

WARHAMMER QUEST

CURSED CITY



THE BRIAR QUEEN

A BEYOND PRECIPICE PRODUCTION



A BEYOND PRECIPICE EXPANSION FOR CURSED CITY

Well, here we are.

I was 18 when the original Warhammer Quest was released and I instantly fell in love with the game. To this day, some 25 years later, I still have my Level 9 Wardancer sitting in his box. Whilst I have enjoyed each of the later titles in the series, none had the depth of gameplay that the original had.

It was this lack of depth that led me to having a random conversation about how it could be possible to bring some of the town events from the original into Blackstone Fortress. Needless to say, this seed of an idea struck at what I loved most about the game and Beyond Precipice was born.

I'm immensely proud of the Blackstone Fortress content that Beyond Precipice has created. It's probably taken up more of my time than it should have, but some of the things I've learnt and the people I've met, have made it worthwhile. Without these, Anubis Arts certainly wouldn't exist.

Two years later, here I sit in front of my beaten-up laptop (that little computer and I have been through a lot together), typing this preface for my first delve into Cursed City. This game has a lot of mechanics that make integrating something into it so much easier (thank a deity of your choosing for exploration card decks).

Depending on how this expansion is received, the potential for around another 30 expansions is in place.

I'd like to thank everyone who has followed Beyond Precipice, whether you've been here from the start or only recently joined. Without you lot, this whole thing is pointless.

Now put down your las-pistol and grab some wooden stakes as you try to defeat the Briar Queen. Feel free to let me know what you think of it.

So until the next time, enjoy, have fun and play nice.

Gav

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HUNTING THE BRIAR QUEEN

STARTING THE HUNT

To start the hunt for the Briar Queen, add all Empowerment cards found in this book to the pile of available Empowerments.

Additionally, add the *Mysterious Encounter - Banshee* card to the Encounter deck and continue to play Cursed City as normal.

ENCOUNTERING THE BANSHEE

If a hero kills the Banshee whilst travelling Ulfenkam, they may retain the *Mysterious Encounter - Banshee* card. When it is this hero's turn to choose a journey, they may choose to attempt to locate the Briar Queen. The next journey must be the Briar Queen Intel journey.



INTEL JOURNEYS

The heroes attempt to discover the source of their mysterious enemy by searching Ulfenkarn for clues before they are destroyed by the Suffocating Gravetide - an endless spell that roams the streets, protecting the Wolf's bastion and keeping the citizenry of Ulfenkarn in check. Innocent lives are lost as our heroes focus on finding the clues, leading to a rise in fear amongst the population and the Wolf's influence growing.

GETTING READY TO PLAY

Instead of preparing a combat map, the leader builds an Exploration deck the same as a Deliverance Journey explained on page 37 of the rulebook.

ENCOUNTER DECK




To create the Encounter deck, add all the encounter cards included in the Briar Queen expansion to the standard Encounter deck and shuffle.


DISCOVERY DECK

To create the Discovery deck, take 5 Crisis cards, 3 Trap cards and 2 Realmstone 3 cards from the main Discovery deck and add the 10 Discovery cards included in the Briar Queen expansion to make a deck of 20 cards.

JOURNEY RULES

Follow all rules for playing a Deliverance Journey with the following exceptions.

When an exploration card is drawn with the  on it, there is a potential clue on the board tile. Instead of making a **Warn (6+)** action, a hero on a board tile which has a  symbol can make a **Discover (6+)** action if there are no hostiles on that board tile. Each  can only be used to make one **Discover (6+)** action.

Additionally, when the last model from an encounter card with a  on it is killed, do not remove the model. Instead, place it on its side in the square it was killed. The heroes can attempt a **Discover (6+)** action on the prone model if there are no hostiles on that board tile. Once attempted, remove the prone enemy model.

When an exploration card shows a Mysterious Object, do not place it on the tile and no **Search (4+)** action can be made. Additionally, a hero cannot use Inspiration to make a **Search (4+)** action. However, a hero can use three Inspiration to make a **Discover (6+)** action if there are no hostiles on that board tile.

DISCOVER (6+)

When a Discover action is completed, the hero may draw one Discovery card.

THE SUFFOCATING GRAVETIDE

The Suffocating Gravetide follows the normal rules as explained on page 26 of the Quest Book.

NIGHTFALL

The Nightfall token does not advance each turn as normal. Instead, the Nightfall token starts at the first available daytime space on the skyvessel board. Whenever a hero completes a **Discover (6+)** action, move the Nightfall token one space clockwise.

VICTORY CONDITIONS

If the journey ends while there is at least one hero not out of action, and 4 Clues have been found, the heroes will be successful. Any other result is a failure.

CONSEQUENCES

If the heroes are successful, they each gain experience (see page 34 of the rulebook). In addition, the heroes may now attempt the the Lair of the Briar Queen Journey and may reduce Influence by 1.

If the heroes fail this journey, increase Fear and Influence by 1.

CRISIS

When a Crisis occurs during an Intel journey, roll the quest dice and consult the table below to determine which entry the leader must read aloud.

ASSASSINATION CRISIS TABLE

DAY		NIGHT	
Dice Roll	Page and Entry Number	Dice Roll	Page and Entry Number
1	pg 8,1	1-2	pg 9,13
2	pg 8,2	3-4	pg 9,14
3	pg 8,3	5-6	pg 9,15
4	pg 8,4	7-8	pg 9,16
5	pg 8,5	9-10	pg 9,17
6	pg 8,6	11-12	pg 9,18
7	pg 8,7		
8	pg 8,8		
9	pg 8,9		
10	pg 8,10		
11	pg 8,11		
12	pg 8,12		

LAIR OF THE BRIAR QUEEN

As sunset rapidly approaches, the heroes have discovered the location of the Briar Queen's lair. Apart from the crypt door, nothing stands between them and their quarry. After hastily prying the door open, a set of worn stone stairs lead down into the gloom. As their eyes adjust to the dark, individual tombs become visible. Some showing obvious signs of desecration. With no time to waste, the heroes make a final check of their equipment and venture down the stairs.



LAIR OF THE BRIAR QUEEN RULES

Time is Short: The nightfall token starts in the nightfall space marked '4'. This may be adjusted by certain clues the heroes found during the Lair journey.

Death is no Hinderance: When the Briar Queen is slain, if there are any mysterious objects on the battlefield, she is not slain. Instead, remove the mysterious object that is nearest to a hero from the battlefield and then remove all wound and grievous wound counters from the Briar Queen.

Endless Dead: The hostile groups in this journey do not have encounter cards that are placed on the combat track, nor can they be driven off. Instead, after a hostile group has activated, roll a Δ . If the roll is a success, deploy 1 slain hostile from that group in a space adjacent to the lychgate furthest from a hero, following the rules for deploying reinforcements.

The Briar Queen cannot be deployed as reinforcements after she is slain.

LAIR OF THE BRIAR QUEEN EVENT TABLE	
RESULT	EVENT
1	A Destiny Denied: Do not make a destiny roll at the start of the next turn.
2	Shred Their Souls: All Chainrasps and Thorns make a Soul-Surge action.
3	Vortex of Souls: Remove all wound and grievous wounds from the Spirit Host. If the Spirit Host is already slain, the hero who killed the Spirit Host gains 1 inspiration point.
4-6	Strike Fast: Each hostile group can attempt to make a D8 Gambit next turn after the heroes have finished attempting theirs.
7-8	Time Grows Short: Move the nightfall token clockwise one space (unless the nightfall token is on the space with the night symbol).
9-10	Born Hero: The leader picks one hero that is out of action. Place that hero on the battlefield in the nearest empty space to another hero. Then make a free Recuperate (1+) action for that hero, or remove one ailment. If no hero is out of action, the leader picks one hero. This hero can make a free Recuperate (1+) action or remove an ailment.
11	Inspiring Effort: The leader picks a hero. That hero gains 1 inspiration.
12	A Destiny Fulfilled: After the destiny roll is made, move all discarded destiny dice to the available destiny dice section of the skyvessel board.

VICTORY CONDITIONS

If when the journey ends, the Briar Queen is slain, the heroes are successful. Any other result is a failure.

If the heroes are successful, they may reduce fear by 1.

If the heroes failed, increase fear and influence by 1.

CONSEQUENCES

If the heroes are successful, they gain experience as normal. Additionally, the leader may take the Briar Queen special item. The leader may either keep this for themselves or choose which hero to give it to.



DISCOVERY

TREASURE

THE BRIAR CROWN

This ancient crown radiates cruelty and power. Only the fearless or the stupid would consider trying to bind the crown to their

At the start of the hero's activation, the hero may choose to activate the crown. When activated, the hero can replace any or all their action dice to show a value of '6'.

After the hero has finished their activation, they must make an Agility roll. If failed, the hero suffers 4 wounds. If successful, they suffer 2 wounds. No Defence rolls can be made against these wounds.



One use per journey.

The Briar Queen special item

CRISIS

1 - From the Shadows



An unnatural darkness engulfs the hero. In the darkness the hero finds themselves confronted by their worst nightmares.

The acting hero must roll a . Roll  instead if Executioner.

- ◆ If successful, turn to entry 19 (pg 9).
- ◆ If a failure, turn to entry 32 (pg 10).

2 - Vengeful Spirit

A shadowy spectre grasps from the darkness. Its bony fingers extending towards the hero.

The acting hero must roll a . Roll  instead if Blade.

- ◆ If successful, turn to entry 20 (pg 9).
- ◆ If a failure, turn to entry 33 (pg 10).

3 - Ghost



A ghost of a local citizen tries to warn the hero about the dangers of the city.

The acting hero must decide whether to listen to the ghost's advice.

- ◆ If they choose to listen to the ghost's advice, turn to entry 21 (pg 9).
- ◆ If they choose to ignore the ghost's advice, turn to entry 34 (pg 10).

4 - Curse of Life



Whilst searching, the hero uncovers strange markings on the floor. Unwittingly, the hero has entered a hex.

The acting hero must roll a . Roll  instead if Loremaster.

- ◆ If successful, turn to entry 22 (pg 9).
- ◆ If a failure, turn to entry 35 (pg 10).

5 - Marsh Lights

The hero is mesmerized by lights that only they can see. Before they realise, they have lost all concern for their quest and start following the lights

The acting hero must roll a . Roll  instead if Stalwart.

- ◆ If successful, turn to entry 23 (pg 9).
- ◆ If a failure, turn to entry 36 (pg 10).

6 - Crowded Streets

Petrified citizens crowd the streets, blocking the hero's path.

The acting hero must decide whether to force their way through the crowd, or allow the crowd to disperse.

- ◆ If they choose to force their way through, turn to entry 24 (pg 9).
- ◆ If they choose to wait for the crowd to disperse, turn to entry 37 (pg 10).

7 - Hidden room

The hero discovers a hidden door.

Draw an Exploration card and place the tile connecting to the tile the hero is on. If there is no space to place the tile, nothing happens. If the tile can be placed, place a Mysterious Marker and an Encounter group on the new tile. This Encounter group activates after Enemy group 1 has activated.

If the tile is cleared and the Mysterious Object searched, the hero may draw a Discovery card. Do not move the Nightfall tracker forward one.

8 - Rotten Floorboards

As the hero advances, the floorboards collapse beneath him.

The acting hero must make an Agility roll.

- ◆ If successful, turn to entry 25 (pg9).
- ◆ If a failure, turn to entry 38 (pg10).

9 - Prayer Stone

The hero discovers a primitive prayer stone hanging on a doorway.

The acting hero must decide whether to offer a prayer.

- ◆ If they choose to offer a prayer, turn to entry 26 (pg9).
- ◆ If a choose not to offer a pray, turn to entry 39 (pg10).

10 - Dire Wolves

A solitary howl echoes around the rooftops. Within seconds the hero is surrounded by Dire Wolves.

The hero must make four, 1+ Melee attacks.

- ◆ If the hero causes seven or more wounds, turn to entry 27 (pg9).
- ◆ If the hero causes six wounds or less, turn to entry 40 (pg10).

11 - Wraith

The hero notices a sudden drop in temperature as their breath starts to frost. Hoarefrost gathers on every surface. As the hero turns around, a shape lunges from the fog.

The hero must make one, 1+ Melee attack.

- ◆ If the hero causes a critical, turn to entry 28 (pg9).
- ◆ If the hero does not roll a critical, turn to entry 41 (pg10).


12 - Ambush

Without warning, the enemy surge around a nearby corner.

Draw an Encounter card and place at the nearest Lychgate to a hero. This group makes a Charge action when deployed. From then on, this group activates after Enemy group 1.

13 - Lightning Trap

As the hero searches a wooden crate, they hear a faint click as a mechanism clicks into place. A flash of light is all that is seen as the hero is struck by lightning.

Make a  attack against the hero.

- ◆ If after a Defence roll is made the hero suffers no wounds, turn to entry 29 (pg 10).
- ◆ If after a Defence roll is made the hero suffers any wounds, turn to entry 42 (pg 10).

14 - Pickpocket

As the hero makes their way past several citizens. Within moments, they realise that they have been the target of a pickpocket.

The acting hero must discard one Treasure or Realmstone card. If the hero has neither, nothing happens.

15 - Hidden Cache

Hidden beneath a pile of rotting cloth, the hero finds a small chest.

The acting hero may draw a Discovery card. If the card is not a Treasure or Realmstone card, they may discard and draw another. They may only discard the Discovery card once.

Do not move the nightfall tracker forward when taking this discovery card.

16 - Barred Door

The hero discovers a barred door. Looking closely, the door shows signs of decay. With a quick shove, the door crumbles and the hero enters the doorway.

The acting hero must make a Vitality roll.

- ◆ If successful, turn to entry 30 (pg 10).
- ◆ If a failure, turn to entry 43 (pg 10).

17 - Corpse Dust

As the hero moves forward, their foot disturbs some Corpse Dust mould. Spores fill the air, within moments the hero is struggling to breath.

Do not remove the hero's model from the board. Instead, place the hero on his side and count as stunned. Additionally, the hero cannot make any **Run** (3+) actions this journey.

18 - Laughter of the Mad

The hero suddenly stops as maniacal laughter fills the air. Their face slackens as they stand frozen listening to the giggling.

The acting hero must make a Defence roll.

- ◆ If the result is a critical, turn to entry 31 (pg 10).
- ◆ If the result is not a critical, turn to entry 44 (pg 10).

19

Shaking off the nightmare visions, the hero is filled with an inner calm.

During their next activation, the hero may re-roll all failed attack dice.

20

With lightning reactions, the hero slashes at the hand with their weapon. Their strike is true as a bony hand falls to the floor.

The hero gains an inspiration point.

21

Following the ghost's advice the hero finds a small box hidden behind a decaying pipe.

The hero takes a discovery card. If the card is not a treasure, realmstone or clue card, they may discard this card and draw another.

Do not move the nightfall tracker forward when taking this discovery card.

22

Golden light shines down on the hero and they feel a renewed vitality.

The hero may remove wounds as if they had made a critical vitality roll

23

Frantic calls from the party bring the hero back to reality. Unsure of why they are there, they return to the group.

The hero must discard one action dice.

24

Showing no concern for the local citizens, the heros force their way through the crowds. People scream in pain as more than one person is left bloody.

Increase fear by 1.

25

Almost without thinking, the hero leaps to the side. Where moments before they stood, is now a pit of broken floorboards.

The hero is safe and the crisis ends.

26

With great care, the hero places two fingers on the prayer stone. Silently, they make a benediction.

The hero gains an inspiration point.

27

As quickly as it began, the fight is over. Three direwolves lay dead at the hero's feet. Searching their corpses, the hero finds something of interest.

The hero may draw a discovery card. If the card is a crisis, the hero may draw again.

Do not move the nightfall tracker forward when taking this discovery card.

28

With an unconcious parry, the hero goes on the attack. After a flurry of blows, the wraith is defeated in a flash of blinding light.

The hero may remove all wound and grievous wound tokens.

29

As the smoke clears, the hero stands unharmed in an area of utter devastation. Scorch marks cover every surface and small electrical discharges spark from the hero.

For the rest of this journey, the hero may re-roll failed Defence rolls.

30

Barging through the door, the hero enters a small room. After a brief search the hero finds a hidden alcove.

The hero takes a discovery card.

Do not move the nightfall tracker forward when taking this discover card.

31

A forceful shove from a passing hero is enough to break the laughter's spell. After a brief moment of bewilderment, the hero continues on their journey.

Nothing happens and the crisis ends.

32

Visions of slaughter flood the heroes mind. Even though they last only seconds, the hero is visibly shaken as the attack abates.

Until the end of their next activation, the acting hero must re-roll all critical attack dice.

33

Before the hero has time to offer any defence, the hand passes through their armour. As the hand enters their body, a chill flows through them and they feel their life slipping away.

The acting hero suffers 2 wounds. No defence roll is allowed.

34

Muttering some words of banishment, the hero walks past as the ghost's essence slowly drifts apart.

Nothing happens and the crisis ends.

35

As the hero tries to leave the hex they are blasted with ethereal flame. Within moments the hero is flailing around on the floor trying to extinguish the flames.

The acting hero suffers two wounds. No defence roll is allowed.

36

With each forward step, the hero's consciousness slips from their mind. Only rapid intervention from their allies will save them from a life of mindlessly following the lights.

Do not remove the hero from the board. Instead, make a **Move** action towards the furthest locked door. Do not stop the move action if the hero enters a square adjacent to an enemy model but must not end on a square with an enemy model.

Whilst under the lights effect, the hero must discard all action dice and no enemy will target the hero. Until a turn starts that the hero is not under the effects of the lights, they may not generate any action dice and must always make a free move action towards the furthest locked door on their activation.

If the hero ends a turn in a square adjacent to a locked door, the hero leaves the battlefield to forever wander, lost in the mists of Ulfenkarn. The hero is classed as killed and can not be used again.

To stop this fate, the remaining heroes must make 2 **Intervene (6+)** actions whilst adjacent to the affected hero.

37

The heroes slow their pace, to allow the large crowd to disperse.

Move the Gravetide token one tile nearer to the heroes.

38

Before the hero has a chance to react, they drop into a damp cellar. The remains of the broken floorboards ensure that the landing isn't pleasant.

The acting hero suffers two wounds. No defence roll is allowed.

39

The hero ignores the prayer stone as they walk past.

Nothing happens and the crisis ends.

40

The hero fights off the dire wolves but not before they inflict a raking wound to the hero's back.

The hero suffers two wounds and is diseased. No defence roll allowed.

41

Despite putting up a valiant defence, the wraith overcomes the hero and successfully drains their life essence.

The acting hero suffers four wounds. The hero may attempt one defence roll.

42

Lightning strike from all sides. Instantly the hero's clothing and equipment burst into flame. It's only the quick thinking of their companions that save the hero's life.

Each non-acting hero must make an Agility roll. For each failed roll, the acting hero suffers a wound. No defence roll is allowed.

43

The hero stumbles through the ruined doorway into a damp room. After a thorough search, the hero finds nothing.

Nothing happens and the crisis ends.

44

The laughter has an unnatural effect on the hero, almost as if whoever the laughter belonged to, was slowly gaining control of the hero.

Until the end of their next activation, the hero may not make any **Attack** actions against an enemy model. Additionally, whenever a friendly hero enters a square adjacent to the hero, the hero must make a free **Attack (1+)** against the friendly target.

ENCOUNTER

LEVEL	HOSTILE GROUP
0	1 Banshee
1	1 Banshee
2	1 Banshee 2 Chainrasps
3	1 Banshee 3 Chainrasps
4	1 Banshee 4 Chainrasps
5	1 Banshee 5 Chainrasps



MYSTERIOUS ENCOUNTER
THE BRIAR QUEEN

ENCOUNTER

LEVEL	HOSTILE GROUP
0	3 Chainrasps
1	4 Chainrasps
2	5 Chainrasps
3	6 Chainrasps
4	7 Chainrasps
5	8 Chainrasps



ENCOUNTER

LEVEL	HOSTILE GROUP
0	1 Spirit Host
1	1 Spirit Host
2	2 Spirit Host
3	2 Spirit Host
4	3 Spirit Host
5	3 Spirit Host



ENCOUNTER

LEVEL	HOSTILE GROUP
0	4 Chainrasps
1	5 Chainrasps
2	6 Chainrasps
3	7 Chainrasps
4	8 Chainrasps
5	9 Chainrasps



EMPOWERMENT WEAPON

RUNE OF AETHER FLAME

'Be wary of this - you can lose your beard before you know it!'

Damage suffered from this hero's Melee type weapon actions ignore the ETHEREAL special rule.

Cost: 2 Realmstone Points

Melee weapon ignores ETHEREAL



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EMPOWERMENT ARMOUR

INSCRIPTION OF SPIRIT SHIELDING

'Mark your armour with this. It doesn't last long, but trust me, you won't regret it.'

The hero can use this inscription at anytime.

Once used, the hero cannot be harmed by any Spirit Surge attacks. This affect lasts until the hero's next Activation.

Discard after use.

Cost: 1 Realmstone Point

Ignore SPIRIT SURGE actions



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Ignore SPIRIT SURGE actions



EMPOWERMENT ARMOUR

SOUL SHARD

'Hang this charm on ya, it protects from all things that go bump in the night'

Hero can make a Defence roll against Frightful Touch attacks.

Cost: 2 Realmstone Points

Ignore FRIGHTFULL TOUCH rule



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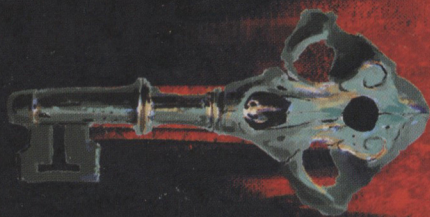
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DISCOVERY CLUE

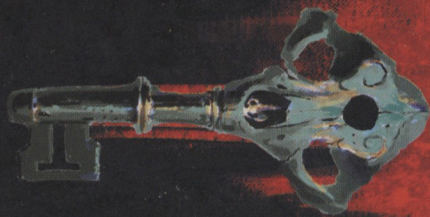
THE EVER-HANGED

The noise of carriage draws the hero's attention to the rooftop. Above them hang several dead citizens.



This card counts as one clue.

Additionally, when attempting the Briar Queen Lair Journey, The Ever-hanged does not start **Empowered**.



DISCOVERY CLUE

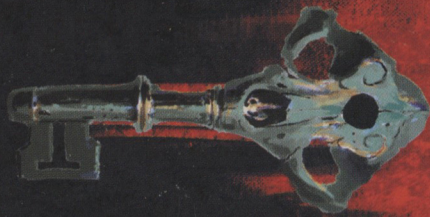
THE BRIAR QUEEN

The hero a slain citizen slumped in a corner. The corpse is surrounded by ethereal rose petals.



This card counts as one clue.

Additionally, when attempting the Briar Queen Lair Journey, The Briar Queen does not start **Empowered**.



DISCOVERY CLUE

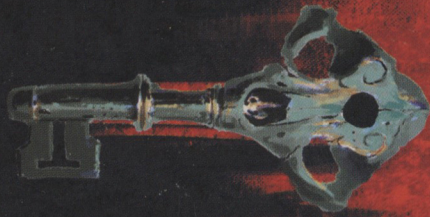
THE THORNS

The hero discovers the remnant of a fire. In the ashes are the remains of several citizens. The appear to have been chained to the floor.



This card counts as one clue.

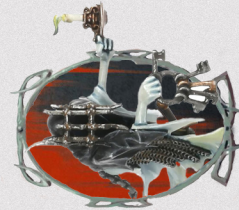
Additionally, when attempting the Briar Queen Lair Journey, The Thorns do not start **Empowered**.



DISCOVERY CLUE

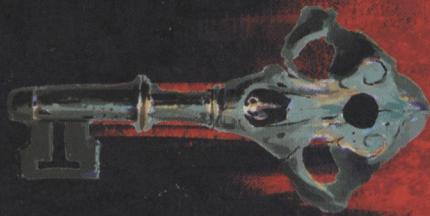
VARCLAV THE CRUEL

The hero investigates screams coming from a nearby house. The house is empty but illuminated by spectral candles.



This card counts as one clue.

Additionally, when attempting the Briar Queen Lair Journey, Varclav the Cruel does not start **Empowered**.



DISCOVERY CLUE

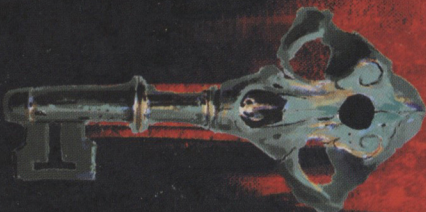

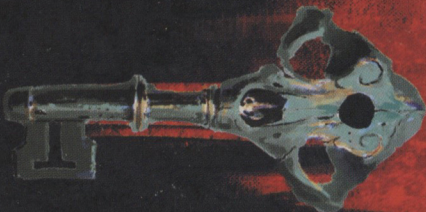

INTEL

The hero discovers a clue to the location of The Briar Queen.



This card counts as one clue.

Additionally, when attempting the Briar Queen Lair Journey, move the Nightfall token's starting point one space anti-clockwise.

					<p>DISCOVERY TREASURE</p> <p>HOLY HAND GRENADE OF ALTDORF</p> <p><i>This crystal and gold orb contains the soul of Brother Maynard, the last of the followers of Saint Attila</i></p> <p>Pick a visible square. Roll a 6 for all enemy models on this square and a 4 for any enemy models adjacent to this square. If the roll is successful, the enemy model suffers 3 wounds.</p> <p>Any wounds caused by this attack cannot be ignored for any reason.</p> <p>Discard this card after use.</p>	<p>DISCOVERY TREASURE</p> <p>THE HOODED LANTERN</p> <p><i>Golden light sleeps from underneath the brass hood of this small iron lantern.</i></p> <p>Roll a 4 for every enemy model on the same tile as the hero. If successful, the enemy model suffers 1 wound and is Stunned.</p> <p>Any wounds caused by this attack cannot be ignored for any reason.</p> <p>Discard this card after use.</p>	<p>DISCOVERY CLUE</p> <p>INTEL</p> <p><i>The hero discovers a clue to the location of The Briar Queen.</i></p> <p></p> <p>This card counts as one clue.</p> <p>Additionally, when attempting the Briar Queen Lair Journey, move the Nightfall token's starting point one space anti-clockwise.</p>	<p>DISCOVERY CLUE</p> <p>INTEL</p> <p><i>The hero discovers a clue to the location of The Briar Queen.</i></p> <p></p> <p>This card counts as one clue.</p> <p>Additionally, when attempting the Briar Queen Lair Journey, move the Nightfall token's starting point one space anti-clockwise.</p>	<p>DISCOVERY CLUE</p> <p>INTEL</p> <p><i>The hero discovers a clue to the location of The Briar Queen.</i></p> <p></p> <p>This card counts as one clue.</p> <p>Additionally, when attempting the Briar Queen Lair Journey, move the Nightfall token's starting point one space anti-clockwise.</p>
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BANSHEE

MOVE: 3 WOUNDS: 6 SIZE: LARGE

WEAPON	ACTION	TYPE	DICE	DAMAGE
Chill Dagger		Melee	1d6	2/2

SPECIAL RULES

Fly: This model may move through heroes but cannot end their Move in the same square as a hero.

Ethereal: When a hero makes an attack against this model, count critical results as successful.

Frightful Touch: If a Chill Dagger attack is a critical, no Defence roll can be attempted.

BEHAVIOUR TABLE

ROLL	RESULT
1-2	Soul Drain: Roll a 1d6. If successful, remove 3 wounds from this model. Make a Charge action.
3-8	Charge
9-12	Ghostly Howl: Make a 1d6 attack against the furthest hero. No Defence roll can be made against this attack. Then make a Charge action.

BANSHEE

MOVE: 3 WOUNDS: 6 SIZE: LARGE

WEAPON	ACTION	TYPE	DICE	DAMAGE
Chill Dagger		Melee	1d6	3/3

SPECIAL RULES

Fly: This model may move through heroes but cannot end their Move in the same square as a hero.

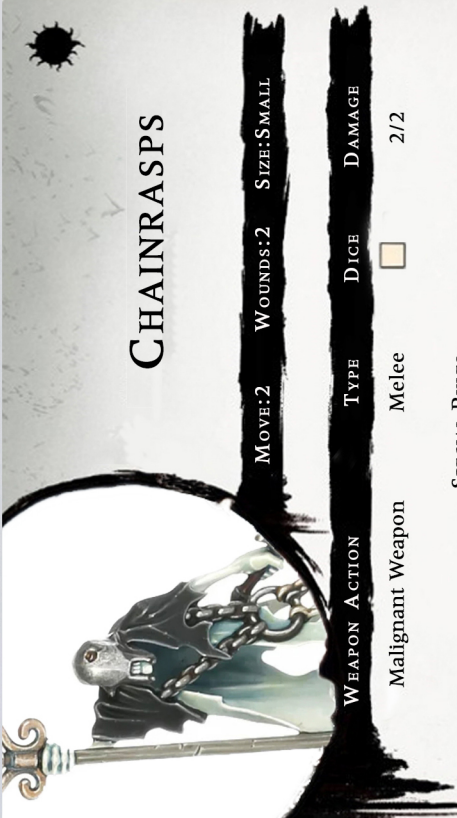
Ethereal: When a hero makes an attack against this model, count critical results as successful.

Frightful Touch: If a Chill Dagger attack is a critical, no Defence roll can be attempted.

BEHAVIOUR TABLE

ROLL	RESULT
1-2	Soul Drain: Roll a 1d6. If successful, remove 3 wounds from this model. Make a Charge action.
3-8	Charge
9-12	Ghostly Howl: Make a 1d6 attack against the furthest hero. No Defence roll can be made against this attack. Then make a Charge action.






CHAINRASPS

MOVE:2

WOUNDS:2

SIZE:SMALL

WEAPON	ACTION	TYPE	DICE	DAMAGE
Malignant Weapon		Melee		2/2

SPECIAL RULES

Fly: This model may move through heroes but cannot end their Move in the same square as a hero.

Ethereal: When a hero makes an attack against this model, count critical results as successful.

Frightful Touch: If a Malignant weapon attack is a critical, no Defence roll can be attempted.

Dreadwarden: A hostile group may include only 1 Dreadwarden. If the group is four or more models, it must include a Dreadwarden. Additionally, add 1 to the Wound value of the Dreadwarden.

BEHAVIOUR TABLE

ROLL	RESULT
1-2	Endless Tide: Deploy any slain Chainrasp from this group as Reinforcements. Each acting hostile already on the battlefield makes an Advance action.
3-10	Charge
11-12	Soul Surge: Each acting hostile makes an Advance action towards the furthest, visible hero. If this Move caused the model to move through a hero's square, the hero suffers one wound. No Defence roll is allowed against this wound.



CHAINRASPS

MOVE:2

WOUNDS:2

SIZE:SMALL

WEAPON	ACTION	TYPE	DICE	DAMAGE
Malignant Weapon		Melee	 	2/2

SPECIAL RULES

Fly: This model may move through heroes but cannot end their Move in the same square as a hero.

Ethereal: When a hero makes an attack against this model, count critical results as successful.

Frightful Touch: If a Malignant weapon attack is a critical, no Defence roll can be attempted.

Dreadwarden: A hostile group may include only 1 Dreadwarden. If the group is four or more models, it must include a Dreadwarden. Additionally, add 1 to the Wound value of the Dreadwarden.

BEHAVIOUR TABLE

ROLL	RESULT
1-2	Endless Tide: Deploy any slain Chainrasp from this group as Reinforcements. Each acting hostile already on the battlefield makes an Advance action.
3-10	Charge
11-12	Soul Surge: Each acting hostile makes an Advance action towards the furthest, visible hero. If this Move caused the model to move through a hero's square, the hero suffers one wound. No Defence roll is allowed against this wound.




SPIRIT HOST

MOVE: 3 WOUNDS: 10 SIZE: LARGE

WEAPON ACTION	TYPE	DICE	DAMAGE
Spectral Claws and Daggers	Melee	 	1/2

SPECIAL RULES

Fly: This model may move through heroes but cannot end their Move in the same square as a hero.

Ethereal: When a hero makes an attack against this model, count critical results as successful.

Frightful Touch: If a Malignant weapon attack is a critical, no Defence roll can be attempted.

BEHAVIOUR TABLE

ROLL	RESULT
1-2	Soul Drain: Remove any wounds from this model and make an Advance action.
3-8	Charge
9-11	Fury: Make a Charge action followed by another Attack action.
12	Drifting Advance: Make a Charge action towards the furthest hero. The first hero this model passes through, suffers 1 wound. No Defence roll is allowed against this wound.




SPIRIT HOST

MOVE: 3 WOUNDS: 10 SIZE: LARGE

WEAPON ACTION	TYPE	DICE	DAMAGE
Spectral Claws and Daggers	Melee	 	1/2

SPECIAL RULES

Fly: This model may move through heroes but cannot end their Move in the same square as a hero.

Ethereal: When a hero makes an attack against this model, count critical results as successful.

Frightful Touch: If a Malignant weapon attack is a critical, no Defence roll can be attempted.

BEHAVIOUR TABLE

ROLL	RESULT
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3-8	Charge
9-11	Fury: Make a Charge action followed by another Attack action.
12	Drifting Advance: Make a Charge action towards the furthest hero. The first hero this model passes through, suffers 1 wound. No Defence roll is allowed against this wound.





'THE THORNS'

MOVE: 2 WOUNDS: 3 SIZE: SMALL

WEAPON	ACTION	TYPE	DICE	DAMAGE
Malignant Weapon		Melee	1d6	2/2

SPECIAL RULES

Fly: This model may move through heroes but cannot end their Move in the same square as a hero.

Ethereal: When a hero makes an attack against this model, count critical results as successful.

Frightful Touch: If a Malignant weapon attack is a critical, no Defence roll can be attempted.

BEHAVIOUR TABLE

ROLL	RESULT
1-2	Form Ranks: Remove this group's models and place in an adjacent square to a friendly model with the Bodyguard rule and make an Attack action if a hero is now adjacent. If no model with the Bodyguard rule is on the board, make a Charge action.
3-10	Advance
11-12	Soul Surge: Each acting hostile makes an Advance action towards the furthest, visible hero. If this Move caused the model to move through a hero's square, the hero suffers one wound. No Defence roll is allowed against this wound.



'THE THORNS'

MOVE: 2 WOUNDS: 3 SIZE: SMALL

WEAPON	ACTION	TYPE	DICE	DAMAGE
Malignant Weapon		Melee	1d6	2/2

SPECIAL RULES



Fly: This model may move through heroes but cannot end their Move in the same square as a hero.

Ethereal: When a hero makes an attack against this model, count critical results as successful.

Frightful Touch: If a Malignant weapon attack is a critical, no Defence roll can be attempted.

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3-9	Advance
10-12	Soul Surge: Each acting hostile makes an Advance action towards the furthest, visible hero. If this Move caused the model to move through a hero's square, the hero suffers one wound. No Defence roll is allowed against this wound.

THE EVER-HANGED

MOVE:2

WOUNDS:6

SIZE:SMALL

WEAPON ACTION

DUAL

DICE

DAMAGE

Spectral Noose

2/2

SPECIAL RULES


Fly: This model may move through heroes but cannot end their Move in the same square as a hero.

Ethereal: When a hero makes an attack against this model, count critical results as successful.

Frightful Touch: If a Malignant weapon attack is a critical, no Defence roll can be attempted.

Soul-strung: If a hero is **Soul-strung**, remove them from the board. The hero suffers 2 wounds with no Defence roll. The hero is unable to return to the board until they have made a successful **Agility** (1+) action. Destiny dice cannot be used. Once made, the hero returns to the board and their activation ends. If at the end of their activation they have not returned to the board, they suffer another 2 wounds and remain **Soul-strung**.

BEHAVIOUR TABLE

ROLL	RESULT
1-2	Soul Summon: Roll a  . If successful, a new Chainrasp hostile group makes an Advance from the nearest Lychgate. In future turns, this new group activates immediately after The Ever-hanged.
3-10	Charge
11-12	String up Their Soul: Make a Spectral Noose attack at the furthest, visible hero. In addition to any normal damage, the hero must make an Agility roll. If successful, the attack ends. If failed, the hero is Soul-strung .




THE EVER-HANGED

MOVE:2

WOUNDS:6

SIZE:SMALL

WEAPON ACTION

DUAL

DICE

DAMAGE

Spectral Noose

3/3

SPECIAL RULES

Fly: This model may move through heroes but cannot end their Move in the same square as a hero.

Ethereal: When a hero makes an attack against this model, count critical results as successful.


Frightful Touch: If a Malignant weapon attack is a critical, no Defence roll can be attempted.

Soul-strung: If a hero is **Soul-strung**, remove them from the board. The hero suffers 2 wounds with no Defence roll. The hero is unable to return to the board until they have made a successful **Agility** (1+) action. Destiny dice cannot be used. Once made, the hero returns to the board and their activation ends. If at the end of their activation they have not returned to the board, they suffer another 2 wounds and remain **Soul-strung**.

BEHAVIOUR TABLE

ROLL	RESULT
1-2	Soul Summon: Roll a  . If successful, a new Chainrasp hostile group makes an Advance from the nearest Lychgate. In future turns, this new group activates immediately after The Ever-hanged.
3-8	Charge
9-12	String up Their Soul: Make a Spectral Noose attack at the furthest, visible hero. In addition to any normal damage, the hero must make an Agility roll. If successful, the attack ends. If failed, the hero is Soul-strung .





VARCLAV THE CRUEL

MOVE: 2 WOUNDS: 6 SIZE: LARGE

WEAPON	ACTION	TYPE	DICE	DAMAGE
Malignant Weapon		Melee	▲	2/3

SPECIAL RULES

Fly: This model may move through heroes but cannot end their Move in the same square as a hero.

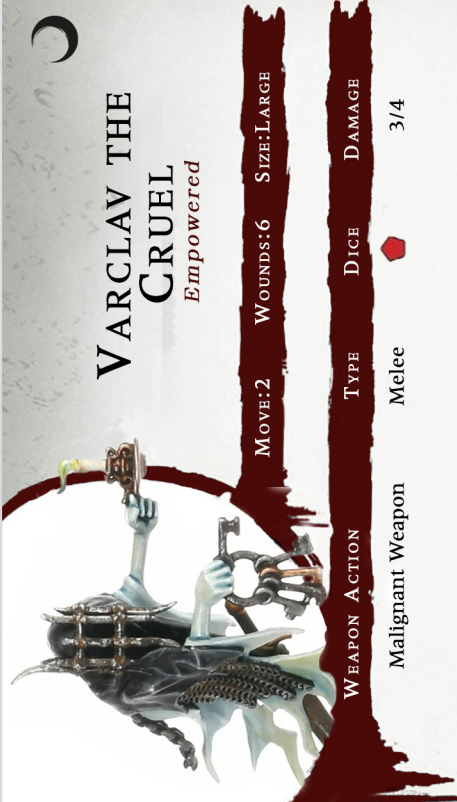
Ethereal: When a hero makes an attack against this model, count critical results as successful.

Forward Fiends: Whilst on the board, all **Thorns** and **Chainrasp** groups may +2 to their Behaviour roll if it would cause them to make a **Soul-surge** action.

Bodyguard: If Varclav the Cruel suffers any wounds and a **Thorn** model is adjacent, the **Thorn** suffers the wounds instead.

BEHAVIOUR TABLE

ROLL	RESULT
1-2	Restore Guards: Remove all wound tokens from any thorn in this group. Additionally, any killed Thorns are returned to a square adjacent to the Briar Queen.
3-10	Charge
11-12	For the Queen! Make a Charge action. Additionally, all Thorns and Chainrasp groups immediately make a Soul-surge action.



VARCLAV THE CRUEL

MOVE: 2 WOUNDS: 6 SIZE: LARGE

WEAPON	ACTION	TYPE	DICE	DAMAGE
Malignant Weapon		Melee	◆	3/4

SPECIAL RULES

Fly: This model may move through heroes but cannot end their Move in the same square as a hero.


Ethereal: When a hero makes an attack against this model, count critical results as successful.

Forward Fiends: Whilst on the board, all **Thorns** and **Chainrasp** groups may +2 to their Behaviour roll if it would cause them to make a **Soul-surge** action.

Bodyguard: If Varclav the Cruel suffers any wounds and a **Thorn** model is adjacent, the **Thorn** suffers the wounds instead.

BEHAVIOUR TABLE

ROLL	RESULT
1-2	Restore Guards: Remove all wound tokens from any thorn in this group. Additionally, any killed Thorns are returned to a square adjacent to the Briar Queen.
3-9	Charge
10-12	For the Queen! Make a Charge action. Additionally, all Thorns and Chainrasp groups immediately make a Soul-surge action.



THE BRIAR QUEEN

MOVE:2

WOUNDS:8

SIZE:LARGE

WEAPON ACTION	TYPE	DICE	DAMAGE
Briar Whip	Melee	▲▲	2/3
Rending Scream	Ranged	◆	1/2

SPECIAL RULES

Fly: This model may move through heroes but cannot end their Move in the same square as a hero.

Ethereal: When a hero makes an attack against this model, count critical results as successful.

Howling Vortex: Target the furthest, visible hero. Roll a ▲ against this hero and any adjacent heroes. If successful, the hero suffers a wound with no Defence roll allowed. Additionally, the wounded hero cannot make any Run (3+) actions in their next activation.

Bodyguard: If the Briar Queen suffers any wounds and a Thorn model is adjacent, the Thorn suffers the wounds instead.

BEHAVIOUR TABLE

ROLL	RESULT
1-2	Restore Guards: Remove all wound tokens from any thorn in this group. Additionally, any killed Thorns are returned to a square adjacent to the Briar Queen.
3-10	Advance
11-12	Death Unleashed: Make a Howling Vortex action and a Rending Scream action and finally an Advance action.



THE BRIAR QUEEN

Empowered

MOVE:2

WOUNDS:8

SIZE:LARGE

WEAPON ACTION	TYPE	DICE	DAMAGE
Briar Whip	Melee	▲▲	2/3
Rending Scream	Ranged	◆	2/3

SPECIAL RULES

Fly: This model may move through heroes but cannot end their Move in the same square as a hero.

Ethereal: When a hero makes an attack against this model, count critical results as successful.

Howling Vortex: Target the furthest, visible hero. Roll a ◆ against this hero and any adjacent heroes. If successful, the hero suffers a wound with no Defence roll allowed. Additionally, the wounded hero cannot make any Run (3+) actions in their next activation.

Bodyguard: If the Briar Queen suffers any wounds and a Thorn model is adjacent, the Thorn suffers the wounds instead.

BEHAVIOUR TABLE

ROLL	RESULT
1-2	Restore Guards: Remove all wound tokens from any thorn in this group. Additionally, any killed Thorns are returned to a square adjacent to the Briar Queen.
3-8	Advance
9-12	Death Unleashed: Make a Howling Vortex action and a Rending Scream action and finally an Advance action.

