

III

Cave Troll

Monster

2

3

WANDER

RECOVER

WANDER: This enemy moves to the next hero (clockwise rotation).

RECOVER: This enemy recovers all of its current ♠.

III

Cave Troll

Monster

2

3

WANDER

RECOVER

WANDER: This enemy moves to the next hero (clockwise rotation).

RECOVER: This enemy recovers all of its current ♠.

III

Minotaur

Elite, Monster

3

6

GORE

CHASE

GORE: Treat as an Inflict action, target hero becomes *Bleeding*.

CHASE: Remove one success token from the current location.

III

Cave Troll

Elite, Monster

3

4

WANDER

RECOVER

WANDER: This enemy moves to the next hero (clockwise rotation).

RECOVER: This enemy recovers all of its current ♠.

III

Minotaur

Monster

2

5

GORE

CHASE

GORE: Treat as an Inflict action, target hero becomes *Bleeding*.

CHASE: Remove one success token from the current location.

III

Minotaur

Monster

2

5

GORE

CHASE

GORE: Treat as an Inflict action, target hero becomes *Bleeding*.

CHASE: Remove one success token from the current location.

III

Ogre Bulls

Ogres

3

4

ADVANCE

CAUSH

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

III

Ogre Bulls

Ogres

3

4

ADVANCE

CAUSH

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



III

Cenigor

Elite, Beastman

3

3

INFLECT

PURSU

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

III

Ogre Bulls

Elite, Ogre

4

5

ADVANCE

CRUSH

CRUSH: Treat as an Inflect action. The target hero must exhaust one action.

III

Cenigor

Beastman

2

2

INFLECT

PURSU

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

III

Cenigor

Beastman

2

2

INFLECT

PURSU

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

II

Ungors

Beastmen

2

3

INFLECT

ADVANCE

SURROUND

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

II

Ungors

Beastmen

2

3

INFLECT

ADVANCE

SURROUND

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

II

Beastmen

Elite, Beastmen

2

3

ADVANCE

INFLECT

II

Ungors

Elite, Beastmen

2

4

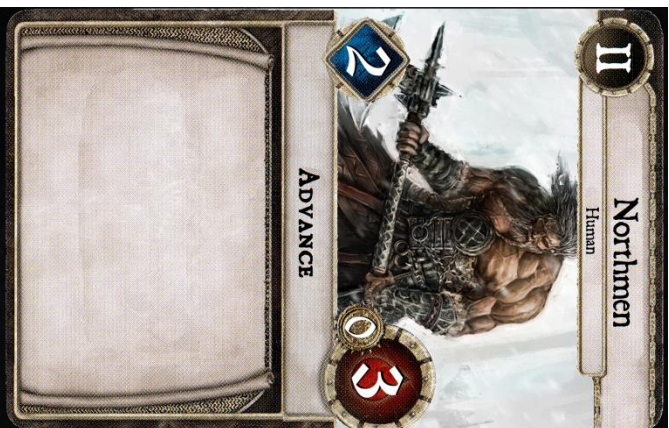
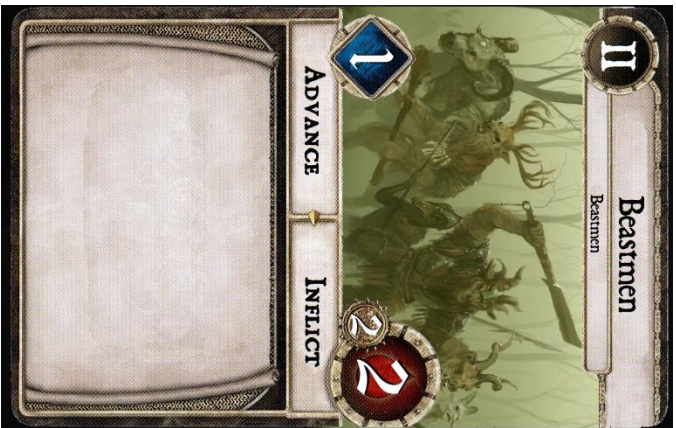
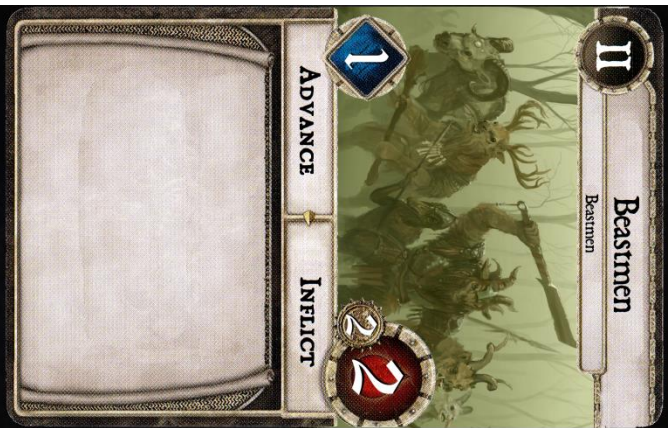
INFLECT

ADVANCE

SURROUND

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





**Kiror Kenclaw, Beastlord**  
Nemsis, Beastman

**ADVANCE**

**WAR GRY**

**WAR GRY:** 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.

Remove one success token from the current location.

**Pollok Fruedelich**  
Non-Player Character

**EXPLORE**

**REST**

When revealed, place to the left of the party leader. Pollok activates as a normal hero, performing his action line. He activates enemies as a hero.

**EXPLORE:**

**REST:**



## THE DESOLATE NORTH

### SETUP

**ENEMIES:** Shuffle all "The Desolate North" enemies (including Pollok). Place Kiror Keenclaw in the Nemesis Lair.

**LOCATIONS:** Shuffle Hostile Hole into three other open locations. Deal these (blind) into two stacks. Shuffle two Tier One open locations on top of each stack. When a party travels it must declare which direction it is going.

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

*The party is resting at a roadside inn when a frantic young woman bursts in. She screams about a child, something about a hairy beast and an abduction. After some more sobbing and mumbling the party discovers the baby child, Astrolo of Kolm, is indeed the grandchild of Balthasar Freudlich of Kolm - a wealth lord. The woman insists her uncle, Pollok Freudlich, went chasing after the child.*

*Sensing gold in the offering, the party heads North into the frozen wastes. They pack a small ration of blackroot for baby Astrolo...*

### REWARD

*The party stumbles upon a room which resembles a ritual chamber. Moments before losing all hope they hear a small baby's cry. They discover Astrolo in a basket sitting atop a stone plinth. They swaddle the child and flee.*

### PENALTY

*The party finally stumbles upon a room which resembles a ritual chamber. They search the chamber high and low. They find a small pile of human bones near the hearth, freshly stripped. Baby Astrolo has been devoured!*

## THE DESOLATE NORTH

### SINGLE QUEST

As a Level 3 Quest, all heroes may replace two Basic actions with their Advanced versions. All heroes may carry up to three items, and you must shuffle three Legendary Fortune cards into the gear deck.



*Through the din of battle, the heroes hear an infant weeping...*

Spawn two enemies engaged with the heroes.

*"The child is mine!" roars Kiror as he pulls a large lever and the floor gives way...*

Spawn Kiror Keenclaw in the Shadows. Remove three success tokens from the current location.

*"Foolish old man!" Kiror bellows as he impales the old man on his tusks...*

Kiror Keenclaw readies, activates and readies again. If Pollok is alive, he is slain. Spawn one enemy in the Shadows.

### VICTORY

If the heroes defeat Kiror Keenclaw and fully explore Hostile Hole, they are victorious!

### DEFEAT

If the heroes perish, they are defeated.