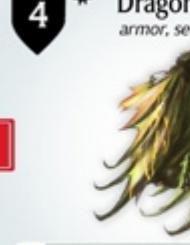
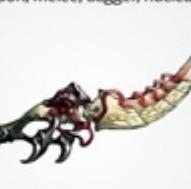
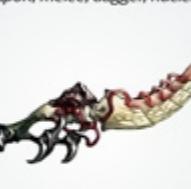
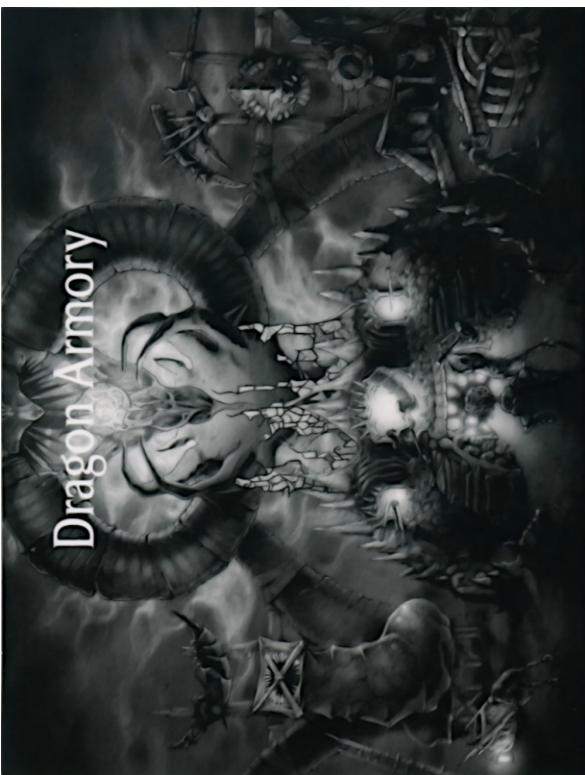


Blast Shield weapon, melee, shield, metal	Blast Shield weapon, melee, shield, metal	Blast Shield weapon, melee, shield, metal	Blast Sword weapon, melee, sword, bone	Blast Sword weapon, melee, sword, bone	Blast Sword weapon, melee, sword, bone	Blue Power Core item, jewelry	Blue Power Core item, jewelry
 Add 1 to all hit locations. Block 1. The first time you block a hit each showdown, gain the priority target token.	 Add 1 to all hit locations. Block 1. The first time you block a hit each showdown, gain the priority target token.	 Add 1 to all hit locations. Block 1. The first time you block a hit each showdown, gain the priority target token.	 Block 1 When you spend 1 to block with this weapon, gain +1 survival.	 Block 1 When you spend 1 to block with this weapon, gain +1 survival.	 Block 1 When you spend 1 to block with this weapon, gain +1 survival.	 All nuclear gear cards in your gear grid gain Deadly 2.	 All nuclear gear cards in your gear grid gain Deadly 2.
Blue Power Core item, jewelry	Dragon Belt armor, set, metal	Dragon Belt armor, set, metal	Dragon Bite Bolt item, ammunition, arrow	Dragon Bite Bolt item, ammunition, arrow	Dragon Bite Bolt item, ammunition, arrow	Dragon Boots armor, set, metal	Dragon Boots armor, set, metal
 All nuclear gear cards in your gear grid gain Deadly 2.	 You are not knocked down from suffering a heavy injury.	 You are not knocked down from suffering a heavy injury.	 Slow, Ammo - Bow, Devastating 1 If you wound the monster, it suffers knockback 5. Use one per showdown.	 Slow, Ammo - Bow, Devastating 1 If you wound the monster, it suffers knockback 5. Use one per showdown.	 Slow, Ammo - Bow, Devastating 1 If you wound the monster, it suffers knockback 5. Use one per showdown.	 Gain +2 movement during your act.	 Gain +2 movement during your act.
Dragon Chakram weapon, ranged, thrown, bone	Dragon Chakram weapon, ranged, thrown, bone	Dragon Chakram weapon, ranged, thrown, bone	Dragon Gloves armor, set, metal	Dragon Gloves armor, set, metal	Dragon Mantle armor, set, metal	Dragon Mantle armor, set, metal	Draconskull Helm armor, set, bone, metal
 Range: 3 If you hit, the monster gains -1 evasion until the end of the round. Limit, once per attack.	 Range: 3 If you hit, the monster gains -1 evasion until the end of the round. Limit, once per attack.	 Range: 3 If you hit, the monster gains -1 evasion until the end of the round. Limit, once per attack.	 Reach 2	 Reach 2	 At the start of the showdown, you beat your chest mightily and gain survival up to the survival limit.	 At the start of the showdown, you beat your chest mightily and gain survival up to the survival limit.	 Gain +1 to all severe injury roll results. Ignore shattered jaw severe injury result.
Dragonskull Helm armor, set, bone, metal	Nuclear Knife weapon, melee, dagger, nuclear	Nuclear Knife weapon, melee, dagger, nuclear	Nuclear Knife weapon, melee, dagger, nuclear	Nuclear Scythe weapon, melee, scythe, two-handed nuclear	Nuclear Scythe weapon, melee, scythe, two-handed nuclear	Nuclear Scythe weapon, melee, scythe, two-handed nuclear	Red Power Core item, jewelry
 Gain +1 to all severe injury roll results. Ignore shattered jaw severe injury result.	 Edge ignites! Suffer 3 brain damage. Your next attack with this weapon gains Devastating 1. Limit, once per round.	 Edge ignites! Suffer 3 brain damage. Your next attack with this weapon gains Devastating 1. Limit, once per round.	 Edge ignites! Suffer 3 brain damage. Your next attack with this weapon gains Devastating 1. Limit, once per round.	 Reach 2	 Reach 2	 Reach 2	 All nuclear gear cards in your gear grid gain Sharp.
Red Power Core item, jewelry	Red Power Core item, jewelry	Shielded Quiver item, leather	Shielded Quiver item, leather	Shielded Quiver item, leather	Talon Knife weapon, melee, katar, bone	Talon Knife weapon, melee, katar, bone	Talon Knife weapon, melee, katar, bone
 All nuclear gear cards in your gear grid gain Sharp.	 All nuclear gear cards in your gear grid gain Sharp.	 You may activate and gain the benefits of each arrow gear in your grid one additional time each showdown.	 You may activate and gain the benefits of each arrow gear in your grid one additional time each showdown.	 You may activate and gain the benefits of each arrow gear in your grid one additional time each showdown.	 Paired If all of your attack rolls hit, gain Savage and Deadly until the end of your attack.	 Paired If all of your attack rolls hit, gain Savage and Deadly until the end of your attack.	 Paired If all of your attack rolls hit, gain Savage and Deadly until the end of your attack.

Dragon Armory



Dragon Helm	1x horn fragment, 2x bone, 1x husk
Dragon Gloves	1x cabled vein, 1x husk, 1x leather, 1x iron
Dragon Mantle	1x horn fragment, 1x iron, 1x hardened ribs, 1x leather
Dragon Belt	2x veined wing, 1x organ, 1x iron
Dragon Boots	1x king's claws, 1x husk, 1x organ, 1x iron
Blast Shield	1x king's tongue, 1x iron
Shielded Quiver	1x cabled vein, 2x veined wing, 2x leather
Blast Sword	1x horn fragment, 3x organ
Nuclear Scythe	1x radiant heart, 2x king's claw, 2x scrap
Blue Core	1x shining liver, 1x iron
Red Core	1x pituitary gland, 1x iron
Dragon Chakram	1x horn fragment, 2x organ, 1x leather
Dragon Bite Bolt	2x radioactive dung
Talon Knife	2x king's claw, 2x organ
Nuclear Knife	1x radiant heart, 2x horn fragment, 2x scrap



Throne

INNOVATE	Once per settlement phase, you may spend the listed innovation cards to draw 2 innovation cards. Keep 1 and return the other to the deck.
FEAR AND TREMBLING	With a warm, wet smack the survivor's lifeless body tumbles from the dais, followed almost immediately by their head. They are dead.
Endeavor	The Tyrant hefts the struggling survivor into the air by their leg, molding their flesh with its claws. Remove all of the survivor's permanent waist injuries.
Hide	The Tyrant leans in and speaks softly to the survivor. They return pale and stricken, making hoarse exclamations before falling over dead. Draw the top card of the innovation deck and add it to your settlement at no cost.

- 10. The Tyrant leans in and speaks softly to the survivor. They return pale and stricken, making hoarse exclamations before falling over dead. Draw the top card of the innovation deck and add it to your settlement at no cost.

Build One Bonesmith, Organ Grinder, Skinnery
Settlement Locations

At the start of the monster turn, if is 3+, black, oily darkness devours a survivor. Target a random survivor. Attack target, then discard this card.

When this comes into play, perform **Basic Action**.

Speed	3	Accuracy	3+	Damage	3	Trigger	
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Hazmat Shield
weapon, melee, shield, metal, heavy

Block 2. Add to all hit locations. When the monster performs **Unseen Agony** or **Meltdown**, roll 1d10. On a 2+ you suffer no damage.



Hazmat Shield
weapon, melee, shield, metal, heavy

Block 2. Add to all hit locations. When the monster performs **Unseen Agony** or **Meltdown**, roll 1d10. On a 2+ you suffer no damage.



Celestial Spear

weapon, melee, spear, metal



Celestial Spear

weapon, melee, spear, metal



Husk of Destiny

item, other

Cursed.
Your destiny is fulfilled. You are always insane.



Husk of Destiny

item, other

Cursed.
Your destiny is fulfilled. You are always insane.



Regal Edge

weapon, melee, sword, metal

Sharp
Gain +1 speed and +4 strength when attacking with this weapon if you have a **Constellation**.



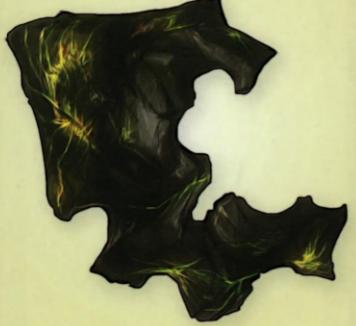
Regal Edge

weapon, melee, sword, metal

Sharp
Gain +1 speed and +4 strength when attacking with this weapon if you have a **Constellation**.

The target and all survivors within 3 spaces of the target suffer bleed 1.

Dragon Iron
iron



It feels heavy, but when dropped, falls as slowly as a feather.

Hardened Ribs
bone



Strong, flexible, and hollow.

Horn Fragment
bone



Nearby speech causes them to resonate.

Horn Fragment
bone



Nearby speech causes them to resonate.

Horn Fragment
bone



Nearby speech causes them to resonate.

Horn Fragment
bone



Nearby speech causes them to resonate.

Husk
hide



A decaying layer of former skin.

Husk
hide



A decaying layer of former skin.

Husk
hide



A decaying layer of former skin.

King's Claws
bone



Disturbingly warm, and sharp enough to draw blood with a touch.

King's Claws
bone



Disturbingly warm, and sharp enough to draw blood with a touch.

King's Claws
bone



Disturbingly warm, and sharp enough to draw blood with a touch.

King's Claws
bone



Disturbingly warm, and sharp enough to draw blood with a touch.

King's Tongue
hide



Smooth, dry, and sharp.

Radioactive Dung
organ, scrap



Gives off smoke with an acrid odor.

Radioactive Dung
organ, scrap



Gives off smoke with an acrid odor.

Veined Wing
hide



Blood drips from it at a constant rate.

Veined Wing
hide



Blood drips from it at a constant rate.

Veined Wing
hide



Blood drips from it at a constant rate.

Cabled Vein
organ



A dense bundle of bloody tubes.

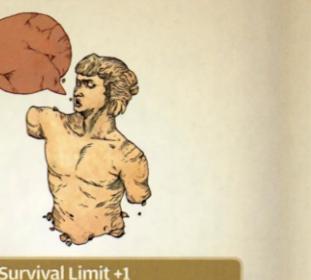
Cabled Vein
organ

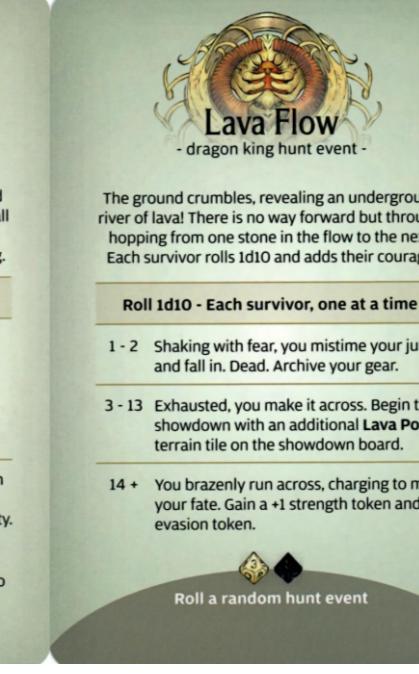
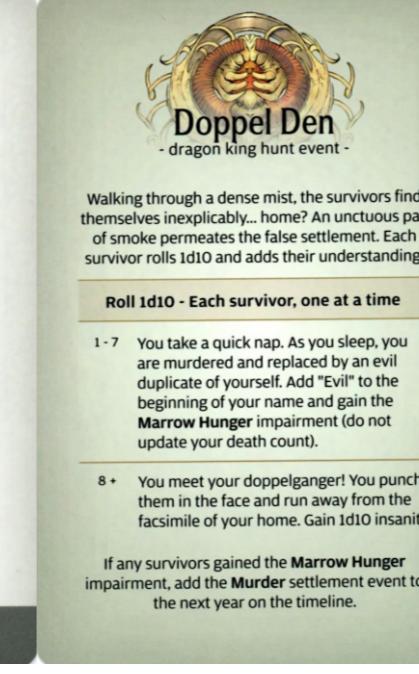
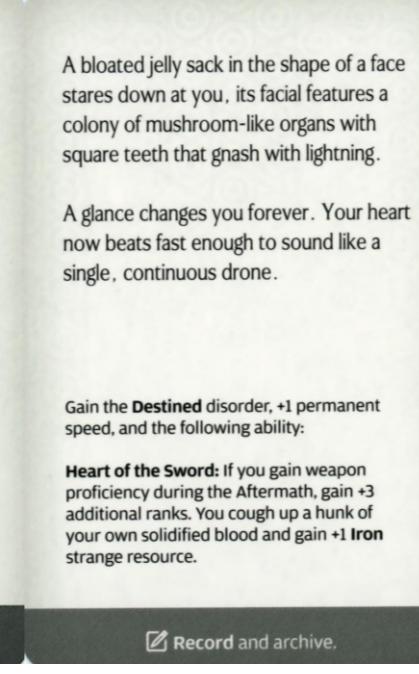
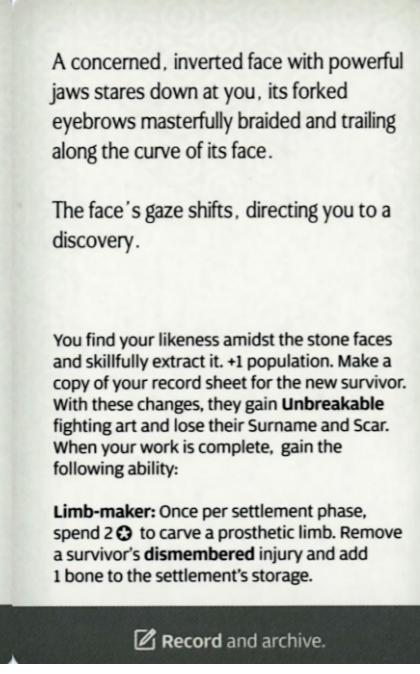
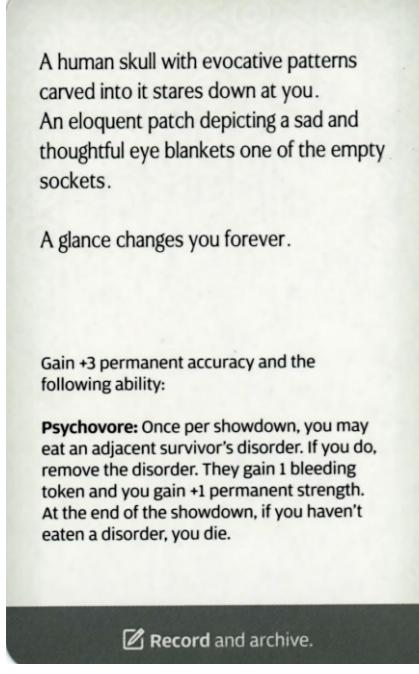
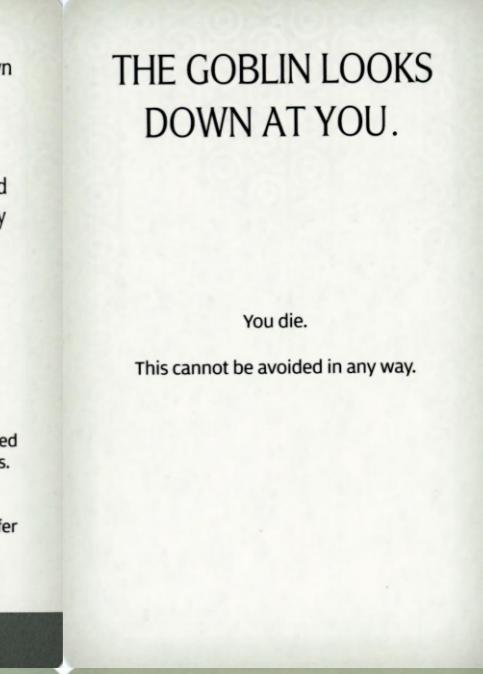
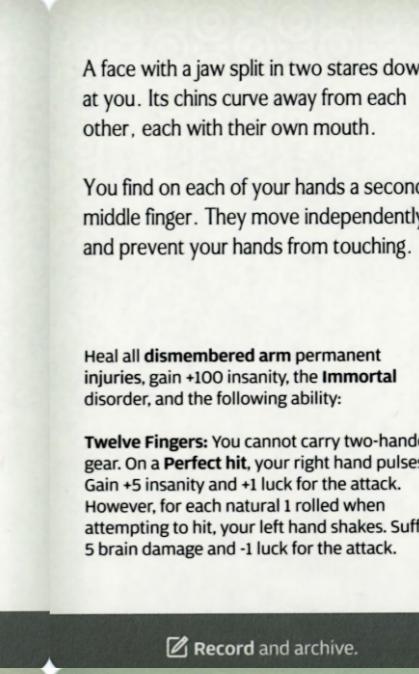
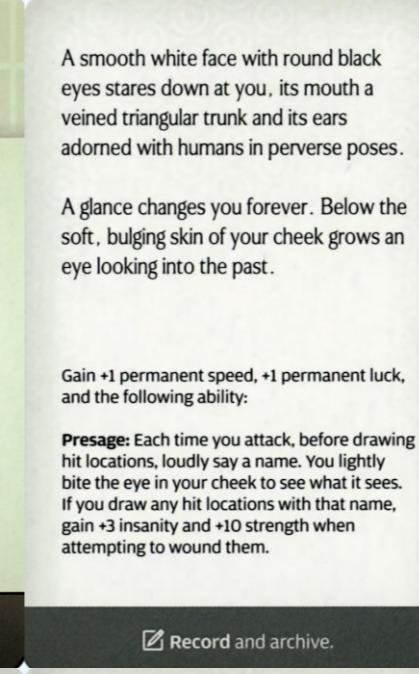
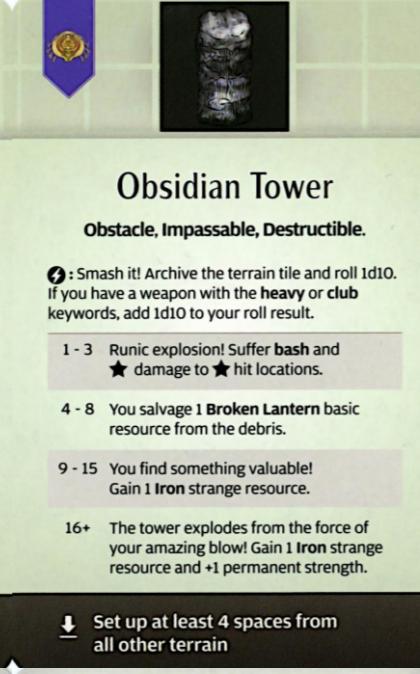
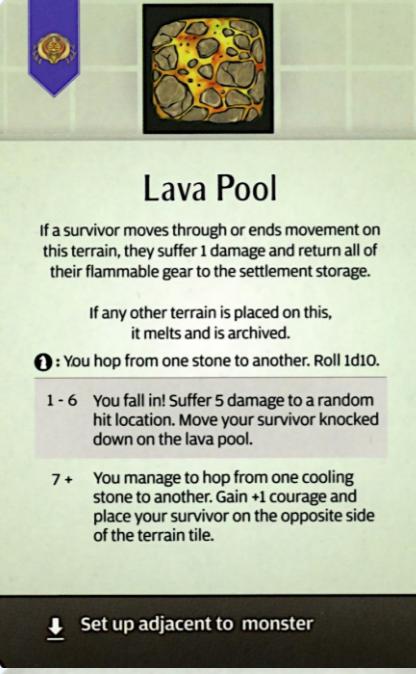
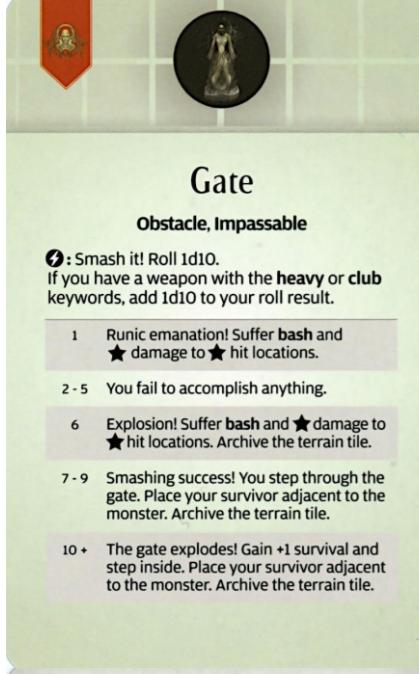
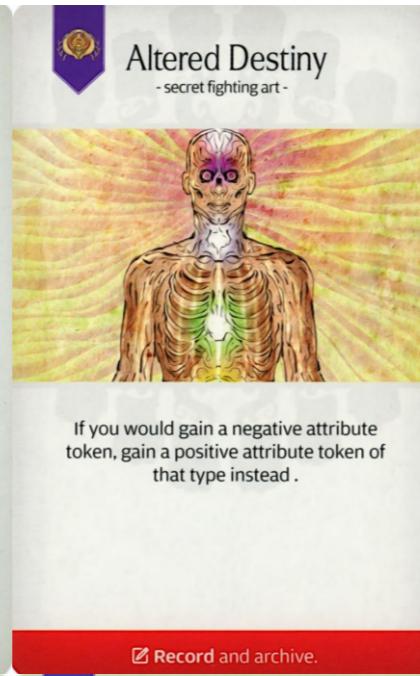
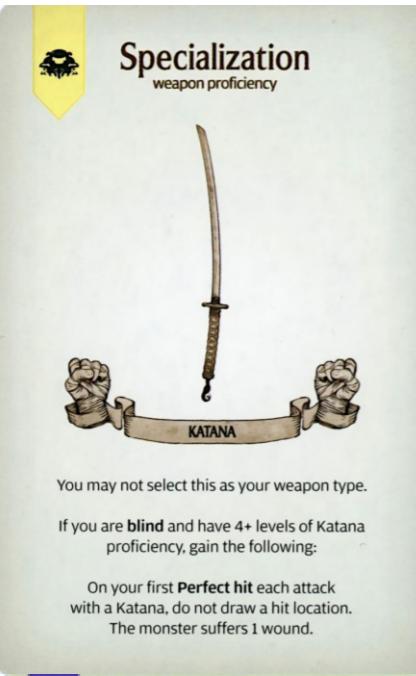
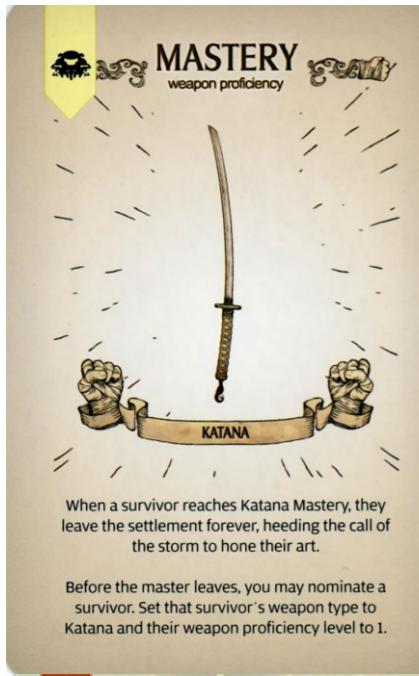


A dense bundle of bloody tubes.

 Psychovore - constellation ability - 	 Rooted to All - constellation ability - 	 Twelve Fingers - constellation ability - 	 Way of the Rust - constellation ability - 	 Presage - constellation ability - 	 Pristine - dragon trait - 	 Dragon Armor - Completed Set Bonus - 
Once per showdown, you may eat an adjacent survivor's disorder. If you do, remove the disorder. They gain 1 bleeding token and you gain +1 permanent strength. At the end of the showdown, if you did not eat a disorder, you die.	If you are standing at the start of your act, reveal the top 2 cards of the W deck and put them back in any order. On a Perfect Hit , your right hand pulses. Gain +5 insanity and +1 luck for that attack. However, for each natural 1 rolled when attempting to hit, your left hand shakes. Suffer 5 brain damage and -1 luck for that attack.	You cannot carry two-handed gear. On a Perfect Hit , your right hand pulses. Gain +5 insanity and +1 luck for that attack. However, for each natural 1 rolled when attempting to hit, your left hand shakes. Suffer 5 brain damage and -1 luck for that attack.	Your bleeding tokens are also +1 evasion tokens. Each time you attack, before drawing hit locations, loudly say a name. You lightly bite the eye in your cheek to see what it sees. If you draw any hit locations with that name, gain +3 insanity and +10 strength when attempting to wound them.	Each time you attack, before drawing hit locations, loudly say a name. You lightly bite the eye in your cheek to see what it sees. If you draw any hit locations with that name, gain +3 insanity and +10 strength when attempting to wound them.	When you suffer a dismembered injury, ignore it and gain 1 bleeding token instead. Add 1 to all hit locations.	Leap: Spend 1 . You leap into the air! Place your survivor on an unoccupied space exactly 5 spaces away in a straight line, then activate a melee weapon and attack with +2 accuracy and +5 strength.

 Dragon Armor - Completed Set Bonus - 	 Superstitious 	 Arithmophilia 	 Destined 	 Performance Anxiety 	 Unbreakable - fighting art - 	 Acrobatics - fighting art - 
Add 1 to all hit locations. Leap: Spend 1 . You leap into the air! Place your survivor on an unoccupied space exactly 5 spaces away in a straight line, then activate a melee weapon and attack with +2 accuracy and +5 strength.	<i>Evil magic will be your undoing. You do not believe in abusing the other.</i> You cannot activate or depart with other gear in your gear grid.	<i>You love numbers. Your life must exist in perfect arithmetical harmony.</i> When you gain this disorder, roll 1d5. Your movement is that number. Ignore all other movement modifiers.	<i>You have a grand destiny that you must fulfill.</i> If you do not depart , lose all survival and insanity.	<i>You're not ready to love.</i> You cannot be nominated for Intimacy . Cure this disorder if you have 8+ courage.	Once per lantern year, you may ignore one of your severe injury roll results. If you do, gain a random disorder.	When you are adjacent to the monster, you may spend 1 to place your survivor on any other space adjacent to the monster.

 Champion's Rite - fighting art - 	 Fated Blow - fighting art - 	 Radiating Orb science 	 Arena education, nightmare training consequence 	 Bloodline home, hovel consequence 	 Dragon Speech starting innovation 	 Empire home, bloodline consequence 
Before making an attack, you may add your understanding to your accuracy attribute for that attack. Limit, once per showdown.	Once per showdown, you may give your next wound attempt +2 strength and Devastating 1 .	Heat Departing survivors and newborn survivors gain +1 survival. Departing survivors with a constellation gain +1 survival. Add lantern oven consequences to the innovation deck.	Spar - Spend 1 Iron and roll 1d10. 1-2 You are eviscerated. You are dead. 3-4 Painful knockdown. Gain a Scar , +1 permanent strength, and skip the next hunt. If you already have a Scar , the wound reopens. You bleed out and die. 5-9 Gain +1 permanent accuracy. 10+ Gain the Frozen Star secret fighting art.	Newborn survivors inherit the following from their parents: - The Oracle's Eye , Iridescent Hide , or Pristine ability (choose 1) - 1 Surname - Half of one parent's weapon proficiency levels (rounded up) Add bloodline consequences to the innovation deck.	All survivors gain Encourage survival action. Encourage: Once per round, if standing, spend 1 survival to call out to a non-deaf survivor. They stand if knocked down. Add language consequences to the innovation deck.	Newborn survivors are born with +1 permanent strength and the Pristine ability. Pristine: When you suffer a dismembered severe injury, ignore it and gain 1 bleeding token instead.





Thespian Troupe

- dragon king hunt event -

An enormous man in a lion mask pulls a heavily laden rickshaw behind him. You may nominate a survivor to **Enter the Rickshaw**.

Roll 1d10 - One survivor

- 1 - 3 As you climb in, the enormous man bellows and rips your arm off. Suffer the **dismembered arm** severe injury.
- 4 - 8 You emerge in a spiffy costume that you refuse to remove. Gain a -1 evasion token.
- 9 + Amidst a chorus of feminine giggling, you depart with a strange white mask. When you wear it, you feel invincible. Gain the **Unbreakable** fighting art.

Roll a random hunt event if you do not Enter the Rickshaw

Cosmic Uppercut

TRAP! - Reshuffle Hit Location Deck

All survivors are doomed.

Perform **Basic Action**, target the attacker. This attack profile gains:

After Damage

The Dragon King punches the attacker skyward, sending them sailing into the darkness. They gain the **Starward** survivor status card.



Lorekeeper

- dragon king hunt event -

A gnarled old crone approaches the hunting party. Her fingers are sewn together and strange black marks shift around on the palms of her hands. "I am the Lorekeeper. See me and remember." Nominate a survivor to **investigate**. Roll 1d10.

Roll 1d10 - Nominated survivor

- 1 - 3 You inherit an ancient compulsion. Gain the **Arithmophilia** disorder. The next time you roll a random hunt event this hunt, roll one die and use the result for both dice. (For example, if you roll 3, use random hunt event 33.)
- 4 - 9 Ancient words horrify. Gain +2 understanding, then suffer brain event damage equal to your understanding.
- 10 + Ancient wisdom! Shuffle the innovation deck, then draw the top card and add it to your settlement at no cost.

Roll a random hunt event if you do not Enter the Rickshaw



Majestic Shadow

- dragon king hunt event -

There's a flash of light and the group is suddenly standing in a pool of darkness. Roll 1d10. If the result is equal to or lower than your courage, you **gaze upward**. Otherwise, you **flee in terror**.

Gaze Upward - roll 1d10

- 1 - 4 You look up just in time to see the Dragon King descend and **ambush** you.
- 5 + The shadow was nothing at all. **NOTHING!** Gain +10 insanity.

Flee in Terror - roll 1d10

- 1 - 5 You slip and fall. Suffer 2 event damage to your leg hit location.
- 6 + You dive into a burrow and wait. Roll a random hunt event.



Ornate Temple

- dragon king hunt event -

An enormous structure, larger than any the survivors have ever seen, stands in the distance. Strange, beautiful music beckons the group to approach.

When the group reaches the temple's gates, the entire building fades into dust. A strong wind picks up, turning into a blinding sandstorm. When it's safe to open their eyes, the survivors see that the building is now far behind them.

"That which lives can never replace that which was glorious."

Haunted, the survivors soldier on, not understanding what they have seen or whose disembodied voice they had heard.

Roll a random hunt event



Settlement Ruins

- dragon king hunt event -

You happen upon a scorched settlement. The event revealer gains +1 courage and investigates. Roll 1d10.

Roll 1d10 - Event Revealer

- 1 - 3 The destruction is recent and the settlement is still smoking. You foolishly breathe in its noxious fumes. Lose 1 survival and gain a bleeding token.
- 4 - 6 There's nothing left but charred carcasses. All survivors suffer 1 brain event damage.
- 7 + You find someone underneath a destroyed structure! Gain +1 courage and +1 population.



Serpent Wing Talon

Failure

Perform **Basic Action**, target the attacker.



Critical Wound

You knock a chunk free! Gain 1 **Husk** and 1 **Veined Wing** Dragon King resource.

If your settlement has innovated **Forbidden Dance**, you dodge and weave superbly, and gain +1 permanent movement.

Archive this card.



Bony Chest Sphincter

Wound

The Dragon King doesn't like to be touched. Full move towards the attacker. They are snatched up and thrown!

If the attacker is adjacent to the monster, place them knocked down in an unoccupied corner of the showdown board.



Critical Wound

You smash aside the Dragon King's protective claw. Gain 1 **King's Claws** Dragon King resource.

The Dragon King gains -1 toughness tokens until it has 4 of them.



TRAP! - Reshuffle Hit Location Deck

All survivors are doomed.

Perform **Basic Action**, target the attacker. This attack profile gains:

After Damage

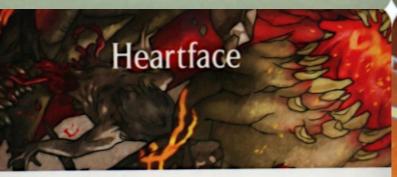
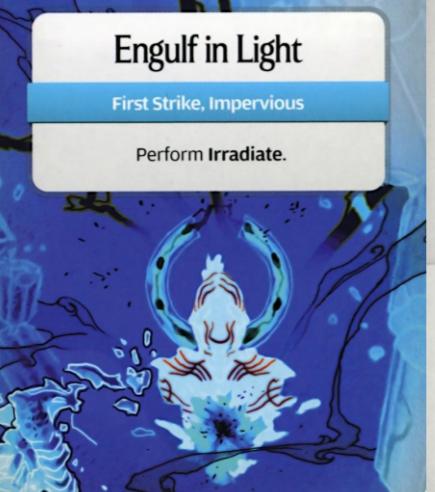
The Dragon King punches the attacker skyward, sending them sailing into the darkness. They gain the **Starward** survivor status card.



Engulf in Light

First Strike, Impervious

Perform **Irradiate**.



Wound

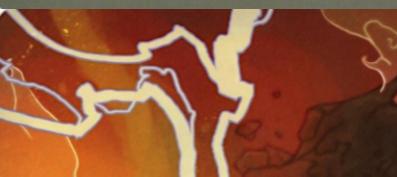
The Dragon King's chest sphincter unfurls. The monster loses all negative toughness tokens.

The Dragon King gains +4 toughness until the end of the round.

Critical Wound

Remove all -1 toughness tokens from the monster.

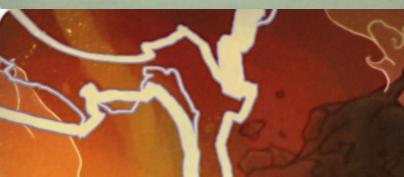
Gain 1 survival for each token removed.



Microwave Heart

Reflex

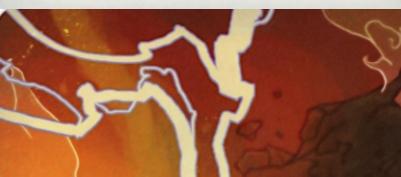
Perform **Irradiate**.



Microwave Heart

Reflex

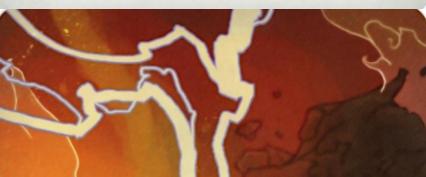
Perform **Irradiate**.



Microwave Heart

Reflex

Perform **Irradiate**.



Microwave Heart

Reflex

Perform **Irradiate**.



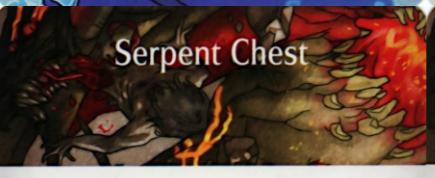
-2 toughness to wound this location.

Death Blow

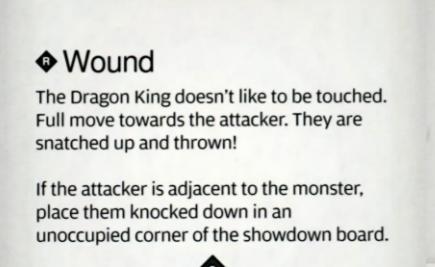
If the Dragon King is killed at this hit location, its radioactive heart sputters and dims. Gain 1 **Radiant Heart** strange resource.

The survivors celebrate their triumph!

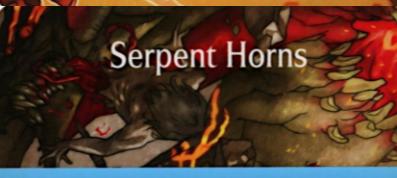
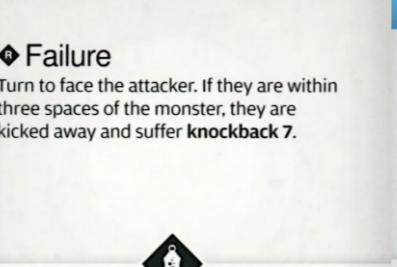
All survivors gain:
+3 courage
+3 understanding
+1 random fighting art



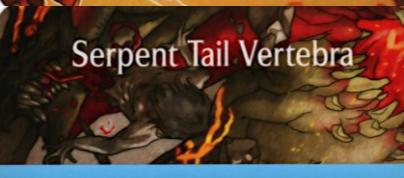
Serpent Chest



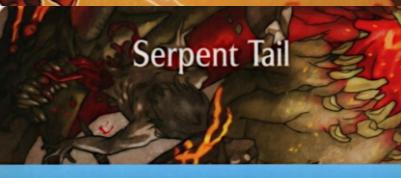
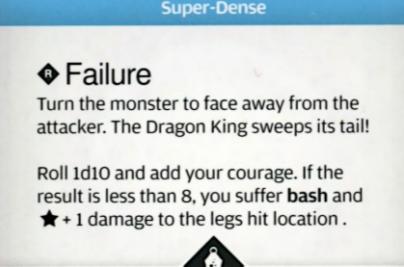
Serpent Foot



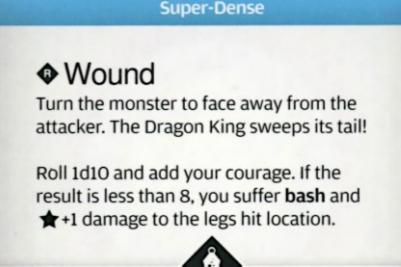
Serpent Horns



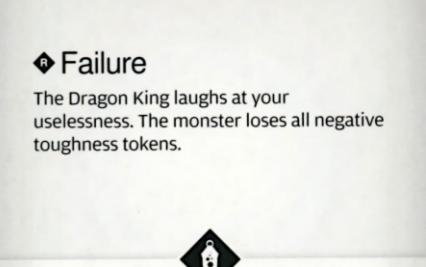
Serpent Tail Vertebra



Serpent Tail

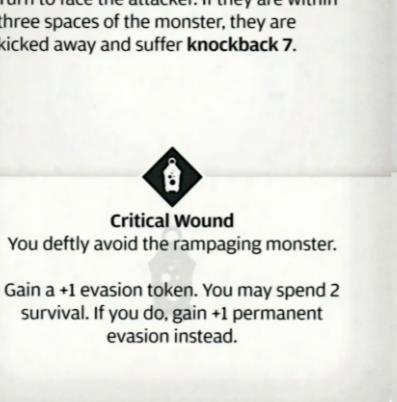


Serpent Talon



Critical Wound

You are invigorated by the resounding sound of your blow!
Gain a +1 strength token. You may spend 2 survival. If you do, gain +1 permanent strength instead.



Critical Wound

You deftly avoid the rampaging monster.
Gain a +1 evasion token. You may spend 2 survival. If you do, gain +1 permanent evasion instead.



Critical Wound

Gain 2 **Horn Fragment** Dragon King resources.



Critical Wound

If the attacker is in the Dragon King's blind spot, the Dragon King is stunned. Cancel all monster reactions until the end of the round.
All survivors within 2 spaces of the Dragon King suffer **knockback 5**.



Critical Wound

You destroy a nerve vital to balance.
Persistent Injury - Unbalanced Tail
At the start of the monster's turn, roll 1d10. On a result of 6+, Dragon King's movement becomes 5 until the end of the round.



Critical Wound

You dislodge an enormous toe-claw.
Gain 1 random Dragon King resource.



◆ Reflex

The Dragon's neck elongates and the head darts towards the attacker.

If the attacker is within 6 spaces, they suffer **bleed 2** and archive all of their resources unless they spend 2 survival.



Critical Wound
You've damaged the Dragon King's perfect smile. The monster gains a -1 damage token.

Gain the King's Tongue Dragon King resource. Archive this card.

◆ Failure

Turn to face the attacker. If they are within three spaces of the monster, they are kicked away and suffer **knockback 7**.



Critical Wound
With astounding precision, you cut a toe free! Gain +1 permanent accuracy and the **King's Claws** Dragon King resource.

Archive this card.

◆ Wound

You damage the cooling parasites within the Dragon King. The monster gains a -1 toughness token.



Critical Wound
The Dragon King can no longer regulate his temperature.

Persistent Injury - Ruined Coolants
Whenever the Dragon King performs **Meltdown**, it suffers a wound at the end of the story event.

◆ Failure

Perform **Basic Action**, target the attacker.



Critical Wound
You knock a chunk free! Gain 1 **Husk** and 1 **Veined Wing** Dragon King resource.

If your settlement has innovated **Forbidden Dance**, you dodge and weave superbly, and gain +1 permanent movement.

Archive this card.

◆ Wound

The Dragon King leaps into the air with a blast of steam!

Place 2 **Lava Pool** terrain tiles in spaces the Dragon King occupies, then full move the Dragon King away from the attacker.



Critical Wound
Gain 1 **Veined Wing** Dragon King resource.

Place a **Lava Pool** terrain tile in an unoccupied space as close to the attacker as possible.

◆ Wound

The Dragon King leaps into the air with a blast of steam!

Place 2 **Lava Pool** terrain tiles in spaces the Dragon King occupies, then full move the Dragon King away from the attacker.



Critical Wound
Gain 1 **Veined Wing** Dragon King resource.

Place a **Lava Pool** terrain tile in an unoccupied space as close to the attacker as possible.

◆ Reflex

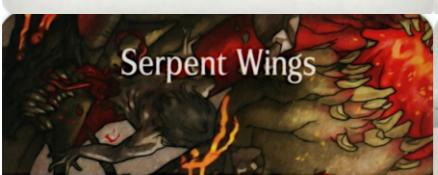
Turn to face attacker.
All survivors directly in front of the Dragon King suffer **knockback 5**.

Without turning, move the Dragon King 2 spaces backwards. Place 2 **Lava Pool** terrain tiles directly in front of the monster.



Critical Wound
Gain 1 **Husk** Dragon King resource.

Place a **Lava Pool** terrain tile in an unoccupied space as close to the attacker as possible.



Irradiate

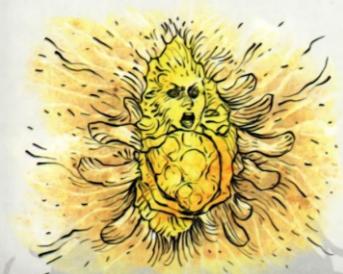
Trait

The chest sphincter tugs open, revealing the Dragon King's radioactive heart.

The monster gains a -1 toughness token.

If it has 5 or more -1 toughness tokens, its heart is exposed. **Meltdown**.

Otherwise, perform **Unseen Agony**.



◆ Reflex

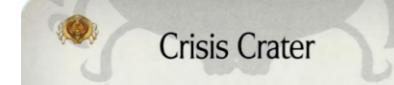
Turn to face attacker.
All survivors directly in front of the Dragon King suffer **knockback 5**.

Without turning, move the Dragon King 2 spaces backwards. Place 2 **Lava Pool** terrain tiles directly in front of the monster.



Critical Wound
Gain 1 **Husk** Dragon King resource.

Place a **Lava Pool** terrain tile in an unoccupied space as close to the attacker as possible.



Death Descending

L

Pick Target

- furthest threat
- no target: **core countdown**

The Dragon King leaps into the air!
Remove it from the showdown board.

Place the Dragon King adjacent to the target, on top of as many survivors as possible. On **collision**, survivors suffer 5 damage to 3 hit locations.

Move & Attack Target

Speed	Accuracy	Damage	Trigger
5	2+	5	

Smash Zone



All survivors in the **Smash Zone** gain a -1 accuracy token, suffer **bash** and ★+1 damage to ★+1 hit locations.

Perform **Basic Action**.

Basic Action

Pick Target

- random threat, in range
- closest survivor, in range
- no target: **core countdown**

The Dragon King leaps into the air!

Remove it from the showdown board.

Move & Attack Target

Speed	Accuracy	Damage	Trigger
2	2+	2	

Perform **Irradiate**.

Dragon King

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	8	4	-	10	13	-	-
2	8	7	1	10	15	+1	+1
3	9	8	2	10	17	+2	+2

Instinct: Core Countdown

Full move towards the closest threat.
Perform **Irradiate**.
End the Dragon King's turn.

Glowing Fist

Mood

When this comes into play, draw .

While this is in play, the Dragon King gains +1 damage for each -1 toughness token it has.

Discard this when the **Meltdown** story event is triggered.

Atomic Conclusion

L

Duration

When this is drawn face down, perform **Irradiate**.

While this is face up on the AI deck, the Dragon King gains +4 toughness.

When this is drawn face up, the Dragon King gains -10 toughness tokens.

The Dragon King takes in an enormous breath, creating a vortex. Move all survivors 5 spaces towards the monster.

Perform **Irradiate**.

Gnash

B

Pick Target

- threat with highest strength, in range
- random survivor, in range
- no target: **core countdown**

Move & Attack Target

Speed	Accuracy	Damage	Trigger
2	2+	2	

Target must spend 1 survival or gain -1 strength token.

Heated Strike

A

Perform Basic Action.

Pick Target

- random threat, in range
- random survivor, in range
- no target: **core countdown**

Move & Attack Target

Speed	Accuracy	Damage	Trigger
2	3+	5	

One-Two Punch **B**

Mood

Pick Target

- closest threat, facing, in range
- closest survivor, in range
- no target: **core countdown**

Move & Attack Target

Speed	Accuracy	Damage	Trigger
2	2+	2	

If the target is still a threat, the Dragon King continues its assault.

Move & Attack Target

Speed	Accuracy	Damage	Trigger
2	2+	2	

Overheat **B**

Mood

Pick Target

At the end of each monster turn, perform **Irradiate**.

Discard this when the **Meltdown story event is triggered.**

Rend Asunder **L**

Pick Target

- furthest threat, in range
- no target: **core countdown**

Move & Attack Target

Speed	Accuracy	Damage	Trigger
3	2+	1	Before Damage

Destroy Armor: Reduce armor at this hit location to 0 before applying damage.

Move & Attack Target

Speed	Accuracy	Damage	Trigger
2	2+	3	After Damage

Target gains the **Altered Destiny** secret fighting art.

Rough Smack **B**

Pick Target

- furthest threat, in range
- random survivor, in range
- no target: **core countdown**

Move & Attack Target

Speed	Accuracy	Damage	Trigger
3	2+	2	

All survivors adjacent to the monster suffer **bash** and **knockback 20**.

Smolder

Trait

At the beginning of each monster turn, perform **Irradiate**.

Starward

-survivor status-

When you gain this, remove your survivor from the board and place them on this card.

Stuff of Nightmares **A**

Pick Target

- random insane threat, in range
- random insane survivor, in range
- no target: **core countdown**

Your mental defenses shall be your undoing.

Move & Attack Target

Speed	Accuracy	Damage	Trigger
2	2+	*	Before Damage

Damage of this attack is equal to your current insanity.

Air Slam **B**

Mood

Pick Target

- furthest threat, in field of view, in range
- furthest threat
- no target: **advance**

Move into Range & Attack Target

Speed	Accuracy	Damage	Trigger
3	5+	2	After Damage

Target suffers **bash**.

Blistering Star **A**

Mood

When this comes into play, perform **Basic Action**.

At the start of the monster turn, if 2+ is 2+, a blistering light envelops the survivors.

Target a random survivor. Attack target, then discard this card.

Speed	Accuracy	Damage	Trigger
4	2+	1	After Damage

Bash, bleed 1.

Crooked Step **S**

Trait

The Tyrant steps through an unseen gate, disappearing from sight. In his wake stands a rough-hewn black stone replica.

Place a **Gate** terrain tile on the monster's current spaces. If that terrain tile would overlap with another, place it on the closest unoccupied space instead. If no Gate terrain tiles remain, do not place one.

Then, place the monster 6 spaces away from the survivor furthest from it, as far from other survivors as possible. Turn to face the closest survivor.

2+ is equal to the number of **Gate** terrain tiles on the showdown board. Track this number using a dice placed on this card.

Destiny's Marrow **S**

Trait

As **Gates** appear, the air fills with dizzying energy that sets the survivors' teeth on edge. The ebb and flow of power sweeps destiny along its currents.

Enshrine **B**

Pick Target

- closest threat, in field of view, in range
- closest survivor, in range
- no target: **advance**

Move into Range & Attack Target

Speed	Accuracy	Damage	Trigger
3	5+	2	

Place ★ + 1 **Gate** terrain tiles in unoccupied spaces in the **Shrine Zone**.

Enshrine **B**

Pick Target

- closest threat, in field of view, in range
- closest survivor, in range
- no target: **advance**

Move into Range & Attack Target

Speed	Accuracy	Damage	Trigger
3	5+	2	

Place ★ + 1 **Gate** terrain tiles in unoccupied spaces in the **Shrine Zone**.

Gaze of Sorrow **B**

Pick Target

- all threats, facing
- no target: **advance**

Intimidate Target

Roll 1d10 for each target. If their result is greater than their understanding, target suffers ★ brain damage and knockback 2+ spaces towards the monster.

Tooth and Tail **B**

Trait

Pick Target

- closest threat, in range
- closest survivor, in range
- no target: **core countdown**

Move & Attack Target

Speed	Accuracy	Damage	Trigger
3	2+	2	

The monster angrily whips you with its tail!

Turn the Dragon King to face away from the target. All survivors now in the Dragon King's blind spot suffer **knockback 7**.

Unseen Agony

Trait

All survivors in the **Blast Zone** suffer 1 damage for each -1 toughness token the Dragon King has to ★ random hit locations.

Molten Strike **B**

Pick Target

- closest threat, in range
- closest survivor, in range
- no target: **core countdown**

Move & Attack Target

Speed	Accuracy	Damage	Trigger
2	2+	2	

Perform **Irradiate**.

Mournful Swipe **A**

Pick Target

- random threat, in range
- random survivor, in range
- no target: **core countdown**

Move & Attack Target

Speed	Accuracy	Damage	Trigger
3	2+	4	

Turn the Dragon King to face a random survivor. It gazes at them nostalgically.

Shuffle the AI discard pile into the AI deck.

Nuclear Blast **B**

Blast Zone

Turn the monster to put as many survivors in the **Blast Zone** as possible. If there are none, discard this and perform **Basic Action**.

The chest sphincter dilates and glows!

Nuclear Blast **B**

Blast Zone

Turn the monster to put as many survivors in the **Blast Zone** as possible. If there are none, discard this and perform **Basic Action**.

The chest sphincter dilates and glows!

Harvester Incantation **L**

Trait

When this comes into play, perform **Basic Action**.

At the start of the monster turn, if 2+ is 8+, the battleground rumbles and heaves as a gigantic worm bursts forth, swallowing the survivors whole!

All survivors on the showdown board die instantly.

Then, archive this card.

This image displays a grid of cards from the board game 'The Tyrant'. Each card features a central illustration of a Tyrant monster and includes sections for 'Mood', 'Trait', and specific actions or triggers.

- Unseen Slice**: Mood B, Trigger B. Action: Pick Target (closest threat, in field of view, in range; closest survivor, in range; no target: advance). Trigger: Target suffers bleed 1. Action: Perform Crooked Step.
- Mercury Eyes**: Mood B, Trigger B. Action: Pick Target (closest threat, in field of view, in range; closest survivor, in range; no target: advance). Trigger: Target rolls 1d10. If the result is greater than their understanding, they suffer the flee brain trauma. Action: Move into Range & Attack Target (Speed 3, Accuracy 5+, Damage 2, Trigger After Damage).
- Mighty Incantation**: Mood L, Trigger L. Action: When this comes into play, perform Basic Action. Effect: While this is in play, the Tyrant gains damage equal to 1. Action: Move into Range & Attack Target (Speed 3, Accuracy 5+, Damage 2, Trigger After Damage).
- Obsidian Barricade**: Mood B, Trigger B. Action: Turn the monster to face the most survivors. Effect: Place a Gate terrain tile on the pink spaces of the Barrier Zone. Action: Move into Range & Attack Target (Speed 3, Accuracy 5+, Damage 2, Trigger After Damage).
- Obsidian Barricade**: Mood B, Trigger B. Action: Turn the monster to face the most survivors. Effect: Place a Gate terrain tile on the pink spaces of the Barrier Zone. Action: Move into Range & Attack Target (Speed 3, Accuracy 5+, Damage 2, Trigger After Damage).
- Pain Wave**: Mood B, Trigger B. Action: Pick Target (closest threat, in field of view, in range; closest survivor, in range; no target: advance). Trigger: All survivors within 3 spaces of the monster suffer 1 damage and knockback 4. Action: Perform Crooked Step.
- Posture**: Mood B, Trigger B. Action: Pick Target (threat with highest courage, in range; closest survivor, in range; no target: advance). Trigger: Target suffers knockback 4. Action: Perform Crooked Step.
- Quaking Incantation**: Mood A, Trigger A. Action: When this comes into play, perform Basic Action. Effect: At the start of the monster turn, if 1 is 3+, the ground splinters in jagged shards under the survivors' feet. Action: Target a random survivor. Attack target, then discard this card. Trigger: Speed 2, Accuracy 4+, Damage 4, Trigger After Damage. Effect: All survivors within 5 spaces of the target suffer bash and ★ damage to the legs hit location.
- Quickened**: Mood S, Trigger S. Action: When this comes into play, perform Basic Action. Effect: At the end of each monster turn, the Tyrant places a Gate terrain tile in its blind spot, if possible. Otherwise, place it on the nearest unoccupied space adjacent to the monster. Action: Draw 1A.
- Reaching Incantation**: Mood A, Trigger A. Action: When this comes into play, perform Basic Action. Effect: At the start of the monster turn, if 1 is 2+, Target a random survivor. Attack target, then discard this card. Action: Draw 1A.
- Repelling Incantation**: Mood A, Trigger A. Action: When this comes into play, perform Basic Action. Effect: At the start of the monster turn, if 1 is 3+, place the Tyrant in the center of the showdown board. All survivors suffer knockback 20 away from it, then suffer damage equal to the number of spaces they moved to ★ hit locations. Action: Discard this card.
- Resonance Shatter**: Mood B, Trigger B. Action: Pick Target (closest threat, in field of view, in range; closest survivor, in range; no target: advance). Trigger: All survivors suffer knockback equal to 1 towards the Tyrant. Action: Perform Crooked Step.
- Salve Incantation**: Mood A, Trigger A. Action: When this comes into play, perform Basic Action. Effect: At the start of the monster turn, if 1 is 2+, heal ★ wounds, then discard this card. Action: Perform Crooked Step.
- Slicing Quake**: Mood B, Trigger B. Action: Pick Target (closest threat, in field of view, in range; closest survivor, in range; no target: advance). Trigger: This attack always hits the target's legs hit location. Action: Perform Crooked Step.
- Smashing Incantation**: Mood A, Trigger A. Action: When this comes into play, perform Basic Action. Effect: At the start of the monster turn, if 1 is 5+, time bends. The Tyrant glows menacingly. Action: Target a random survivor. Attack target, then discard this card. Trigger: Speed 5, Accuracy 5+, Damage 5, Trigger After Damage.
- Smashing Star**: Mood A, Trigger A. Action: When this comes into play, perform Basic Action. Effect: At the start of the monster turn, if 1 is 2+, destiny comes crashing down. Action: Target a random survivor. Attack target, then discard this card. Trigger: Speed 2, Accuracy 2+, Damage 5, Trigger After Damage. Effect: Bash, knockback 5.
- Spectral Blast**: Mood S, Trigger S. Action: The Tyrant gains Range: 3. Effect: Range: The Tyrant can attack a target up to 3 spaces away. Action: Move into Range & Attack Target (Speed 2, Accuracy 3+, Damage 2, Trigger After Damage). Effect: Target suffers bash.
- Basic Action**: Action: Pick Target (random threat, in range; closest survivor, in range; no target: advance). Trigger: Move into Range & Attack Target (Speed 2, Accuracy 3+, Damage 2, Trigger After Damage).
- The Tyrant**: Action: Basic Action. Effect: Level 1: B 6, A 5, L -; Mov 6, Tgh 8, Spd -, Dmg -. Action: Basic Action. Effect: Level 2: B 8, A 6, L -; Mov 7, Tgh 10, Spd +1, Dmg +1. Action: Basic Action. Effect: Level 3: B 12, A 8, L 2; Mov 7, Tgh 14, Spd +2, Dmg +2.
- Unseen Blow**: Mood B, Trigger B. Action: Pick Target (closest threat, in field of view, in range; closest survivor, in range; no target: advance). Trigger: Target suffers knockback 4. Action: Perform Crooked Step.
- Unseen Horror**: Mood B, Trigger B. Action: Pick Target (closest threat, in field of view, in range; closest survivor, in range; no target: advance). Trigger: For each severe injury suffered by the target this attack, they suffer a random brain trauma. Action: Perform Crooked Step.

Celestial Breastplate	Celestial Challenge	Celestial Challenge	Celestial Diadem	Celestial Diadem	Celestial Gauntlet	Celestial Gauntlet	
<p>◆ Reflex Perform Crooked Step.</p> <p>◆ Critical Wound</p> <p>◆ Persistent Injury - Inverted Chakras Replace the definition of Resonate with: Resonate: Target gains 1 insanity. If they gained 5 or more insanity, they gain the Destined disorder.</p> <p>Persistent Injury Keep in Play</p>	<p>First Strike</p> <p>The attacker suffers -1 strength to wound this location for each Dragon Trait they possess (up to -4).</p> <p>◆ Failure The Tyrant looks disappointed. The attacker is knocked down.</p> <p>◆ Wound The Tyrant gazes at you with loving benediction. Gain the Noble surname and +1 courage. Suffer ★ brain damage. Archive this hit location.</p>	<p>First Strike</p> <p>The attacker suffers -1 strength to wound this location for each Dragon Trait they possess (up to -4).</p> <p>◆ Failure The Tyrant looks disappointed. The attacker is knocked down.</p> <p>◆ Wound The Tyrant gazes at you with loving benediction. Gain the Noble surname and +1 courage. Suffer ★ brain damage. Archive this hit location.</p>	<p>◆ Reflex Perform Crooked Step.</p> <p>◆ Critical Wound</p> <p>◆ Wound The Tyrant gazes at you with loving benediction. Gain the Noble surname and +1 courage. Suffer ★ brain damage. Archive this hit location.</p>	<p>◆ Reflex Perform Crooked Step.</p> <p>◆ Critical Wound Attacker gains 1 survival.</p>	<p>◆ Reflex Perform Crooked Step.</p> <p>◆ Critical Wound Attacker gains 1 survival.</p>	<p>Super-Dense</p> <p>◆ Wound Perform resonate, target the attacker.</p> <p>Resonate: Target suffers 1 brain damage. If they suffer 5+ brain damage, they gain the Destined disorder.</p> <p>Critical Wound Archive any number of Gate terrain tiles on the showdown board. If 5 or more tiles are destroyed this way, the monster is knocked down.</p>	<p>Super-Dense</p> <p>◆ Wound Perform resonate, target the attacker.</p> <p>Resonate: Target suffers 1 brain damage. If they suffer 5+ brain damage, they gain the Destined disorder.</p> <p>Critical Wound Archive any number of Gate terrain tiles on the showdown board. If 5 or more tiles are destroyed this way, the monster is knocked down.</p>
Celestial Resonator	Celestial Resonator	Celestial Resonator	Celestial Robes	Celestial Robes	Celestial Scarred Heart	Celestial Sleeves	
<p>◆ Reflex Perform resonate, target the attacker.</p> <p>Resonate: Target suffers 1 brain damage. If they suffer 5+ brain damage, they gain the Destined disorder.</p> <p>◆ Critical Wound If 5+, attacker gains the Frozen Star secret fighting art.</p>	<p>◆ Reflex Perform resonate, target the attacker.</p> <p>Resonate: Target suffers 1 brain damage. If they suffer 5+ brain damage, they gain the Destined disorder.</p> <p>◆ Critical Wound If 5+, attacker gains the Frozen Star secret fighting art.</p>	<p>◆ Reflex Perform resonate, target the attacker.</p> <p>Resonate: Target suffers 1 brain damage. If they suffer 5+ brain damage, they gain the Destined disorder.</p> <p>◆ Critical Wound If 5+, attacker gains the Frozen Star secret fighting art.</p>	<p>◆ Wound Perform Crooked Step.</p>	<p>◆ Wound Perform Crooked Step.</p>	<p>Death Blow The Tyrant staggers, clutching his chest as glowing ichor spills from the wound. A hush falls over the settlement as the survivors observe the slowly spreading smile on their fearsome benefactor's lips. The one that dealt the killing blow is exalted by the Tyrant. They gain: +1 permanent strength, +2 weapon proficiency levels, the Fated Blow fighting art, and the Pristine ability.</p> <p>Pristine: When you suffer a dismembered severe injury, ignore it and gain 1 bleeding token instead.</p>	<p>◆ Wound Perform Crooked Step.</p> <p>Critical Wound If 5+, attacker gains +1 permanent strength!</p>	
Celestial Sleeves	Celestial Test	Celestial Test	Celestial Test	Celestial Trial	Celestial Trial	Resonance Cascade	
<p>◆ Wound Perform Crooked Step.</p> <p>◆ Critical Wound If 5+, attacker gains +1 permanent strength!</p>	<p>First Strike</p> <p>The attacker suffers -1 strength to wound this location for each Dragon Trait they possess (up to -4).</p> <p>◆ Failure The Tyrant is not impressed. The attacker is knocked down and gains 1 bleeding token.</p> <p>◆ Wound The Tyrant smiles down upon you and rakes a clawed finger across your face. Gain a Scar, +1 permanent strength, and 1 bleeding token. Archive this hit location.</p>	<p>First Strike</p> <p>The attacker suffers -1 strength to wound this location for each Dragon Trait they possess (up to -4).</p> <p>◆ Failure The Tyrant is not impressed. The attacker is knocked down and gains 1 bleeding token.</p> <p>◆ Wound The Tyrant smiles down upon you and rakes a clawed finger across your face. Gain a Scar, +1 permanent strength, and 1 bleeding token. Archive this hit location.</p>	<p>First Strike</p> <p>The attacker suffers -1 strength to wound this location for each Dragon Trait they possess (up to -4).</p> <p>◆ Failure The Tyrant is not impressed. The attacker is knocked down and gains 1 bleeding token.</p> <p>◆ Wound The Tyrant smiles down upon you and rakes a clawed finger across your face. Gain a Scar, +1 permanent strength, and 1 bleeding token. Archive this hit location.</p>	<p>First Strike</p> <p>The attacker suffers -1 strength to wound this location for each Dragon Trait they possess (up to -4).</p> <p>◆ Failure The Tyrant looks disappointed. The attacker suffers Knockback 5.</p> <p>◆ Wound The Tyrant gazes at you with loving benediction. Gain the Reincarnated surname and +1 understanding. Suffer ★ brain damage. Archive this hit location.</p>	<p>First Strike</p> <p>The attacker suffers -1 strength to wound this location for each Dragon Trait they possess (up to -4).</p> <p>◆ Failure The Tyrant looks disappointed. The attacker suffers Knockback 5.</p> <p>◆ Wound The Tyrant gazes at you with loving benediction. Gain the Reincarnated surname and +1 understanding. Suffer ★ brain damage. Archive this hit location.</p>	<p>TRAP! - Reshuffle Hit Location Deck</p> <p>The attacker is doomed. Perform Crooked Step.</p> <p>The attacker and all survivors adjacent to the attacker suffer 1 damage to ★ hit locations and are knocked down.</p>	