



COURT OF THE DEAD

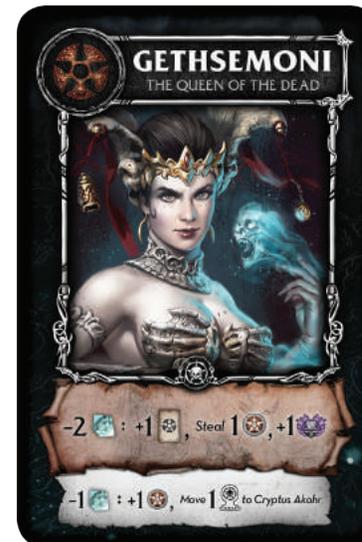
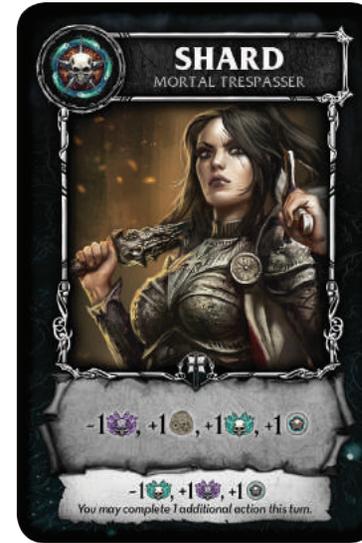
— MOURNERS CALL —

CARD DECKS

COURT CARDS

120mm | 4.72"

80mm | 3.15"



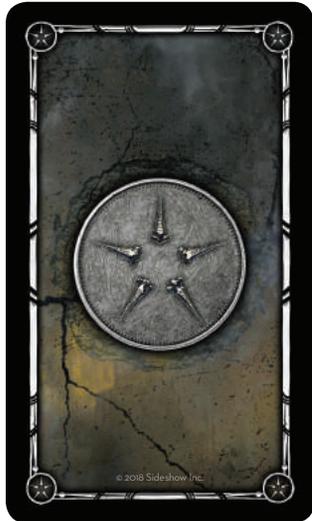
COURT CARDS

80mm | 3.15"

120mm | 4.72"



MOURNER CARDS - BACKSIDES



61mm | 2.4"

103mm | 4.05"

REFERENCE CARDS



61mm | 2.4"

Phase Order

1. Ethereal Distribution (Ethereal)
2. Wallows Cards
3. Court Card Drafting
4. Action Phase
5. Dreadgrip Threat (Dreadgrip Threat)
6. Pay Celestial Tithe (Celestial Suspicion)
7. Resolve Locations & Guilds (Guild)
8. Clean-up

Turn Options

- Play a Court Card
- Recruit
 - Guild Figures: 3, +1
 - Mourners Cards: 5, +5, +1
- Relocate Guild Figures
 - 1 Influence (Influence) per figure (Influence and destination's faction must match)
- Activate Mourners Card (Mourners Card Abilities)
- Pass

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103mm | 4.05"

MOURNER CARDS - BONE FACTION



RUSE OF CALVUM HARROWS
MATRON OF HAUNTED ARMAMENTS

During the clean-up phase gain 2 .

Council of Osteomancy



CENTURION FELBARROW
LEGIONNAIRE RECRUITER

If you control Vadlum Gates during the resolve locations phase gain 2 .

Mortis Knighthood



CLATTERSHANKS ESQ.
HAPLESS SCRUTINEER OF THE HEREAFTER

If you control Mortiss-Veth during the resolve locations phase gain 2 .

Council of Osteomancy



GOLIAD THE PRESERVER
GUARD OF VOXXINGARD

Gain 2  each time you complete a Wallows card objective.

Mortis Knighthood



MARSHALLS MELTHIS & GIGNOTH
THE HANDS OF THE REAPER GENERAL

If you were not the highest contributor during the celestial tithing phase, gain 2 .

Mortis Knighthood



REAPER SHIEVE
THE PATHFINDER

Once per action phase draw 1  from the supply. If you are a member of the Bone faction, draw 2.

Council of Osteomancy



OSTEOMANCERS GHORT & KRAAYN
THE SHADOWS OF XIALL

Once per action phase you may exchange up to 3  for an equal number of  or .

Council of Osteomancy



THE ORDER OF THE 'OLD BONES'
RELIC QUEST KNIGHTS

Once per action phase, before completing your Wallows objective, you may choose to exchange your Wallows card for the top card from the deck.

Mortis Knighthood



WARDEN MAHVAEGO
THE KEEPER OF THE KEYS

Once per round you may turn any other Mourner card face down to deactivate its ability for the remainder of the round. The card is turned face up at the end of the clean-up phase.

Council of Osteomancy



NEEDLES
EYES IN DARK PLACES

Once per action phase you may look at the Court cards of any one opponent and select any one card that they must play as their next action.

Council of Osteomancy



REVENANT EZEKIEL
A SIX GUN DRIFTER

When the Conclave of Shadows Guild ability is activated roll 1 die.
1-4: No effect
5-6: You may change the target of the Conclave's ability.

Mortis Knighthood



SCARPU
AN UNERRING DEADSHOT

You may fight Rakers from Wallows cards you draw without having to move a  to the Raker's location.

Mortis Knighthood

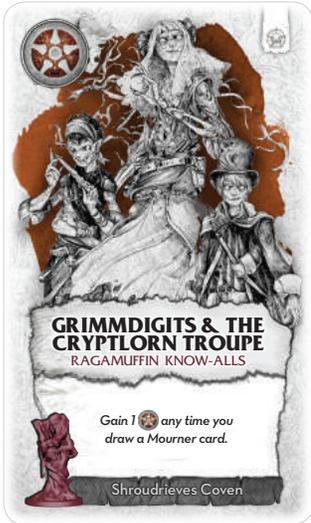
61mm | 2.4"

103mm | 4.05"

MOURNER CARDS - FLESH FACTION

61mm | 2.4"

103mm | 4.05"



GRIMMDIGITS & THE CRYPTLORN TROUPE
RAGAMUFFIN KNOW-ALLS

Gain 1  any time you draw a Mourner card.

Shroudrievs Coven



ASSASSINS LOACH & DRIM DRAM
IN DEATH WE NEVER PART

Once per action phase, return a  to its owners ready area to reduce the  by 1.

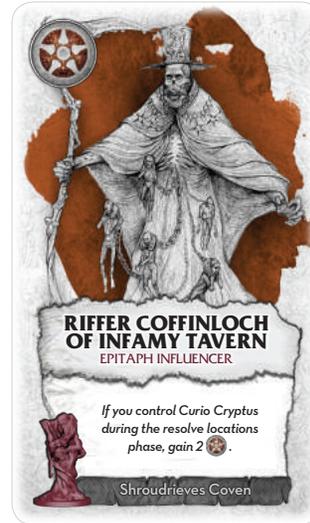
Conclave of Shadows



COL TATTERBURN AND THE NIGHTSHADE HUSSARS
SWORDS OF THE FORLORN HOPE

Once per action phase, look at the top card of the Wallows deck, if it is a Raker, remove it from the game and gain 2 . If not, return the card to the top of deck.

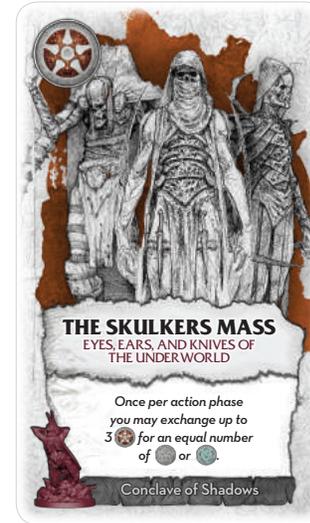
Conclave of Shadows



RIFFER COFFINLOCH OF INFAMY TAVERN
EPITAPH INFLUENCER

If you control Curio Cryptus during the resolve locations phase, gain 2 .

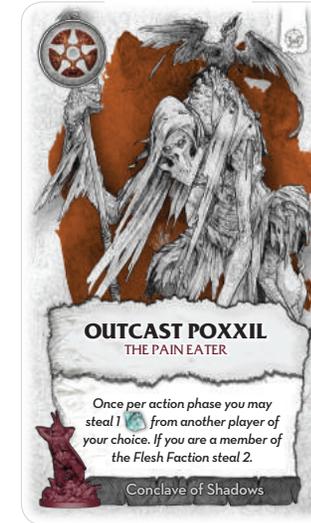
Shroudrievs Coven



THE SKULKERS MASS
EYES, EARS, AND KNIVES OF THE UNDERWORLD

Once per action phase you may exchange up to 3  for an equal number of  or .

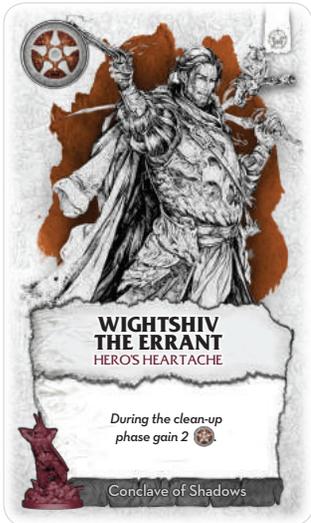
Conclave of Shadows



OUTCAST POXXIL
THE PAIN EATER

Once per action phase you may steal 1  from another player of your choice. If you are a member of the Flesh Faction steal 2.

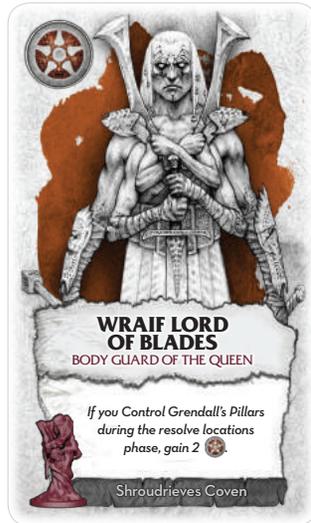
Conclave of Shadows



WIGHTSHIV THE ERRANT
HERO'S HEARTACHE

During the clean-up phase gain 2 .

Conclave of Shadows



WRAIF LORD OF BLADES
BODY GUARD OF THE QUEEN

If you Control Grendall's Pillars during the resolve locations phase, gain 2 .

Shroudrievs Coven



MADAM VEXXEASTI
MASTER OF THE SHROUDRIEVES

Recruiting  costs 2  instead of 3. (Still add +1  when activating this ability.)

Shroudrievs Coven



KARVER
ALL SHAPES AND SIZES

Once per round change 1  cost or reward to a faction type of your choosing.

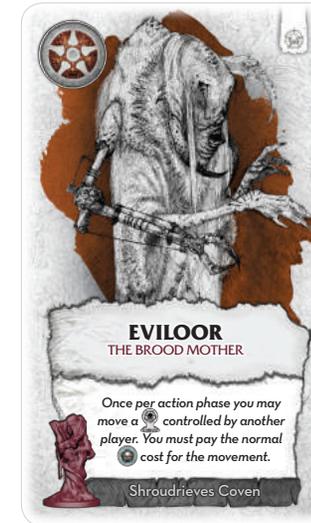
Conclave of Shadows



FEMORAL VATI
DREADSBANE EXECUTRIX

Once per action phase you may discard a Raker card you have drawn and immediately gain the benefit for defeating the Raker.

Shroudrievs Coven



EVILoor
THE BROOD MOTHER

Once per action phase you may move a  controlled by another player. You must pay the normal  cost for the movement.

Shroudrievs Coven

MOURNER CARDS - SPIRIT FACTION



SOCOPHARIE
THE WHISPER THIEF

Once per action phase you may spend 2  to exchange a Court card in your hand for one previously played this round.

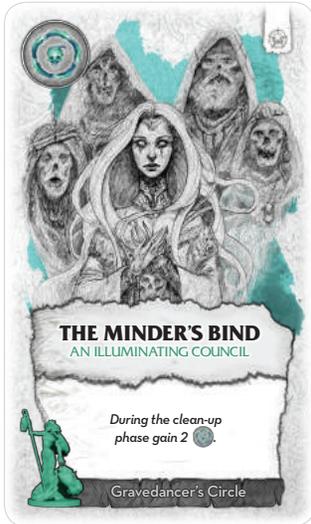
 Dreadsbane Order



SEVERAMM
THE HUSHED TONGUE

Once per action phase you may look at the Court cards that were set aside during the drafting phase. You may select one and exchange it for any Court card in your hand.

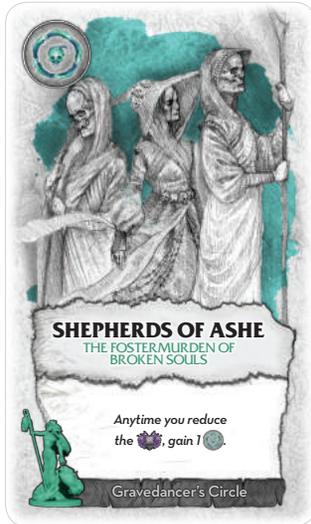
 Dreadsbane Order



THE MINDER'S BIND
AN ILLUMINATING COUNCIL

During the clean-up phase gain 2 .

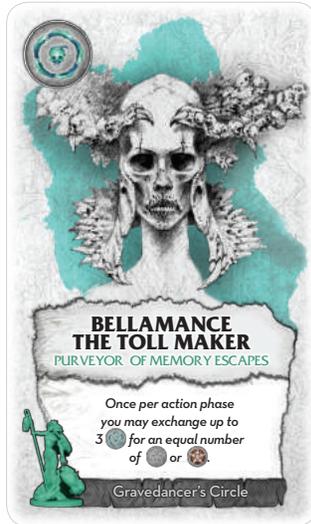
 Gravedancer's Circle



SHEPHERDS OF ASHE
THE FOSTERMURDEN OF BROKEN SOULS

Anytime you reduce the  gain 1 .

 Gravedancer's Circle



BELLAMANCE
THE TOLL MAKER
PURVEYOR OF MEMORY ESCAPES

Once per action phase you may exchange up to 3  for an equal number of  or .

 Gravedancer's Circle



LONGGRIEF AND THE FORNLORN CHOIR
A MOURNERS DIRGE OF HOPE

Once per action phase you may add 1  from the supply to Dirt Forge. If you are a member of the Spirit Faction add 2. Gain 1 .

 Gravedancer's Circle



AVARKUS
THE RED DEATH

When Avarkus comes into play take 1  from each player and 1 from the supply.

 Dreadsbane Order



VESSEL IGOMANCER
THE 'DASH' OF THE ETHERIASTI

Once per action phase you may convert up to 2  into influence.

 Gravedancer's Circle



CHARON
BOATSWAIN OF THE LOST SOULS

If you control Dirt Forge during the resolve locations phase, gain 2 .

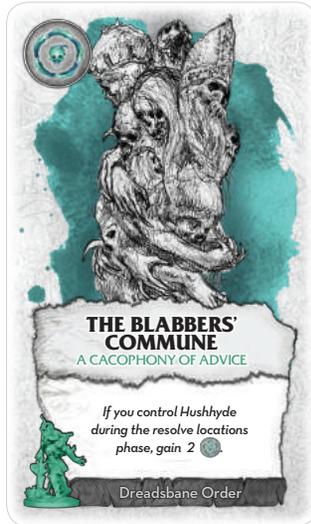
 Dreadsbane Order



THE JILTED BRIDE
HELL HATH NO FURY

Once per action phase you may exchange any Mourner card you control for the top card from the same faction deck. Shuffle the original card back into the supply. Do not gain a new .

 Gravedancer's Circle



THE BLABBERS' COMMUNE
A CACOPHONY OF ADVICE

If you control Hushhyde during the resolve locations phase, gain 2 .

 Dreadsbane Order



WHISTS OF RUIN
SPIRIT DISCIPLE ASSASSINS

Once per action phase, you may transform any  into either  type.

 Gravedancer's Circle

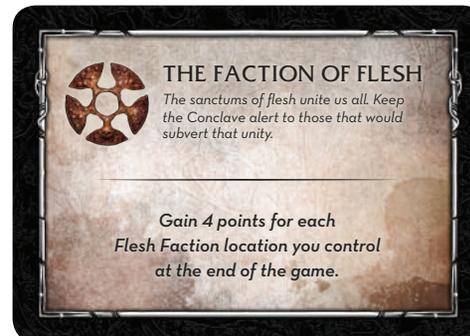
61mm | 2.4"

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 Anthanaeum.

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.

88mm | 2.4"

63.5mm | 3.46"

WALLOWS CARDS

THE WALLOWS

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BRITTLEBONE RAKER
 - Blight-Marked Claws

A Raker attacks Mortis's 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 Anthanaeum. 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.

88mm | 2.4"

63.5mm | 3.46"

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 CIRCLER
- 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 SCRIVERS' 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"



THE NICTURN OCLUS
- A Crucial Nexus

If you have  in at least 4 different locations at any time during the action phase, gain this Artifact for the remainder of the game.

At the start of the resolve locations phase, discard this Artifact to move any number of your  from any one location, including your Crypt, to one location on the game board.

— ARTIFACT —



LONGREACH SCYTHE
- Twin Jeopardies of Mortal and Mourner

If you are involved in at least 2 ties between the resolve locations and guilds phases, gain this Artifact for the remainder of the game.

Discard this card to break one location or guild tie you are involved in. The Alltaker Figure tie-breaker overrides this card's ability.

— ARTIFACT —



ENSURE THE MORTIS KNIGHTS' QUEST
"Two blades are better than one"

If your  is 6 or above : +1 

— FOLLOWER —



EXPLORE WITH A COUNCIL ARCHANAEST
"Long have we sought this arcanum"

If your  is 6 or above : +1 

— FOLLOWER —



REINFORCE THE INQUISITORS' ASSAULT
"The only good Raker is a destroyed one"

If your  is above 6 : +1 

— FOLLOWER —



GRATEFUL FOSTERMURDEN PILGRIM ESCORT
"May we guide your future path"

If your  is 6 or above : +1 

— FOLLOWER —



CAPTURE A FUGITIVE FROM THE CONCLAVE
"Let my shadow be your partner"

If your  is 6 or above : +1 

— FOLLOWER —



AIDE THE STITCHWITCHES' HARVEST
"I'll make you someone special"

If your  is 6 or above : +1 

— FOLLOWER —