

Rain of Arrows

The next four times a **Doomed**  target dies, perform an "Attack , Range  5" action.



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33

Doom : Place your class token on an enemy.


Add +2 Attack  to all your attacks targeting this enemy.


 → When this enemy dies or another **Doom**  action is played, discard this card.


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Crippling Noose





Create one 4 damage STUN  trap
in an adjacent empty hex.


Gain  when the trap is sprung
by an enemy.




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57



Doom : Place your class token on an
enemy.

This enemy's Attack , Move ,
and Range  are all reduced by 1.

 → When this enemy dies or another
Doom  action is played,
discard this card.

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Vital Charge

Summon Battle Boar

Water: 7	Lightning: 3
Fire: 1	Wind: 1

Star icon, 2 in a box, 78, X in a box

Doom: Place your class token on an enemy.

When this enemy dies, perform a "Heal 5, Self" action.

When this enemy dies or another **Doom** action is played, discard this card.

Frightening Curse

The next three times a **Doom** enemy dies within 2 hexes of another enemy, transfer one **Doom** to that enemy instead of discarding it.

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37

Doom: Place your class token on an enemy.

When this enemy dies, force all enemies adjacent to the hex in which it died to move 1 hex in any direction.

When this enemy dies or another **Doom** action is played, discard this card.

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
The image shows a 'Foot Snare' trap card from the game. The card has a blue and black color scheme with a glowing blue border. At the top, the title 'Foot Snare' is written in a stylized font, with a small crown icon below it. The main text describes the trap's effect: 'Create one 2 damage IMMOBILIZE trap in an adjacent empty hex.' Below this, there are two icons of a foot with the number '2' next to it, indicating the damage. The card's cost is '61', shown in a large, stylized font. The bottom section features the word 'IMMOBILIZE' in a bold, stylized font, followed by a red diamond icon. Below this, the text 'Target one adjacent enemy' is written. At the very bottom, the word 'Move' is followed by a foot icon and the number '3', indicating the movement cost. A small '000' is visible in the bottom right corner.

The image shows a 'Solid Bow' card from the game. The card has a dark teal background with a light blue border. At the top, the name 'Solid Bow' is written in a stylized font, with a crown icon below it. The card's stats are listed in the center: 'Attack' with a bow icon and the number 3, and 'Range' with a bow icon and the number 5. On the left side, there are two 'Cost' icons, each with a bow icon and the number 2. In the center, there is a large '31' with a crown icon above it. At the bottom, the 'Move' stat is listed with a bow icon and the number 4. The bottom right corner shows the number '000'.

A blue and black card titled "Swift Trickery" with a crown icon. The card features the following text and icons: "Attack 2" with a sword icon, "Range 4" with a crosshair icon, "Add +2 Attack if the target is Doomed" with a skull icon, "Move 2" with a crosshair icon, and "Move 5" with a crosshair icon. The card has a decorative border and a small skull icon at the bottom.

Expose

2

All enemies lose INVISIBLE  and may no longer gain INVISIBLE .

2




2


13




Doom : Place your class token on an enemy.

You and all allies gain PIERCE  2 on all attacks targeting this enemy.



When this enemy dies or another **Doom**  action is played, discard this card.

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Inescapable Fate



You may have two **Dooms**  active on the same target.


If a third is played on the same target, discard one of the others, or if a third is played on a different target, discard both.













Dooms : Place your class token on a normal or elite enemy.

At the start of your next three turns, advance the marker on this card. After it advances three times, the target dies.











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Nature's Hunger 6

Summon Giant Toad

Water: 7	Poison: 1
Fire: 1	Silence: -

STUN

Cost: 2 Value: 82

Doom: Place your class token on an enemy.

When this enemy dies, you and all allies perform a "Heal 2, Self" action.

When this enemy dies or another **Doom** action is played, discard this card.

Crashing Wave

7

Move ♠ 4 •

Attack ✂ 3 • •

Target all adjacent enemies
Gain ⚡ for each enemy targeted.

✂ 2

22

✂ 2

Doom ⚡: Place your class token on an enemy.

All attacks which target this enemy gain **CURSE** ⚡.

⚡ → When this enemy dies or another **Doom** ⚡ action is played, discard this card.

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Rising Momentum 8

Attack ✂ 5 ●

Range ✂ 5 ●

PUSH ⬇ 3 ●

★

12

✂ 2

✂ 2

Doom ☹: Place your class token on an enemy.

If this enemy dies within Range ✂ 2 of another enemy, transfer this and any other **Dooms** ☹ to that enemy instead of discarding them.

When another **Doom** ☹ action is played, discard this card.

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Feral Instincts

8

Move 2

Attack 3

Loot 1

35

Move 3

Heal 5

Self

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Predator and Prey 9

Summon Spitting Cobra

Cost: 2 (Water), 2 (Health)
 Range: 2
 Effect: POISON

Doom (2 Mana, 2 Health, Range 2): Place your class token on an enemy.

All ranged attacks targeting this enemy add +X Attack, where X is equal to the difference between the range of the attack and the number of hexes to the enemy.

When this enemy dies or another **Doom** action is played, discard this card.

66