

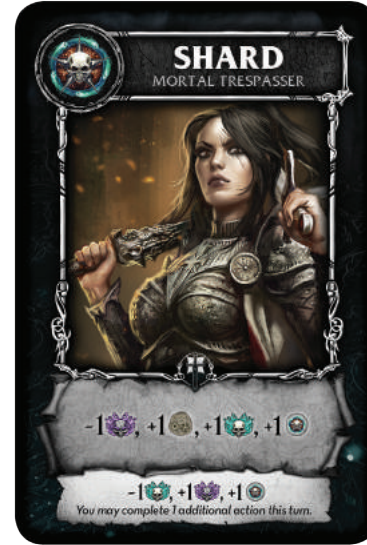


COURT OF THE DEAD

— MOURNERS CALL —

CARD DECKS

COURT CARDS



120mm | 4.72"

80mm | 3.15"

COURT CARDS

80mm | 3.15"

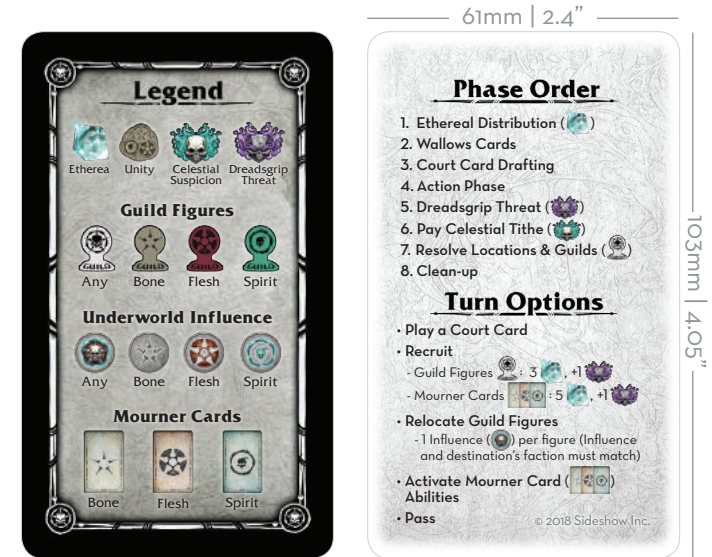
120mm | 4.72"



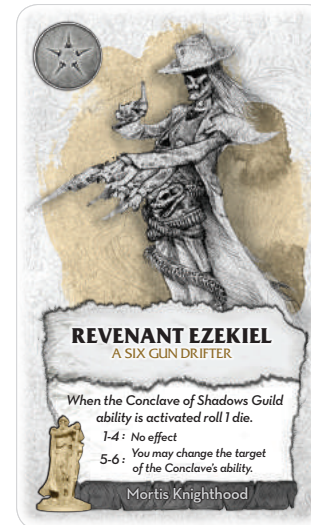
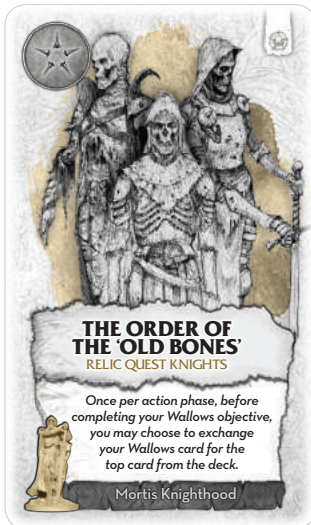
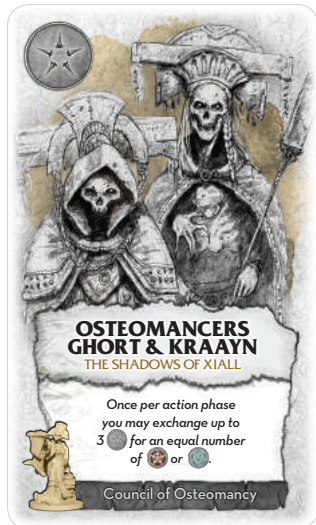
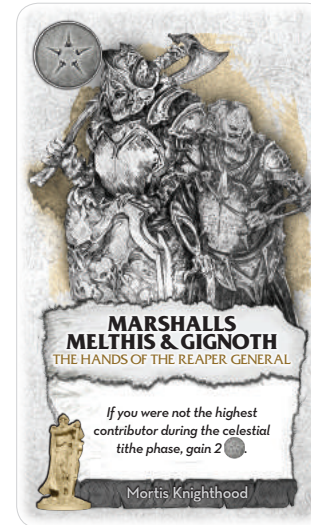
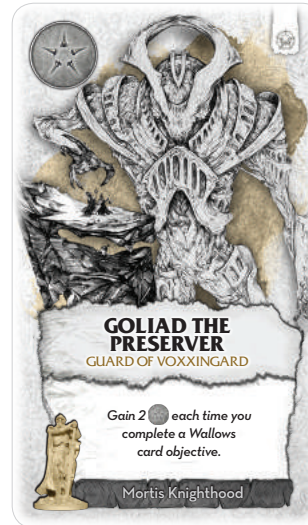
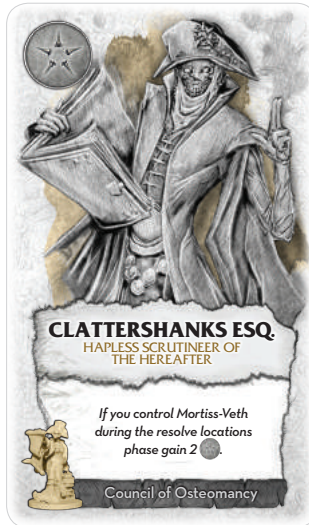
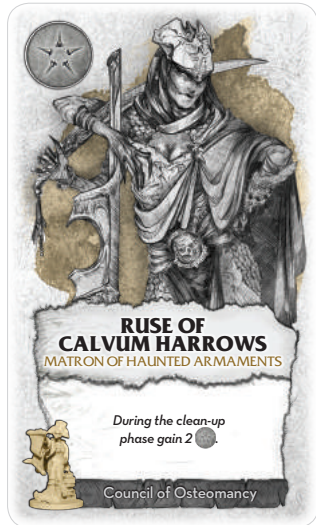
MOURNER CARDS – BACKSIDES



REFERENCE CARDS



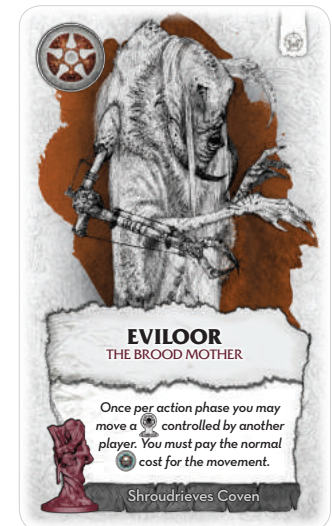
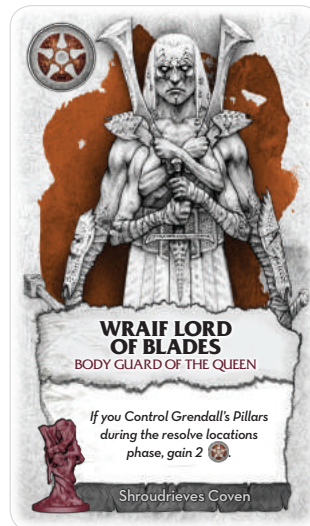
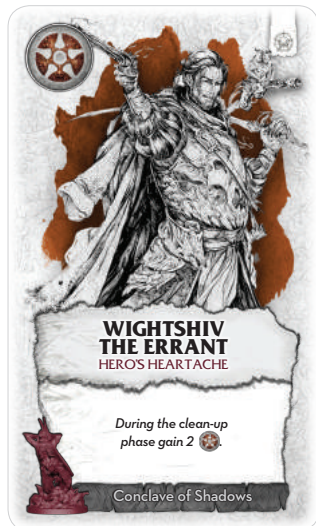
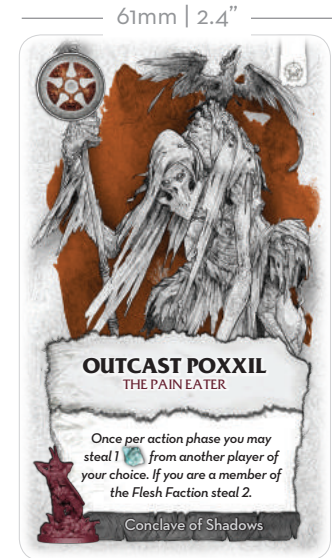
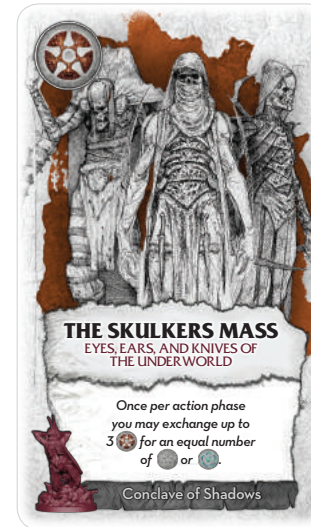
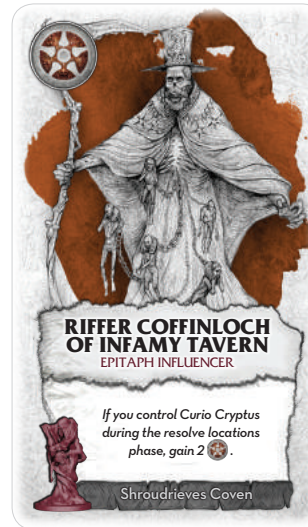
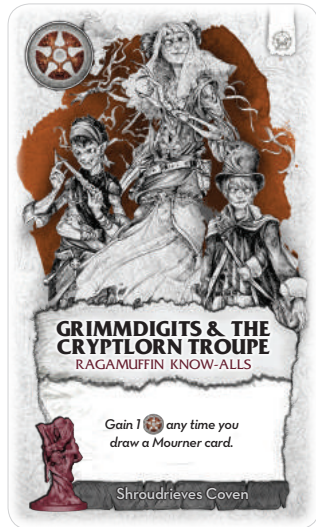
MOURNER CARDS – BONE FACTION



61mm | 2.4"

103mm | 4.05"

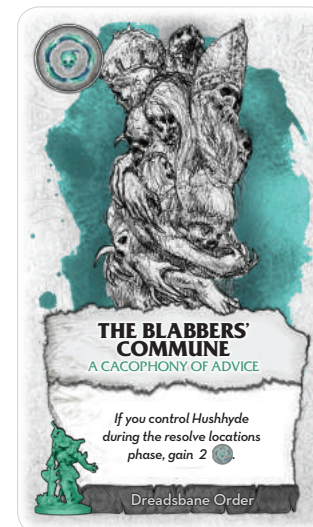
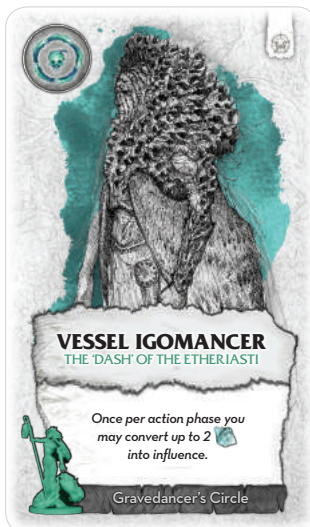
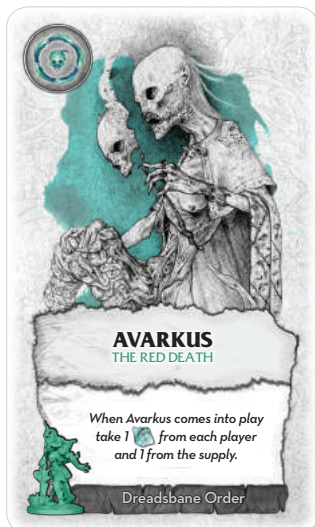
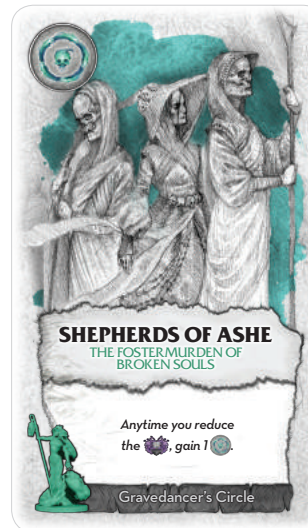
MOURNER CARDS – FLESH FACTION



61mm | 2.4"

103mm | 4.05"

MOURNER CARDS – SPIRIT FACTION



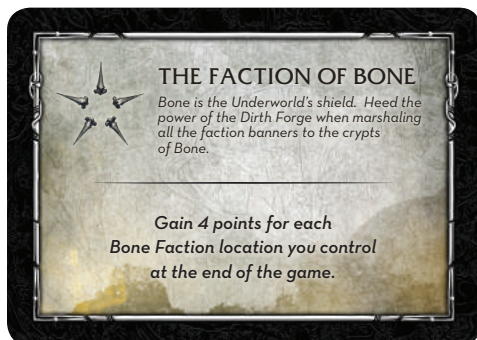
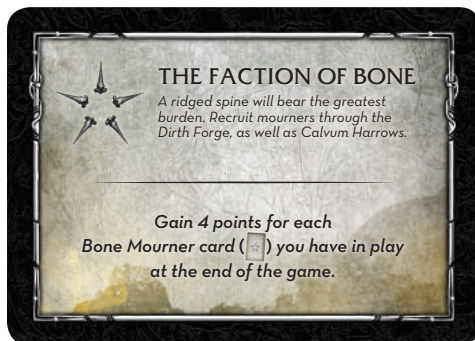
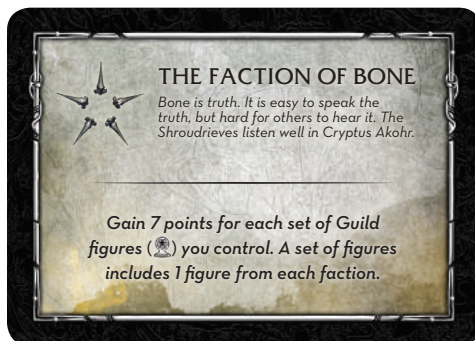
61mm | 2.4"

103mm | 4.05"

ULTERIOR MOTIVE CARDS

88mm | 2.4"

63.5mm | 3.46"



ULTERIOR MOTIVE CARDS

THE FACTION OF BONE
Construct a bulwark from which Bone can lead the way to a united Underworld. Look to Voxingard to ensure your view is the leading vantage point.

Gain 3 points for each opponent with less Bone Faction Influence (●) than you at the end of the game.

THE FACTION OF FLESH
The strength of Flesh lies in its unerring dexterity. Seek the power of Cryptus Akohr to twist and shape the Underworld into your vision of unity.

Gain 3 points for each opponent with less Flesh Faction Influence (★) than you at the end of the game.

THE FACTION OF SPIRIT
The best shepherds are those whose crook is neither felt nor seen. Discover the means to guide the Underworld toward unity from the erudite halls of Higt Antheneum.

Gain 3 points for each opponent with less Spirit Faction Influence (☉) than you at the end of the game.

THE FACTION OF SPIRIT
As the celestial reckoning draws near, awaken to purpose spirit's greater essence. The Mortis Knighthood can light your way with their harvest.

Gain 4 points for each Spirit Mourner card (☉) you have in play at the end of the game.

WALLOWS CARDS

THE WALLOWS

BRITTLEBONE RAKER
- Blight-Marked Claws

A Raker attacks Mortiss-Veth.
If you have a ☹ at this location you may fight the Raker as a turn action.

Fight: Roll 1 die (-1 ☹ to add +1 to your roll.)
 ☉-☉ = { DEFEAT THE RAKER : +1 ☹, -1 ☹ }
 ☉-☹ = { LOSE THE BATTLE : -1 ☹, +1 ☹ }

Fail to fight: -1 ☹, +1 ☹

After the fight, discard this card.

LEACHER LEGION
- Hungry Raker Swarm

A Raker attacks Life's Ebb.
If you have a ☹ at this location you may fight the Raker as a turn action.

Fight: Roll 1 die (-1 ☹ to add +1 to your roll.)
 ☉-☉ = { DEFEAT THE RAKER : +2 ☹, -1 ☹ }
 ☉-☹ = { LOSE THE BATTLE : -2 ☹, +1 ☹ }

Fail to fight: -2 ☹, +1 ☹

After the fight, discard this card.

KAIRV, THE HOLLOW BANSHEE
- Sorrow Never Sated

A Raker attacks Higt Antheneum.
If you have a ☹ at this location you may fight the Raker as a turn action.

Fight: Roll 1 die (-1 ☹ to add +1 to your roll.)
 ☉-☉ = { DEFEAT THE RAKER : +2 ☹, -1 ☹ }
 ☉-☹ = { LOSE THE BATTLE : -2 ☹, +1 ☹ }

Fail to fight: -2 ☹, +1 ☹

After the fight, discard this card.

FILTHUSK THE BLIGHTMAKER
- Reason Twisted by Destruction

A Raker attacks Vadlum Gates.
If you have a ☹ at this location you may fight the Raker as a turn action.

Fight: Roll 1 die (-1 ☹ to add +1 to your roll.)
 ☉-☉ = { DEFEAT THE RAKER : +2 ☹, -1 ☹ }
 ☉-☹ = { LOSE THE BATTLE : -2 ☹, +1 ☹ }

Fail to fight: -2 ☹, +1 ☹

After the fight, discard this card.

VALDAGHARR THE USURPER
- Woe of the Reaper General

A Raker attacks Cryptus Akohr.
If you have a ☹ at this location you may fight the Raker as a turn action.

Fight: Roll 1 die (-1 ☹ to add +1 to your roll.)
 ☉-☉ = { DEFEAT THE RAKER : +2 ☹, -1 ☹ }
 ☉-☹ = { LOSE THE BATTLE : -2 ☹, +1 ☹ }

Fail to fight: -2 ☹, +1 ☹

After the fight, discard this card.

OATHBREAKER KNIGHT
- Fallen Reapers

A Raker attacks Voxingard.
If you have a ☹ at this location you may fight the Raker as a turn action.

Fight: Roll 1 die (-1 ☹ to add +1 to your roll.)
 ☉-☉ = { DEFEAT THE RAKER : +2 ☹, -1 ☹ }
 ☉-☹ = { LOSE THE BATTLE : -2 ☹, +1 ☹ }

Fail to fight: -2 ☹, +1 ☹

After the fight, discard this card.

REVENANT REMNANTS
- Pieces That Never Forget

A Raker attacks Calvum Harrows.
If you have a ☹ at this location you may fight the Raker as a turn action.

Fight: Roll 1 die (-1 ☹ to add +1 to your roll.)
 ☉-☉ = { DEFEAT THE RAKER : +1 ☹, -1 ☹ }
 ☉-☹ = { LOSE THE BATTLE : -1 ☹, +1 ☹ }

Fail to fight: -1 ☹, +1 ☹


After the fight, discard this card.


WALLOWS CARDS




88mm | 2.4"




63.5mm | 3.46"



BAELRIEVER WRAITHS
~ The Raker Genesis

A Raker attacks Dirth Forge.
If you have a  at this location you may fight the Raker as a turn action.

Fight: Roll 1 die (-1  to add +1 to your roll.)

 = { DEFEAT THE RAKER : +1 , -1  }

 = { LOSE THE BATTLE : -1 , +1  }

Fail to fight: -1 , +1 

After the fight, discard this card.

CLEAVING SPLIGHTERS
~ Divided They Conquer

A Raker attacks Grendall's Pillars.
If you have a  at this location you may fight the Raker as a turn action.

Fight: Roll 1 die (-1  to add +1 to your roll.)


 = { DEFEAT THE RAKER : +1 , -1  }


 = { LOSE THE BATTLE : -1 , +1  }




Fail to fight: -1 , +1 




After the fight, discard this card.



GHETIS AVANCOR
~ Dread Agitator

A Raker attacks Curio Cryptus.
If you have a  at this location you may fight the Raker as a turn action.

Fight: Roll 1 die (-1  to add +1 to your roll.)


 = { DEFEAT THE RAKER : +1 , -1  }


 = { LOSE THE BATTLE : -1 , +1  }




Fail to fight: -1 , +1 




After the fight, discard this card.



BLOOD WIGHTS
~ Blood Cultist Raevell's Revenge

A Raker attacks Theaters of Memory.
If you have a  at this location you may fight the Raker as a turn action.

Fight: Roll 1 die (-1  to add +1 to your roll.)

 = { DEFEAT THE RAKER : +1 , -1  }

 = { LOSE THE BATTLE : -1 , +1  }


Fail to fight: -1 , +1 


After the fight, discard this card.


NAGH-SHADE
~ Darkness Throughout

A Raker attacks HushHyde.
If you have a  at this location you may fight the Raker as a turn action.

Fight: Roll 1 die (-1  to add +1 to your roll.)

 = { DEFEAT THE RAKER : +2 , -1  }

 = { LOSE THE BATTLE : -2 , +1  }

Fail to fight: -2 , +1 

After the fight, discard this card.

DRIFTERS MARSH
Navigate the spiritless void

The first time you gain a Mourner card this round, gain a bonus based on the card's faction type.

 : +2   : +1 , +1   : +2 

— LOCATION —

THE NICTURN TREE
Guard the dormant gate

The first time you reduce the  by 1, gain 1 .

— LOCATION —

TREAD THE SPINDLED DESERT
Pick your path with care

The first time you gain a Mourner card this round, gain a bonus based on the card's faction type.

 : +2   : +1 , +1   : +2 

— LOCATION —

UNCOVER NOOK AND CRANS
These stacked ruins yield celestial secrets

If the  and  tracks are both below 4, gain 1 .

— LOCATION —

SCAVENGE THE STREWN WASTES
Treasure the junk of other realms

The first time you gain a Mourner card this round, gain a bonus based on the card's faction type.

 : +2   : +1 , +1   : +2 

— LOCATION —

INTERLOPING SLAVER ANGEL
Invoke the will of the oppressor

Have at least 2  in your Crypt anytime during the current round and immediately gain 1 . If you do not complete this objective, increase the  by 1.

— CELESTIAL SCOUT —

COMMUNE WITH THE STONES OF LONGSHADOW HILL
Restore your conflicted spirit

The first time you reduce the  by 1, +1 , +1 

— LOCATION —




WALLOWS CARDS

88mm | 2.4"

63.5mm | 3.46"

MARAUDING HARBINGER DEMON



Chaos bears the Dreadgrip

Have at least 2  in your Crypt anytime during the current round and immediately gain 1 . If you do not complete this objective, increase the  by 1.

— CELESTIAL SCOUT —

ATTEMPT THE BLINDING GATE PASSAGE



Climb the Wretched Stairway to Heaven

If you move a  into Dirth Forge, you may take up to 3  from Dirth Forge.

— EVENT —

SOLVE THE RIDDLE OF THE IRONBONE COLUMNS



Some of us call that kinda clever "cheating"!

If you gain a  this round, roll a die and gain half that many , rounded up.

— EVENT —

DISCOVER THE AMBLERS BRIDGE



Never in the same place twice

If you gain a  this round, roll a die and gain half that many , rounded up.

— EVENT —

FORD THE RIVER OF SORROWS

Beware the Boatswains Ire

Each time you gain  this round you may also take 1  from the supply.

— EVENT —



THE CELESTIAL SHACKLER CIRCLLET

- Stolen power with...promise

If you have at least one unplayed Court card at the end of the round, gain this card's ability for the remainder of the game.


Once per round, you may use both actions on a Court card.

— ARTIFACT —



GRAVEDODGE THE FATEMAKER

- A destiny-deciding bauble

If you have the most  in Life's Ebb at any time during the action phase, gain this card's ability for the remainder of the game.


You may add +1 to any die roll you make.


— ARTIFACT —



TRUEBURN LANTERN

- A fickle friend that always reveals the truth

If you have  in at least 2 Bone locations, gain this Artifact for the remainder of the game.


Gain 2  if anyone plays the Relic Ravlatch Court card.

— ARTIFACT —



THE HANDMAIDEN'S PANE

- Oh, Mirror Mirror! Who to be now?!

If you obtain a  this round, gain this card's ability for the remainder of the game.


Once per round, you may copy the ability of a Mourner card you control.


— ARTIFACT —



TWIN BLADES FAITHBEARER & SERAPH'S WOE

- Reunite the mortal's edge

If you have  in at least 2 Spirit locations, gain this Artifact for the remainder of the game.


Gain 2  if anyone plays the Shard Court card.


— ARTIFACT —



THE LATCHBONE OF THE HOLLOWFATHER

- Lost key to the city of Illverness

If you have 1  in at least 1 location for each Faction, gain this Artifact for the remainder of the game.


Play this card face up in front of you. Gain 2  if anyone plays the Death Court card.

— ARTIFACT —



THE SCRYERS' SKULL OF GYGAX

- Peer deeply into a mourner's character

If you have  in at least 2 Flesh locations, gain this Artifact for the remainder of the game.

When gaining a Mourner card, look at the top two cards of the deck and choose one. Shuffle the other back into the deck.

— ARTIFACT —

WALLOWS CARDS

88mm | 2.4"

63.5mm | 3.46"

