

Darklight: Memento Mori

Monster Cards Rebalance
V 0.4.2

Crawlers

Melee, Animal, Cursed

ATTACKS

Bite [Melee]: 1d6 Damage. On a **Critical Hit** roll 2d6 instead.

Swarm [Melee]: Roll 1d6 for all **Crawlers** sharing the same target and add **+1 To Hit** and **+1 Damage** for every **Crawler** after the first. **1d6 Damage.** On a **Critical Hit** roll 2d6 instead.

SPECIAL RULES

Immunities: Prone.

Elusive: Can step through squares blocked by other characters.

Fear of Light: The **Crawlers** will not move and Target an **Accursed** with a **Torch** in their **Hand** or the one carrying the **Cursed Heart** unless there is no other **Target** available.

BEHAVIOUR

1-4: Each **Crawler** without a target **Moves** toward the nearest **Accursed** with the least amount of **Armour** and targets them. Each attacks their target with **Bite**.

5-6: Each **Crawler Moves** (ignores **Threat**) toward the **Accursed** adjacent the most number of **Crawlers** and targets them. All **Crawlers** attack simultaneously their target with **Swarm**.

PERKS

1-2 Poison Gland: Swarm will now inflict **1 Poison** for every **Crawler** after the first dealing the attack and wounding their target.

3-4 Frantic: Bite Attacks ignore **Defence** granted by equipment.

5-6 Nephilim Skulls: Attackers suffers **-1 To Hit** the **Crawler**.

LEVEL	S	P	M	C	A	E	Melee	Ranged	Health	Souls	Notes
1	1	1	1	1	1	2	1/6+	-	2	1	-
2	2	1	1	1	1	4	1/6+	-	4	2	+1 Perk
3	2	1	1	1	1	4	1/6+	-	6	3	+1 Perk
4	3	1	1	1	1	5	1/6+	-	8	4	+1 Perk
5	3	1	1	1	1	5	1/6+	-	10	5	+2 Perks
6	4	1	1	1	1	6	1/6+	-	12	6	+2 Perks
7	4	1	1	1	1	6	1/6+	-	14	7	+2 Perks
8	5	1	1	1	1	7	1/6+	-	16	8	+3 Perks
9	5	1	1	1	1	7	1/6+	-	18	9	+3 Perks
10	6	1	1	1	1	8	1/6+	-	20	10	+3 Perks

1

Initiative

Crawler Eggs

Ranged, Animal, Cursed

Movement

NO ATTACKS

SPECIAL RULES

Inanimate: It does not **Move**, **Attack** or cause **Threat**. All attacks against this monster always hit on a score of **2+**

Immunities: **Poison** and **Prone**.

BEHAVIOUR

1-4: Spawn **1 Crawler** in the closest free square to the egg. Use the Crawler miniatures taken as Trophies if necessary (make a note to keep track). If all miniatures are currently in play, nothing happens.

5-6: Nothing happens.

PERKS

1-2: Spores: Any Accursed starting their turn within **2** squares to one or more eggs must pass an **Endurance 2 Test** or gain **1d3**

Poison.

3-4 Clusters: Spawn **2 Crawlers** instead of **1**.

5-6: Acidic: When destroyed, all adjacent Accursed must pass an **Agility 2 Test** or suffer **1d6 wounds**.

LEVEL	S	P	M	C	A	E	Melee	Ranged	Health	Souls	Notes
1	-	-	-	-	-	5	-	-	16	2	-
2	-	-	-	-	-	7	-	-	24	3	+1 Perk
3	-	-	-	-	-	7	-	-	28	4	+1 Perk
4	-	-	-	-	-	8	-	-	32	5	+1 Perk
5	-	-	-	-	-	8	-	-	36	6	+2 Perks
6	-	-	-	-	-	9	-	-	40	7	+2 Perks
7	-	-	-	-	-	9	-	-	44	8	+2 Perks
8	-	-	-	-	-	10	-	-	48	9	+3 Perks
9	-	-	-	-	-	10	-	-	52	10	+3 Perks
10	-	-	-	-	-	11	-	-	60	11	+3 Perks

5

Initiative

SEEKERS

Melee, Animal

6

Movement

ATTACKS

Razor Maw [Melee]: 1d6 Damage. On a **Critical Hit** Roll 2d6 for Damage.

Stinger [Melee]: 2d6 Damage. On a **Critical Hit** the target is also **Poisoned** and then the **Seeker** dies.

SPECIAL RULES

Immunities: Prone, Poison

BEHAVIOUR

1-4: Each **Seeker** without a target **Moves** toward the most **Wounded Accursed** and targets them. Each attacks with **Razor Maw** the most **Wounded Accursed** in range.

5-6: Each **Seeker** without a target **Moves** toward the nearest **Accursed** and targets them. Each attacks with **Stinger** an **Accursed** in range.

PERKS

1-2 Deadly: **Razor Maw** causes **1 Poison** if it scores at least a **Wound**.

3-4 Black Scales: Ignores **Fire based wounds** and cannot be **Ignited**.

5-6 Elder: The **Stinger** can no longer break if it scores a **Critical Hit**.

LEVEL	S	P	M	C	A	E	Melee	Ranged	Health	Souls	Notes
1	2	2	1	1	2	4	1/4+	-	3	1	-
2	3	2	1	1	3	6	1/3+	-	6	2	+1 Perk
3	4	2	1	1	3	6	1/3+	-	9	3	+1 Perk
4	4	2	1	1	4	7	1/3+	-	12	4	+1 Perk
5	5	2	1	1	4	7	1/3+	-	15	5	+2 Perks
6	5	2	1	1	5	8	2/3+	-	18	6	+2 Perks
7	6	2	1	1	5	8	2/3+	-	21	7	+2 Perks
8	6	2	1	1	6	9	2/3+	-	24	8	+3 Perks
9	7	2	1	1	6	9	2/3+	-	27	9	+3 Perks
10	7	2	1	1	7	10	2/3+	-	30	10	+3 Perks

ATTACKS

Assault [Melee]: 1d6 Damage. Critical Hits will also make a character **Prone**.

Restrain [Melee]: Instead of dealing **Damage**, the target becomes **Restrained** if the Attack **Hits**. While **Restrained** an **Accursed** cannot **Move**, **Tumble** or **Evade** until this Deviant's next turn or until it is killed.

NO SPECIAL RULES

BEHAVIOUR

1-5: Each **Deviant** without a target **Moves** toward the nearest **Accursed** and targets them. Each attacks their target with **Assault**.

6: Each Deviant without a target **Moves** toward the nearest **Accursed** and targets them. Each attacks their target with **Restrain**. If the **Accursed** is already **Restrained** they will use **Assault** instead.

PERKS

1-2 Third body: The **Deviant** gains **1** extra **Melee** Attack.

3-4 Mutated Limbs: **Assault** will deal **+1d6 Damage**.

5-6 Thick Chains: Gain **+3 Endurance**.

LEVEL	S	P	M	C	A	E	Melee	Ranged	Health	Souls	Notes
1	3	1	2	1	1	3	2/3+	-	5	2	-
2	5	1	2	1	1	5	2/3+	-	9	3	+1 Perk
3	5	1	2	1	1	5	2/3+	-	12	4	+1 Perk
4	6	1	2	1	1	6	2/3+	-	15	5	+1 Perk
5	6	1	2	1	1	6	2/3+	-	18	6	+2 Perks
6	7	1	2	1	1	7	2/3+	-	21	7	+2 Perks
7	7	1	2	1	1	7	2/3+	-	24	8	+2 Perks
8	8	1	2	1	1	8	2/3+	-	27	9	+3 Perks
9	8	1	2	1	1	8	2/3+	-	30	10	+3 Perks
10	9	1	2	1	1	9	2/3+	-	33	11	+3 Perks

4

Initiative

DEVOURER

Ranged, Demon, Agoras

6

Movement

ATTACKS

Eye of Terror [Magic]: The **Devourer** rolls a number of **d6** equal to their **Mind** value. For every **5** or **6** scored, the victim must pass a **Mind 1 Test** or gain **1 Insanity**.

Gnash [Melee]: **1d6+3 Damage**.

NO SPECIAL RULES

BEHAVIOUR

1-4. If one or more **Accursed** are in **LoS** of the **Devourer**, it will not move, otherwise move each **Devourer** until they have at least **1 Accursed** is in **LoS**. Each Attacks with **Eye of Terror** an **Accursed** in **LoS**, divide the attacks as evenly as possible.

5-6. Each **Devourer** without a target Moves toward the nearest **Accursed** and targets them. Each attacks their target with **Gnash**.

PERKS

1-2 Thrasher: **Gnash** deals **+1d6 Damage**.

3-4 Eye of despair: **Eye of Terror** only requires to score a **4, 5** or **6** to cause **Insanity**.

5-6 Frightening: The **Mind Test** required by the **Eye of Terror** is now of **2**.

LEVEL	S	P	M	C	A	E	Melee	Ranged	Health	Souls	Notes
1	3	2	3	1	2	4	1/3+	-	5	2	-
2	4	2	4	1	2	6	1/3+	-	8	3	+1 Perk
3	4	2	4	1	3	6	1/3+	-	11	4	+1 Perk
4	5	2	5	1	3	7	1/3+	-	14	5	+1 Perk
5	5	2	5	1	4	7	2/3+	-	17	6	+2 Perks
6	6	2	6	1	4	8	2/3+	-	20	7	+2 Perks
7	6	2	6	1	5	8	2/3+	-	23	8	+2 Perks
8	7	2	7	1	5	9	2/3+	-	26	9	+3 Perks
9	7	2	7	1	6	9	2/3+	-	29	10	+3 Perks
10	8	2	8	1	6	10	3/3+	-	32	11	+3 Perks

ATTACKS

Spear [Melee]: **1d6 Damage**

SPECIAL RULES

Reach Attack: Their **Melee Attack** can reach up to **2** squares from their location so they can also target an **Accursed** at that distance unless another is (or moves) adjacent.

BEHAVIOUR

1: If there are currently more **Lurker Trophies** (of any kind) than **Lurkers** alive they will **Flee**, otherwise read Behaviour "2-6". If **Fleeing** move each **Lurker** (ignoring Threat) as far as possible from the nearest **Accursed**, if they end their movement **5** or more squares away from the nearest **Accursed** they are removed from the Dungeon.

2-6: Each **Lurker** without a target **Moves** toward the nearest **Accursed** and targets them, keeping 1 square of distance between them if possible. Each attacks their target with **Spear**.

PERKS

1-2 Scuttle: Attackers suffers **-1 To Hit**.

3-4 Poisonous tips: **Critical Hits** inflicts **1 Poison**.

5-6 Manic: **Critical Hits** cannot be **Evaded**.

LEVEL	S	P	M	C	A	E	Melee	Ranged	Health	Souls	Notes
1	3	3	2	2	3	5	1/2+	1/3+	4	2	-
2	4	4	2	2	3	7	1/2+	1/3+	6	3	+1 Perk
3	4	4	2	2	4	7	1/2+	1/3+	8	4	+1 Perk
4	5	5	2	2	4	8	2/2+	2/3+	10	5	+1 Perk
5	5	5	3	2	5	8	2/2+	2/3+	12	6	+2 Perks
6	6	6	3	2	5	9	2/2+	2/3+	14	7	+2 Perks
7	6	6	3	2	6	9	3/2+	3/3+	16	8	+2 Perks
8	7	7	3	2	6	10	3/2+	3/3+	18	9	+3 Perks
9	7	7	3	2	7	10	3/2+	3/3+	20	10	+3 Perks
10	8	8	3	2	7	11	3/2+	3/3+	22	11	+3 Perks

ATTACKS

Slice [Melee]: 1d6 Damage

Chakram [Ranged]: 1d6 Damage

NO SPECIAL RULES

BEHAVIOUR

1: If there are currently more **Lurker Trophies** (of any kind) than **Lurkers** alive they will **Flee**, otherwise read Behaviour "2-6". If **Fleeing** move each **Lurker** (ignoring **Threat**) as far as possible from the nearest **Accursed**, if they end their movement 5 or more squares away from the nearest **Accursed** they are removed from the Dungeon.

2-6: Each **Lurker** adjacent an **Accursed** will move ignoring **Threat**, as far as possible but still in **LoS** of one or more **Accursed**. Those without an **Accursed** in **LoS** will move until one or more will be in **LoS**, the rest will not move. Those with a target attacks them with **Slice**. Those with **Accursed** in **LoS** attacks with **Chakram**, divide these attacks as evenly as possible.

PERKS

1-2 Scuttle: Attackers suffers -1 To Hit.

3-4 Slippery: They may move through squares blocked by other characters.

5-6 Trappers: When **Ambushing** each deals one **Chakram** attack against **Accursed** in **LoS** before the round resumes.

LEVEL	S	P	M	C	A	E	Melee	Ranged	Health	Souls	Notes
1	3	3	2	2	3	5	1/3+	1/2+	4	2	-
2	4	4	2	2	3	7	1/3+	1/2+	6	3	+1 Perk
3	4	4	2	2	4	7	1/3+	1/2+	8	4	+1 Perk
4	5	5	2	2	4	8	2/3+	2/2+	10	5	+1 Perk
5	5	5	3	2	5	8	2/3+	2/2+	12	6	+2 Perks
6	6	6	3	2	5	9	2/3+	2/2+	14	7	+2 Perks
7	6	6	3	2	6	9	3/3+	3/2+	16	8	+2 Perks
8	7	7	3	2	6	10	3/3+	3/2+	18	9	+3 Perks
9	7	7	3	2	7	10	3/3+	3/2+	20	10	+3 Perks
10	8	8	3	2	7	11	3/3+	3/2+	22	11	+3 Perks

4

Initiative

Skorn Savages

Melee, Demon, Odinate

4

Movement

ATTACKS

Club [Melee]: 1d6 Damage. On a **Critical Hit** roll 2d6 instead.

Shield Bash [Melee]: 1d6 Damage. On a **Critical Hit** after dealing **Damage**, the **Accursed's** turn ends immediately.

SPECIAL RULES

Aggressive Defence: If the **Skorn** suffers a **Melee Attack** which rolls a **1**, the **Skorn** will immediately attack them back with Shield Bash (if adjacent) before they may resume their turn.

BEHAVIOUR

1-2: Each **Savage** without a target **Moves** toward the nearest **Accursed** and targets them. Each attacks their target with **Club**.

3-4: Each **Savage** without a target **Moves** toward an **Accursed** without any adjacent **Monsters** (or the least amount) and targets them. Each attacks their target with **Club**.

5-6: Each **Savage** without a target moves by **6** toward the nearest **Accursed**. Each attacks their target with **Club** and if they have moved within this turn add **2** to the **Damage** of each **Attack**.

PERKS

1-2 Headbutt: **Aggressive Defence** works whenever a **Melee Attack** misses the **Skorn** and not only on a roll of **1**.

3-4 Heavy Shield: Attackers suffers **-1 To Hit**.

5-6 Veteran: **+1 To Hit** on all of its **Melee attacks**.

LEVEL	S	P	M	C	A	E	Melee	Ranged	Health	Souls	Notes
1	4	4	3	3	2	5	1/3+	1/4+	6	3	-
2	5	5	3	3	3	7	1/3+	1/4+	9	4	+1 Perk
3	5	5	3	3	3	7	1/3+	1/4+	11	5	+1 Perk
4	6	6	3	3	4	8	1/3+	1/4+	13	6	+1 Perk
5	6	6	4	4	4	8	2/3+	1/4+	15	7	+2 Perks
6	7	7	4	4	4	9	2/3+	1/4+	17	8	+2 Perks
7	7	7	4	4	4	9	2/3+	1/4+	19	9	+2 Perks
8	8	8	4	4	5	10	2/3+	1/4+	21	10	+3 Perks
9	8	8	5	4	5	10	2/3+	1/4+	23	11	+3 Perks
10	9	9	5	5	5	11	2/3+	1/4+	25	12	+3 Perks

Skorn hunters

Ranged, Demon, Odinate

ATTACKS

Quick Shot [Ranged]: 1d6 Damage. On a Critical Hit roll 2d6 instead.

Kick [Melee]: 1d6 Damage. On a Critical Hit also move the Accursed in an free adjacent square and away from themselves.

NO SPECIAL RULES

BEHAVIOUR

1-2: Each Hunter with an adjacent Accursed or without any in its LoS will resolve the next behaviour, the remaining Hunters will not move. Each attacks an Accursed in LoS with Quick Shot but with +1 to Hit and +2 Damage.

3-6: Each Hunter with a Target and those without a Target but in LoS of one or more Accursed will not move, those without any Accursed in LoS will move until at least one will be. Each Hunter attacks their targets with Kick, those without will attack all Accursed in LoS with Quick Shot.

PERKS

1-2 Shove: Kick gets a +1 To Hit and its Critical Hit will happen on a 5+.

3-4 Fire Arrows: Quick Shot Critical Hits will also Ignite their targets.

5-6 Seasoned: +1 To Hit on Quick Shots.

LEVEL	S	P	M	C	A	E	Melee	Ranged	Health	Souls	Notes
1	4	4	3	3	2	5	1/4+	1/3+	6	3	-
2	5	5	3	3	3	7	1/4+	1/3+	9	4	+1 Perk
3	5	5	3	3	3	7	1/4+	1/3+	11	5	+1 Perk
4	6	6	3	3	4	8	1/4+	1/3+	13	6	+1 Perk
5	6	6	4	4	4	8	1/4+	2/3+	15	7	+2 Perks
6	7	7	4	4	4	9	1/3+	2/3+	17	8	+2 Perks
7	7	7	4	4	4	9	1/3+	2/3+	19	9	+2 Perks
8	8	8	4	4	5	10	1/3+	2/3+	21	10	+3 Perks
9	8	8	5	4	5	10	1/3+	2/3+	23	11	+3 Perks
10	9	9	5	5	5	11	1/3+	2/3+	25	12	+3 Perks

Skorn Shaman

Ranged, Demon, Odinate

ATTACKS

Fire Gaze [Ranged]: The Shaman rolls 1d6 which will hit on a 3+ and deal 1d6+M Fire Wounds. On a Critical Hit, the target is also Ignited and you must still roll for Wounds.

Mind Shatter [Magic]: The Shaman rolls 1d6 for each of their Mind point. With each 4+ scored, one Insanity is caused. The target will also roll 1d6 for each of their Mind points and negate 1 Insanity for every 6 scored.

NO SPECIAL RULES

BEHAVIOUR

1-2: Each Shaman will Heal the most wounded Skorn in their LoS (including itself) by 1d3+M, it will move first to get LoS if it needs to. Deal behaviour "3-5" if there are no targets to heal.

3-5: Each Skorn Moves until one or more Accursed are in LoS. Each attacks with Fire Gaze even if adjacent the Accursed.

6: Each Skorn Moves until one or more Accursed are in LoS. Each attacks with Mind Shatter.

PERKS

1-2 **Witch Doctor:** When it uses its Healing Behaviour, it does so twice per turn.

3-4 **Fire Totem:** Fire Gaze Hits on a 2+.

5-6 **Mask of Madness:** Mind Shatter only needs a 3+ to cause Insanity.

LEVEL	S	P	M	C	A	E	Melee	Ranged	Health	Souls	Notes
1	4	4	4	4	2	3	1/4+	1/4+	15	6	-
2	5	4	4	4	2	5	1/4+	1/4+	20	8	+1 Perk
3	5	4	4	4	2	5	1/4+	1/4+	24	10	+1 Perk
4	6	5	5	4	2	6	1/4+	1/4+	28	12	+1 Perk
5	6	5	5	4	2	6	1/4+	1/4+	32	14	+2 Perks
6	7	5	5	4	2	6	1/4+	1/4+	36	16	+2 Perks
7	7	6	6	4	2	7	1/4+	1/4+	40	18	+2 Perks
8	8	6	6	4	2	7	1/4+	1/4+	44	20	+3 Perks
9	8	6	6	4	2	7	1/4+	1/4+	48	22	+3 Perks
10	9	7	7	4	2	8	1/4+	1/4+	52	24	+3 Perks

3

Initiative

Skorn Brutes

Melee, Demon, Large, Odinate

6

Movement

ATTACKS

Smash [Melee]: 2d6 Damage. On a **Critical Hit** roll 3d6 for **Damage**.

Swing [Melee]: 2d6 Damage. On a **Critical Hit** all those affected are also moved away from the **Brute** up to 2 squares (if there is space) and then placed **Prone**.

NO SPECIAL RULES

BEHAVIOUR

1-4: Each **Brute** without a target **Moves** toward the nearest **Accursed** and targets them. Each attacks their target with **Smash**.

5-6: Each **Brute** without a target **Moves** toward the nearest **Accursed** and targets them. Each attacks with **Swing** their target which also affects another **Accursed** adjacent the **Brute**.

PERKS

1-2 Demonite Hammer: +1 To Ht on its **Melee Attacks**.

3-4 Wide Swing: Swing now affects up to 3 adjacent **Accursed**.

5-6 Large Scales: -1 To Hit on all attacks against it, also it is immune to **Fire based Wounds** and Ignite.

LEVEL	S	P	M	C	A	E	Melee	Ranged	Health	Souls	Notes
1	5	3	2	2	2	6	1/4+	1/5+	16	6	-
2	6	3	2	2	2	8	1/4+	1/5+	24	10	+1 Perk
3	7	3	2	2	2	8	1/4+	1/5+	28	14	+1 Perk
4	7	4	2	2	2	9	1/4+	1/5+	32	18	+1 Perk
5	8	4	3	3	2	9	1/4+	1/5+	36	22	+2 Perks
6	8	4	3	3	2	10	2/4+	1/5+	40	26	+2 Perks
7	9	5	3	3	2	10	2/4+	1/5+	44	30	+2 Perks
8	9	5	3	3	2	11	2/4+	1/5+	48	34	+3 Perks
9	10	5	4	4	2	11	2/4+	1/5+	52	38	+3 Perks
10	11	5	4	4	2	12	2/4+	1/5+	60	42	+3 Perks

Grim Cultists

Melee, Human, Cultist, Cursed

ATTACKS

Slash [Melee]: 2d6 **Damage**. On a **Critical Hit** roll 2d6 for **Damage**.

Vampiric Touch [Magic]: The **Cultist** rolls 1d6, on a 4+ the attack hits and scores **1d3 Wounds**. Heal the **Cultist** by the same number of **Wounds** scored by this attack.

SPECIAL RULES

Soul Pact: Add 1 to every number with the * symbol next to it for every other **Cultist** currently alive (+5 maximum).

BEHAVIOUR

1-2: Each **Cultist** without a target **Moves** toward the most **Wounded Accursed** and targets them. Each attacks their target with **Slash**.

3-5: Each **Cultist** without a target **Moves** toward the nearest **Accursed** and targets them. Each attacks their target with **Slash**.

6: Each **Cultist** without a target **Moves** toward the **Accursed** with the most **Armour** and targets them. Each attacks their target with **Vampiric Touch**.

PERKS

1-2 Dark Blood: Immune to **Poison**.

3-4 Between Worlds: Can move through blocked squares. All attacks against the **Cultist** suffers **-1 To Hit**.

5-6 Vampire: **Vampiric Touch** now hits on a 3+ and causes **1d6 Wounds**.

LEVEL	S	P	M	C	A	E	Melee	Ranged	Health	Souls	Notes
1	*2	*2	*2	2	3	5	1/3+	1/4+	*3	4	-
2	*5	*2	*2	2	3	7	1/3+	1/4+	*5	5	+1 Perk
3	*5	*2	*2	2	3	7	1/3+	1/4+	*7	6	+1 Perk
4	*6	*3	*3	2	3	7	1/3+	1/4+	*9	7	+1 Perk
5	*6	*3	*3	2	4	8	1/3+	1/4+	*10	8	+2 Perks
6	*7	*4	*4	3	4	8	2/3+	2/4+	*12	9	+2 Perks
7	*7	*4	*4	3	4	9	2/3+	2/4+	*14	10	+2 Perks
8	*8	*5	*5	3	5	9	2/3+	2/4+	*16	11	+3 Perks
9	*8	*5	*5	3	5	10	2/3+	2/4+	*18	12	+3 Perks
10	*9	*6	*6	3	5	10	2/3+	2/4+	*20	13	+3 Perks

Dreadworm

Melee, Demon, Gularoth, Large, No Sides

ATTACKS

Bite [Melee]: 1d6+3 Damage. On a **Critical Hit** the **Accursed** suffers **Damage** and it is also held within the **Dreadworm's** mouth, remove their miniature. At the start of the **Dreadworm's** next turn, the **Accursed** takes a **Strength 1 Test**, if successful the **Accursed** is placed anywhere within the map tile up to **2** squares from the **Dreadworm**, if they fail they suffer the same effects of a **Bite Critical Hit** and remain as they are, repeating the same steps next turn.

Body Smash [Melee]: 2d6 Damage.

NO SPECIAL RULES

BEHAVIOUR

1-4: If without a target **Moves** toward the nearest **Accursed** then targets them. The **Dreadworm** attacks their target with **Body Smash**.

5-6: If without a target moves toward the nearest **Accursed** then targets them. The **Dreadworm** attacks their target with **Bite**.

PERKS

1-2 Nails and Teeth: If an adjacent melee attack against the **Dreadworm** rolls a **1**, the attacker suffers **1d6 Wounds**.

3-4 Deadly Bite: **Bite** will now deal **1d6** more **Damage**.

5-6 Acidic Bile: If the **Darkness Roll** is **1** at the start of its turn, every **Accursed** up to **2** squares from the **Dreadworm** must pass an **Agility 2 Test** or suffer **1d3 Wounds**.

LEVEL	S	P	M	C	A	E	Melee	Ranged	Health	Souls	Notes
1	5	3	2	2	1	5	1/3+	-	20	10	-
2	6	4	2	2	1	7	1/3+	-	24	15	+1 Perk
3	7	4	2	2	1	7	1/3+	-	28	20	+1 Perk
4	7	4	3	2	2	8	1/3+	-	32	25	+1 Perk
5	8	5	3	2	2	8	1/3+	-	36	30	+2 Perks
6	8	5	3	2	2	9	1/3+	-	40	35	+2 Perks
7	9	5	4	3	3	9	1/3+	-	44	40	+2 Perks
8	9	5	4	3	3	10	1/3+	-	48	45	+3 Perks
9	10	6	4	3	3	10	1/3+	-	52	50	+3 Perks
10	11	6	5	3	3	11	1/3+	-	56	55	+3 Perks

5

Initiative

Wailing Wall

Ranged, Spectral

Movement

ATTACKS

Screaming Skull [Ranged]: Roll 1d6 to deal this attack which hits on a 3+ and causes **2d6+M Damage**. **Critical Hits** will also cause **1 Insanity**.

Soul Shards [Ranged]: Roll 1d6 to deal this attack which hits on a 4+ and causes **1d6+M Damage**. **Critical Hits** will also cause **1 Insanity**.

Banshee Wailing [Magic]: Roll 1d6 for each of the Wall **Mind** point. With each 4+ scored, one **Insanity** is caused. The target will also roll 1d6 for each of their **Mind** points and negate **1 Insanity** for every 6 scored.

SPECIAL RULES

Wailing Wall: If all Accursed are out of its **LoS** and there are no other monsters present, the combat ends (until re-entering its LoS). Target either two of the archway squares to deal attacks against the Wall.

Spectral: Unless using **Spells**, **Miracles** or weapons with the **Keywords Silver**, **Gold** or **Blessed**, the **Wailing Wall** only receives **half the Wounds** suffered (round up).

BEHAVIOUR

1-3: Deal the **Screaming Skull** attack to **1** random **Accursed** in **LoS** even if adjacent.

4-5: Deal the **Soul Shards** attack to each **Accursed** in **LoS** even if adjacent.

6: Deal the **Banshee Wailing** attack to each **Accursed** in **LoS**.

PERKS

1-2 Twin Skulls: If the Behaviour is "1-3" deal another **Scream Skull** at random after the first.

3-4 Tendrils: Any **Accursed** starting their turn within 6 squares from the Wall suffers **-2 Movement**, and **-1 To Hit** on all attacks.

5-6 Soul Drain: Any **Accursed** present on the map tiles joined by this archway suffers **1 Wound** at the start of their turn.

LEVEL	S	P	M	C	A	E	Melee	Ranged	Health	Souls	Notes
1	-	-	3	-	-	2	-	-	20	2d6	-
2	-	-	4	-	-	4	-	-	24	2d6+2	+1 Perk
3	-	-	4	-	-	4	-	-	28	2d6+3	+1 Perk
4	-	-	5	-	-	5	-	-	32	2d6+4	+1 Perk
5	-	-	5	-	-	5	-	-	36	2d6+5	+2 Perks
6	-	-	6	-	-	6	-	-	40	2d6+6	+2 Perks
7	-	-	6	-	-	6	-	-	44	3d6+5	+2 Perks
8	-	-	7	-	-	7	-	-	48	3d6+6	+3 Perks
9	-	-	7	-	-	7	-	-	52	3d6+7	+3 Perks
10	-	-	8	-	-	8	-	-	56	4d6+8	+3 Perks

9

Initiative

Shadow Lurker

Melee, Demon, Odinish, Leader

6

Movement

ATTACKS

Phantom Strike [Melee]: 3d6 **Damage**. Roll 3d6 on a **Critical Hit**.

SPECIAL RULES

Shadow Leap: When moving, this **Lurker** will phase through realities and will be placed within the square of his destination without the need to move through all the other squares which leads them there. Ignores Threat.

BEHAVIOUR

1-3: If without a target **Moves** toward the closest **Accursed**. Attacks with **Phantom Strike** its target then if there is another **Accursed** within 4 squares, place the Lurker adjacent to them and deal another **Phantom Strike**. Repeat this process until all **Accursed** in range have been attacked once or until there is no space for the **Lurker** to be.

4-5: If without a target **Moves** toward the closest **Accursed**. Attacks their target with **Phantom Strike**, if this attack scores **Wounds** it phases through reality, remove the **Lurker** miniature. At the start of its next turn, place it adjacent 1 random **Accursed**, then roll for its **Behaviour**.

6: If without a target **Moves** toward the closest **Accursed**. Attack with **Phantom Strike** then moves as far as possible from them by a number of squares equal to their **Movement**.

PERKS

1-2 Shadow Blink: When suffering an **attack**, **spell** or **miracle** this lurker rolls 1d6, on a 6 he completely avoids it.

3-4 Demonic Speed: Cannot be hit by **attacks**, **spells** or **miracles** dealt 3 or more squares from the **Lurker**.

5-6 Phasing: **Accursed** suffers **-1 To Hit** and cannot cast **Spells/Miracles** against it when the **Darkness Roll** is 1-2.

LEVEL	S	P	M	C	A	E	Melee	Ranged	Health	Souls	Notes
1	4	4	3	3	2	5	1/2+	1/4+	30	10	-
2	5	5	3	3	3	7	1/2+	1/4+	50	15	+1 Perk
3	5	5	3	3	3	7	1/2+	1/4+	60	20	+1 Perk
4	6	6	3	3	4	8	1/2+	1/4+	70	25	+1 Perk
5	6	6	4	4	4	8	1/2+	1/4+	80	30	+2 Perks
6	7	7	4	4	4	9	1/2+	1/4+	90	35	+2 Perks
7	7	7	4	4	4	9	1/2+	1/4+	100	40	+2 Perks
8	8	8	4	4	5	10	1/2+	1/4+	110	45	+3 Perks
9	8	8	5	4	5	10	1/2+	1/4+	120	50	+3 Perks
10	9	9	5	5	5	11	1/2+	1/4+	130	55	+3 Perks

ATTACKS

Scythe [Melee]: **3d6 Damage**. Roll 3d6 on a Critical Hit

SPECIAL RULES

Note: Does not gain or grant **Soul Pact** from **Grim Cultists**.

BEHAVIOUR

1: Deals **1 Wound** to all **Accursed** in **LoS** and every **Grim Cultist** within the **Dungeon** including itself heals **3 Wounds**.

2-4: If without a target, move toward the nearest **Accursed**. Deal **Scythe** attack to their target.

5: Target the trophy with the highest **Health** value of **1** random **Accursed** in **LoS**. Place the trophy adjacent the **Overlord** alive and fully **healed**. If no trophies are present deal Behaviour "2-4".

6: **Source** is removed from all **Accursed** and cannot be **Channelled** until the start of its next turn. Deal Behaviour "2-4".

PERKS

1-2 Mark of Evil: Behaviour "1" deals **2 Wounds** instead and heals 2.

3-4 Spectral: Unless using **Spells**, **Miracles** or weapons with the **Keywords** **Silver**, **Gold** or **Blessed**, the **Overlord** only receives **half** the **Wounds** suffered (round up).

5-6 Soul Steal: If the **Darkness Roll** is **1** and the attack **Scythe** scores a **Critical Hit**, the victim immediately dies unless they **Tumble**.

LEVEL	S	P	M	C	A	E	Melee	Ranged	Health	Souls	Notes
1	5	4	6	8	4	6	2/3+	1/4+	35	10	-
2	6	4	6	8	4	8	2/3+	1/4+	50	15	+1 Perk
3	6	4	6	8	4	9	2/3+	1/4+	65	20	+1 Perk
4	7	5	7	9	5	10	2/3+	1/4+	80	25	+1 Perk
5	7	5	7	9	5	10	2/3+	1/4+	95	30	+2 Perks
6	8	6	7	9	5	11	3/3+	1/4+	110	35	+2 Perks
7	8	6	8	10	6	11	3/3+	1/4+	125	40	+2 Perks
8	9	7	8	10	6	12	3/3+	1/4+	140	45	+3 Perks
9	9	7	8	10	6	13	3/3+	1/4+	155	50	+3 Perks
10	10	8	9	11	7	13	4/3+	1/4+	160	55	+3 Perks

Skorn Warlord

Melee, Demon, Odinish, Leader

ATTACKS

Twin Strike [Melee]: 3d6 Damage. Roll 3d6 on a **Critical Hit**. If the Accursed **Tumbles** this attack but the Warlord has more attacks to deal, move them immediately within the square the Accursed previously occupied and deal another attack if adjacent to their target. The Warlord will do this only once per turn.

SPECIAL RULES

In Charge: Always place the Warlord first before spawning all others. All other Skorn gain **+1 to Hit** on **Melee** and **Ranged** Attacks while the Warlord is alive.

BEHAVIOUR

1: If there are one or more other Skorn of any kind present does not move, otherwise follows Behaviour "2-5". Deal immediately the Behaviour of all other Skorn present (does not count as their turn for this round).

2-5: If without a target move the Warlord toward the nearest Accursed and target them. Attack their target with **Twin Strike**.

6: If without a target move the Warlord toward the nearest Accursed and target them. Attack their target with **Twin Strike**. The first attack of this round will immediately kill their target if it scores a **Critical Hit** and it is not **Tumbled**.

PERKS

1-2 Great Leader: In Charge grants **+2 To Hit** Instead.

3-4 Strategist: All other Skorn in LoS of the Warlord gain +2 Endurance.

5-6 Seasoned Veteran: Attackers suffers **-1 To Hit** on all **Melee** and **Ranged** Attacks.

LEVEL	S	P	M	C	A	E	Melee	Ranged	Health	Souls	Notes
1	5	5	4	8	4	6	2/3+	1/3+	50	15	-
2	6	5	4	8	4	7	3/3+	1/3+	65	20	+1 Perk
3	6	5	4	8	5	8	3/3+	1/3+	80	25	+1 Perk
4	7	6	4	8	5	9	3/3+	1/3+	95	30	+1 Perk
5	7	6	5	9	6	9	3/3+	1/3+	110	35	+2 Perks
6	8	6	5	9	6	10	3/3+	1/3+	125	40	+2 Perks
7	8	7	5	9	7	10	3/3+	1/3+	140	45	+2 Perks
8	9	7	6	9	7	11	4/3+	1/3+	155	50	+3 Perks
9	9	7	6	9	8	12	4/3+	1/3+	170	55	+3 Perks
10	10	7	6	10	8	12	4/2+	1/3+	185	60	+3 Perks

Skorn Berserker

Melee, Demon, Odinate, Large

ATTACKS

Deathclaw [Melee]: 3d6 Damage. On a **Critical Hit** roll 4d6 for **Damage**, the target is also moved away from the **Berserker** up to 3 squares (if there is space) and then placed **Prone**.

Fire Breath [Ranged]: Automatically Hits all Accursed in the Area of Effect (AoE) of the diagram. Deal **4d6 Fire Damage**. This attack can be **Tumbled** but not **Evaded**.



■ Bers. ■ AoE

SPECIAL RULES

Fear: If an **Accursed** has the **Berserker** is in **LoS** at the start of their turn they must pass a **Mind 1 Test** or gain **1 Insanity**. They must repeat this test each turn until they pass it.

Charge: The Berserker ignores **Threat** and may move through squares occupied by other **Monsters** or **Accursed**, when he does so the Accursed may **Tumble** away or suffer **1d3 Wounds**.

BEHAVIOUR

1: Target the Accursed furthest from itself and **Moves** by **12** toward them, passing through as many other Accursed as possible. Deal the **Deathclaw** attack to their target.

2-5: If without a Target moves toward the nearest Accursed and targets them. Deal the **Deathclaw** attack to their target.

6: Moves in a space which will maximize the amount of Accursed affected by the **Area of Effect** of their **Fire Breath** Attack (can be dealt even adjacent other Accursed). Other Monsters are not affected.

PERKS

1-2 Dragon Scales: Immune to **Fire based Wounds** and **Ignite**.

3-4 Molten Fire: **Fire Breath** attack also **Ignites** all of its victims.

5-6 Aspect of Fear: **Fear** now causes **2 Insanity** and requires a **Mind 2 Test**.

LEVEL	S	P	M	C	A	E	Melee	Ranged	Health	Souls	Notes
1	7	5	2	1	2	8	2/5+	-	60	30	-
2	8	5	2	1	3	9	2/4+	-	80	40	+1 Perk
3	8	5	2	1	3	10	2/4+	-	100	50	+1 Perk
4	9	6	2	1	3	10	2/4+	-	120	60	+1 Perk
5	9	6	3	1	4	11	3/4+	-	140	70	+2 Perks
6	10	6	3	1	4	11	3/4+	-	160	80	+2 Perks
7	10	7	3	1	4	12	3/4+	-	180	90	+2 Perks
8	11	7	3	1	5	12	3/4+	-	200	100	+3 Perks
9	11	7	4	1	5	13	3/3+	-	220	150	+3 Perks
10	12	8	4	1	5	13	3/3+	-	240	250	+3 Perks

ATTACKS

Insatiable Bite [Melee]: 3d6 Damage. If the damage rolled is a double 6 or a **Critical Hit**, suffer the **wounds** then pass an **Agility 1 Test** or be swallowed and become part of the **Dreadworm** forever (die permanently).

Bile of Voracity [Melee]: Every **Accursed** up to 2 squares suffers **2d6 Wounds**.

SPECIAL RULES

Faceless: Targets all **Accursed** adjacent to itself.

Bile of Voracity: If the **Darkness Roll** is 5-6, the **Dreadworm** will skip its turn and at the end of the round deal the attack **Bile of Voracity**

BEHAVIOUR

1-5: If not adjacent any **Accursed** moves until it can get to as many of them as possible. Attacks its targets with **Insatiable Bite**.

6: Summons **1 Deviant** per **Accursed**. Place them as close as possible to the **Dreadworm**. If one or more **Deviants** are unavailable deal Behaviour "1-5" instead.

PERKS

1-2 Aspect of Gularoth: Bile of Voracity will now happen on a **Darkness roll** of 4-6 and reach up to 4 squares.

3-4 No Body: All **Critical Hits** dealt against the **Dreadworm** must roll for **Damage**.

5-6 Vile Cleanse: When it uses **Bile of Voracity** it will **heal** itself by **3d6 Wounds**.

LEVEL	S	P	M	C	A	E	Melee	Ranged	Health	Souls	Notes
1	6	4	3	3	2	7	1/3+	-	70	30	-
2	7	4	3	3	2	8	1/3+	-	90	40	+1 Perk
3	7	4	3	3	2	9	1/3+	-	110	50	+1 Perk
4	8	4	4	3	3	10	1/3+	-	130	60	+1 Perk
5	8	5	4	3	3	10	1/3+	-	150	70	+2 Perks
6	9	5	4	3	3	11	2/3+	-	170	80	+2 Perks
7	9	5	5	4	4	11	2/3+	-	190	90	+2 Perks
8	10	5	4	4	4	12	2/3+	-	210	100	+3 Perks
9	10	6	5	4	4	12	2/3+	-	230	150	+3 Perks
10	11	6	6	4	4	13	3/3+	-	250	250	+3 Perks

Faceless Ones

Melee, Demon, Agoras, Spectral, Cursed, Flying,
No Sides

ATTACKS

Chilling Caress [Melee]: **2d6 Damage**. Roll **2d6 Damage** on a **Critical Hit**.

Weeping Stare [Magic]: **Roll 1d6** for each of its **Mind** points and deal **1 Insanity** for every score of **3+**. The victim can **roll 1d6** for each of their **Mind** points and deny **1 Insanity** for every **6** scored.

SPECIAL RULES

Spectral: Unless using **Spells**, **Miracles** or weapons with the **Keywords** **Silver**, **Gold** or **Blessed**, the **Faceless One** only receives **half** the **Wounds** suffered (round up).

Dark Embrace: No **Accursed** may **Tumble** when a **Faceless One** is adjacent to them.

Flying: Can move through squares occupied by other characters. Cannot be threatened. Immune to **Prone**, Fire **Damage** and **Poison**.

BEHAVIOUR

1-2: If without a target moves toward the nearest **Accursed** then targets them. Attacks its target with **Chilling Caress**.

3-6: If without a target moves toward the **Accursed** with the highest **Armour** value then targets them. Attacks its target with **Weeping Stare**.

PERKS

1-2 Lost memories: **Weeping stare** will cause **2 Insanity** instead.

3-4 Soothing hum: **Chilling Caress Critical Hits** also cause **1 Insanity**.

5-6 Distorted Memories: **Melee** and **Ranged Attacks** against the **Faceless Ones** suffer **-1 To Hit**.

LEVEL	S	P	M	C	A	E	Melee	Ranged	Health	Souls	Notes
1	3	3	3	2	2	2	1/3+	-	8	4	-
2	4	3	4	2	2	4	1/3+	-	12	5	+1 Perk
3	4	3	4	2	2	4	1/3+	-	15	6	+1 Perk
4	4	4	5	3	2	5	1/3+	-	18	7	+1 Perk
5	5	4	5	3	3	5	2/3+	-	21	8	+2 Perks
6	5	4	6	3	3	6	2/3+	-	24	9	+2 Perks
7	5	5	6	4	3	6	2/3+	-	27	10	+2 Perks
8	5	5	7	4	3	7	2/3+	-	30	11	+3 Perks
9	6	5	7	4	4	7	2/3+	-	33	12	+3 Perks
10	6	6	8	5	4	8	2/3+	-	36	13	+3 Perks



Initiative

Possessed Chest

Melee, Demon, Gularoth, Large, Cursed

6

Movement

ATTACKS

Kick [Melee]: 1d6 Damage. When this attack hits, move the target by 1 square away from the **Possessed Chest**, if the target cannot be moved it suffers a further **1d6 Damage**.

Bite [Melee]: 2d6 Damage.

SPECIAL RULES

Surprise Attack: When placed, it ends the turn of the one who opened it and immediately takes its turn. When resolving its behaviour always have the chest seek out and attack the **Accursed** who has **Searched** it unless they cannot be reached.

*Their **Initiative** is equal to the **Accursed** who opened the chest.

Bleeding Riches: When killed it awards **1d3 Loot Cards** to the group and **1 Rare Loot** card to the one owning its **Trophy**.

BEHAVIOUR

1-5: If without a target, moves toward the nearest **Accursed**. Attacks its adjacent target with **Kick**. If no **Accursed** are adjacent but 2 squares away, it attacks them with **Bite**.

6: If adjacent to an **Accursed** this last may prevent the chest from escaping by taking an **Agility 2 Test**. If the test is passed the **Accursed** is attacked once with **Kick**. If the test fails, the chest moves as far as possible from all **Accursed**. If the number of squares between the chest and the nearest **Accursed** is 4 or more the chest escapes and it is removed.

PERKS

1-2 Steel teeth: If **Bite** scores a **Critical Hit**, roll **3d6** for **Damage**.

3-4 Reinforced: **Kick** Attack gets **+1 To Hit**.

5-6 Long Legs: The **Movement** value of the chest is increased to **10**.

LEVEL	S	P	M	C	A	E	Melee	Ranged	Health	Souls	Notes
1	4	2	2	1	1	5	2/4+	-	20	2d6	-
2	7	2	2	1	1	6	2/4+	-	35	2d6+2	+1 Perk
3	7	2	2	1	2	6	2/4+	-	50	2d6+3	+1 Perk
4	8	3	2	1	2	7	3/4+	-	65	2d6+4	+1 Perk
5	8	3	2	1	3	7	3/4+	-	80	2d6+5	+2 Perks
6	9	3	2	1	3	8	3/4+	-	95	2d6+6	+2 Perks
7	9	4	2	1	4	8	4/4+	-	110	3d6+5	+2 Perks
8	10	4	2	1	4	9	4/4+	-	125	3d6+6	+3 Perks
9	10	4	2	1	5	9	4/4+	-	140	3d6+7	+3 Perks
10	11	5	2	1	5	10	4/3+	-	145	4d6+8	+3 Perks

8

Initiative

Libithin

Melee, Demon, Libithia, Large

6

Movement

ATTACKS

Whipping [Melee]: 2d6 Damage. On a **Critical Hit** roll 3d6 for **Damage**.

Strangle [Melee]: 2d6 Damage. On a **Critical Hit** roll 2d6 for **Damage**, also the target will skip their next turn and cannot **Tumble** or **Evade**.

NO SPECIAL RULES

BEHAVIOUR

1-3: If without a target **Moves** toward the nearest **Accursed**. Attacks its target with **Whipping** or any other **Accursed** up to 3 squares of distance if it has no target.

4-5: If without a target moves toward the nearest **Accursed** then targets them. Attacks its target with **Strangle**. If no target is available but an **Accursed** is within 3 squares of distance, will attack them with **Whipping**.

6: Move all **Accursed** in LoS up to their full **Movement** value closer to the Libithin, then deal Behaviour "4-5".

PERKS

1-2 Burning Kiss: If **Strangle** at least **1 Wound**, it also **Ignites** them.

3-4 Seductive Illusion: Any **Accursed** in LoS from a **Libithin** suffers **-1** to **Strength**, **Perception** and **Mind**.

5-6 Agile: They can move through **Accursed** and **Monsters**

LEVEL	S	P	M	C	A	E	Melee	Ranged	Health	Souls	Notes
1	4	3	4	5	3	4	2/4+	1/4+	15	6	-
2	5	3	4	5	3	6	2/4+	1/4+	20	10	+1 Perk
3	5	3	4	5	3	6	2/4+	1/4+	24	14	+1 Perk
4	6	4	4	6	3	7	2/4+	1/4+	28	18	+1 Perk
5	6	4	4	6	4	7	3/4+	1/4+	32	22	+2 Perks
6	7	4	4	6	4	8	3/4+	1/4+	36	26	+2 Perks
7	7	5	4	7	4	8	3/4+	1/4+	40	30	+2 Perks
8	8	5	4	7	4	9	3/4+	1/4+	44	34	+3 Perks
9	8	5	4	7	5	9	3/4+	1/4+	48	38	+3 Perks
10	9	6	4	8	5	10	3/4+	1/4+	52	42	+3 Perks

3

Initiative

Ancient Nightmare

Melee, Demon, Agoras, Large, No Sides

Movement

ATTACKS

Lashing [Melee]: 2d6 Damage.**Call of Agoras [Magic]:** Rolls a number of d6 equal to its own **Mind** value and for every 5-6 scored it causes **1 Insanity**. An **Accursed** may avoid **1 insanity** for each 6 scored by rolling a d6 for each of their **Mind** point.

SPECIAL RULES

Each **Tentacle** has its own **Endurance** and **Health** value equal to half the Nightmare's **Endurance** and **Health** value (round up). Killing a tentacle also causes **5 Wounds** to the Nightmare's main body. None of the models moves.

BEHAVIOUR

1-4: Each **Tentacle** deals a **Lashing** attack toward the nearest **Accursed** up to **4** squares from its location (use the Nightmare's **Melee** and **Strength** value).

5-6: The **Nightmare** deals the attack **Call of Agoras** to all **Accursed** in **LoS**.

PERKS

1-2 Strangle: **Critical Hits** from the **Lashing** attack cannot be **Evaded**.

3-4 Regrowth: Killing a **Tentacle** no longer causes **Wounds** to the nightmare.

5-6 Scream: **Call of Agoras** causes **2 Insanity**.

LEVEL	S	P	M	C	A	E	Melee	Ranged	Health	Souls	Notes
1	4	6	4	2	3	4	1/3+	-	50	15	-
2	5	6	5	2	3	6	1/3+	-	65	35	+1 Perk
3	5	6	5	2	3	6	1/3+	-	80	45	+1 Perk
4	6	6	6	2	4	7	2/3+	-	95	55	+1 Perk
5	6	7	6	2	4	7	2/3+	-	110	65	+2 Perks
6	7	7	7	2	4	8	2/3+	-	125	75	+2 Perks
7	7	7	7	3	5	8	2/3+	-	140	85	+2 Perks
8	8	7	8	3	5	9	3/3+	-	155	95	+3 Perks
9	8	8	8	3	5	9	3/3+	-	170	105	+3 Perks
10	9	8	9	3	6	10	3/3+	-	185	150	+3 Perks

2

Initiative

Undead Minion

Melee, Undead, Cursed

3

Movement

ATTACKS

Rotting Embrace: **2d6 Damage**. On a **Critical Hit** the target is being held and cannot **Move** or **Tumble** until the end of their next turn.

SPECIAL RULES

No Weakness: Immune to **Poison** and **Critical Hits** (deal regular Damage).

BEHAVIOUR

1-4: Each minion without a target **Moves** toward the **Accursed** closest the **Sarcophagus** and targets them. Attack their target with **Rotting Embrace**.

5-6: Each minion alive begins to pray and removes **1 Wound** from the **Sarcophagus**.

PERKS

1-2 Touch of Rot: When **Rotten Embrace** scores a **Critical Hit**, the target is also **Poisoned 2** times.

3-4 Ancient Lords: The **Initiative** and **Movement** values of the **Minion** are raised to 6.

5-6 Necrotic Chain: Each **Wound** caused by the **Minion** removes **1 Wound** inflicted to the **Sarcophagus**.

LEVEL	S	P	M	C	A	E	Melee	Ranged	Health	Souls	Notes
1	4	2	4	1	1	4	2/4+	-	15	-	-
2	5	2	4	1	1	6	2/4+	-	20	-	+1 Perk
3	5	2	4	1	1	6	2/4+	-	24	-	+1 Perk
4	6	3	5	1	1	7	2/4+	-	28	-	+1 Perk
5	6	3	5	1	1	7	3/4+	-	32	-	+2 Perks
6	7	3	5	1	1	8	3/4+	-	36	-	+2 Perks
7	7	4	6	1	1	8	3/4+	-	40	-	+2 Perks
8	8	4	6	1	1	9	3/4+	-	44	-	+3 Perks
9	8	4	6	1	1	9	3/4+	-	48	-	+3 Perks
10	9	4	7	1	1	10	3/4+	-	52	-	+3 Perks