



CHALLENGE CARDS

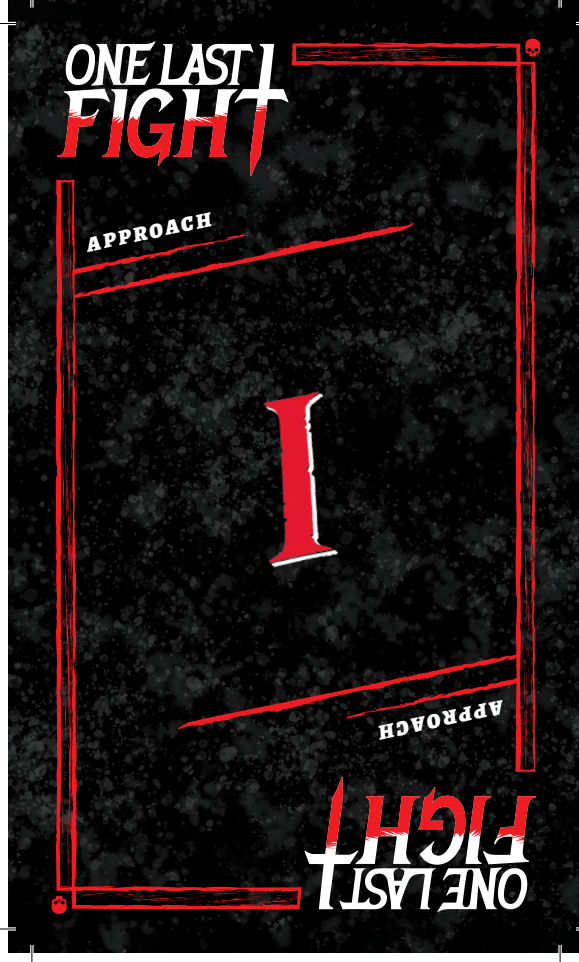
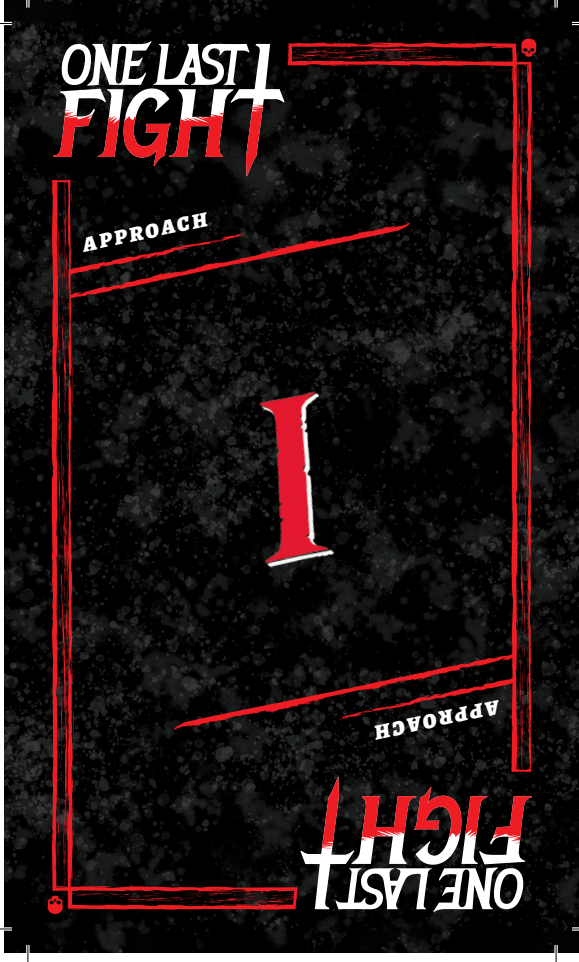
- 16 APPROACH (I) CARDS
 - 15 LAIR (II) CARDS
 - 10 END (III) CARDS
 - 1 *SLAY THEM!* CARD
- 3 Nemesis Challenge Cards

PRINT 'N PLAY PDF



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CART

SOLO



Someone's livelihood, now abandoned.
What scavengers pick through its remains?



4

SUCCESS:

The scavengers lay dead at your feet. There is something useful in the wreck.

Keep this card.

While you have this card: **+1 Shield**

DEFEAT:

The scavengers are vicious and you barely escape with your lives.

Lose 1 Heart

P

AMBUSH

SOLO



Hidden blades cut deepest.
What alerted you to their presence?



4

SUCCESS:

You turn their attacks and slaughter them.

Take 1 Soul and **keep** this card.

While you have this card: **+1 Key**

DEFEAT:

You protect your allies.

Lose 1 Heart

P

GATEKEEPER

SOLO



Cowards make excellent protectors as long as the walls hold.
How do you open the doors?



4

SUCCESS:

None are the wiser to the secrets you steal.

Keep this card.

While you have this card: **+1 Magic**

DEFEAT:

You are caught and forced to fight!

Lose 1 Heart

P

ROT

SOLO



Evil corrupts the land.
How has the Nemesis ruined your home?



4

SUCCESS:

You save what you can, and the land grants you its power.

Keep this card.

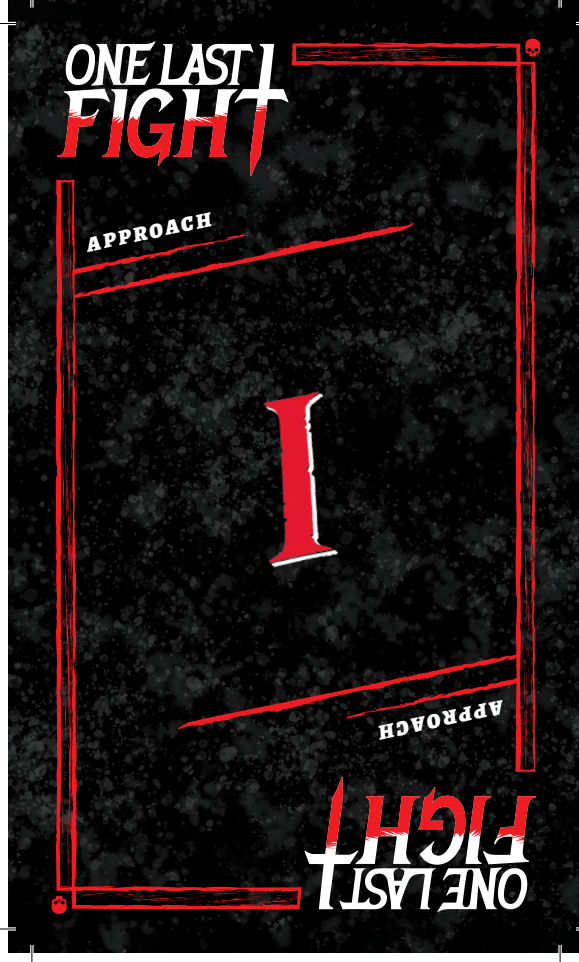
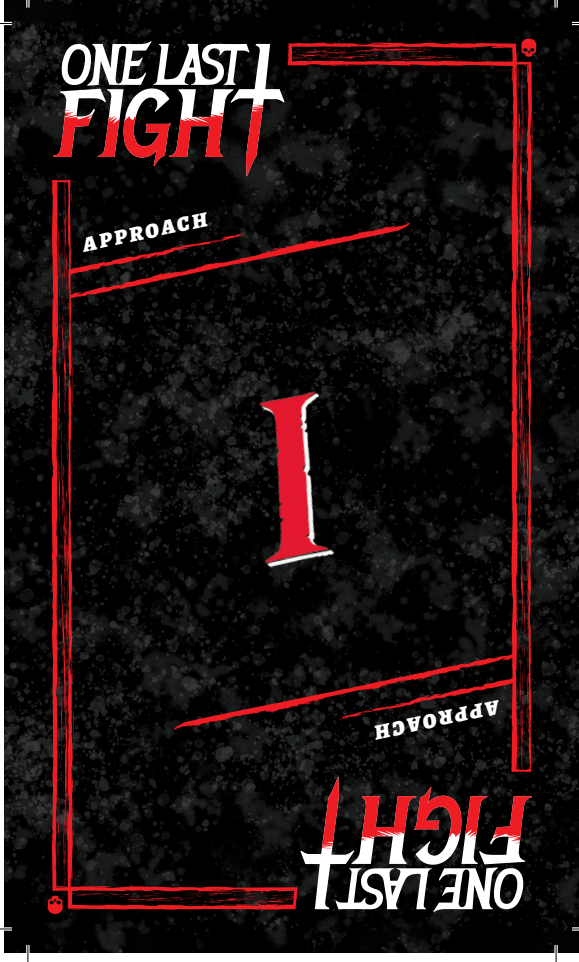
While you have this card: **+1 Crown**

DEFEAT:

Remember and grieve.

Lose 1 Heart

P



MINION

SOLO



Trying their best, but are no threat.
Why are they so devoted to the Nemesis?



4

SUCCESS:

They join you instead.

Keep this card.

While you have this card: **+1 Sword** ⚔

If you would **lose any Heart** ♥, you may instead discard this card.

DEFEAT:

You easily defeat them, but not before they strike.

Take 1 Soul ☠ and **lose 1 Heart** ♥.

P

BLOODY

SOLO



Stained in hatred, a corrupt warrior torments the locals.

How did the Nemesis drive them to slaughter?



4

4

SUCCESS:

You defeat them and take what's theirs. How do the people thank you?

Draw 1 Loot Card 📄 and **take 1 Soul** ☠.

DEFEAT:

You nearly became like them.

Lose all Power ⚡ and **Soul** ☠.

P

BURDEN

SOLO

A recurring villain who always manages to escape.

Why are they so determined?



6

SUCCESS:

Their luck finally ran out. They die by your hand.

Take 2 Power ⚡ and **1 Soul** ☠.

DEFEAT:

You wound you and escape once more.

Lose 1 Heart ♥.

Give this card to another player. They must attempt this Challenge on their turn, instead of drawing a new card.

P

BRUTE

PARTY

A monstrous creation.

Why did you fail to stop their construction?



4

SUCCESS:

You do your part to stop its advance.

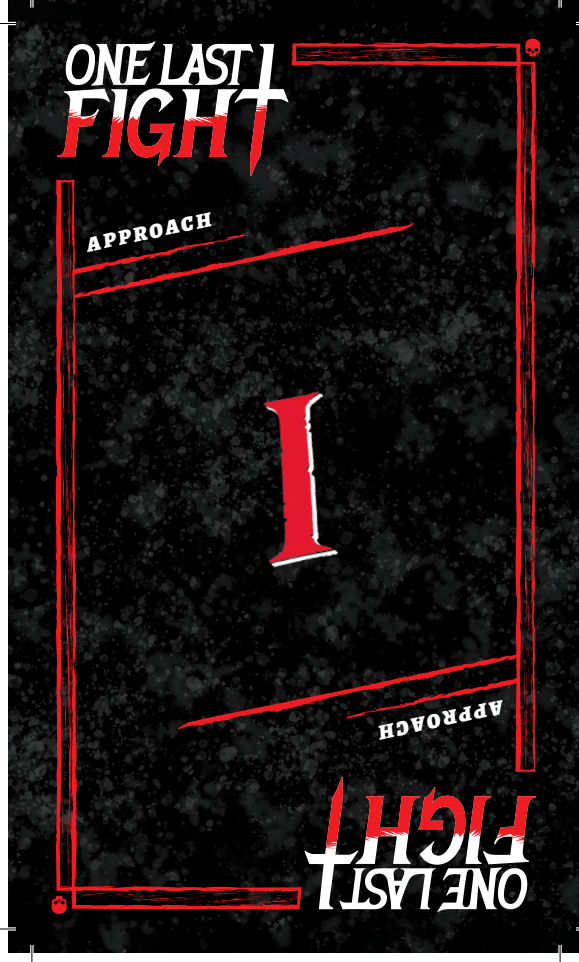
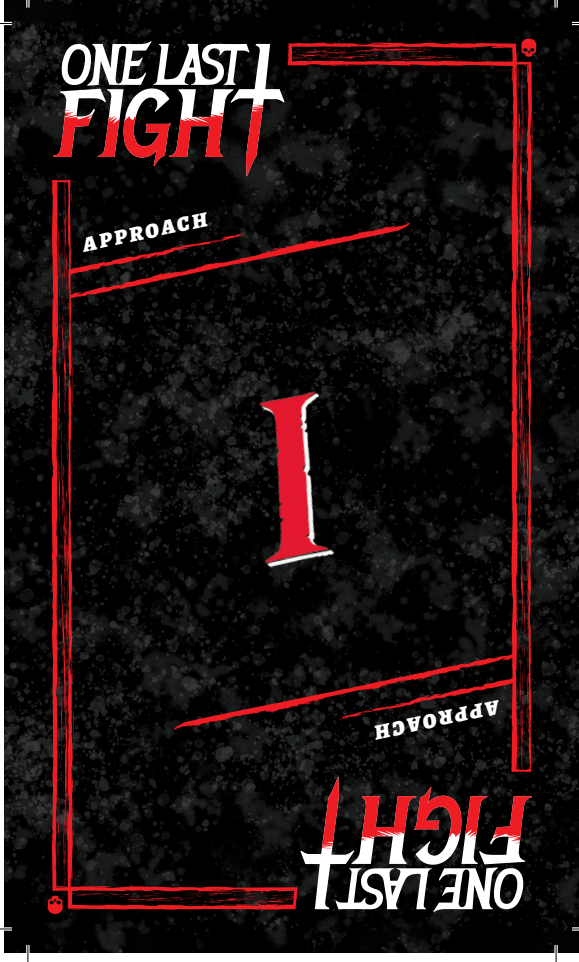
Take 2 Soul ☠.

DEFEAT:

You are victorious but sacrifice yourself to protect another.

Take 1 Soul ☠ and **lose 1 Heart** ♥.

P



LEGEND

SOLO

You dare not speak its name.
Where did you first learn its tale?



4 4

SUCCESS:

You listened well and were prepared.

Take 1 Soul ⚡
and **1 Power** ⚡.

DEFEAT:

You hold it off while others escape.

Lose 1 Heart ♥.

P

GLITTERING

SOLO



A fountain awaits one with
greed in their heart.

Why do you seek riches?



4 4

SUCCESS:

Something sparkles at the bottom.

Draw 1 Loot Card 🃏.

DEFEAT:

You nearly drown and have to be pulled out.

Lose 1 Heart ♥.

P

BARRAGE

SOLO

Your Nemesis harries your approach.
How do you protect your allies?



4 4

SUCCESS:

You feel emboldened and learn one of their tricks.

Take 1 Power ⚡
and add **1 Insight** 👁
to the Insight tracker.

DEFEAT:

You cannot protect everyone.

Choose another player. They **lose 1 Heart** ♥.

P

CRYPT

SOLO



Cold stones and older bones.
Whose voice seeks an audience?



4 4

SUCCESS:

You ignore their call and loot their tombs.

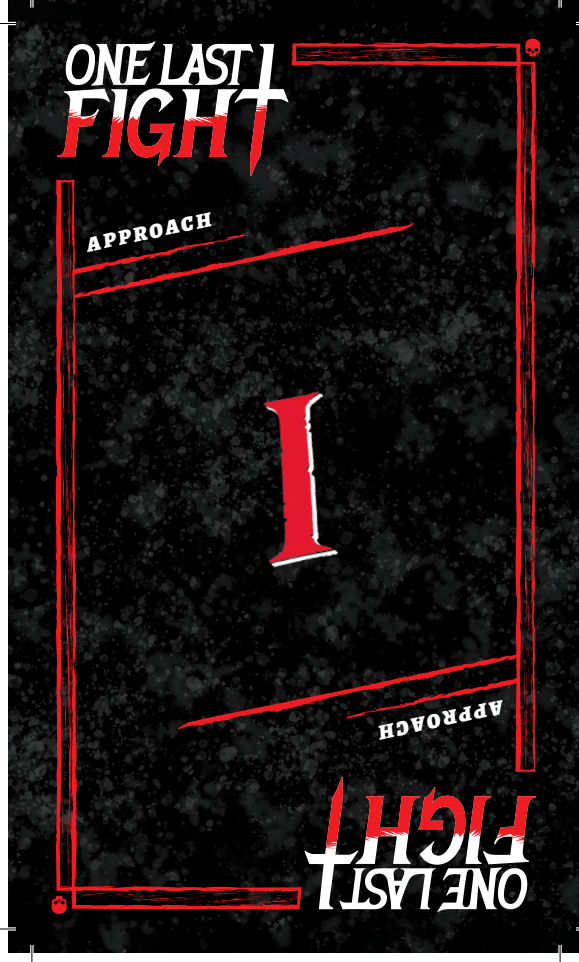
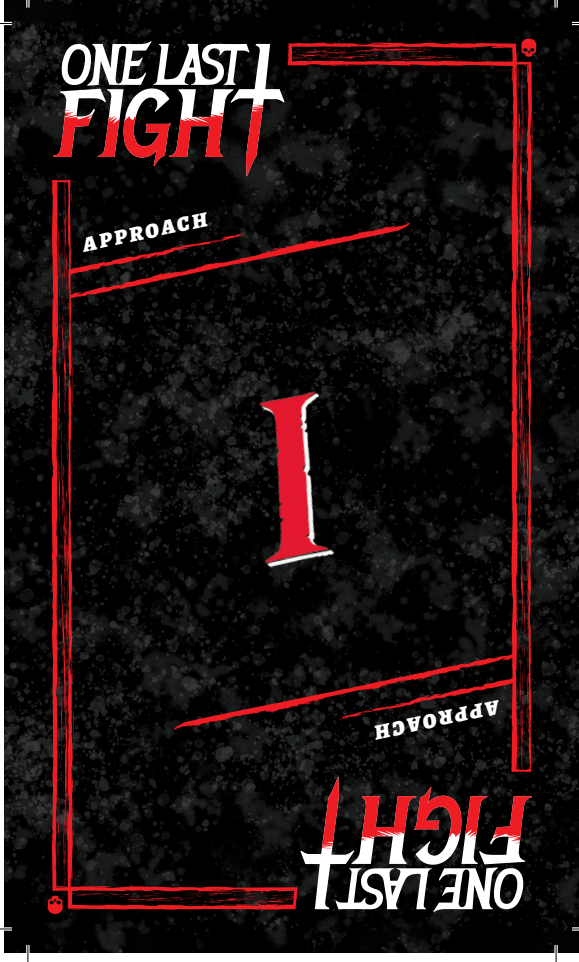
Draw 1 Loot Card 🃏.

DEFEAT:

This place weighs on the spirit.

Lose 1 Heart ♥.

P



MAZE

SOLO



It feeds upon the unwise.
How do its walls change?



4 4

SUCCESS:

You find your way through. Scavenge what you can and escape.

Draw 1 Loot Card .

DEFEAT:

You grow frustrated and cheat.

Lose all Power and Soul .

P

CROSSING

PARTY

Poorly maintained and incredibly dangerous.

Why does no one travel here anymore?



4

SUCCESS:

You make it safely across.
No reward.

DEFEAT:

You lose your footing. Who helps prevent your death?

Lose 1 Heart .

P

INCORPOREAL

SOLO



Something without substance.
Why does it follow you?



6

SUCCESS:

You banish it and steal its essence.

Take 2 Power .

DEFEAT:

They become a part of you.

Lose all Power . Keep this card.

While you have this card: +1 Magic .

P

THE HAND

SOLO



The Nemesis' trusted lieutenant.

*What stories have you been told of them?
What do they know of you?*



ALL YOU'VE GOT!

4 5 4

SUCCESS:

Their absolute defeat at your hand sends a powerful message to the Nemesis.

Take 1 Power , 1 Soul , and draw 1 Loot Card .

Add 1 Insight to the Insight tracker.

DEFEAT:

You take them down, but they don't make it easy.

Lose 1 Heart .

Take 1 Soul and draw 1 Loot Card .

P



PACT

SOLO



An old statue, encrusted with dried,
flaking blood.

What does the stone ask of you?



5-5

SUCCESS:

Destroy it, releasing
its victims.

Take 5 Soul ☞.

DEFEAT:

You accept.

Lose 1 Heart ♥
and keep this card.

While you have this
card: +1 Shield 🛡

P

TRUTH

SOLO



Distressed scribbles upon the walls.

Who is the author?



5-5

SUCCESS:

What did you once
believe, only now
to find false?

Keep this card.

While you have this
card: +1 Sword ⚔

DEFEAT:

Lies and nonsense.
Destroy the writing.

Take 1 Soul ☞.

P

OLD FRIEND

SOLO



Turned to the influence of the Nemesis.

How did you betray them?



5-5

SUCCESS:

Your words are like
blades to their soul.
They turn to your cause.

Keep this card.

While you have this
card: +1 Key 🔑

DEFEAT:

They can't be turned
back. End them.

Take 1 Soul and
lose 1 Heart ♥.

P

COLOSSUS

SOLO



A construct of impossible size.

For what purpose was it made?



5-5

SUCCESS:

Defeat it and absorb
its might. What curse
comes with it?

Keep this card.

While you have this
card: +1 Magic 🌀

DEFEAT:

It self-destructs.

Lose 1 Heart ♥.

P



DEATH

SOLO



They have many names.
Why have they come for you?



5 5

SUCCESS:

You challenge Death and win... this time. Learn from this.

Keep this card.

While you have this card: **+1 Crown**

DEFEAT:

Death spares you, but you are marked. Once the Nemesis is defeated, Death will return to claim what's theirs.

Keep this card.

While you have this card: **+1 Crown**

BRIDGE

SOLO



Someone blocks the only path and won't let you pass until you play their game.

What is their game?



4 5 4

SUCCESS:

You beat them at their own game. They offer you a prize.

Draw 1 Loot Card

DEFEAT:

You cheat and push them over the edge.

What awaits their body below?

Take 1 Soul and **lose all Power**

VAULT

PARTY



Treasures unearned by those that keep them.

What protects this hoard?



4 5 4

SUCCESS:

You claim the treasure for yourself.

Draw 1 Loot Card

DEFEAT:

You stumble, but provide a distraction for an ally.

Lose 1 Heart .
The next player rolls an additional die for this Challenge.

SWARM

PARTY

Something chitters and echoes down darkened tunnels.

What are you most afraid of?



5 5

SUCCESS:

You strike as it surrounds you.

Take 3 Soul .

DEFEAT:

It's too overwhelming and rushes over you.

Lose 1 Heart and **all Soul** .



CAPTAIN

SOLO



You break through their company to challenge them.




How have they hurt you?



4 5 4

SUCCESS:

You crush them in front of their underlings and they bargain for their life.

Take 1 Soul , draw 1 Loot Card , and add 1 Insight  to the Insight tracker.

DEFEAT:

Wounded, they escape.

Lose 1 Heart  and 1 Power .

Put this card back into the Challenge Deck, 3 cards from the top.

P

HORDE

PARTY

An army forged in fear.



When was the first time you encountered them?



5 5

SUCCESS:

You cut through dozens of enemies.

Take 1 Soul  plus 1 additional Soul  for every 6 that you rolled during this Challenge.

DEFEAT:

There are just too many.

Lose 1 Heart .

P

THE SECOND

PARTY

The Nemesis' closest companion.

How have they defeated you before?





4 5 4

SUCCESS:

You harm them.

Take 1 Soul .

If at least half the party succeeds, each player takes 1 additional Soul  and you add 1 Insight  to the Insight tracker.

DEFEAT:

They counter your blow.

Lose 1 Heart .

P

DESTRUCTION

PARTY

The Nemesis' power, unbarred.

When was the last time you saw this attack?



5 5

SUCCESS:

You escape winded but unscathed.

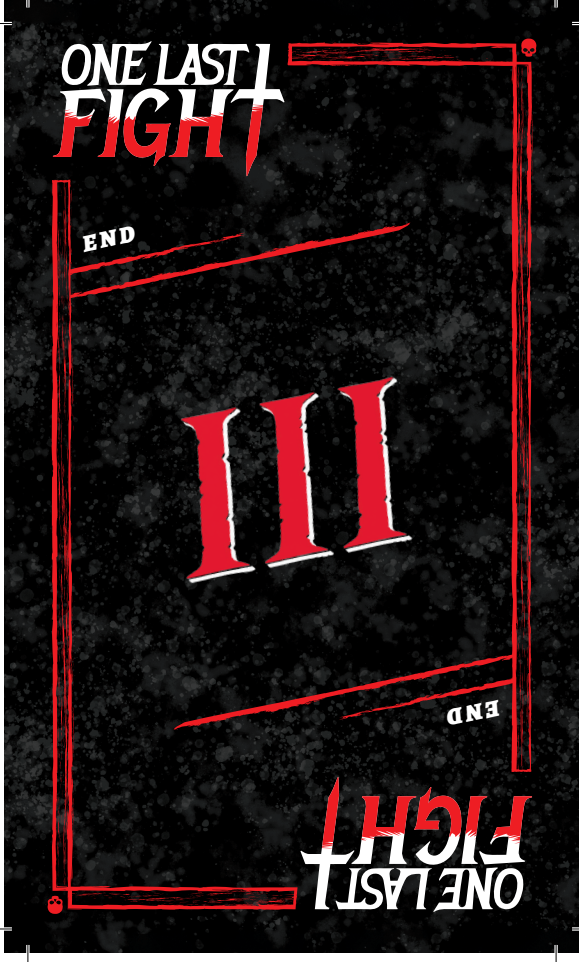
No reward.

DEFEAT:

You act a moment too late.

Lose 1 Heart .

P



SIGIL

SOLO

Forbidden magic bars your path.

How do you break the spell?



4 5 4

SUCCESS:

It screams and shatters.

Take 1 Soul ☞ and **1 Heart** ♥.

DEFEAT:

It takes much from you.

Lose all Power ⚡ and **Soul** ☞.

P

TRAPPED

SOLO

Death, hidden and eager.

What betrays its design?



4 5 4

SUCCESS:

You clear the trap.

Take 1 Power ⚡.

DEFEAT:

You disarm it... the hard way.

Lose 1 Heart ♥.

P

SCHEMER

SOLO

Their quiet words reach many.

What plots have you fallen for before?



4 5 4

SUCCESS:

End them and undo their plans.

Take 1 Soul ☞, **3 Power** ⚡, and **add 1 Insight** 👁 to the Insight tracker.

DEFEAT:

You must substitute wits with force.

Take 1 Soul ☞, **but lose 1 Heart** ♥ and **all Power** ⚡.

P

ATTACK

SOLO

An opportunity presents itself.

How do you strike the Nemesis?



5 5

SUCCESS:

A mighty blow.

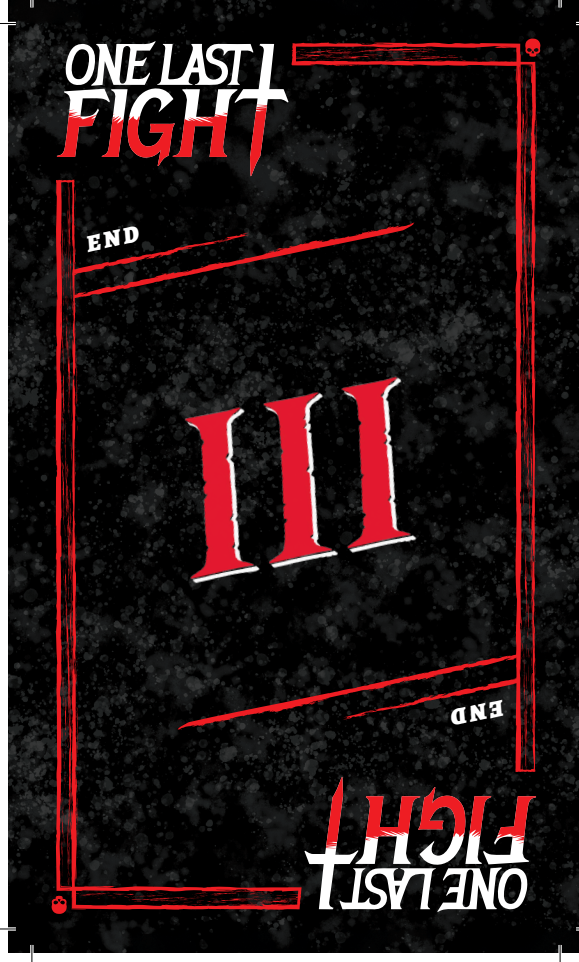
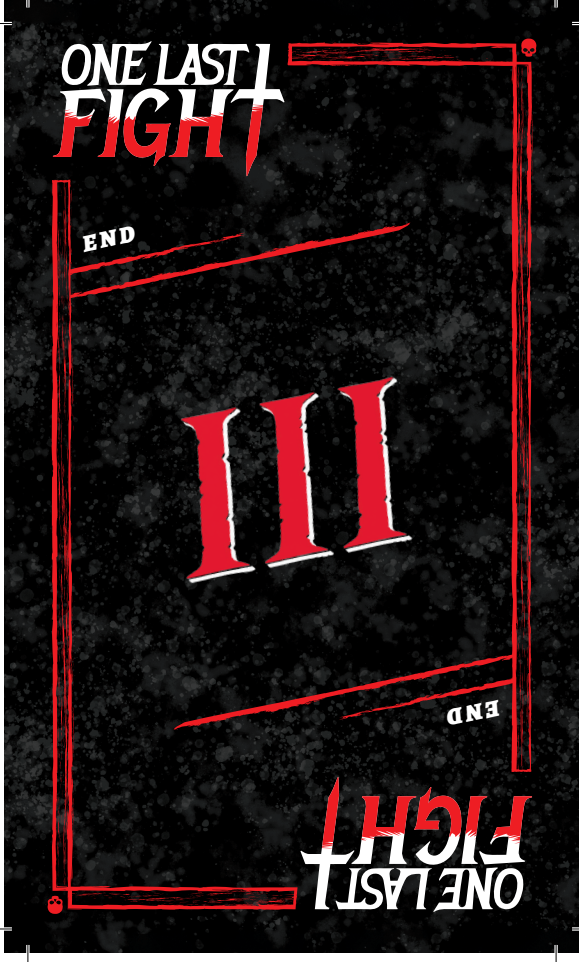
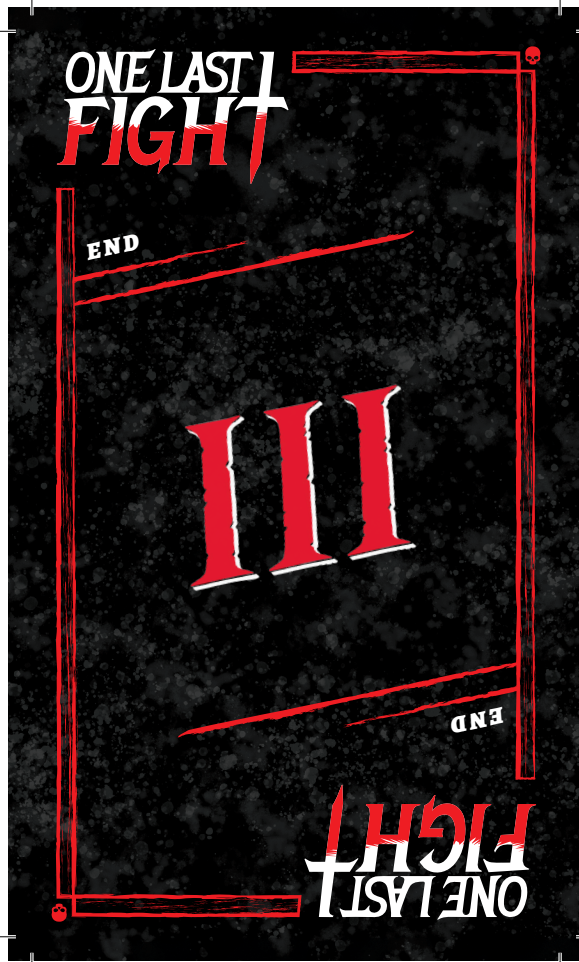
Add 1 Insight 👁 to the Insight tracker.

DEFEAT:

They block your attack. How do they mock you?

Lose 1 Heart ♥.

P



ADVANCE

SOLO

You rely on your fortitude to break past the Nemesis' attacks.

How do you defend yourself?



5 5

SUCCESS:

You exhaust their power and knock them off balance.

Add 2 Insight  to the Insight tracker.

DEFEAT:

You are gravely injured.

Lose 2 Heart .

P

MANEUVER

SOLO

The Nemesis keeps much in their lair that could prove useful.

What catches your eye?



5 5

SUCCESS:

The advantage is yours!

Distribute up to **3 Power**  between any players.

Add 1 Insight  to the Insight tracker.

DEFEAT:

The plan backfires.

Lose 1 Heart  and **3 Power** .

P

SPELL

SOLO

Words of power and anger.

Where did you learn this incantation?



5 5

SUCCESS:

Destruction is unleashed.

Add 2 Insight  to the Insight tracker.

DEFEAT:

You are interrupted.

Lose all Soul  and all **Power** .

P

RALLY

SOLO

Inspiring words can turn a battle quicker than any sword.

What do you say?



5 5

SUCCESS:

Your words raise morale.

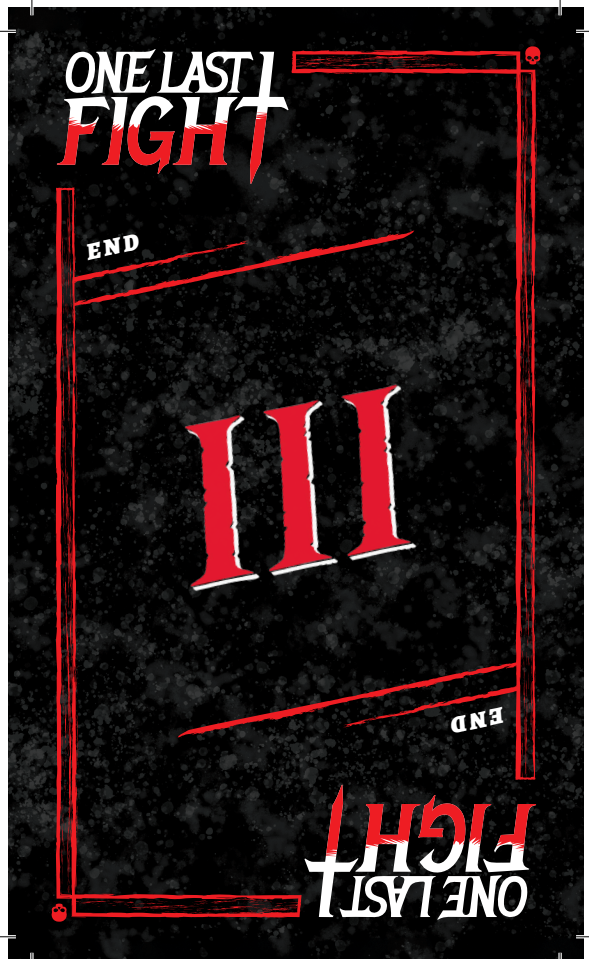
All players **take 1 Power** .

DEFEAT:

The Nemesis deflates your words.

Lose half of the Insight  (rounded down) from the Insight tracker.

P



WARCRY

PARTY

Summoned by the Nemesis,
their minions flood the scene.

Why do they still fight?



4 5 4

SUCCESS:

Cry havoc!

Take 1 Soul ☞ for every die rolled during this Challenge that shows a result of 4 or higher.

DEFEAT:

You are lost in the din of battle.

Lose 1 Heart ♥ and all **Soul** ☞.

P

GAUNTLET

PARTY

The Nemesis attacks with perfectly calculated rhythm.

How may it be avoided?



4 5 4

SUCCESS:

You dodge and weave through their attack.

Add 1 Insight 👁 to the Insight tracker.

DEFEAT:

You're just too slow.

Lose 1 Heart ♥ and **discard 1 Loot Card** 🃏.

P

CONTROL

PARTY

The Nemesis attempts to lock down your movement.

How can it be resisted?



4 5 4

SUCCESS:

You avoid the attacks and strike while they're distracted.

Add 1 Insight 👁 to the Insight tracker.

DEFEAT:

You are caught.

Lose 1 Heart ♥ and all **Power** ⚡.

P

BARRIER

PARTY

The Nemesis thinks they can continue to hide behind walls.

What protects them?



4 5 4

SUCCESS:

You find a way through.

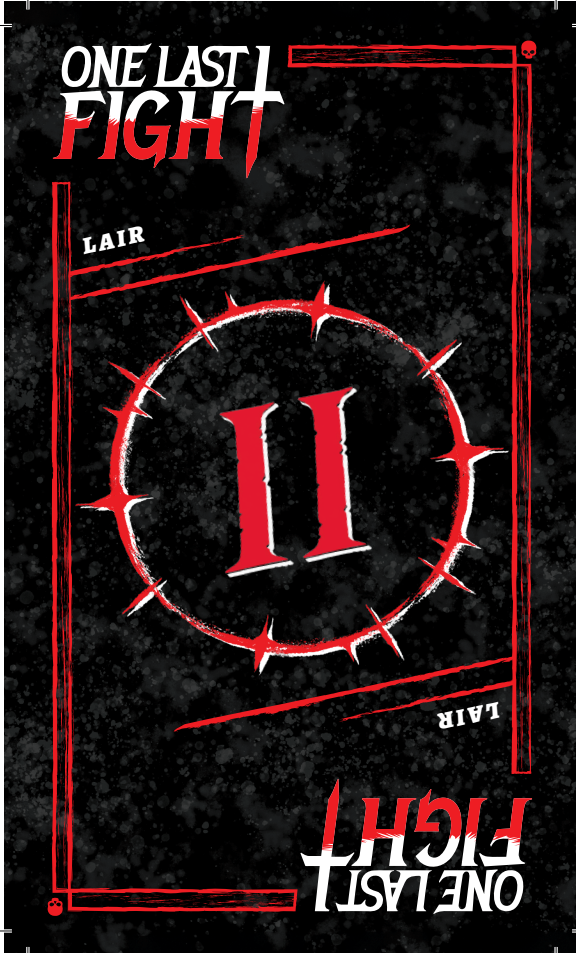
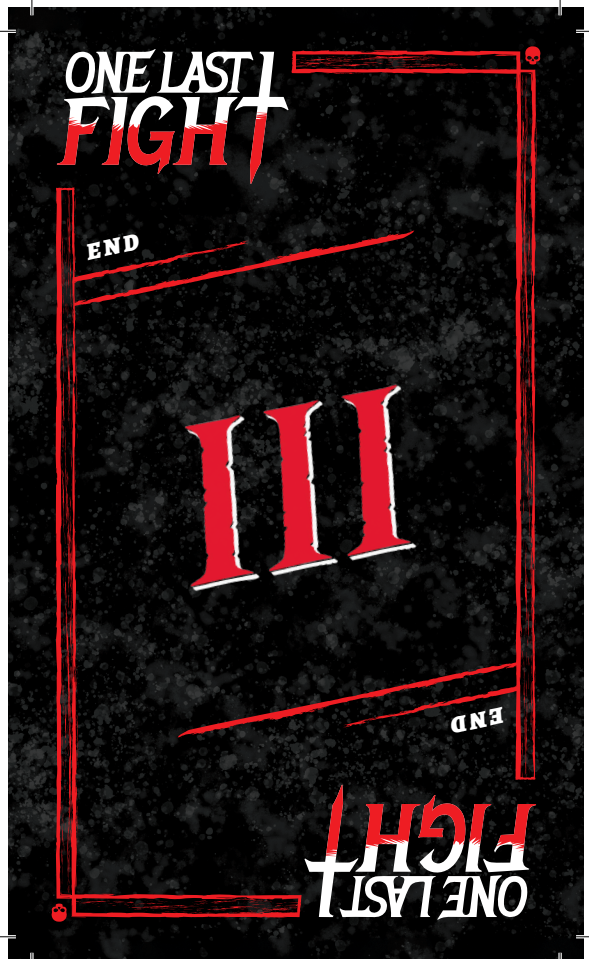
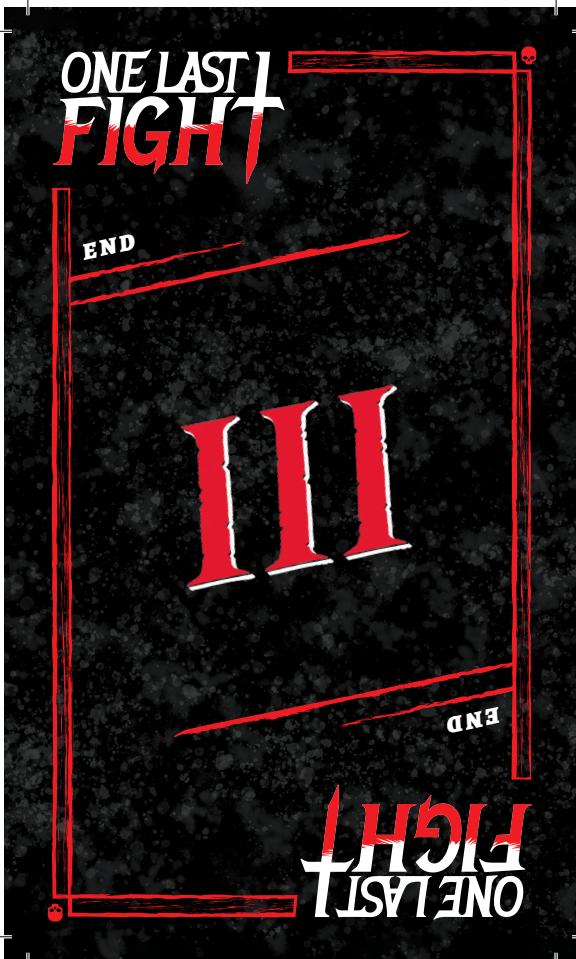
Add 1 Insight 👁 to the Insight tracker.

DEFEAT:

Their taunts from the darkness demoralize you.

Lose all Soul ☞.

P



ULTIMATE

PARTY

Desperation given form.

How does the Nemesis hide their fear?



4 5 4

SUCCESS:

You withstand the attack and strike while they are weakened.

Add 1 Insight to the Insight tracker.

DEFEAT:

Their frenzied attacks are unavoidable.

Lose 2 Heart

P

SLAY THEM

SOLO

A fight nearly won.

How do you plan on ending this?



ALL YOU'VE GOT!

4 5 6 5 4

SUCCESS:

You slay the Nemesis. What words are said as they cling to life?

Those of you who yet live return victorious.

DEFEAT:

Your attack fails, but you leave an opening for an ally.

Lose 2 Heart
Add 1 Insight to the Insight tracker, then pass this card to the next player.

P

Resolve Approach (I) Nemesis Encounter on Nemesis Card



P

Resolve Lair (II) Nemesis Encounter on Nemesis Card



P

ONE LAST
FIGHT

END



END

ONE LAST
FIGHT

Resolve End (III)
Nemesis Encounter
on Nemesis Card

