

THORNS OF THE BRIAR QUEEN



FIGHTERS

- 1. The Ironwretch
- 2. Briar Queen
- 3. The Silenced
- 4. Varclav The Cruel
- 5. The Exhumed
- 6. The Ever-Hanged
- 7. The Uncrowned

In Shyish mortals whisper of the dreadful Briar Queen. Only through great sacrifice was she halted, sealed away - but her spirit endured as a malign banshee. This wicked being is aided by her majordomo Varclav the Cruel, as well as a procession of tortured criminal souls; spirits known only as the Ever-Hanged, the Exhumed, the Uncrowned, the Ironwretch, and the Silenced.





THORNS OF THE BRIAR QUEEN



☼ Inspire

At the start of your turn, Inspire each friendly fighter adjacent to any enemy fighters.

W Soul Warden

You can use this ability once per battle round. Pick up to 2 friendly minions (%). Push those fighters up to 2 hexes. Then you can give each of those fighters a Charge token.

WAVE OF TERROR

While a friendly fighter targets an enemy fighter that is adjacent to a different friendly fighter with any Charge tokens, the target is Surrounded. Stare of Death: To gaze into the empty eyes of a gheist can stop the heart.

Use this in your Power step. Pick an enemy fighter within 2 hexes of a friendly fighter. That fighter cannot Charge in the next turn. You can only use this ability once per game.



6 Endless Malice: Even when the body has rotted and the blood long cooled, hate can remain sharp...

Use this immediately after a friendly fighter's failed Attack. That fighter can Attack again with the same weapon. That Attack must target the same enemy fighter. You can only use this ability once per game.



Spectral Touch: The spectral hands of the Nighthaunt pass clean through defences.

Use this immediately after picking a melee weapon as part of an Attack. That melee weapons has Cleave (\mathcal{I}) and Ensnare (\mathcal{I}) for that Attack. You can only use this ability once per game.



Throttle: In life, the Briar Queen's minions were criminals and honourless murderers. Nothing has changed.

Use this immediately after your Action step. Roll an Attack dice for each enemy fighter adjacent to a friendly minion (※). On a ★ or ﴿, give that enemy fighter a Stagger token. You can only use this ability once per game.





























