly on the Group space. There can be more than one Shuriken token in a space. Shurikens advance towards the Group at the end of every Combat Round, just like normal Monsters. Beheaded can remove Shuriken tokens by using the Skill action .

When Shurikens are in the position and must advance, they move onto the Group's space () and are flipped over to reveal their attack. They now remain there until they are removed by using the Loot action , and perform their Actions in the appropriate Combat Round, after the Group.

VICTORY





Take 3 Cells , Purge an Equipment or Combat card, and take the card on the bottom of the *Time Keeper* Blueprint deck . If this is your first time beating the *Time Keeper*, receive the Spider Rune and the bottom card from the Deck of Secrets.

You can now start all future Runs in the *High Peak Castle*, if you wish!



HAND OF THE KING

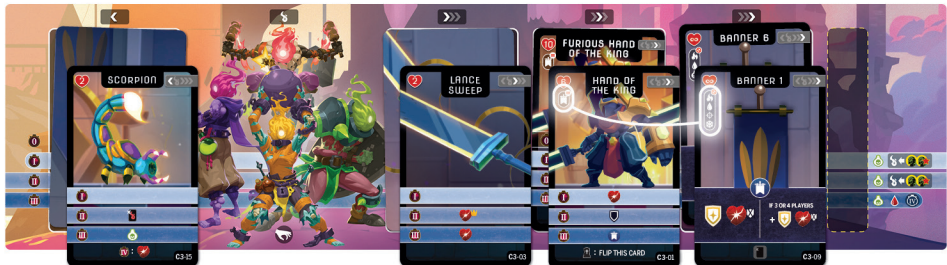
SETUP

- Shuffle all Monster cards, place them face down on the  space and reveal the top card. Shuffle all Sword cards, place them face down on the  space and reveal the top card. Place the *Furious Hand of the King* face up on the  space and place the *Hand of the King* card face up on top of it. Shuffle all Banner cards, place them face up on the  space.

- The Combat board should look like the setup below (*visible Monster, Sword, and Banner cards may be different*).




- Place the Boss Cell card aside. Give the First Player token to the Player of your choice.



SWORD CARDS

Sword cards protect the *Hand of the King* from being hit. They must be defeated in the current Combat Round before any damage or effect can be dealt to the *Hand of the King*.

BANNER CARDS

- Banner cards cannot be defeated. Their effect is applied when the *Hand of the King* plays his Skill Action . After the Banner's card effects are resolved, it is discarded, revealing a new Banner card, which is active immediately.





- Banner cards also indicate the *Hand of the King*'s current Immunities.

SPECIAL RULES

- Any Constraint tiles remaining from *High Peak Castle* should be placed to the right of the Banner to remind you that they are applicable throughout this battle.
- During this Combat, no element moves during the Round End phase, even if a space becomes vacant.
- When a Monster or Sword is defeated, place it in its own discard pile (Monster, Sword, Banner) next to the Combat board, and leave the next card face down.
- In Round 0 of the following Turn, reveal the top card of any deck with a face-down card on top.
- When a Banner card is used, discard it; the next Banner card in the deck should be visible, and is considered immediately active.
- If a space on the Combat board becomes empty, simply shuffle the discard pile associated with that space and place the face-down deck of cards back on the space.

VICTORY

Purge an Equipment or Combat card, and take the card on the bottom of the *Hand of the King* Blueprint Deck . If this is your first time beating the *Hand of the King*, receive the Homonculus Rune  and

the bottom card from the Deck of Secrets. Read the text on the back of the *Furious Hand of the King* card and you can now choose to start a new run with a Boss Cell if you wish!