

3 7

Burrow Blind

Ironskin

BURROWING HORROR

Burrow Blind

Ironskin +1

3 9

4 6

Reanimation Curse

+2

SARCOPHAGUS GUARD

Reanimation Mummy Dust

Curse +2

4 8

I VALLEY OF THE DEAD

If you have played the "The Unearthed Tomb" or the "Halls of Toil" Rumor card, discard this card and draw 1 Rumor card.

Play this card at the start of the Campaign Phase during Act I. You cannot play this card if the Interlude is an available quest. While in play, this card is treated as an available quest. When you play this quest the overlord may discard 2 search tokens after setup.

One of your mentors needs your help: an elder scholar from Al-Kalim informed her of a vile ritual that will be performed within a week.

If this card is in play when you transition to Act II, the overlord receives 2 XP. Then, place the "The Sunken Temple" Advanced Quest into play.

3 10

Burrow Blind

Ironskin

BURROWING HORROR

Burrow Blind

Ironskin +1

3 12

I THE UNEARTHED TOMB

If you have played the "Halls of Toil" or the "Valley of the Dead" Rumor card, discard this card and draw 1 Rumor card.

Play this card at the start of the Campaign Phase during Act I. You cannot play this card if the Interlude is an available quest. While in play, this card is treated as an available quest. When you play this quest the overlord may discard 2 search tokens after setup.

Apparently, an old magnificent tomb has been unearthed in a land beyond the sea, and some fools already have been drawn there by greed.

If this card is in play when you transition to Act II, the overlord receives 2 XP. Then, place the "The Sunken Temple" Advanced Quest into play.

II THE SUNKEN TEMPLE

While in play, this card is treated as an available quest.

When you play this quest, before setup, the overlord receives any relic linked to a tome that is currently not in possession of any player. Also, after setup, he may discard 2 search tokens.

If this quest is available after setup of the Finale, the overlord may draw 1 Overlord card.

Now the Overlord's interest in Al-Kalim and the treasures buried under its sands is revealed. Can you risk letting her or him obtain what should be kept in the recesses of the past?

4 4

Reanimation Curse

+1

SARCOPHAGUS GUARD

Reanimation Mummy Dust

Curse +1

4 6







I HALLS OF TOIL

If you have played the "The Unearthed Tomb" or the "Valley of the Dead" Rumor card, discard this card and draw 1 Rumor card.

Play this card at the start of the Campaign Phase during Act I. You cannot play this card if the Interlude is an available quest. While in play, this card is treated as an available quest. When you play this quest the overlord may discard 2 search tokens not in a Sealed Room, after setup.

Overlord agents are headed to a buried palace in Al-Kalim.

If this card is in play when you transition to Act II, the overlord receives 2 XP. Then, place the "The Sunken Temple" Advanced Quest into play.

 SARCOPHAGUS GUARD	 BURROWING HORROR	 BURROWING HORROR
<p>Reanimation: Each time this monster suffers ♥ and is not defeated, it recovers ♥ equal to either the amount suffered or the number of monsters from this monster group within 3 spaces of it, whichever is less.</p> <p>➔ Mummy Dust: Choose a hero adjacent to this monster. He is Blinded.</p> <p>⚡ Curse: If this attack deals at least 1 ♥ (after the defense roll), the target is Cursed.</p>	<p>➔ Burrow: Remove this figure from the map and place it in empty or occupied spaces up to 3 spaces away. Each figure occupying any target space is moved to the closest empty space of your choice and suffers 1 ♠. Limit once per monster per turn.</p> <p>⚡ Blind: If this attack deals at least 1 ♥ (after the defense roll), the target is Blinded.</p> <p>Ironskin: This monster is immune to Pierce and to all conditions.</p>	<p>➔ Burrow: Remove this figure from the map and place it in empty or occupied spaces up to 3 spaces away. Each figure occupying any target space is moved to the closest empty space of your choice and suffers 1 ♠. Limit once per monster per turn.</p> <p>⚡ Blind: If this attack deals at least 1 ♥ (after the defense roll), the target is Blinded.</p> <p>Ironskin: This monster is immune to Pierce and to all conditions.</p>
		



 SARCOPHAGUS GUARD
<p>Reanimation: Each time this monster suffers ♥ and is not defeated, it recovers ♥ equal to either the amount suffered or the number of monsters from this monster group within 3 spaces of it, whichever is less.</p> <p>➔ Mummy Dust: Choose a hero adjacent to this monster. He is Blinded.</p> <p>⚡ Curse: If this attack deals at least 1 ♥ (after the defense roll), the target is Cursed.</p>


 THE SUNKEN TEMPLE
OVERLORD REWARD
<p>Paraphernalia of Evil: For the remainder of the campaign each lieutenant applies +2 to his Health per hero if that lieutenant wields at least 1 relic; all monsters in a monster group apply +1 to their Health per hero if that monster group wields at least 1 monster relic; at the start of a quest, draw 1 Overlord card for each universal relic you have.</p>
HERO REWARD
<p>Artifacts of Legend: For the remainder of the campaign, each hero applies +1 to his Health for each relic he has equipped.</p>



VALLEY OF THE DEAD - E1

PERIL DECKS

- 1:
- 2:
- 3:

SPECIAL

Lord Merick Farrow cannot enter water spaces. He must stay adjacent to the altar while it is on the map.

Each time Lord Merick Farrow activates, he suffers 1 to place 1 on the altar unless this would defeat him.

Instead of spending an action, a monster with the water trait on a unique space may spend 2 movement points to move to another unique space (or the closest empty space) as if they were adjacent.
Treat the cursed warrior as a lieutenant in his own monster group.

♀ 3A

Sands of the Past

HALLS OF TOL - E1

PERIL DECKS

- 1:
- 2:
- 3:

SPECIAL

When a hero reveals a search token, Sir Alric Farrow spends movement points as follows:

While not carrying the Sword of Prophecy: Move to a space adjacent to the closest search token in a Sealed Room.

When a hero carries the Sword of Prophecy: Engage the hero holding the unique search token.

While carrying the Sword of Prophecy: Move off the map through the Entrance.

♀ 2A

Sands of the Past

THE UNEARTHED TOMB - E1

PERIL DECKS

- 1:
- 2:
- 3:

SPECIAL

At the start of the overlord turn, the grave robber closest to a search token tests . If he fails, the grave robber moves adjacent to the closest search token. If no search tokens are on the map, the grave robber moves away from the Exit.

Grave robbers are not affected by abilities printed on your Banded Servant Familiar card.

♀ 1A

Sands of the Past

RELLEGARS REST - E1

PERIL DECKS

- 1:
- 2:
- 3:

SPECIAL

Do not place a fatigue token in the Overlord area in the first round.
When attacking or performing special Monster actions, all monsters target the hero carrying the key first.
When the overlord reveals the red objective token, it is placed in the water space on the Pond farthest away from any hero.

♀ 6A

Heirs of Blood

ACOLYTE OF SARADYN - E1

PERIL DECKS

- 1:
- 2:
- 3:

SETUP

Wounded clergy are placed in the corners of the Firepit.

REINFORCEMENTS

Goblin archers are placed in empty spaces closest to the Caravan Site.

SPECIAL

Do not place fatigue tokens in the overlord play area, instead, if a goblin archer is on the Caravan Site at the start of the overlord turn, advance the Peril deck.
The master barghest cannot move off the Lair; goblin archers cannot move off the Caravan Site.

♀ 5A

Heirs of Blood

THE SUNKEN TEMPLE - E1

PERIL DECKS

- 1:
- 2:
- 3:

SETUP

If available, Sir Alric Farrow wields the "Shield of Zorek's Favor" relic, Lord Merick Farrow "The Duskblade" and "Cannets of Spite" relics, and Lady Eliza Farrow the "Fallen Heart" relic.

♀ 4A

Sands of the Past

BLOOD WILL TELL - E1

PERIL DECKS

- 1:
- 2:
- 3:

SPECIAL

Lady Eliza Farrow activates before the first hero each round. She cannot move off the chapel by any means. She skips actions and effects

that would cause her to move off the chapel or a space adjacent to the altar.

Place fatigue tokens in the closest empty space adjacent to the hero with the least remaining Health.

When Lady Eliza Farrow suffers damage from an attack, place damage tokens individually on the adjacent flesh moulder with the highest Health remaining.

♀ 9A

Heirs of Blood

SIEGE OF SKYTOWER - E1

PERIL DECKS

- 1:
- 2:
- 3:

REINFORCEMENTS

Reinforce the invading force up to the group limit before reinforcing goblin archers.

SPECIAL

When determining the closest hero or space, all monsters take the route to the target that requires the fewest number of movement points. Monsters with the Shambling ability cannot be included in the invading force.

♀ 8A

Heirs of Blood

RELLEGARS REST - E2

PERIL DECKS

- 1:
- 2:
- 3:

SPECIAL

At the start of the turn, place a fatigue token on the pillar closest to Lord Merick Farrow. When attacking or performing special Monster actions, all monsters target the hero carrying the stolen treasure first.

♀ 7A

Heirs of Blood

BLOOD WILL TELL - E1

COMMANDS

LADY ELIZA FARROW

If Lady Eliza Farrow has 6 or

more remaining Health

➔ Engage the altar.

➔ Perform incantation.

➔ Attack the closest hero.

If Lady Eliza Farrow has 5 or

less remaining Health

➔ Perform offering.

FLESH MOULDERS

➔ Engage Lady Eliza Farrow.

➔ Heal Lady Eliza Farrow.

➔ Heal Lady Eliza Farrow.

➔ Attack the closest hero.

Heirs of Blood

♣ 9B

SIEGE OF SKYTOWER - E1

COMMANDS

BELTHIR

If Belthir is on the Waterfall

➔ Engage the closest small

monster.

➔ Take flight, carry an adjacent

monster to a random unique

space on map tile 20 or 24.

➔ Move off the map through

the Exit.

⊙ Edge space on the Exit

If Belthir is not on the Waterfall

➔ Attack the closest hero.

➔ Take flight to the unique space

on the Waterfall.

SIR ALRIC FARROW, GOBLIN

ARCHERS, INVADING FORCE

➔ Move off the map through

the Exit.

⊙ Edge space on the Exit

Heirs of Blood

♣ 8B

RELLEGAR'S REST - E2

COMMANDS

LORD MERICK FARROW

➔ Engage the closest pillar.

➔ Use Ignite if adjacent to at

least 2 heroes.

➔ Attack the hero within 3

spaces with the least Health

remaining.

Heirs of Blood

♣ 7B

RELLEGAR'S REST - E1

Heirs of Blood

♣ 6B

ACOLYTE OF SARADYN - E1

COMMANDS

GOBLIN ARCHERS

While not on the Caravan Site

➔ Engage the closest empty

space on the Caravan Site.

⊙ Empty space on the Caravan

Site

Heirs of Blood

♣ 5B

THE SUNKEN TEMPLE - E1

COMMANDS

ALL LIEUTENANTS

While a fatigue token is on

the map

➔ Engage the closest fatigue

token.

➔ Pick up a relic.

⊙ Fatigue token

If the number of relics that

the heroes have is equal to or

higher than the number that

the lieutenants wield

➔ Engage/spot the closest tome

with no lieutenant within 4

spaces.

➔ Attack the closest tome.

⊙ Tome

Sands of the Past

♣ 4B

VALLEY OF THE DEAD - E1

COMMANDS

THE CURSED WARRIOR

➔ Move off the map through

the Exit ending movement

adjacent to a hero (excluding

familiars), if possible.

➔ Attack the hero (excluding

familiars) with the least

Health remaining.

Sands of the Past

♣ 3B

HALLS OF TOIL - E1

COMMANDS

SIR ALRIC FARROW

While not carrying the Sword

of Prophecy

➔ Engage the closest search

token in a Sealed Room.

➔ Reveal a search token in a

Sealed Room.

If a hero carries the Sword of

Prophecy

➔ Engage the hero holding the

unique search token.

➔ Attack the hero holding the

unique search token.

While not carrying the Sword

of Prophecy

➔ Move off the map through

the Entrance.

Sands of the Past

♣ 2B

THE UNEARTHED TOMB - E1

COMMANDS

ALL MONSTERS

➔ Engage/spot the closest grave

robber.

➔ Attack the closest grave

robber.

⊙ Grave robber

Sands of the Past

♣ 1B

FROM THE WRECKAGE - E1

COMMANDS

LADY ELIZA FARROW

- Before the rise is over
- ➔ Engage the decoy.
- ⊙ Decoy
- ➔ Scorpion's Kiss.

Heirs of Blood

♣ 18B

CALADEN'S CROSSING - E2

COMMANDS

OPEN GROUP WITH HIGHEST SPEED

- If the gatehouse is on the map
- ➔ Move off the map through the Exit on a path furthest from the vantage point.
- ⊙ Exit

OTHER OPEN GROUPS

- If the gatehouse is on the map
- ➔ Engage/spot the closest space adjacent to the gatehouse, ending

Heirs of Blood

♣ 17B

CALADEN'S CROSSING - E1

COMMANDS

GOBLIN ARCHERS

- If fewer than 2 goblin archers are in unique red spaces
- ➔ Move into the closest empty unique red space.
- ⊙ Unique red space
- ➔ Move into the closest empty unique red space.

Heirs of Blood

♣ 16B

RISE OF URTHKO - E2

Heirs of Blood

♣ 15B

RISE OF URTHKO - E1

COMMANDS

LORD MERICK FARROW

- ➔ Perform a move action and spend movement points (see Special).

Heirs of Blood

♣ 14B

ARCHIVE OF ARRIZON - E2

COMMANDS

ALL MONSTERS

- ➔ Engage/spot Arrizon.
- ⊙ Arrizon

Heirs of Blood

♣ 13B

ARCHIVE OF ARRIZON - E1

COMMANDS

ROLOK

- If the boulder is adjacent to a hero
- ➔ Engage the boulder. Then spend 2 movement points to move the boulder into the space with the hero with the most Health remaining. Then move adjacent to the boulder.
- ⊙ Boulder

Heirs of Blood

♣ 12B

THE BARON RETURNS - E2

COMMANDS

BARON ZACHARETH

- If there is at least 1 condition token in the overlord's play area
- ➔ Engage the cauldron.
- ➔ Add afflictions.

Heirs of Blood

♣ 11B

THE BARON RETURNS - E1

COMMANDS

LADY ELIZA FARROW

- While not carrying a bubbling vial
- ➔ Engage the closest bubbling vial.
- ➔ Retrieve a bubbling vial.
- ⊙ Bubbling vial

Heirs of Blood

♣ 10B

GOBLIN ARCHERS

- While not carrying a bubbling vial
- ➔ Retrieve a bubbling vial.
- ➔ Engage the bubbling vial closest to Lady Eliza.
- ⊙ Bubbling vial
- While carrying a bubbling vial
- ➔ Move off the map through the Exit.

ARCHIVE OF ARRIZON - EI

- PERIL DECKS**
- 1:
 - 2:
 - 3:

REINFORCEMENTS
Reinforce the open monster group with the monster with the highest Health first.

SPECIAL
RoloK cannot move the boulder into a space with a monster.

♀ 12A

Heirs of Blood

THE BARON RETURNS - E2

- PERIL DECKS**
- 1:
 - 2:
 - 3:

SPECIAL
If Baron Zachareth rolls 0 or 1 **M** during an attack targeting a hero (not a familiar), he discards an enchanted vial from

the overlord play area. Baron Zachareth spends **M** on **Subdue** first, choosing a random condition that the hero does not have.
At the start of the overlord turn, for each condition near the cauldron, the hero closest to Baron Zachareth suffers that condition.
At the end of the overlord turn, if Baron Zachareth is not in the Great Hall, place him in the closest empty space of the Great Hall.

♀ 11A

Heirs of Blood

THE BARON RETURNS - EI

- PERIL DECKS**
- 1:
 - 2:
 - 3:

♀ 10A

Heirs of Blood

RISE OF URTHKO - E2

- PERIL DECKS**
- 1:
 - 2:
 - 3:

SPECIAL
Urthko cannot move onto tiles 9 or 18.
When a non-adjacent hero attacks Urthko while the hero is not

on tile 9 or 18, the attack is considered a miss unless the hero spends 1 **M**.
When Urthko activates, randomly reveal 1 objective token from the mutation pool and place it next to the highest Monster card. When the unique search token is revealed, look at 4 random tokens in the mutation pool and remove 2 of them from the pool.

♀ 15A

Heirs of Blood

RISE OF URTHKO - EI

- PERIL DECKS**
- 1:
 - 2:
 - 3:

SPECIAL
Lord Merick Farrow uses movement points using the following instructions from top to bottom:
• Engage the closest captive and pick him up (if not carrying a captive)
• Engage the closest empty space adjacent to a pit.
• Drop a captive into the pit.
If Lord Merick Farrow has movement points left, he cycles through this sequence again.

♀ 14A

Heirs of Blood

ARCHIVE OF ARRIZON - E2

- PERIL DECKS**
- 1:
 - 2:
 - 3:

SETUP
Place the group with the highest monster group limit on the Lair.

SPECIAL
When attacking or performing special monster actions, all monsters target Arrizon first.
The etrins' **Throw** ability places Arrizon as far as possible away from the closest document.
When a red or white objective token is revealed, place a monster on the Entrance, respecting group limits.
White: place a burrowing horror.
Red: place a sarcophagus guard.

♀ 13A

Heirs of Blood

FROM THE WRECKAGE - EI

- PERIL DECKS**
- 1:
 - 2:
 - 3:

SPECIAL
After the ruse is over and Eliza reports, she is placed according to the following priorities:
1. As far as possible from any heroes.
2. No line of sight to as many heroes as possible.

♀ 18A

Heirs of Blood

CALADEN'S CROSSING - E2

- PERIL DECKS**
- 1:
 - 2:
 - 3:

SETUP
Place the open group with the highest speed on the Warpath in spaces closest to the Exit.

SPECIAL
If the gatchouse is not on the map, place a random lieutenant when the third open monster group is placed. Otherwise, place a random lieutenant when the fourth open group is placed. The lieutenant is placed on the Warpath in spaces closest to the Entrance.

♀ 17A

Heirs of Blood

CALADEN'S CROSSING - EI

- PERIL DECKS**
- 1:
 - 2:
 - 3:

SPECIAL
When attacking, goblin archers and *Ranged* monsters of the first open group activate heroes within

3 spaces carrying a water bucket first. When attacking, *Males* monsters of the first open group attack adjacent heroes carrying a water bucket first.
When placing fatigue tokens, choose the tile with the most fatigue tokens. Goblin archers cannot move off unique red spaces. When a hero enters an empty space on the Cabin or House, place the second open group and immediately activate it. It does not activate again this round.

♀ 16A

Heirs of Blood

PRISON OF KHINN - E1

- PERIL DECKS
- 1:
 - 2:
 - 3:

SPECIAL
At the start of the first round, do not place a fatigue token in the overlord's play area.

♀ 21A

Heirs of Blood

ARMY OF DAL'ZUMM - E1

- PERIL DECKS
- 1:
 - 2:
 - 3:

SPECIAL
When attacking or performing special Monster actions, all monsters target a hero carrying a stake, if possible. Lieutenants always possess an adjacent zombie if possible. Ignore the All Knowing paragraph.

♀ 20A

Heirs of Blood

SARADYN IN FLAMES - E1

- PERIL DECKS
- 1:
 - 2:
 - 3:

Lieutenants spend to reveal an objective token first. Monsters on the Depths do not activate if no hero is on the Depths or a connected tile.

COMMANDS

ALL MONSTERS

If a hero token is on the map
→ Engage hero token.
→ Choose 1 adjacent knocked-out hero and reveal 1 objective token on his Hero sheet.
👁 Hero token

♀ 19A

Heirs of Blood

LORD OF FLAME - E2

- PERIL DECKS
- 1:
 - 2:
 - 3:

REINFORCEMENTS
Place Elementals in the lava or water spaces closest to the most heroes.
SPECIAL
Place no token near the monolith in round 1.

♀ 24A

Heirs of Blood

LORD OF FLAME - E1

- PERIL DECKS
- 1:
 - 2:
 - 3:

SPECIAL
Lord Merrick Farrow cannot move further away from the Exit. Skip all Engage commands if Lord Merrick Farrow is within 3 spaces of a hero. When channeling fire or water, flesh moulders place the new flood or fire marker in the space furthest away from any hero.

♀ 23A

Heirs of Blood

PRISON OF KHINN - E2

- PERIL DECKS
- 1:
 - 2:
 - 3:

SPECIAL
All heroes sum up their attribute values of each attribute. The 2 attributes with the lowest total value are the overlord's defenses. Objective tokens are shuffled and placed at random. When raising the alarm, open groups are placed in the order the respective Monster cards were drawn. Lieutenants are chosen at random. When attacking or performing special Monster actions, all monsters target the hero with the massive first, if possible.

♀ 22A

Heirs of Blood

EDGE OF DAWN - E1

- PERIL DECKS
- 1:
 - 2:
 - 3:

♀ 27A

Heirs of Blood

RITE OF THE RED DAWN - E1

- PERIL DECKS
- 1:
 - 2:
 - 3:

SPECIAL
When Lady Eliza Farrow is defeated she replaces a random lord and a random reserved open group is removed from play. When a hero disrupts the chant, a random reserved open group is placed on the map. When a hero endures the ritual, monsters perform their attacks as if adjacent to the hero.

♀ 26A

Heirs of Blood

DEAD OR DROWNING - E1

- PERIL DECKS
- 1:
 - 2:
 - 3:

the Chamber, whichever is closest to a refuge.
SPECIAL
Cave spiders and monsters of the open group treat the locked door as if it were a closed door. Zombies activate after all heroes and all other monsters. At the end of the overlord turn, Infected move towards the closest refuge. Heroes may move refuges after infected.

REINFORCEMENTS

Reinforce zombies on an Infected or on

♀ 25A

Heirs of Blood

EDGE OF DAWN - E1

COMMANDS

SIR ALRIC FARROW

- ➔ Attack a hero with 3 or less Health remaining. Use movement points to move to an empty space adjacent to Arcite's sword.
- ➔ Engage Arcite's sword.
- ➔ Claim Arcite's sword.

Heirs of Blood

♣ 27B

RITE OF THE RED DAWN - E1

DEAD OR DROWNING - E1

monsters, a refugee within 5 spaces of a monster cannot move. When a monster engaging or spotting can reach the closest shortcut, it moves on that shortcut if the additional movement points gained would allow the monster to end its movement closer to the target. When a hero is defeated within 3 spaces of a coffin, his token is moved to the empty space farthest away from any coffin.

Heirs of Blood

♣ 25B

LORD OF FLAME - E2

COMMANDS

ELEMENTALS

- If the overlord has damage tokens in his play area
- ➔ Engage as many heroes within 5 spaces as possible.
 - ➔ Use **Fire** on 2 or more heroes. Use the Monster Activation card action list for any remaining actions.

Heirs of Blood

♣ 24B

LORD OF FLAME - E1

COMMANDS

LORD MERICK FARROW

- ➔ Move off the map through the Exit.
- ⊖ Exit

Heirs of Blood

♣ 23B

PRISON OF KHINN - E2

If the overlord has fatigue tokens and no damage token has been discarded for this elemental this round

- ➔ Engage as many heroes within 5 spaces as possible.
- ➔ Use **Water** on 2 or more heroes. Use the Monster Activation card action list for any remaining actions.

COMMANDS

FLESH MOULDERS

- If fewer than 4 fire markers or fewer than 4 flood markers are on the map
- ➔ Engage the closest facecup flood or fire marker with fewer than 4 markers of that type on the map.
 - ⊖ Facecup flood or fire marker with fewer than 4 markers of that type on the map
 - ➔ Channel fire or water.

Heirs of Blood

♣ 22B

PRISON OF KHINN - E1

COMMANDS

ZOMBIES

- If no hero has entered a space on map tile 23 yet
- ➔ Climb up.
 - ⊖ Exit
 - ➔ Engage Exit.

Heirs of Blood

♣ 21B

ARMY OF DAL'ZUNM - E1

COMMANDS

ZOMBIES

- ➔ Engage the Open Field.

ALL LIEUTENANTS

- ➔ Engage the closest zombie that is not possessed.
- ➔ Engage the closest zombie that is not possessed.
- ⊖ Zombie that is not possessed

Heirs of Blood

♣ 20B

SARADYN IN FLAMES - E1

SIR ALRIC FARROW

If Sir Alric Farrow is on the

Depths

- ➔ Engage the closest puzzle-cut edge and spend 1 movement point to fall off the edge.
- ➔ Climb up. Place Sir Alric Farrow adjacent to the puzzle-cut edge closest to a hero.
- ⊖ Hero token

Otherwise

- ➔ Engage a map tile connected to the tile with the most heroes. End movement adjacent to a hero if possible.
- ➔ Attack a hero.

If all heroes are on the Depths

Heirs of Blood

♣ 19B

SHADOWFALL MOUNTAIN - E2

- PERIL DECKS**
- 1:
- 2:
- 3:

SETUP

If all heroes moved off the map in encounter 1, choose and discard 1 random facedown objective token in the overlord's play area.

♀ 30A

Heirs of Blood

SPECIAL

This is not Kadhasar's lair. For each hero set aside in encounter 1, remove one stone slab from tile 2 and place it adjacent to 1 door.

SPECIAL

Kadhasar is not placed on the map at the start of the overlord turn. Instead when Kadhasar is activated while not on the map, he is placed adjacent to a hero, whose hero token is not in the overlord's play area yet, and performs his actions attacking this hero, if

SHADOWFALL MOUNTAIN - E1

- PERIL DECKS**
- 1:
- 2:
- 3:

SPECIAL

Heroes on burning tiles do not suffer or in round 1. Do not place a fatigue token at the start of the overlord turn in

♀ 29A

Heirs of Blood

round 1. In subsequent rounds fatigue tokens are placed on map tiles 27, 28, 7, 12, 6, 5. Exit.

When a hero enters a tile for the first time place monsters on the corresponding tile as follows:

Spiders and barghests: adjacent to the hero
Goblin archers and flesh moulders: 3 spaces away from the hero
After being placed on the map, instead of performing 1 action, monsters

EDGE OF DAWN - E2

- PERIL DECKS**
- 1:
- 2:
- 3:

REINFORCEMENTS

Do not reinforce barghests in round 1.

SPECIAL

Sir Alric Farrow does not benefit from additional at Heroic and Legendary difficulty levels. All monsters engage, spot, attack and perform special.

Monster actions targeting a hero that has not had their hero token collected. Lord Merrick Farrow cannot leave tile 1.

♀ 28A

Heirs of Blood

BLOOD AND BETRAYAL - E1

- PERIL DECKS**
- 1:
- 2:
- 3:

SPECIAL

At the end of the overlord turn, place a fell spirit as close to the Lair as possible while adjacent to the hero closest to the Lair.

Randomly assign relics in the overlord's possession to lieutenants in the following order: Lady Eliza Farrow, Lord Merrick Farrow, Sir Alric Farrow, Belthir, Spilg. Lieutenants wield the assigned relics during the entire quest.

♀ 33A

Heirs of Blood

PIERCING DARKNESS - E2

- PERIL DECKS**
- 1:
- 2:
- 3:

SPECIAL

At the end of each round, if there are fatigue tokens in the overlord's play area, discard 1 fatigue token to cause the darkness to grow. If no fatigue token can be discarded, place a fatigue token in the overlord's play area instead.

Dark champions move into spaces containing a hero figure, if possible.

♀ 32A

Heirs of Blood

PIERCING DARKNESS - E1

- PERIL DECKS**
- 1:
- 2:
- 3:

SPECIAL

If the red door is open, close it at the end of each round.

♀ 31A

Heirs of Blood

BLOOD AND BETRAYAL - E3

- PERIL DECKS**
- 1:
- 2:
- 3:

SPECIAL

If Lady Eliza vies for dominion and passes, choose the map tile containing the most heroes (ties are resolved by players). Heroes on that tile sum up their attribute values for each attribute. The overlord chooses the attribute with the lowest total value.

♀ 36A

Heirs of Blood

BLOOD AND BETRAYAL - E2B

- PERIL DECKS**
- 1:
- 2:
- 3:

REINFORCEMENTS

When reinforcing open groups within 3 spaces of a legacy, place monsters in the spaces closest to Tyrus.

SPECIAL

All monsters attack and perform special. Monster actions targeting Tyrus, if possible.

♀ 35A

Heirs of Blood

SETUP

Distribute monsters of the first open group as equally as possible on Flooded Hall, Overgrowth and Chasm (in this order).

BLOOD AND BETRAYAL - E2A

- PERIL DECKS**
- 1:
- 2:
- 3:

REINFORCEMENTS

When an open group is reinforced on an Exit, choose the Exit closest to Tyrus. When an open group is reinforced, choose the legacy closest to a hero and place monsters adjacent to that hero, if possible.

SPECIAL

Tyrus may move through closed doors as if he were a monster.

♀ 34A

Heirs of Blood

BLOOD AND BETRAYAL - E3

COMMANDS

LADY ELIZA FARROW

After the bond is broken

- ➔ If within 2 spaces of a hero, perform a move action and move to the closest space not within 2 spaces of any hero.
- ➔ Spot the closest hero.
- ➔ Attack the hero within 3 spaces with the most ♥ suffered.

Heirs of Blood

♣ 36B

BLOOD AND BETRAYAL - E2B

Lower Level: Monsters do not need to spend an action to move between the Stairway and the Chasm. Instead, monsters adjacent to a pit space may spend 1 movement point to move to an empty space of the Stairway as if they were adjacent. Likewise, monsters on the Stairway may spend 1 movement point to move to an empty space adjacent to a pit space as if they were

Heirs of Blood

♣ 35B

BLOOD AND BETRAYAL - E2A

COMMANDS

TYRUS

- ➔ Attack the hero with the least remaining Health.
- ➔ Move off the map through the closest Exit ending the move action adjacent to a hero, if possible.

Heirs of Blood

♣ 34B

BLOOD AND BETRAYAL - E1

Heirs of Blood

♣ 33B

PIERCING DARKNESS - E2

Heirs of Blood

♣ 32B

PIERCING DARKNESS - E1

Heirs of Blood

♣ 31B

SHADOWFALL MOUNTAIN - E2

possible. If Kadlasar is on the map when he activates, he is immediately removed.

Each time a door is destroyed reveal 1 facedown objective token. If the colors of the token and the door match,

Kadlasar's lair is exposed. If the colors do not match, reveal all tokens, discard the one with the matching color, and flip and shuffle all remaining tokens.

Heirs of Blood

♣ 30B

COMMANDS

CHAMPIONS

If not carrying a stone slab and the lair has not been exposed

- ➔ Engage and pickup the closest stone slab.
- ☉ Stone slab

If carrying a stone slab and the lair has not been exposed

- ➔ Engage closest closed door.
- ☉ Space adjacent to a closed door
- ➔ Reinforce door.

SHADOWFALL MOUNTAIN - E1

immediately activate. Monsters activated this way, cannot activate again this round.

Heirs of Blood

♣ 29B

EDGE OF DAWN - E2

COMMANDS

SIR ALRIC FARROW

If the ritual has not been finished

- ➔ Attempt to advance the ritual.
- Use the Monster Activation card action list for any remaining actions.

If a hero is within 4 spaces and at least 3 fatigue tokens are on Lord Merick Farrow's Lieutenant card

- ➔ Attempt to advance the ritual.
- ➔ Finish the ritual.

Heirs of Blood

♣ 28B