



6

GRAVE HAG - ARCANES -

7

DEFENCE



RESERVE



MOVEMENT



0-1

hex



Your Next Range Attack also makes the target zone Unlucky.

GRAVE FETISH DOLL

CURSE OF DEATH

GRAVE HAG

- MISTRESS OF THE FOUL ARTS -

The Hag is a master of the dark arts and magic's; her foul sorceries empowered by the souls of the dead she binds to her servitude. The Grave Hag terrorises villagers and monster alike, for with her even death provides no safety. Malicious and cruel, the Grave Hag haunts graveyards and cemeteries, binding the dead and making powerful fetishes from the recently deceased.



0-1

GRAVE FETISH DOLL

This turn the Hag may move a Peasant instead of itself. The Peasant moved prioritises other Villager's and is prioritised by Villagers this activation.




GRAVE HAG

CURSE OF DEATH

Apply Burn to one Villager in range. Targeted Villager takes 1 damage per turn for 3 turns.




GRAVE HAG

0-1

hex

Your Next Range Attack also makes the target zone Unlucky.

GRAVE HAG

0-1

GRAVE FETISH DOLL

This turn the Hag may move a Peasant or Hunter instead of itself. The Peasant or Hunter moved prioritises other Villager's and is prioritised by Villagers this activation.




GRAVE HAG

CURSE OF DEATH

Apply Burn to one Villager in range. Targeted Villager takes 1 damage per turn for 3 turns. If the Villager dies before those 3 turns expire, you may move the curse to another Villager in the same zone.




GRAVE HAG



5

JIKININKI - CURSED -

7

DEFENCE



RESERVE



MOVEMENT



STOLEN WEALTH

Ignore 1 villager spawn at one spawn point in range.



TERRIFYING VISAGE

UNSTOPPABLE GREED

JIKININKI

- FELL GRAVE ROBBER -

Jikininki are cursed undead beings whose lives were consumed by a pursuit for material wealth and possessions above all other responsibilities. In death these cursed beings haunt their prior estates and nearby villages. Unable to satisfy their need for food and wealth, Jikininki are prolific grave robbers, and can often be found near unattended deceased, stealing grave offerings and devouring the recently deceased in a vain attempt to fill the emptiness they constantly feel. Wracked by self-loathing for their cursed existence, Jikininki often offer pieces of their cursed wealth to corrupt officials in order to protect themselves from the laws of man, often creating Jikininki of these foolish mortals too.



TERRIFYING VISAGE

Stun 2 peasants in your current zone.



jikininki

UNSTOPPABLE GREED

Deal 1 damage to yourself. When you perform an attack stun 1 hunter or hero.



jikininki

0-2

STOLEN WEALTH

Ignore 1 villager spawn at one spawn point in range.




jikininki

TERRIFYING VISAGE

Stun 2 peasants or hunters in your current zone.




jikininki

0-1

UNSTOPPABLE GREED

Deal 1 damage to yourself. Choose 1 type of villager, when you perform an attack, stun all types of that villager in your target zone.



jikininki



6

jubokko - MYTHIC -

6

DEFENCE



RESERVE



MOVEMENT



0-2

SHIFTING ROOTS

When spending movement,
you may instead move to any
zone within range.



GRASPING BRANCHES

HEALING VINES



Jubokko

- VAMPIRIC YŌKAI -

These fell trees appear on battlefields and sites of great slaughter. Living on blood rather than water, it does not take long for these trees to go in search of fresh sources.

Whenever a Jubokko comes across a mortal, it ensnares them within its grasping vines and branches shaped into tubes to drink its victims dry, often whilst the poor mortal is still alive. Jubokko that drain victims in this way are said to appear as permanently fresh and healthy trees until cut, where they begin to bleed its victim's vitae rather than sap.



GRASPING BRANCHES

Every time you slay a peasant, heal 1 monster in the zone 1 damage.



jubokko

0-1

HEALING VINES

Remove all Conditions from 1 monster in range.



jubokko

0-3

SHIFTING ROOTS

When spending movement, you may instead move to any zone within range.



jubokko

GRASPING BRANCHES

Every time you slay a peasant, heal 1 monster in the zone 1 damage.

jubokko

0-3

HEALING VINES

Remove all Conditions from 1 monster in range.



jubokko



6

RAUKAKA1 - UNDEAD -

7

DEFENCE



RESERVE



MOVEMENT



0-1

UNMOVABLE
BLOCKADE

Target 1 zone in range. Villagers
may not leave that zone.



WRATHFUL SACRIFICE

LIVING FOUNDATION

RAUKAKAI

- ENRAGED SACRIFICE -

Raukakai, Whatu, Hitobashira, Barrow Men. These sacrifices have many names in many cultures. Victims of mortal desire for safety, slaves and workers were entombed in the very foundations or walls they had suffered to erect. Trapped in unending servitude, these spirits are bound to the building they are entombed within, forced to protect it from any threat until the building is no longer occupied. Then these monsters are released from their vigil and free to pursue their bloody vengeance.



**WRATHFUL
SACRIFICE**

The 1st time you take damage
you may choose to inflict an
equal amount to any target.



RAUKAKAI

**0-2 LIVING
FOUNDATION**

Whenever you move this turn, you
may move to any village spawn,
Castle Heart tile or room with a
special modifier in range.



RAUKAKAI

**0-2 UNMOVABLE
BLOCKADE**

Target 1 zone in range. Villagers may
not leave that zone.



RAUKAKAI

**WRATHFUL
SACRIFICE**

The 1st time you take damage
you may choose to inflict an
equal amount to any target.

RAUKAKAI

**0-4 LIVING
FOUNDATION**

Whenever you move this turn, you
may move to any village spawn,
Castle Heart tile or room with a
special modifier in range.



RAUKAKAI







8
2
1
0

ROBERT THE DEVIL

CRUSADER'S CAUSE
This Hero gains +1 Damage for every
Hunter of the same type in play.

DEMON



