



60

WAYWARD ONE

UNLEASH

Shift position. Then:

Any player discards an aligned spell.

OR

Gravehold suffers 3 damage.

INCREASED DIFFICULTY

RULES: Misaligned spells deal 1 damage instead of half rounded up.

ADDITIONAL RULES

Shift Position: When Wayward One shifts position, move its token on the Position Chart as follows: I » II » III » IV » I

Aligned: Prepped spells or breaches matching the current position of the nemesis, or a minion that has a position, are considered aligned with that nemesis or minion. If a spell is prepped in at least one aligned breach, then that spell is aligned.

Misaligned: Any prepped spell that isn't aligned is misaligned. Misaligned spells deal half of their damage, rounded up, to the nemesis or minion to which it is misaligned.



70

BLIGHT LORD

UNLEASH

Any player gains a Tainted Jade.



INCREASED DIFFICULTY

SETUP: Remove two Tainted Jades from the starting supply pile.

ADDITIONAL RULES

- ◉ When a Tainted Jade is destroyed, return it to the Tainted Jade supply pile.
- ◉ When a player would gain a Tainted Jade and that supply pile is empty, that player suffers 1 damage instead.
- ◉ At the start of each nemesis turn before resolving any other effects, count the number of Tainted Jades in the Tainted Jade supply pile. If there is only one, advance the Tainted Track once. If there are zero, advance the Tainted Track twice.
- ◉ When the Tainted Track is advanced to a space with an effect listed on it, resolve that effect immediately.

POSITION CHART



WAYWARD ONE