



THE DARK RITUAL

After encountering the villainous Briarwoods in Whitestone, your party fought them down to the ancient temple beneath the city: the ziggurat. With their backs against the wall, the Briarwoods prepare to enact their dark ritual ahead of schedule, so long as you don't interfere. Now as you stand before the couple, weapons drawn, it's time to roll!

SETUP

Set the Briarwoods' Health at 25 life for each player playing.

Each player reveals cards from the top of their deck until they have revealed three Foundations. They build those Foundations, then shuffle the rest into their decks.

Finally, players draw their opening hands and make mulligan decisions.

RULES

At the beginning of the Combat Phase, choose a player to be the First Player who was not First Player during the last Combat Phase.

The Combat Phase consists of players taking "turns" each playing one card or choosing not to play a card. After each player has played a card or chosen not to play a card, the Briarwoods "activates."

- *Note: if a player fails a check to play a card during their turn, the Briarwoods "retaliates" against them.*

When the Briarwoods "activates," play the ability and take the appropriate actions. If an activation affects all players, begin with the First Player and resolve the effect from left to right.

If a player's card or effect asks the rival to make a choice, the player who controls the card or effect makes that choice instead. If a card or effect asks the rival to take an action they are not able to take, the player may choose the outcome most favorable to themselves.

ATTACKING AND BLOCKING

Player Attacks deal their damage minus the Briarwoods' toughness. When the Briarwoods' toughness prevents at least some damage from an attack, the attack is considered "partially blocked."

If the speed of a player's attack is greater than or equal to the Briarwoods' agility, the attack ignores Toughness.

Any player may block for another player. The block is placed in its owner's card pool. If the block is successful, the targeted player takes no damage and the blocking player loses 1 health.

Each player may play a maximum of one enhance ability during any other player's attack.

The Combat Phase ends when no player is able to play any cards, or when all players choose to end it and all actions from The Briarwoods have resolved.

If all players choose to end the Combat Phase, the Briarwoods retaliates against all players.

To end the Combat Phase, players clear their card pool and begin a new collective Start Phase.

ADVANCED RULES

The Briarwoods and their attacks are considered to have the resource symbols Death, Evil, and Life for card effects that reference them.

If a player uses a Stun ability, the Briarwoods loses health equal to the Stun rating.

Desperate Savagery Mode: If the Briarwoods have less than 50 health, their attacks get +1 speed and +1 damage.



THE BRIARWOODS

25+

25 HP PER
PLAYER

AGILITY: 6
TOUGHNESS: 2



RETALIATION

The Briarwoods may retaliate against one or more players during game play. The Briarwoods retaliates against a player or players when:

- A player's attack deals 10 or more damage to them
- When a card or effect instructs them to
- When a player fails a check to play a card during their turn

To "retaliate," roll a d6. The player being retaliated against defends against an attack as follows:

- Rolling 1-2: a 3 speed low zone 6 damage attack
- Rolling 3-4: a 4 speed mid zone 8 damage attack
- Rolling 5-6: a 4 speed high zone 7 damage attack

THE BRIARWOODS ACTIVATION

The Briarwoods activate after all players have either played a card or passed during the Combat Phase. When the Briarwoods activate, roll a D6, then refer to the list of effects below to see what happens.



SYLAS' HUNGER - All players lose 3 health, the Briarwoods gain health equal to the total health lost by players this way. The Briarwoods get +1 Agility this Combat Phase.



NECROMANTIC ASSAULT - Retaliate against all players.



DELILAH'S SORCERY - Each player discards a card and loses 1 health. Retaliate against each player with the fewest cards in hand or tied for fewest cards in hand.



OTHERWORLDLY FORTIFICATION - Each player commits 1 foundation and loses 2 health. The Briarwoods get +2 toughness until the next activation.



HUSH SPELL - Until the next activation, after an attack is played, roll 1D6. On a 1-2, seal the attacking character. On a 3-5, seal the attack. (Seal—A card or character that is sealed loses all abilities and cannot gain abilities this turn.)



CHAOTIC DOMINATION - Beginning with the first player this turn, each player rolls 1D6. On a 1-2, they resolve the most recent attack in their card pool against the player on their right with +2 speed. Then, discard that attack from their card pool.