

**Cultist** (3 actions/3 wisps)  
melee: 0"-1"  
magic: 5"-8"

| Mov | Str | Dex | Int | Wit | HP | Def |
|-----|-----|-----|-----|-----|----|-----|
| 7   | 7   | 7   | 7   | 7   | 3  | 2   |

- \*Any destroyed altars within 1" of a Cultist are immediately repaired and begin spawning monsters again.
- \*Any time a Cultist resolves damage either from defending an attack or performing one, the Cultist will flee

**Personality:**

1. Cultists will assault the nearest player model.
2. A Cultist will hunt the nearest destroyed altar, to get as close as possible to it.
3. If there are no destroyed altars for a Cultist to hunt, the Cultist will evade.

**Gremlin** (3 actions/3 wisps)  
ranged: 0"-6"

| Mov | Str | Dex | Int | Wit | HP | Def |
|-----|-----|-----|-----|-----|----|-----|
| 6   | 6   | 7   | 6   | 4   | 3  | 3   |

- \* If at any time a gremlin performs a successful defense roll, where any damage is mitigated by defense dice, it will perform a flee after damage is resolved for that action.

**Personality:**

- 1.A Gremlin will assault the nearest player model.
  - 2.A Gremlin will approach the nearest player and optimize its attack range.
  - 3.If there are no players for a Gremlin to draw line of sight to, the Gremlin will prowl.
- If it is ever unclear which player model a Gremlin should move to or attack, randomize its target.

**Stalker** (4 actions/4 wisps)  
ranged: 2"-5"

| Mov | Str | Dex | Int | Wit | HP | Def |
|-----|-----|-----|-----|-----|----|-----|
| 6   | 7   | 8   | 7   | 3   | 4  | 2   |

- \*A Stalker can and will move over or climb any terrain that would cause them to use extra actions to do so, without having using additional actions, nor will it have to stop in base contact with terrain that is being climbed before doing so.

**Personality:**

- 1.A Stalker will assault the nearest player model.
  - 2.A Stalker will hunt the nearest player model and optimize its attack range.
  - 3.If at any time a Stalker performs a defense roll against a player, where any amount of damage is mitigated, it will perform a flee.
- If it is ever unclear which player model a Stalker should move to or attack, randomize its target.

**Hound** (3 actions/3 wisps)  
melee: 0"-2"

| Mov | Str | Dex | Int | Wit | HP | Def |
|-----|-----|-----|-----|-----|----|-----|
| 7   | 8   | 7   | 6   | 3   | 3  | 2   |

- \*A hound gains +1 movement for every wisp it has attached to it

**Personality:**

- 1.Hounds will assault the nearest player.
  - 2.Hounds hunt the nearest player model and optimize their attack range.
- If it is ever unclear which player model a hound should hunt or assault, randomize its target.

**Lich** (3 actions/3 Wisps)  
magic: 0"-4"

| Mov | Str | Dex | Int | Wit | HP | Def |
|-----|-----|-----|-----|-----|----|-----|
| 6   | 8   | 8   | 8   | 3   | 3  | 3   |

- \*A lich gains +1 Calculated Attack Value for every wisp attached to it.

**Personality:**

- 1.A Lich will assault the nearest player model.
  - 2.A Lich will hunt the nearest player and optimize its attack range.
- If it is ever unclear which player model a Lich should move to or attack, randomize its target.

**Hulk** (4 actions/4 wisps)  
melee: 0"-3"

| Mov | Str | Dex | Int | Wit | HP | Def |
|-----|-----|-----|-----|-----|----|-----|
| 5   | 8   | 8   | 8   | 3   | 4  | 1   |

- \*A Hulks attacks "critically succeed" on 9's and 10's.
- \*Hulks ignore 2, successful damage from any action that targets them.

**Personality:**

- 1.A Hulk will assault the nearest player model.
  - 2.A Hulk will approach the nearest player model and optimize its attack range.
  - 3.If a Hulk cannot draw line of sight to a player model it will prowl.
- If it is ever unclear which player model a hulk should move to or attack, randomize its target.

**Revenant** (3 actions/3 wisps)  
melee: 0"-2"

| Mov | Str | Dex | Int | Wit | HP | Def |
|-----|-----|-----|-----|-----|----|-----|
| 6   | 7   | 8   | 8   | 3   | 3  | 2   |

- \*A Revenant will regain 1HP/wisp, for every 1 damage, it deals to a player model, with no upper limit as to how many times this can occur.

**Personality:**

- 1.A Revenant will assault the nearest player model.
  - 2.A Revenant will approach the nearest player and optimize its attack range.
  - 3.If there are no players for a Revenant to draw line of sight to, the Revenant will prowl.
- If it is ever unclear which player model a Revenant should move to or attack, randomize its target.

**Imp** (3 actions/3 wisps)  
magic: 3"-7"

| Mov | Str | Dex | Int | Wit | HP | Def |
|-----|-----|-----|-----|-----|----|-----|
| 8   | 6   | 6   | 6   | 6   | 3  | 2   |

- \*If an imp begins an action within 6" of an undestroyed altar, the imp will gain 1 HP/wisp with no upper limit to how many times this can occur
- \*If an Imp is ever closer to a player model than its minimum 3" range it will immediately perform a flee when it activates.

**Personality:**

- 1.An Imp will assault the nearest player model.
  - 2.An Imp will hunt the nearest cultist model, to get within 3" of that cultist.
  - 3.An Imp will hunt the nearest player model and optimize its attack range.
- If it is ever unclear which player model an Imp should move to or attack, randomize its target.

**Huntsman** (3 actions/3 wisps)  
Ranged: 5"-15"

| Mov | Str | Dex | Int | Wit | HP | Def |
|-----|-----|-----|-----|-----|----|-----|
| 5   | 7   | 8   | 7   | 4   | 3  | 1   |

- \*A Huntsman gains +1 Calculated Attack Value for each wisp attached to it.
- \*If a Huntsman is closer to a player model than its minimum 5" range,when it activates it will immediately perform a flee.

**Personality:**

- 1.A Huntsman will assault the nearest player model.
  - 2.A Huntsman will hunt the nearest player and optimize its attack range.
- If it is ever unclear which player model a huntsman should move to or attack, randomize its target.

**Warlock** ( 3 actions/3 wisps)  
Magic: 3"-9"

| Mov | Str | Dex | Int | Wit | HP | Def |
|-----|-----|-----|-----|-----|----|-----|
| 7   | 7   | 7   | 8   | 4   | 3  | 2   |

\*A Warlocks attacks "critically succeed" on 9's and 10's.

\*If a Warlock is closer to a player model than its minimum 3" range, when it activates it will immediately flee.

**Personality:**

- 1.A Warlock will assault the nearest player model.
- 2.A Warlock will approach the nearest player model and optimize its attack range.
- 3.If a Warlock cannot draw line of sight to a player model it will prowl.

**Trap** (pg. 34)

Titan Personality

- 1.The titan will assault the nearest player model.
2. The titan will approach the nearest player model and optimize its attack range.
- 3.The titan will guard its current position,if it cannot draw line of sight to a player model.

**Objective**

Any player may move into base contact with the titan model and spend an action to take a Wit check.

-If the player fails the Wit check they take 1d3 damage.  
-If the player passes the Wit check, the titan will take 3 damage and gain a marker token.

If at any time the titan model has 4 or more marker tokens, its Movement is reduced to 0 and is unable to change its facing.

-Any player model may move into base contact with the titan model and spend an action to take a Wit check.

-If the player passes the Wit check a marker token is removed from the titan.

-If the player fails the Wit check the marker token is removed and the player takes 1d3 damage.

-While the titan model is reduced to 0 HP or 0 Movement, any player may move into base contact with a table edge, ending the game immediately.

The player that placed the last marker token on a titan before the game ended is considered to have completed an objective.

**Find** (pg. 35)

-Do not place the titan for this scenario during setup.

**-Titan Personality**

- 1.The titan will assault the nearest player model.
- 2.The titan will hunt the nearest player model and optimize its range of attack.

**Additional Set-Up**

Place six markers on the table before the player models are placed. The first token is placed within 4" of the center of the table and then move the token 2d10" in a random direction. Each token is placed within 4" of the center of the table and moved 2d10" away from all other tokens on the table. Any tokens that result within 12" of each other are moved of 1d10" until all tokens are at least 12" apart.

**Objective**

-Any character can move into contact with a marker and spend 1 action to roll 1d6. On 1-4, take and keep the marker. On 5-6, take the marker and a random titan is placed where that token was.

-For every marker picked up, +1 is added to each subsequent d6 that determines if a titan is found.

-If a player is killed, all markers they were carrying are placed in a stack where they died and any player can pick them up by spending 1 action while in contact with the stack.

-A player can move into contact with a table edge and spend 1 action to leave the table to and await the results of the other players.

-Each marker a player has when they leave the table is a completed objective and a player may write their bill for multiple objectives achieved when the game ends.

-A player that finds the titan for this scenario immediately tallies a complete objective.

**Shamble** ( 5 actions/5 wisps)

melee: 0"-2"

ranged: 3"-5"

magic: 6"-9"

| Mov | Str | Dex | Int | Wit | HP | Def |
|-----|-----|-----|-----|-----|----|-----|
| 5   | 7   | 7   | 7   | 3   | 5  | 4   |

\*A shamble will spawn from its altar on 4+

\*Any monster or titan within 8" that is not at full HP will regain up to its maximum HP and wisps. If this occurs, the shamble will lose as many HP and wisps as the other monster regained. This effect can kill the shamble. This affect occurs any time during the shambls activation and as soon as any other monster is within the required 8" range.

**Personality:**

- 1.A Shamble will assault the nearest player model.
- 2.A Shamble will hunt the nearest monster or titan model to get within 6" of it.
- 3.If there are no monsters or titans for a Shamble to hunt, the Shamble will evade

**Kill** (pg. 34)

**Titan Personality**

- 1.The titan will assault nearest player model.
- 2.The titan will approach the nearest player model and optimize its range of attack.
- 3.If the titan cannot draw line of sight to a player model it will prowl.

**Objective**

When every titan in the scenario is dead, the game ends. The player that reduced a titans HP to 0 is considered to have completed an objective.

**Steal From** (pg.35)

Titan Personality

- 1.The titan will assault the nearest player model.
- 2.The titan will approach the nearest player model and optimize its range of attack.
3. If the titan cannot draw line of sight to a player model it will prowl.

**Objective**

-The first player that can come into base contact with the titan and spends an action to steal from the titan receives a marker token. As soon as a player has stolen from the titan, roll 1d6. That's how many turns are left in the game.

-Any player can spend 1 action token while in base contact with a player who has the marker token to steal from them at which point they gain control of the marker token.

-At any time if a player is killed while carrying the marker token, the marker token is placed where they died and any other player can pick them up by spending 1 action while in base contact with it.

-The player who has the marker token at the end of the game is considered to have completed the objective.

-If the titan is killed before any player has gained control of the marker token, immediately roll 1d6 and end the game in that many turns before checking the bills.

**Totems**

(Thwart scenario)

(0 actions)

-While this marker token is on the table, all titan models gain +1Strength, +1 Dexterity, +1 Intelligence and +1 Defense. This affect will stack with the same affect from all other marker tokens.

| Mov | Str | Dex | Int | Wit | HP |
|-----|-----|-----|-----|-----|----|
| 0   | 8   | 8   | 8   | 8   | 1  |

**Capture** (pg. 34)

-Do not place the titan for this scenario during setup.  
-The titan will spawn immediately after the first altar is destroyed in the game. Spawn the titan, facing the center of the table, on a table edge, as far away from all character models as possible.

**Titan Personality**

1. The titan will assault the nearest player model and immediately flee.
- 2.The titan will hunt the nearest player model and optimize its range of attack.

**Objective**

-The titan must first be lowered to 5 HP or less. Then any player can control titans actions by moving into base contact with it and spending 1 action.The titans actions can only be used for movement. If the controlling character model is more than 4" away from the titan, the player will lose control of the titan and it will flee. If the player controls the titan and moves it into contact with a table edge the game ends and all players will tally their bill. If a titan is at or below 5HP but is not controlled by anyone, any character model may take control of the titan by moving into contact with it and spending 1 action.

-When the titan is controlled by a player, that player will activate that titan during their "Get on with it" phase, either before or after they have activated their own character or alternating between the activations of the two models.

-The player that controlled the titan when it moved into base contact with a table edge is considered to have completed an objective.

**Thwart** (pg. 36)

Titan Personality

\*The titan is considered to have line of sight to the player that most recently attacked a marker token.

- 1.The titan will assault the nearest player model.
- 2.The titan will approach the nearest player model and optimize its attack range.
- 3.If the titan cannot draw line of sight to a player model it will hunt the center of the table.
- 4.If the titan model is already at the center of the table it will guard.

**Additional Set-Up**

After the titan model is placed on the table, place 4 marker tokens, each 8" from the titan model and at least 8" from other marker tokens with the following stats.

-Any marker token that is reduced to 0 HP is removed from the table as if it were a monster.

**Objective**

When every titan in the scenario is dead, the game ends.

Any player that removed a marker token is considered to have completed an objective. A player may write their bill for multiple objectives achieved at the end of the game.

**the Blighted** (5 actions/30 wisps)  
melee: 0"-4"

| Mov | Str | Dex | Int | Wit | HP | Def |
|-----|-----|-----|-----|-----|----|-----|
| 6   | 9   | 9   | 9   | 6   | 30 | 2   |

\*Any player model that is in The Blighted's "danger zone" when the Blighted uses an action, those models must roll 1d6, on 1-3 those models take that much damage, on 4-6 nothing happens.

\*If this effect happens when the player model is in the Blighted's rear arc, that model is knocked back 1d6".

**the Mindleech** (5 actions/30 wisps)  
magic: 0"-4"

| Mov | Str | Dex | Int | Wit | HP | Def |
|-----|-----|-----|-----|-----|----|-----|
| 6   | 9   | 9   | 9   | 5   | 30 | 1   |

\*Whenever the Mindleech lowers a character model's HP, that player must choose a skill on their character sheet and place a marker on it. That skill is unusable and cannot be activated for the rest of the game.

\*The player may spend an action token at any time to remove one marker token from their skills.

**In darkness**  
(pg.39)

At the beginning of each player's turn, that player must roll 1d6. The value rolled plus the character's Wit value is how many inches the player can currently see in the darkness and cannot target anything farther away than that during this turn.

**the Beast** (5 actions/25 wisps)  
melee: 0"-3"

| Mov | Str | Dex | Int | Wit | HP | Def |
|-----|-----|-----|-----|-----|----|-----|
| 7   | 9   | 9   | 9   | 6   | 25 | 2   |

\*Any time the Beast makes a successful defense roll in which it took no damage, it will immediately perform a flee directly away from the model that attacked it.

\*The Beast can and will freely move over or climb any terrain that would cause it to use any extra actions to do so without having to stop and use additional actions.

**the Bone-Spawn** (4 actions/30 wisps)  
ranged: 0"-6"

| Mov | Str | Dex | Int | Wit | HP | Def |
|-----|-----|-----|-----|-----|----|-----|
| 6   | 8   | 8   | 8   | 5   | 30 | 2   |

\*All of the Bone-Spawns defense rolls "critically succeed" on 9's and 10's.

\*When checking altars to see if they spawn monsters, check the Bone-Spawn as if it was an altar. Check the Bone-Spawn for every monster that has been selected for this hunt but is not currently on the table.

**In hostile territory**  
(pg.39)

Place 2 additional altars just as you placed the original altars during set up and the types of monsters they generate will be randomly selected by drawing cards just as you normally would.

**the Cockatrice** (5 actions/25 wisps)  
magic: 0"-2"

| Mov | Str | Dex | Int | Wit | HP | Def |
|-----|-----|-----|-----|-----|----|-----|
| 7   | 9   | 9   | 9   | 5   | 25 | 1   |

\*All player models within 1d10" must take a Wit check when the Cockatrice lowers a model's HP. Any player that fails the Wit check gets -2 movement.

**the Wyrms** (4 actions/30 wisps)  
ranged: 0"-5"

| Mov | Str | Dex | Int | Wit | HP | Def |
|-----|-----|-----|-----|-----|----|-----|
| 6   | 9   | 9   | 9   | 8   | 30 | 1   |

\*All HP that is lost by an attack from the Wyrms is doubled.

**In the hunting grounds**  
(pg.39)

Randomly generate a second titan, and place it as near to the center of the table as possible.

**Personality**

1. The titan will assault the nearest player model.
2. The titan will approach the nearest player model and optimize its range of attack.
3. If the titan cannot draw line of sight to a player model it will prowl.

This second titan is a viable and necessary target for any scenario objectives that requires that a titan be interacted with. Any objective that requires a titan to be interacted with will include this second titan as a necessary to the completion of that objective as well.

...(cultist and totem card backs)...

### On the Ley Lines

(pg.39)

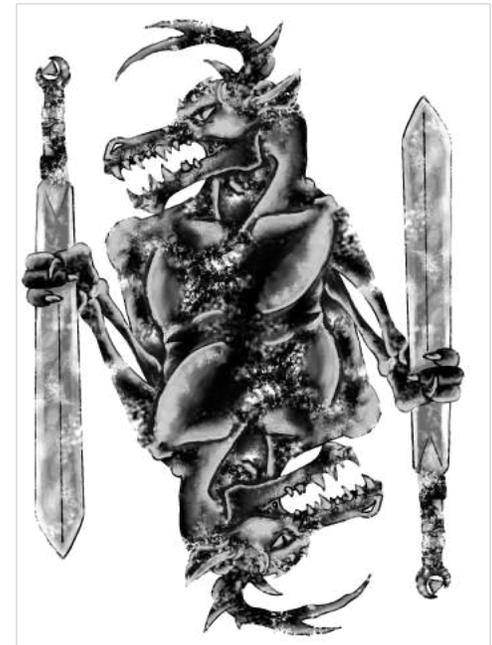
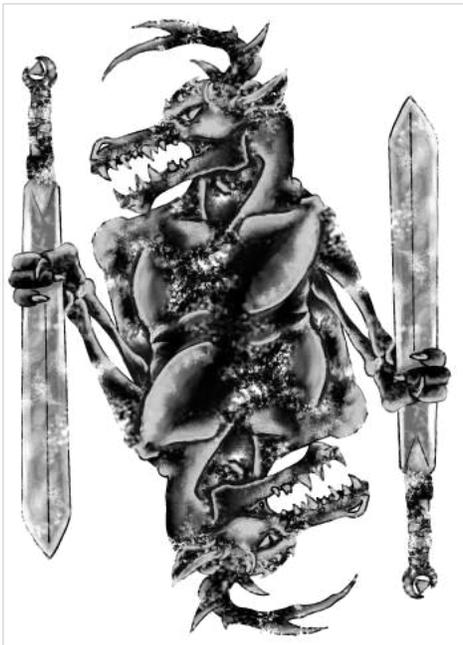
At the end of each players turn when they check each altar to see if it spawns more monsters, the altars will now spawn monsters on 4+ (instead of 6+).



### In a wind storm

(pg.39)

When a player declares their “done-ness”, that player will roll 1d6 and move their character that many inches in a random direction, in a straight line. This move is involuntary and does not require the use of action tokens. This involuntary movement can cause a model to collide with terrain and other models and can result in the model being pushed off of terrain that it is on top of such as sheer faces.4e.

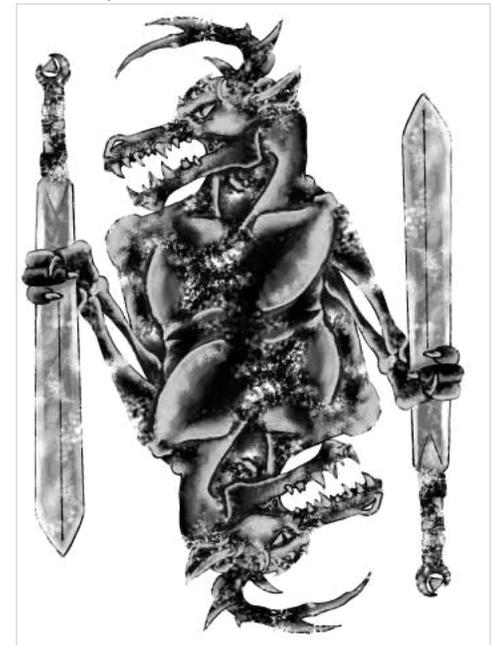
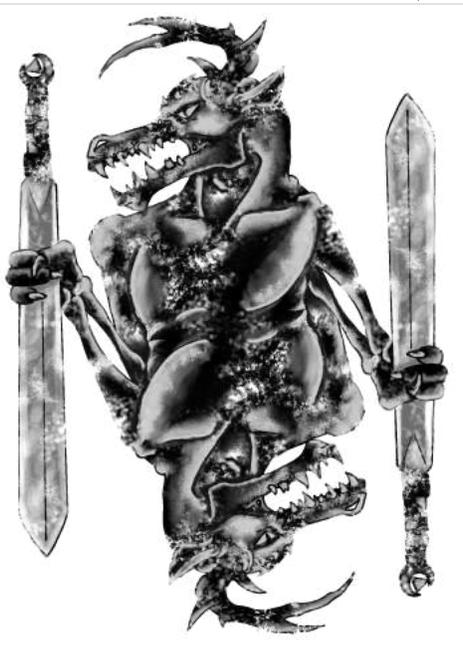


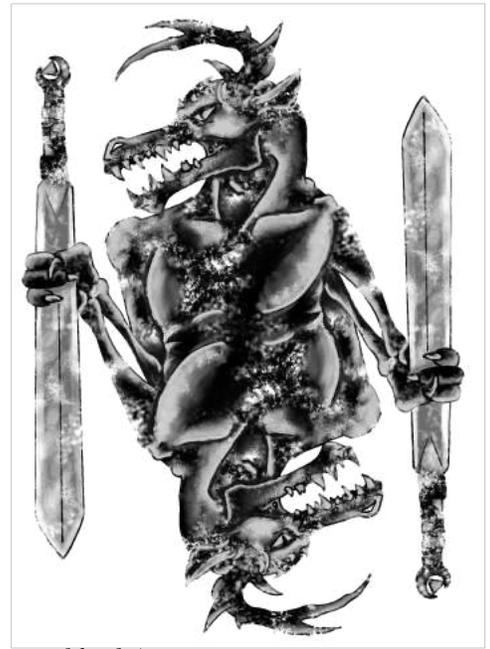
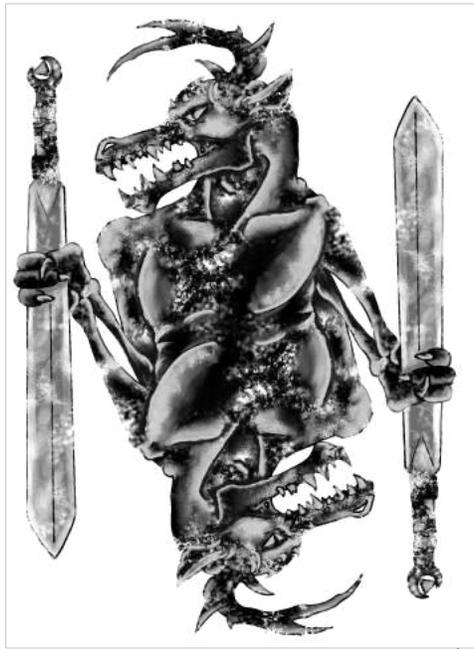
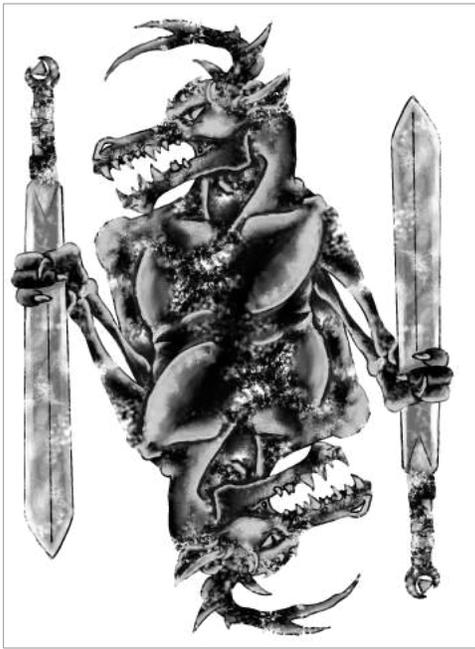
...(monster card backs)...

### In toxic miasma

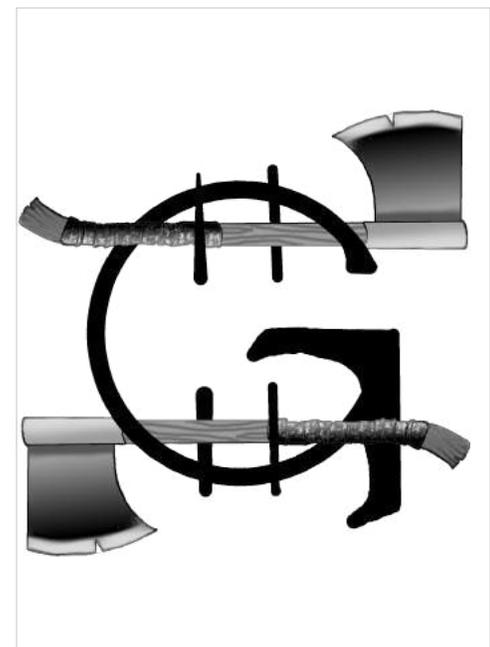
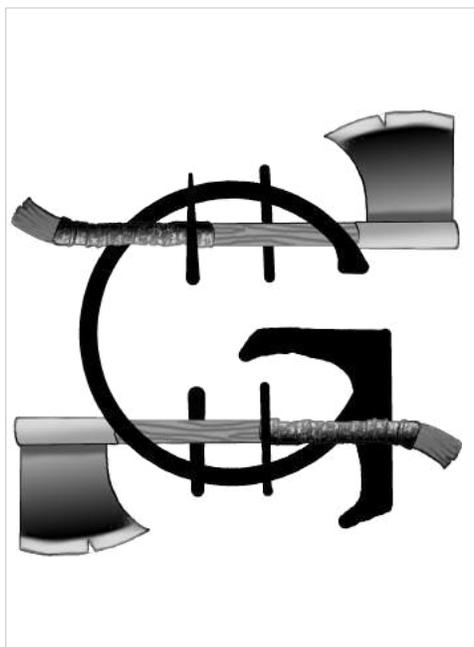
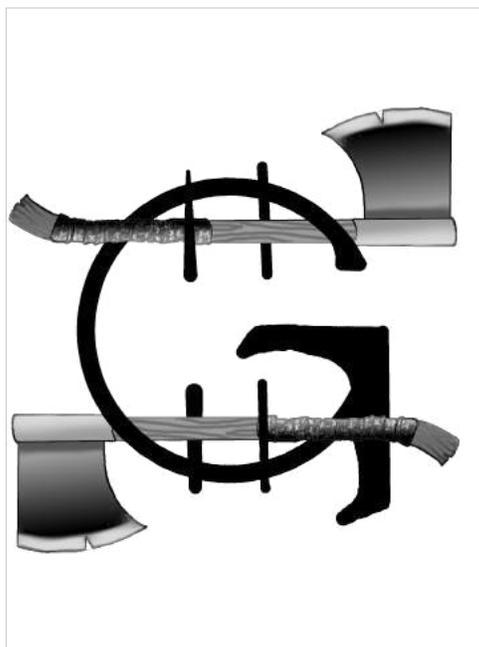
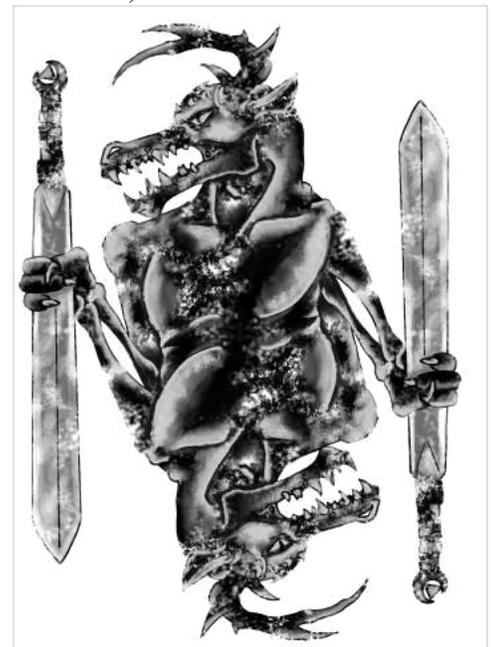
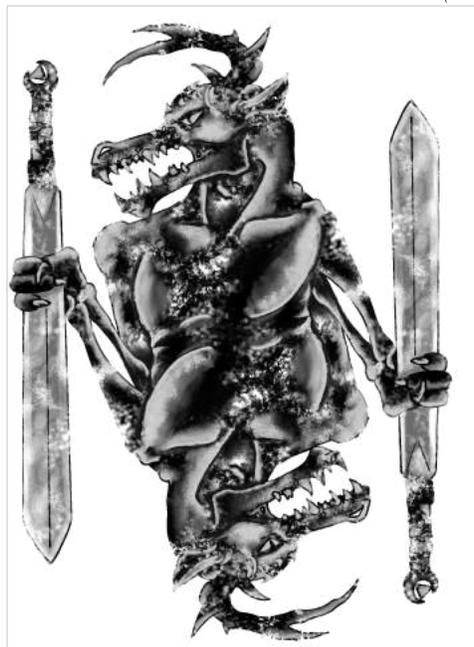
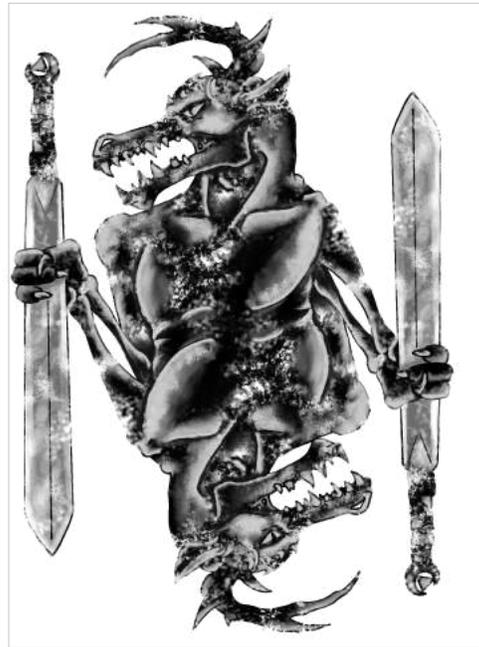
(pg.39)

After a player declares their “doneness” that player will roll 1d6, on a roll of 1-3 that player loses the amount of HP they rolled. On a roll of 4-6 nothing happens.



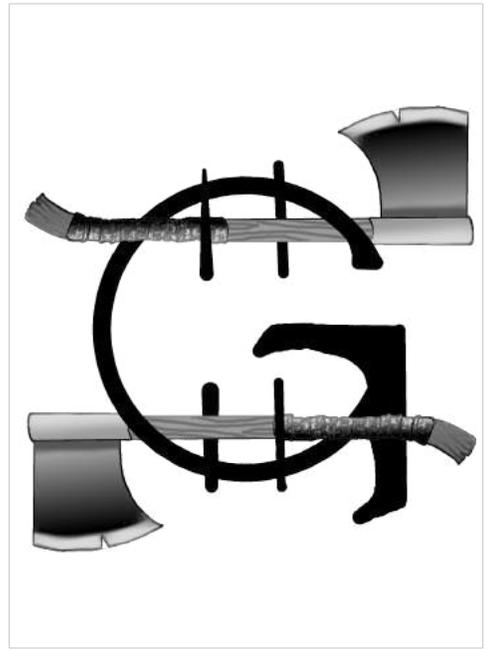
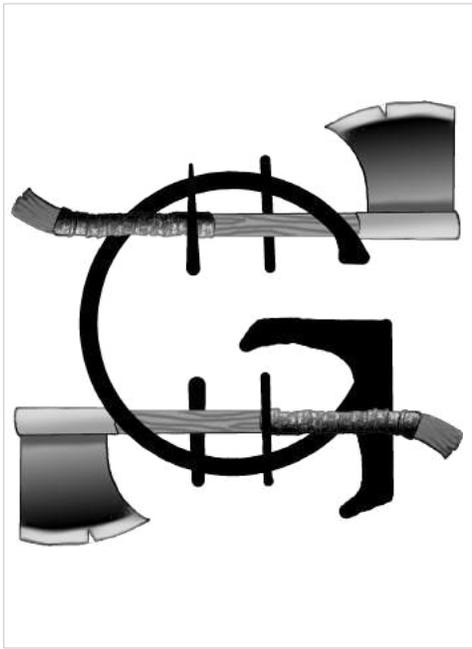
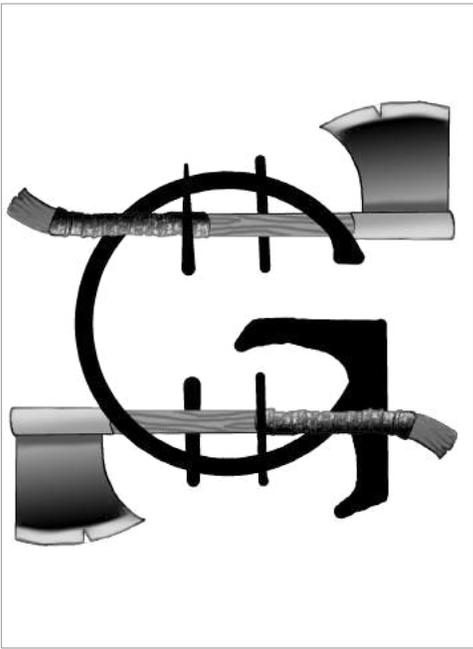


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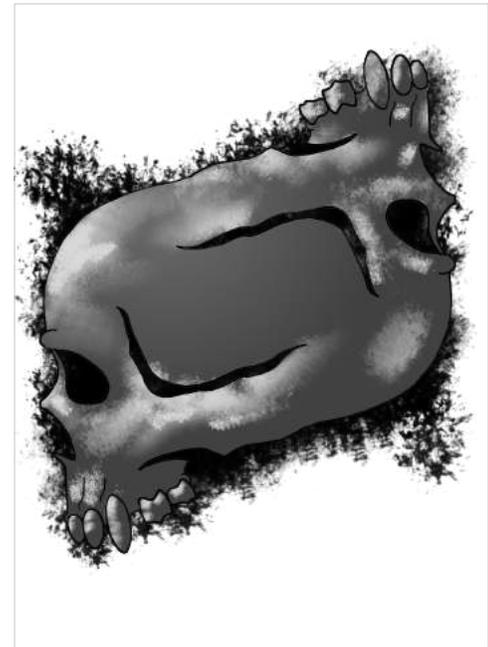
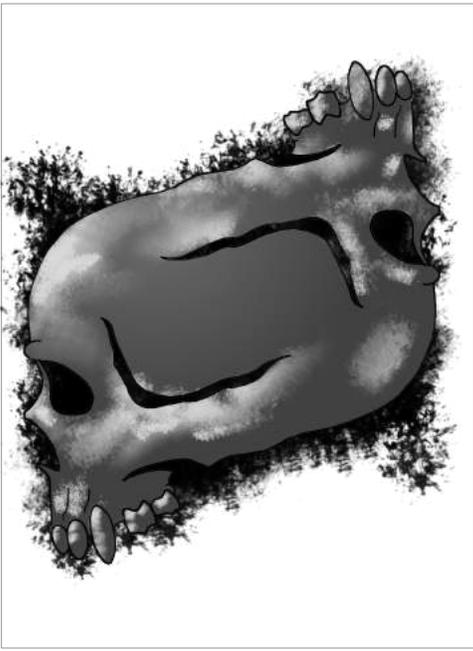
...(objective card backs)...

...(objective card backs)...



...(titan card backs)...





...(circumstances card backs)...

