

Deck 1 Character Cards

 **Mursa Rliss - Cobra Sorceress** **7**



Gains +1 **Mysticism whilst defending a Mission Card.**
"Mursa Rliss joined the Cobra Faction after slaying 2 Darkin suitors to prove her worth."

 **1**  **2**  **3**

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 **Varateg-Kar - Darvanne Warrior** **6**



Gains +1 **Might whilst any Lasting Cards are attached.**
"Varateg-Kar is a brutal & manipulative Darvanne even by their own standards."

 **3**  **2**  **1**

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 **K'Zar Makdar - Kandar Scout** **5**



Gains +1 **Mysticism while a Lasting Card is attached.**
"K'Zar Makdar is a cunning Kandar Scout who knows large areas of Dred & further afield."

 **2**  **1**  **1**

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 **Sorsha Magda - Assassin** **5**



May count **Might, **Mind** or **Mysticism** at +2 value, but become **Injured** at the end of the turn.**
"Sorsha Magda - beauty and two deadly blades..."

 **1**  **2**  **1**

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Deck 1 Mission Cards

Spying on Kurnor Guilds **+1**

3

Fulfil to retrieve any Lasting Card from your Discard pile and attach it to the successful Character Card.
"Spying on Kurnor Guilds was always going to be risky."

+2

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Spying on Kurnor Guilds **+1**

3

Fulfil to retrieve any Lasting Card from your Discard pile and attach it to the successful Character Card.
"Spying on Kurnor Guilds was always going to be risky."

+2

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Run a Seleik Blackmail Ring **+2**

3

Fulfil to flip any Ready Character Card to **Injured** and you choose which Lasting Card attached they discard.

+3

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Run a Seleik Blackmail Ring **+2**

3

Fulfil to flip any Ready Character Card to **Injured** and you choose which Lasting Card attached they discard.

+3

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Successful Kurnor Racket **+1**

2

Fulfil to immediately flip any Character Card to its **Injured** side.
"Kurnor criminal activity was tolerated despite being shunned in The Empire."

+1

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Successful Kurnor Racket **+1**

2

Fulfil to immediately flip any Character Card to its **Injured** side.
"Kurnor criminal activity was tolerated despite being shunned in The Empire."

+1

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Swamp of the Dead Trove **+2**

2

Fulfil to retrieve any 2 cards from your Discard pile and put them in your Hand.
"The Swamp of the Dead has numerous old ruined settlements and keeps to explore."

+2

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Swamp of the Dead Trove **+2**

2

Fulfil to retrieve any 2 cards from your Discard pile and put them in your Hand.
"The Swamp of the Dead has numerous old ruined settlements and keeps to explore."

+2

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Infiltrate Enemy Settlement **+3**

4

Fulfil to place all Lasting Cards attached to one opponent's Character Card on the bottom of their deck.

+4

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Infiltrate Enemy Settlement +3

4

Fulfil to place all Lasting Cards attached to one opponent's Character Card on the bottom of their deck.

+4

Copyright 2022 Cursed Empire - SBG Editions M11

Secret Stash Uncovered +2

3

Fulfil to immediately draw 3 cards, keep 2 and put the last on the bottom of your deck.

"Secret stashes are littered all over the realm where people have had to flee conflict"

+3

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Uncover Metbetoch Secrets +1

2

Fulfil to force defender to discard 1 card from their Hand, chosen at random.

"Metbetoch was the Imperial capital of Magic Schools before being raised to the ground during the dark years after the Cataclysm"

+1

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Locate Beast Lair +2

1

Fulfil to send a Lasting Card in play back to its owner's hand.

"Tales of beast lairs would send most running for the hills. Only idiots and would-be heroes would seek them out."

+1

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Karnarcos Anti-Imperial Propaganda +3

1

Fulfil to switch the positions of two Lasting Cards owned by the same player.

"Propaganda plays a key role in shaping and manipulating opinions in this era of great conflict."

+1

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Escort Injured to Elios Water Temple +3

1

Fulfil to flip any one of your Character Cards from **Injured** to **Ready**.

"Elios! Jewel in the Imperial crown of cities!"

+1

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Ettikan Gamble +1

2

Fulfil to reshuffle 3 cards of your choice into your Deck from your Discard Pile.

"Count your fingers in any game of chance with an Ettikan...in fact don't gamble with them at all!"

+1

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Locate the Secret Door to Rund +2

2

Fulfil to force opponent to show you their current hand of cards.

"Rund was a place of great mystery and tales of a mad sorcerer living in exile there are common."

+2

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Loot Enemy City +3

4

Fulfil to increase one player's hand size by +1 for the remainder of the game.

"Mengela was known for great riches and refined living for which Noble Elves were renowned"

+4

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Deck 1 Lasting Cards



Time Spent Reading not Fighting **+2**

Attached Character may always choose to place one card from their hand to the bottom of their deck after the Draw phase.

-1 **+1** **0**

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Time Spent Reading not Fighting **+2**

Attached Character may always choose to place one card from their hand to the bottom of their deck after the Draw phase.

-1 **+1** **0**

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Juggernaut **+2**

Attached Character may discard this card to cancel the effects of any Modifier Card.

+1 **-1** **0**

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Juggernaut **+2**

Attached Character may discard this card to cancel the effects of any Modifier Card.

+1 **-1** **0**

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Energy Shield **+2**

Attached Character may discard this card to avoid being flipped to **Injured**.

0 **0** **0**

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Dodge Enemy Projectiles **+2**

"Some projectile weapons are used to devastating effect such as Darkun throwing knives."

0 **+2** **0**

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Cobra Dagger **+2**

"Cobra daggers are often fitted with poison release mechanisms hosting some of the most deadly substances in Thargos."

0 **0** **+2**

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Way of the Warrior **+2**

Attached Character may count any Modifier Cards played for **Might** as having a **+2** value.

+1 **0** **-1**

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Arcane Arts **+2**

"Arcane Arts are taught in most Magic Schools, but the teachings differ greatly in practice."

0 **+1** **+1**

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Healing Salve +3

Attached Character may choose to draw an additional card during the Draw phase but must place one on the bottom of your deck.

+2 0 0

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Sealoss Companion +3

"Sealoss if imprinted after birth are a companion for life and will defend to the death."

0 +1 +2

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Spikeegg +3

Attached Character can be flipped to its **Injured** side to reshuffle 3 cards of your choice into your deck from your Discard Pile (2 times in a game).

-1 +2 0

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Clenanthos Hunter +3

"Clenanthos Hunters are trained to run prey to the ground in Karnarcos."

+1 +1 +1

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Minok Lair Custodian +3

Attached Character may play an extra Modifier Card when defending a Mission Card after the PAM results are revealed.

0 0 0

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Deck 1 Action Cards

Berserker Attack +1



The bottom card of your Discard pile is placed on the top of your deck.

"Berserkers exist in many forms and often form part of shock troops in Kamarcos forces used to break shield walls and troop morale."

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Berserker Attack +1



The bottom card of your Discard pile is placed on the top of your deck.

"Berserkers exist in many forms and often form part of shock troops in Kamarcos forces used to break shield walls and troop morale."

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Enemy Stronghold +1



Choose a Track; no Mission Card can be Fulfilled on that Track until the end of your NEXT turn.

"Strongholds and fortified cities such as Meldor in the north of the Empire, are seats of power controlling trade routes and ensuring protection."

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Enemy Stronghold +1



Choose a Track; no Mission Card can be Fulfilled on that Track until the end of your NEXT turn.

"Strongholds and fortified cities such as Meldor in the north of the Empire, are seats of power controlling trade routes and ensuring protection."

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Razor Chimera Spine Blast +2



Two Lasting Cards (your choice) owned by the same player in play switch places.

"Razor Chimeras fire spines at their prey causing physical damage and fear as the shards of bone fly in all directions."

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Razor Chimera Spine Blast +2



Two Lasting Cards (your choice) owned by the same player in play switch places.

"Razor Chimeras fire spines at their prey causing physical damage and fear as the shards of bone fly in all directions."

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Spinocanth Strike +3



The Character may immediately attempt to fulfil their Track's Mission Card or a neighbouring Mission Card, with a successful resolution granting both Missions.

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Krill Horned-Koss Stomp! +2



One Lasting Card of your choice is returned to its owner's hand and cannot be re-attached next turn.

"Horned Koss inhabit the Krill Mountain Range to the South of the Empire. They are blind but hunt through smell, sound and vibration."

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Krill Horned-Koss Stomp! +2



One Lasting Card of your choice is returned to its owner's hand and cannot be re-attached next turn.

"Horned Koss inhabit the Krill Mountain Range to the South of the Empire. They are blind but hunt through smell, sound and vibration."

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Zombie Pit +2



Play on a Track; this card is played as a bonus Modifier Card and added to your stack during the next 2 conflicts on that Track (or on a Mission in Story Mode).
"What wretch would bring back such vile and evil beings from their eternal sleep? Only Death Magic could be used for this and they should die for simply trying it!"

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Zombie Pit +2



Play on a Track; this card is played as a bonus Modifier Card and added to your stack during the next 2 conflicts on that Track (or on a Mission in Story Mode).
"What wretch would bring back such vile and evil beings from their eternal sleep? Only Death Magic could be used for this and they should die for simply trying it!"

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Makden Howler Scream +2



Two of your Character Cards and all of their attached Lasting Cards switch places with each other.
"Makden Howlers are thought to somehow be related to the Thargians going back millennia."

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Makden Warrior Scout +1



Play on a Track; this card is played as a bonus Modifier Card and added to your stack during the next conflict on that Track.
"The Makden evolved to stand upright and craft rudimentary tools and weapons and are thought to inhabit areas north of the Desert of Targ."

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Healing +2



Flip up to two Character Cards from **Injured** to Ready.
"The art of healing was not easy to master beyond the trivial mending of broken limbs and torn ligaments... healing of the mind was the hardest of all..."

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Kadrur Battle Cry +2



You may play a Lasting Card from your hand immediately.
"Kadrur are brutal battle-hardened creatures bred by the Thargians to do their bidding and serve them in war and all things of such nature."

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Karnass Shapeshifter Confusion +3



Choose two Character Cards owned by the same player; they leave their Lasting Cards in their original Track and switch places.
"The origins of the Karnass are unknown but stories tell of failed experiments to change the physical form permanently of the intended target."

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Vor-Wraith Venom Attack +3



One Lasting Card of your choice is removed from the game (not discarded).
"Vor-Wraiths have been part of Thargos before any recorded history. They are ultra rare solitary creatures that live underground. Their two tongues are coated in a sticky, highly toxic venom that kills within seconds on contact with skin."

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Troll Raid on Camp +2



Opponent immediately discards 2.
"Marauding Trolls have become more of a common sight than ever before as they head down from deep within the Rarlom Range in search of food and preferably the kicking and screaming variety."

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Deck 2 Hero Cards



Deck 2 Mission Cards

Survive Jethreki Horde Attack **+1**



3

Fulfil to force defender to discard 2 cards of their choice.
"Jethreki are an abomination! Thargian ancient experiments gone wrong and evolved into ravenous beasts."

+2

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Survive Jethreki Horde Attack **+1**



3

Fulfil to force defender to discard 2 cards of their choice.
"Jethreki are an abomination! Thargian ancient experiments gone wrong and evolved into ravenous beasts."

+2

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Hunt Down a Darkwolf **+2**



3

Fulfil to discard any single Lasting Card in play.
"Darkwolves are giant black wolves that are evil in their very nature."

+4

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Hunt Down a Darkwolf **+2**



3

Fulfil to discard any single Lasting Card in play.
"Darkwolves are giant black wolves that are evil in their very nature."

+4

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Intimidate Vartegynn **+2**



2

Fulfil to remove all Lasting Cards attached to a single Character Card then to be moved to the other Character Cards by their owner.
"Vartegynn will attack any prey that will not stand it's ground..."

+2

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Intimidate Vartegynn **+2**



2

Fulfil to remove all Lasting Cards attached to a single Character Card then to be moved to the other Character Cards by their owner.
"Vartegynn will attack any prey that will not stand it's ground..."

+2

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Burn Enemy City **+4**



4

Fulfil to force defender to discard their entire hand.
"Metbetoch, the once great City of Mages, was raised to the ground by the Empire..."

+4

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Burn Enemy City **+4**



4

Fulfil to force defender to discard their entire hand.
"Metbetoch, the once great City of Mages, was raised to the ground by the Empire..."

+4

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Counter Melok Attack **+2**



3

Fulfil to move any Lasting Card one track left or right.

+2

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Counter Melok Attack **+2**

3

Fulfil to move any Lasting Card one track left or right.

+2

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Loot Enemy City **+3**

4

Fulfil to increase one player's hand size by +1 for the remainder of the game.

"Mengelia was known for great riches and refined living for which Noble Elves were renowned"

+4

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Secret Stash Uncovered **+2**

3

Fulfil to immediately draw 3 cards, keep 2 and put the last on the bottom of your deck.

"Secret stashes are littered all over the realm where people have had to flee conflict"

+3

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Ettikan Gamble **+1**

2

Fulfil to reshuffle 3 cards of your choice into your Discard Pile.

"Count your fingers in any game of chance with an Ettikan...in fact don't gamble with them at all!"

+1

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Uncover Metbetoch Secrets **+1**

2

Fulfil to force defender to discard 1 card from their Hand, chosen at random.

"Metbetoch was the Imperial capital of Magic Schools before being raised to the ground during the dark years after the Cataclysm"

+1

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Locate the Secret Door to Rund **+2**

2

Fulfil to force opponent to show you their current hand of cards.

"Rund was a place of great mystery and tales of a mad sorcerer living in exile there are common."

+2

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Successful Scare Tactics **+3**

2

Fulfil to send a Lasting Card in play back to its owner's hand.

"Causing fear was already half way to any victory in battle or war."

+2

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Escort Injured to Elios Water Temple **+3**

1

Fulfil to flip any one of your Character Cards from **Injured** to Ready.

"Elios! Jewel in the Imperial crown of cities!"

+1

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Karnarcos Anti-Imperial Propaganda **+3**

1

Fulfil to switch the positions of two Lasting Cards owned by the same player.

"Propaganda plays a key role in shaping and manipulating opinions in this era of great conflict."

+1

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Deck 2 Lasting Cards



Pedlars of Cleverly Told Lies +2

Attached Character draws one card at the end of their turn to add to Player's hand.

"The 'Pedlars' are a Thief Guild from Kurnor, with a reputation for all sorts of scams and cons..."

Red: -1, Green: 0, Blue: +1

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Pedlars of Cleverly Told Lies +2

Attached Character draws one card at the end of their turn to add to Player's hand.

"The 'Pedlars' are a Thief Guild from Kurnor, with a reputation for all sorts of scams and cons..."

Red: -1, Green: 0, Blue: +1

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Imperial Shield +2

"Imperial Shields or Telos Shields as they are known are used for defence and attack in equal measure."

Red: +2, Green: 0, Blue: 0

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Imperial Shield +2

"Imperial Shields or Telos Shields as they are known are used for defence and attack in equal measure."

Red: +2, Green: 0, Blue: 0

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Energy Shield +2

Attached Character may discard this card to avoid being flipped to **Injured**.

Red: 0, Green: 0, Blue: 0

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Thargos Golem +3

"Golems are used to protect valuable items or important chambers in lairs. They have been known to occasionally target their masters."

Red: +2, Green: 0, Blue: +1

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Imperial Mystic Brooch +2

"Magic objects are extremely rare in Thargos and are often bound with mystical powers."

Red: 0, Green: 0, Blue: +2

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Way of the Warrior +2

Attached Character may count any Modifier Cards played for **Might** as having a +2 value.

Red: +1, Green: 0, Blue: -1

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Arcane Arts +2

"Arcane Arts are taught in most Magic Schools, but the teachings differ greatly in practice."

Red: 0, Green: +1, Blue: +1

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Guerrier Profane +3

Toutes les cartes jouées en PAM pour l'Esprit ont une valeur de +1 en plus de la valeur de base.

+2 -1 0

Tous Droits Réservés - SBG Editions 2022 L25

Suivant Arakesh +3

"Ne faites pas confiance aux mercenaires Arakesh ! Ils vous trancheront la gorge pendant que vous dormez!"

+1 0 +2

Tous Droits Réservés - SBG Editions 2022 L1

Familier Mandrok +3

Votre Héros peut déplacer et rattacher cette carte à un autre Héros de son équipe qui est Blessé avant la Phase d'Action de votre tour.

0 +2 -1

Tous Droits Réservés - SBG Editions 2022 L17

Double Thargian Crossbow +3

"The Double Crossbow although a powerful weapon to wield, takes a great deal of skill due to the recoil."

+1 +1 0

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Imperial Power Helm +3

"The Power Helm enhances the wearer's physical strength, skill and mental power. It also makes the wearer a target of choice."

+1 +1 +1

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Deck 2 Action Cards

Krill Oskilloss Hunter **+1**

Retrieve one card of your choice from your Discard pile.
"Oskilloss are expert hunters and can go for days without any rest until they wrestle their quarry to the ground and clamp their massive jaws around their necks or limbs."

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Krill Oskilloss Hunter **+1**

Retrieve one card of your choice from your Discard pile.
"Oskilloss are expert hunters and can go for days without any rest until they wrestle their quarry to the ground and clamp their massive jaws around their necks or limbs."

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Sleight of Hand **+1**

Draw up to your hand size and up to +3 cards (your choice).
"Vandrake the Proud was always keen to show off his wealth. It was going to cost him dearly this time, as he made his way to his manor in Celestia."

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Sleight of Hand **+1**

Draw up to your hand size and up to +3 cards (your choice).
"Vandrake the Proud was always keen to show off his wealth. It was going to cost him dearly this time, as he made his way to his manor in Celestia."

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Warrior-Sorcerer **+1**

Move a Lasting Card from one of your Character Cards to another of your Character Cards.
"The ability to fight well and cast spells was the gift of a handful of individuals and they would be hunted down, have no doubt."

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Warrior-Sorcerer **+1**

Move a Lasting Card from one of your Character Cards to another of your Character Cards.
"The ability to fight well and cast spells was the gift of a handful of individuals and they would be hunted down, have no doubt."

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Cyclops of Slavik Raid **+1**

Opponent immediately discards the top card from their deck.
"Cyclops of Slavik are brutal flesh-eating creatures that inhabit the rocky coastal regions of the Sea of Slavik. When forced to do so by hunger, they venture inland to hunt..."

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Cyclops of Slavik Raid **+1**

Opponent immediately discards the top card from their deck.
"Cyclops of Slavik are brutal flesh-eating creatures that inhabit the rocky coastal regions of the Sea of Slavik. When forced to do so by hunger, they venture inland to hunt..."

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Treasure Trove Find **+1**

Player draws 1 to 3 cards immediately from their Deck.
"As the Empire fell apart following the untimely death of Mit-Sulek IV, many nobles loyal to him fled north and stashed the riches they could not carry with them hoping to return one day..."

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Treasure Trove Find +1



Player draws 1 to 3 cards immediately from their Deck.

"As the Empire fell apart following the untimely death of Mii-Sulek IV, many nobles loyal to him fled north and stashed the riches they could not carry with them hoping to return one day..."

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Troll Raid on Camp +2



Opponent immediately discards 2.

"Marauding Trolls have become more of a common sight than ever before as they head down from deep within the Rarlom Range in search of food and preferably the kicking and screaming variety."

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Makden Warrior Scout +1



Play on a Track; this card is played as a bonus Modifier Card and added to your stack during the next conflict on that Track.

"The Makden evolved to stand upright and craft rudimentary tools and weapons and are thought to inhabit areas north of the Desert of Targ."

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Makden Howler Scream +2



Two of your Character Cards and all of their attached Lasting Cards switch places with each other.

"Makden Howlers are thought to somehow be related to the Thargians going back millennia."

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Healing +2



Flip up to two Character Cards from **Injured to Ready.**

"The art of healing was not easy to master beyond the trivial mending of broken limbs and torn ligaments... healing of the mind was the hardest of all..."

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Vampyr Attack +3



Replace one Mission Card in play with a Mission Card from your hand.

"The Vampyr is an ancient evil that haunts the remotest regions of Thargos, more often than not, places where civilisation once was and mostly abandoned..."

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Darkun Death Commando Raid +3



Opponent immediately discards 3 cards from the top of their deck.

"Darkun Death Commandos are lethal, highly trained hit squads sent in to complete suicide missions or fall whilst taking out as many Imperial enemies as possible."

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Higher Purpose +3



During this turn's Score phase ONLY, your current Victory Point (VP) total achieved is considered to be two points higher than it actually is.

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Creature Lair Raid Fiasco +3



All Lasting Cards attached to a single Character Card of your choice are returned to their owner's hand.

"A creature defending its lair and offspring is the most formidable opponent and should never be underestimated."

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