

2

Karakan Flesh-of-Iron
 Master

1



4
 Forge a Flesh Armor. For each Flesh Armor, stun the highest champion among all players.

8
 Forge a Flesh Armor. For each Flesh Armor, discard a card.

Forge a Flesh Armor. Gain 6 for each Flesh Armor.

Forge three Flesh Armor.

3
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2

Enthralled Regulars
 Master

2



2
 Stun your highest champion.

3
 Discard a card.

4

3

1
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2

Ruinor Zealot
 Master

1



Stun the two highest champions among all players.

Flip again.

You have -2 this turn.

Fanatics have +3 this turn.

2
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2

Vexing Imp
 Master

1



Discard two champions (from your hand).

Discard three cards.

Discard two actions.

Put two random imps from out of play into play.

2
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1

1

1

1

Enthralled Regulars

Master • Starting Health: 50

1

Stun your highest champion.

2

Discard a card.

3

2

1

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1

1

1

Karakon Flesh-of-Iron

Master • Starting Health: 65

2

Forge a Flesh Armor. For each Flesh Armor, stun the highest champion among all players.

4

Forge a Flesh Armor. For each Flesh Armor, discard a card.

Forge a Flesh Armor. Gain for each Flesh Armor.

Forge two Flesh Armor.

3

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1

1

1

Vexing Imp

Master • Starting Health: 60

Discard a champion (from your hand).

Discard two cards.

Discard an action.

Put a random imp from out of play into play.

2

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1

1

1

Ruinor Zealot

Master • Starting Health: 65

Stun the highest champion among all players.

Flip again.

You have this turn.

Fanatics have this turn.

2

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Ruinos Archpriestess
Master

2 1

The Ritual is complete.

(Go to Chapter 9 of the Adventure Book.)

3

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Slaughterclaw
Master

2 1

 **Sprout a Spike.**
Deal 7 damage to you and to each of your champions.

  **Sprout a Spike.**
Each player discards all cards with  printed on them.

 **Sprout three Spikes.**

 **Sprout a Spike.**
Gain  equal to twice the total cost of all Spikes.

3

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Ingarash the Insatiable
Master

2 2

 **Gobble up your highest  champion.**

 **Gobble up the top card of the Market Deck.**
Gain  equal to the total number of gobbled up cards.

 **Gobble up the highest cost action in your hand.**

 **Gobble up the highest cost card in your discard pile.**

3

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The Laughing Shadow
Master

2 1

 **Cast three Shadows.**

 **Cast a Shadow. For each Shadow, discard a card.**

 **Cast a Shadow. For each Shadow stun the highest  champion among all players.**

 **Cast a Shadow. Gain  for each Shadow.**

3

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Slaughterclaw

Master • Starting Health: 70





Sprout a Spike.
Deal 4 damage to you and to each of your champions.



 5 Each player discards a card with  printed on it.



Sprout two Spikes.



Sprout a Spike. Gain  equal to twice its cost.



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Ruinos Archpriestess

Master • Starting Health: 30





Add the highest cost  card or cards in the Market to the Ritual.



Add the highest cost  card or cards in the Market to the Ritual.



Add the highest cost  card or cards in the Market to the Ritual.



Add the highest cost  card or cards in the Market to the Ritual.



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The Laughing Shadow

Master • Starting Health: 75





Cast two Shadows.



Cast a Shadow. Discard a card.



Cast a Shadow.
Stun the highest  champion among all players.



 3 Cast a Shadow.



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Ingarash the Insatiable

Master • Starting Health: 80





Gobble up your highest  champion.



Gobble up the top card of the Market Deck.
Gain  equal to the total number of gobbled up cards.



Gobble up the highest cost action in your hand.



Gobble up the highest cost card in your discard pile.



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