Crokodilisk
Undead

II | 1 | 1 | 3

Prey | **Chase**

Prey: This enemy engages the hero with the most ●.

Chase: Remove one success token from the current location.

Crokodilisk
Undead

II | 1 | 1 | 3

Prey | **Chase**

Prey: This enemy engages the hero with the most ●.

Chase: Remove one success token from the current location.

Crokodilisk
Elite, Undead

II | 2 | 2 | 3

Prey | **Chase**

Prey: This enemy engages the hero with the most ●.

Chase: Remove one success token from the current location.

Mummy
Undead

II | 1 | 0 | 4

Inflict | **Prey** | **Pursue**

Prey: This enemy engages the hero with the most ●.

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

Mummy
Undead

II | 1 | 0 | 4

Inflict | **Prey** | **Pursue**

Prey: This enemy engages the hero with the most ●.

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

Mummy
Elite, Undead

II | 2 | 0 | 5

Inflict | **Prey** | **Pursue**

Prey: This enemy engages the hero with the most ●.

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

Tomb Lich
Undead

II | 1 | 3 | 1

Advance | **Haunt**

Haunt: While engaged with this enemy, a hero may not remove Bleeding or Sickened cards.

Tomb Lich
Undead

II | 1 | 3 | 1

Advance | **Haunt**

Haunt: While engaged with this enemy, a hero may not remove Bleeding or Sickened cards.

Tomb Lich
Elite, Undead

II | 2 | 3 | 2

Advance | **Haunt**

Haunt: While engaged with this enemy, a hero may not remove Bleeding or Sickened cards.

Tomb Shaman

Undead

II | 1 | 1 | 2

Retreat | **Heal**

Heal: This enemy and all enemies in its current location recover one ●.

Tomb Shaman

Undead

II | 1 | 1 | 2

Retreat | **Heal**

Heal: This enemy and all enemies in its current location recover one ●.

Tomb Shaman

Elite, Undead

II | 2 | 1 | 3

Retreat | **Heal**

Heal: This enemy and all enemies in its current location recover one ●.

Tomb Giant

Undead

II | 2 | 2 | 2

Crush | **Wander**

Crush: Treat as an Inflict action. The target hero must exhaust one action.

Wander: This enemy engages the next hero (clockwise).

Tomb Giant

Undead

II | 2 | 2 | 2

Crush | **Wander**

Crush: Treat as an Inflict action. The target hero must exhaust one action.

Wander: This enemy engages the next hero (clockwise).

Tomb Giant

Elite, Undead

II | 3 | 2 | 3

Crush | **Wander**

Crush: Treat as an Inflict action. The target hero must exhaust one action.

Wander: This enemy engages the next hero (clockwise).

Tomb Guard

Undead

II | 2 | 1 | 2

Advance | **Inflict**

Tomb Guard

Undead

II | 2 | 1 | 2

Advance | **Inflict**

Tomb Guard

Elite, Undead

II | 3 | 1 | 3

Advance | **Inflict**

II Tomb Carrion
Undead

1 | 1 | 2

Inflict | **Retreat**

This enemy may not be targeted or attacked while in the Shadows.

II Tomb Carrion
Undead

1 | 1 | 2

Inflict | **Retreat**

This enemy may not be targeted or attacked while in the Shadows.

II Tomb Carrion
Elite, Undead

2 | 1 | 3

Inflict | **Retreat**

This enemy may not be targeted or attacked while in the Shadows.

Nezeeri, Tomb Queen
Nemesis, Undead

2 | 0 | 2

Inflict | **Ritual**

Ritual: Apply a success token to Nezeeri's card. When the fifth token is placed the tomb collapses and the party fails!

Nezeeri gains one health. Keep track of this for the duration of the game.

Ushabti
Construct

5 | 3 | 15

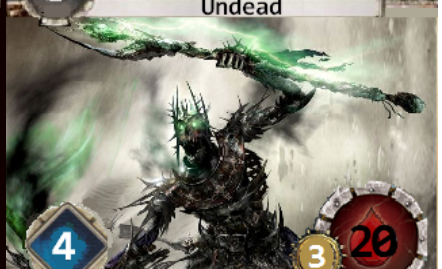
Terror | **Advance**

Terror: Receive the terror condition.

"Ushabti, guardian statues, the physical embodiment of the everlasting gods. They stand staring the sun for eternity."

Distribute 3 to the party.

Nagash
Undead



4 | 3 | 20

Drain Life | **Reanimate**

Drain life: you suffer 2 this enemy recovers 2.

Reanimate: when an undead is defeated roll an enemy die. If you roll return it face up to the shadows.

Resolve Drain Life and receive the Venom condition.

II Giant Scorpion
Creature

1 | 2 | 3

Retreat | **Sting**

Sting: Roll 1 black die

: suffer 2

: suffer 3

If you suffer any , become sickened.

II Giant Scorpion
Creature

1 | 2 | 3

Retreat | **Sting**

Sting: Roll 1 black die

: suffer 2

: suffer 3

If you suffer any , become sickened.

II Giant Scorpion
Creature

3 | 2 | 3

Retreat | **Sting**

Sting: roll 1 black die

: suffer 2

: suffer 3

If you suffer any become sickened.

IV
Tomb Scorpion
Construct
4
3
4
Venom
Advance
Venom: if engaged receive the venom condition.
"A Liche Priest construct made out of bone, stone and metal the Tomb Scorpion emerges from beneath the sand assaulting the enemy with its huge claws and venomous tail."

IV
Tomb Scorpion
Construct
4
3
4
Venom
Advance
Venom: if engaged receive the venom condition.
"A Liche Priest construct made out of bone, stone and metal the Tomb Scorpion emerges from beneath the sand assaulting the enemy with its huge claws and venomous tail."

IV
Tomb Scorpion
Construct
4
3
6
Venom
Advance
Venom: If engaged receive the venom condition.
"A Liche Priest construct made out of bone, stone and metal the Tomb Scorpion emerges from beneath the sand assaulting the enemy with its huge claws and venomous tail."

II
Tomb Warrior
Undead
2
1
3
REGENERATE
ADVANCE
Regenerate: This enemy recovers one wound.
"The Tomb Warriors rise up from death and dust to form an unwavering rank of armoured skeletons."

II
Tomb Warrior
Undead
2
1
3
REGENERATE
ADVANCE
Regenerate: This enemy recovers one wound.
"The Tomb Warriors rise up from death and dust to form an unwavering rank of armoured skeletons."

II
Tomb Warrior
Undead
2
2
3
REGENERATE
ADVANCE
Regenerate: This enemy recovers 1 wound.
"The Tomb Warriors rise up from death and dust to form an unwavering rank of armoured skeletons."

II
Tomb Lasher
Undead
2
1
2
Retreat
Lash
Lash: All undead enemies gain the Inflict keyword.
"Once mighty Generals of the Tomb Kings army have risen from their tombs to lead the undead minions under their imposing figures."

II
Tomb Lasher
Undead
2
1
2
Retreat
Lash
Lash: All undead enemies gain the Inflict keyword.
"Once mighty Generals of the Tomb Kings army have risen from their tombs to lead the undead minions under their imposing figures."

II
Tomb Lasher
Undead
2
2
3
Retreat
Lash
Lash: All undead enemies gain the Inflict keyword.
"Once mighty Generals of the Tomb Kings army have risen from their tombs to lead the undead minions under their imposing figures."

I
Tomb Infantry
Undead
1
0
2
TOMB ROT
ADVANCE
Tomb Rot: If engaged discard one gear card.
"Ancient and eternally loyal servants have willingly followed their rulers to death and now they rise once again."

I
Tomb Infantry
Undead
1
0
2
TOMB ROT
ADVANCE
Tomb Rot: If engaged discard one gear card.
"Ancient and eternally loyal servants have willingly followed their rulers to death and now they rise once again."

I
Tomb Infantry
Undead
2
1
2
TOMB ROT
ADVANCE
Tomb Rot: If engaged discard one gear card.
"Ancient and eternally loyal servants have willingly followed their rulers to death and now they rise once again."

IV
Abomination
Construct
4
2
15
Drain Life
Terrorblade
Drain life: you suffer 2 this enemy recovers 2.
Terroblade: resolve advance and terror.
"A corrupted Ushabti by black magic and demonic power, the Abomination brings doom upon the Earth."

IV
Abomination
Construct
4
2
15
Drain Life
Terrorblade
Drain life: you suffer 2 this enemy recovers 2.
Terroblade: resolve advance and terror.
"A corrupted Ushabti by black magic and demonic power, the Abomination brings doom upon the Earth."

IV
Abomination
Construct
5
3
15
Drain Life
Terrorblade
Drain life: you suffer 2, this enemy recovers 2.
Terrorblade: resolve advance and terror.
"The Abomination, an Ushabti corrupted by black magic and demonic power, brings doom and destruction upon the Earth."

Djaf's Acolyte
Necromancer
2
0
8
Drain Life
Reanimate
Drain Life: you suffer 2. This enemy recovers 2.
Reanimate: when an undead is defeated, roll an enemy die. If you roll return it face up to the shadows.
Resolve Drain Life and you become sickened.

Tomb Queen
Undead
3
3
12
Venom
Inflict
Venom: If engaged receive the Venom condition.
"The Tomb Queen brings death to those who threaten her realm and the Great Desert of Nehekhara. Vile necromancy brought her back and venom runs in her veins.."
Suffer 1 and resolve scurry.