

Rain of Arrows



The next four times a Doomed target dies, perform an "Attack $\star 2$, Range $\star 5$ " action.



$\star 2$

$\star 2$

33

Doom : Place your class token on an enemy.

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



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

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Doomstalker



Crippling Noose



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

Gain when the trap is sprung
by an enemy.

2

2

57



Doom : Place your class token on an
enemy.

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



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

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Doomstalker



Felling Swoop



Summon War Hawk



: 3



: 3



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Flying



2



2



Doom : Place your class token on an enemy.

When this enemy dies, move to the hex in which it died.



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

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Doomstalker



Vital Charge



Summon Battle Boar



: 7



: 3



: 1



: -



2

78

Doom : Place your class token on an enemy.

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



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

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Doomstalker



Race to the Grave



Attack 5 • •

Range 5 •



2

• 2



Doom : Place your class token on an enemy.

This enemy suffers 2 damage at the start of each of its turns.



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



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Doomstalker



Multi-pronged Assault



Attack 4

Range 3

Target 2



2

2

14



Doom : Place your class token on an enemy.

All allies add +1 Attack to all attacks targeting this enemy.



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



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Detonation



Create one 3 damage trap
in an adjacent empty hex.

All enemies adjacent to this trap also suffer
2 damage when the trap is sprung.

Gain **2** when the trap is sprung
by an enemy.



54



Doom : Place your class token on an
enemy.

When this enemy dies, all enemies adjacent
to the hex in which it died suffer 3 damage.



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

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Frightening Curse



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



2

2

37

Doom : Place your class token on an enemy.

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



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

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Foot Snare



Create one 2 damage **IMMOBILIZE**  trap in an adjacent empty hex.

 2

 2

6

IMMOBILIZE 

Target one adjacent enemy

Move  3



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Solid Bow



Attack 3 •

Range 5 •

2

2

1

Move 4 •

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A Moment's Peace



Loot 1

2

2

Move 2

Heal 2

Self

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Swift Trickery



Attack ⚡ 2 •

Range ⚡ 4 •

Add +2 Attack ⚡ if the target is Doomed

⚡ 2

⚡ 2



Move ⚡ 5 •



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Doomstalker



Sap Life



Retaliate 3 •

Range 4 •



2

2

14

Doom : Place your class token on an enemy.

Each time this enemy suffers damage,
perform a "Heal 2, Self" action.



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



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The Hunt Begins



Summon Vicious Jackal

• : 5

• : 2

Retaliate

: 1

: -

WOUND

2

8



2

2

71

Doom : Place your class token on an enemy.

All summoned allies add +2 Attack to all attacks targeting this enemy.



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

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Fresh Kill



Attack  3 •

Range  4 •

Add +2 Attack  if the target is undamaged

 2 2 65

Move  3 •

Jump 



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Doomstalker



Expose



All enemies lose INVISIBLE and may no longer gain INVISIBLE .

2

8

2

2

13



Doom : Place your class token on an enemy.

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



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



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Relentless Offensive



Attack 2 •

Range 5

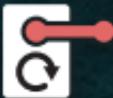
Target 2 •

2

2

52

Add +2 Attack to all your attacks
targeting Doomed enemies this round



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Darkened Skies



Attack $\star 3$ •

Target all enemies within Range $\Delta 3$

Gain for each two enemies targeted.

$\star 2$

$\Delta 2$

$\hat{2} 5$



Doom : Place your class token on an enemy.

When this enemy dies, perform an "Attack $\star 2$, Range $\Delta 3$, Target $\odot 3$ " action.



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

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Press the Attack



Attack 2 •

Range 4 •

Add +3 Attack if the target is Doomed

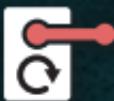
2

2

10

Retaliate 2 •

Range 2



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Singular Focus



Loot 2



2

2

28



Doom : Place your class token on an enemy.

All attacks which target this enemy have Advantage.



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



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Flight of Flame

4

Create one 2 damage WOUND  trap
in an adjacent empty hex.

WOUND  all enemies adjacent to
this trap when the trap is sprung.

 2

 2

53

Move  5

Jump 

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Doomstalker

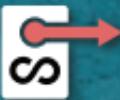


Inescapable fate



You may have two Dooms  active on the same target.

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



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

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



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Wild Command



One adjacent summoned ally performs

Move + 0

Attack + 0

with you controlling the actions.

2
2

46

Move 3

Attack 2

Target one Doomed enemy at any range

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Nature's Hunger



Summon Giant Toad



: 7



: 1



: 1



: -

STUN



82



2

2

Doom : Place your class token on an enemy.

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



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

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Camouflage



Attack 3 •

Range 5

INVISIBLE

Self

2

2

23

Move 3 •

INVISIBLE

Self

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Impending End



Attack 4 •

Range 4 •

Kill the target if it has 2 or fewer hit points after the attack.

2

V 2

47

Add +3 Attack to all your attacks targeting Doomed enemies this round



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Crashing Wave



Move $\Delta 4$ •

Attack $\star 3$ • •

Target all adjacent enemies

Gain $\downarrow 1$ for each enemy targeted.

$\star 2$

$\Delta 2$

$\hat{2} 2$



Doom : Place your class token on an enemy.

All attacks which target this enemy gain CURSE .



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

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Doomstalker



Rising Momentum



Attack 5 •

Range 5 •

PUSH 3 •

2



2

2

12

Doom : Place your class token on an enemy.

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



When another
Doom action is played,
discard this card.



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Feral Instincts



Move 2 •

Attack 3 •

Loot 1

2

2

35

Move 3 •

Heal 5 •

Self



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Predator and Prey

9



Summon Spitting Cobra



: 5



: 3



: 3



: 3

POISON

2

8

2

2

86



Doom : Place your class token on an enemy.

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



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

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Lead to Slaughter



Attack 4 •

Range 6 •

Force the target to move up to three hexes directly toward the closest hex adjacent to one of your allies.

2

V 2

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Move V 3 •

Transfer all active Dooms from their current target to an enemy within Range 4 of you.

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