

I

Skink Swarm

Lizardmen

1

2

0

ADVANCE

SURROUND

SURROUND: When engaged with this enemy a hero may not roll more than one  when performing an Explore action.

I

Skink Swarm

Lizardmen

1

2

0

ADVANCE

SURROUND

SURROUND: When engaged with this enemy a hero may not roll more than one  when performing an Explore action.

II

Temple Guard

Elite, Lizardman

2

3

0

ADVANCE

INFLECT

I

Skink Swarm

Elite, Lizardmen

2

3

0

ADVANCE

SURROUND

SURROUND: When engaged with this enemy a hero may not roll more than one  when performing an Explore action.

II

Temple Guard

Lizardman

2

2

1

ADVANCE

INFLECT

II

Temple Guard

Lizardman

2

2

1

ADVANCE

INFLECT

I

Skink Hunter

Lizardman

1

1

0

RETREAT

INFLECT

When the party travels, this enemy is not discarded.

I

Skink Hunter

Lizardman

1

1

0

RETREAT

INFLECT

When the party travels, this enemy is not discarded.

II


Elite, Lizardmen

Cold One Riders

2

ADVANCE **PURSUE**

2

PURSUE: When engaged with this enemy, a hero may never roll more than one  when performing a Rest action.

I

Elite, Lizardmen

Skink Hunter

2

RETREAT **INFLECT**

2

When the party travels, this enemy is not discarded.

II


Lizardmen

Cold One Riders

1

ADVANCE **PURSUE**

2

PURSUE: When engaged with this enemy, a hero may never roll more than one  when performing a Rest action.

II


Lizardmen

Cold One Riders

1

ADVANCE **PURSUE**

2

PURSUE: When engaged with this enemy, a hero may never roll more than one  when performing a Rest action.

I

Lizardmen

Saurus Warriors

2

ADVANCE **WAR CRY**

2

WAR CRY: If there is an exhausted enemy in the Shadows, remove its exhaustion (it must be played again). If there are multiple exhausted enemies – choose the strongest.

I

Lizardmen

Saurus Warriors

2

ADVANCE **WAR CRY**

2

WAR CRY: If there is an exhausted enemy in the Shadows, remove its exhaustion (it must be played again). If there are multiple exhausted enemies – choose the strongest.

II




Elite, Human

Amazon Headhunter

3

INFLECT **FEAST** **RETREAT**

3

FEAST: Roll one  for each wound this enemy caused on a hero using its Inflect action. For each  result, this enemy recovers one . This may exceed its original health.

I

Elite, Lizardmen

Saurus Warriors

2

ADVANCE **WAR CRY**

3

WAR CRY: If there is an exhausted enemy in the Shadows, remove its exhaustion (it must be played again). If there are multiple exhausted enemies – choose the strongest.

II

Amazon Headhunter

Human

2

0

2

INFLECT

FEAST

RETREAT

Feast: Roll one  for each wound this enemy caused on a hero using its Inflect action. For each  result, this enemy recovers one . This may exceed its original health.

II

Shadowking Spider

Creature

1

0

X

STALK

Stalk: This enemy cannot be targeted, engaged, nor slain. Place this enemy next to the current location. When any hero attempts an Explore action it counts as being engaged with this enemy in addition to those normally engaged with it. Remove this enemy when the party travels.

II

Kroxigor

Elite, Lizardman

3

0

4

ADVANCE

BELLOW

INFLECT

Bellow: When this enemy engages a hero, all other enemies engaged with the target hero retreat to the Shadows (exhausted or not).

II

Kroxigor

Lizardman

2

0

3

ADVANCE

BELLOW

INFLECT

Bellow: When this enemy engages a hero, all other enemies engaged with the target hero retreat to the Shadows (exhausted or not).

II

Amazon Headhunter

Human

2

0

2

INFLECT

FEAST

RETREAT

Feast: Roll one  for each wound this enemy caused on a hero using its Inflect action. For each  result, this enemy recovers one . This may exceed its original health.

II

Shadowking Spider

Creature

1

0

X

STALK

Stalk: This enemy cannot be targeted, engaged, nor slain. Place this enemy next to the current location. When any hero attempts an Explore action it counts as being engaged with this enemy in addition to those normally engaged with it. Remove this enemy when the party travels.

II

Shadowking Spider

Elite, Creature

2

0

X

STALK

Stalk: This enemy cannot be targeted, engaged, nor slain. Place this enemy next to the current location. When any hero attempts an Explore action it counts as being engaged with this enemy in addition to those normally engaged with it. Remove this enemy when the party travels.

II

Kroxigor

Lizardman

2

0

3

ADVANCE

BELLOW

INFLECT

Bellow: When this enemy engages a hero, all other enemies engaged with the target hero retreat to the Shadows (exhausted or not).






Hajup'Set, Slamm Mage

Nemesis, Lizardmen



MIND MELT SACRIFICE

MIND MELT: Roll three . All heroes suffer one wound for each  rolled.

SACRIFICE: Hajup'Set will destroy the weakest enemy on the board to regain three .

Remove one progress from the current location.





LUSTRIAN TROUBLES

SETUP

ENEMIES: Shuffle all of the "Lustrian Troubles" enemies together. Place Hajup'Set in the Nemesis Lair.

LOCATIONS: Place the Desecrated Shrine face down, then shuffle three open locations on top.

GEAR AND DUNGEON CARDS: Shuffle twelve gear cards together, and twelve dungeon cards together.

The adventurers are sought out by a terrified merchant captain. Some days past the merchant captain's galley ran aground off the coast of Lustria. In the night wicked, foul things boarded the ship and stole away his daughter.

A band of brave men sought her rescue from a frightful temple deep in Lustria. None returned.

REWARD

The Slann breaths heavily, bleeding across the stone floor. As he raises a finger to curse you a woman in tattered clothing leaps from the shadows and plunges the Slann's own dagger into its chest. Terrified, the woman collapses on the floor before you.

PENALTY

The aged Slann rustles with laughter as a slender, milk-skinned woman enters the chamber. She is spotted, eyes yellow like yolk. A long oily tongue licks purple lips. The merchant captain's daughter is no more...



LUSTRIAN TROUBLES

SINGLE QUEST

As a Level 2 Quest, all heroes may replace one Basic action with its Advanced version. All heroes may carry up to two items, and you must shuffle two Legendary Fortune cards into the gear deck.



The temple is a maze of deadly traps. One wrong step and the hall fills with the hiss of poisonous darts...

The group collectively suffers four .

Hajup'Set emerges from the inky blackness. He glares at the adventurers as his bodyguard attack...

Spawn Hajup'Set in the Shadows. Spawn two enemies engaged with the heroes.

With a burbling laugh, Hajup'Set flees on his floating bronze dais...

Spawn three enemies in the Shadows. If Hajup'Set is still alive, remove two progress from the current location.

VICTORY

If the party successfully explores The Desecrated Shrine, they are victorious!

DEFEAT

If the party fails to explore the Desecrated Shrine, they are defeated.