



70

RAGEBORNE

UNLEASH

Rageborne gains one Fury token.



INCREASED DIFFICULTY

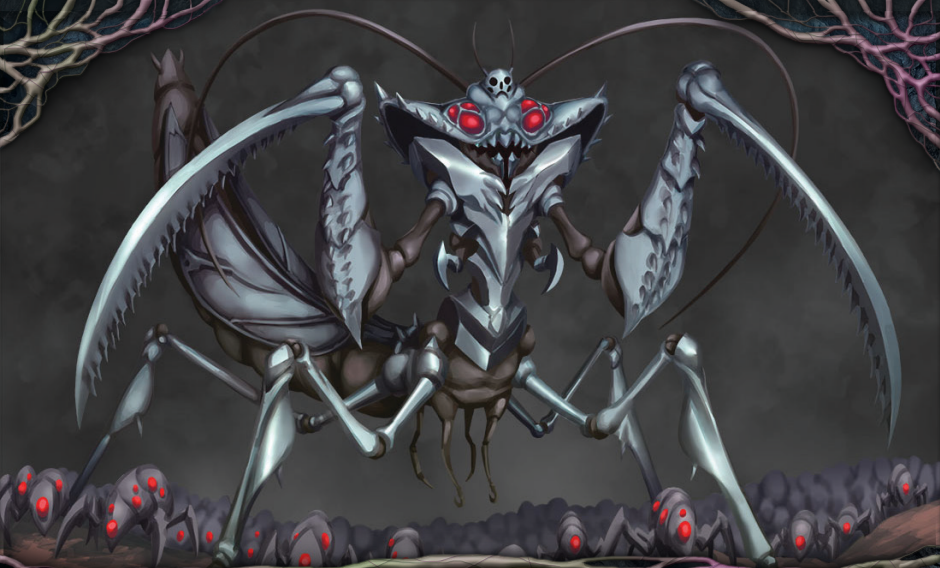
RULES: After Rageborne Strikes, he loses one Fury token instead of three.

ADDITIONAL RULES

When Rageborne Strikes, resolve the following in order:

- ⊙ Draw a card from the strike deck and resolve it.
- ⊙ Shuffle that card back into the strike deck.
- ⊙ Rageborne loses three Fury tokens.

At the end of the nemesis turn, if Rageborne has four or more Fury tokens, he Strikes once.



60

CARAPACE QUEEN

UNLEASH

Place two husks into play.



INCREASED DIFFICULTY

UNLEASH: Place three husks into play instead of two.

ADDITIONAL RULES

- ⊙ Each husk is a minion that has 1 life.
- ⊙ When a husk is placed into play, place it in the next available space on the Husk Track.
- ⊙ When a player deals damage to a husk, that player may suffer 1 damage to distribute the damage dealt over multiple husks.
- ⊙ If Carapace Queen has fifteen husks in play and must place another into play, Gravehold suffers 1 damage instead.



70

CROOKED MASK

UNLEASH

Any player gains a corruption and places it on top of their deck. That player shuffles their discard pile into their deck.

INCREASED DIFFICULTY

RULES: When a corruption is destroyed, place it into any player's discard pile instead of returning it to the corruption deck.

ADDITIONAL RULES

- ◉ When a corruption is destroyed, place it on the bottom of the corruption deck.
- ◉ If a player would gain a corruption and the corruption deck is empty, Gravehold suffers 2 damage instead.
- ◉ At the start of each player's turn, before that player's casting phase, that player resolves all corruptions in their hand, in any order.
- ◉ At the end of each player's main phase, that player resolves all corruptions they drew during their turn.
- ◉ Corruptions may not be played at any other time.
- ◉ When a player gains a corruption, that player may not look at the corruption unless it is placed into their hand.



70

PRINCE OF GLUTTONS

UNLEASH

1-2 players: Devour three cards from the least expensive supply pile.

3-4 players: Devour two cards from the least expensive supply pile.

INCREASED DIFFICULTY

SETUP: Place an additional nine cards from any of the supply piles on top of the devoured pile in any order.

ADDITIONAL RULES

- ◉ When a card is Devoured, place it on top of the devoured pile, even if the devoured pile is empty.
- ◉ Cards may be gained from the top of the devoured pile as if it were a supply pile.
- ◉ The players may look through the devoured pile at any time.
- ◉ Cards in the devoured pile cannot be Devoured.
- ◉ Prince of Gluttons does not start a Devour on an empty supply pile.
- ◉ When Prince of Gluttons would Devour a card from a supply pile that is empty Gravehold suffers 2 damage per card instead.
(*Example: Devour two cards from a supply pile with only one card.*)
- ◉ If all supply piles are empty except for the devoured pile, the players lose.

HUSK TRACK

When Carapace Queen Swarms, count the number of husks in play and resolve the following:

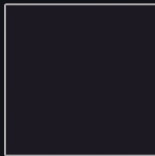
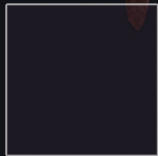
0-3 husks:

Place four husks into play.



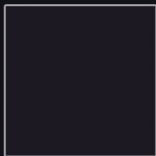
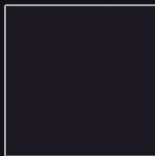
4-6 husks:

Any player discards a prepped spell. Place two husks into play.



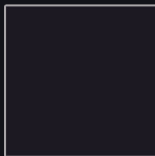
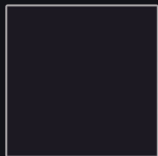
7-10 husks:

Gravehold suffers 5 damage.



11-12 husks:

The player with the lowest life suffers 3 damage. Discard a husk.



13+ husks:

The players lose.



CARAPACE QUEEN