

## Allison the Twilight Knight

Level: 1 | Custom Deck List: 6 | 11 | - | -

Order: 10

- Custom AI Deck -
- Custom HL -
- Butcher:
  - 1 x Hack
  - 1 x Hack City
- Screaming Antelope:
  - 1 x Rain Down
- King's Man:
  - 1 x Cleave
  - 1 x Coup de Grace
- White Lion:
  - 1 x Clever Ploy
- 2 x Allison's Head
- 2 x Allison's Torso
- 2 x Allison's Leg (see book)

**Instincts: Repose**

Full move Allison towards the center of the showdown board.

## Basic Action

- Allison the Twilight Knight -

**Pick Target**

- survivor in blind spot
- closest threat
- no target: repose

Full move towards target. Make a separate attack against each survivor in the highlighted zone, in the order indicated by the arrows.

Speed: 3 | Accuracy: 3+ | Damage: 3 | Threat: 3

**After Damage**

Bash and knockback 5 in the direction indicated by the arrows.

## Allison's Head

**Reflex**  
Attacker suffers 1 brain damage, bash, and knockback 5.

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Attacker suffers 1 brain damage, bash, and knockback 5.

## Allison's Leg

**Critical Wound**  
Allison gains -1 movement token.

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Allison gains -1 movement token.

## Allison's Torso

**Wound**  
Without turning, move Allison 2 spaces directly away from the attacker.

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**Wound**  
Without turning, move Allison 2 spaces directly away from the attacker.

## Allison's Sword

◆ **Failure**  
Perform Basic Action, target the attacker.

## The Young Lion

Level	Custom Deck List	Move	Tgh	Spd	Dmg
1		7	8	-	-

### 0 Ground Fighting

- Custom AI Deck -
- 1x Bat Around
  - 1x Bear's Eye
  - 1x Alert
  - 1x Lick Wounds
  - 1x Power Swat
  - 1x Size Up
  - 1x Chomp

- Custom HL -  
Use the White Lion's Hit Location deck, unchanged.

### Instinct: sniff

The White Lion sniffs and ends its turn. Until the end of the next round, all survivors are now threats, despite any effects that say otherwise.

## Sworn Enemy



When you gain this, choose a monster. You may only **depart** to face the chosen monster.

Your attacks against the chosen monster gain +1 speed and +1 strength.

## The Radiant Lion

Level	Custom Deck List	Move	Tgh	Spd	Dmg
2		7	10	+1	+1

### 0 Life: 10

- Custom AI Deck -
- 1x Claw
  - 1x Bear's Eye
  - 1x Frenzy Roar
  - 1x Vicious Claw

- Custom HL -
- 1x Bear's Eye
  - 1x Bear's Claw
  - 1x Bear's Femur
  - 1x Bear's Flank
  - 1x Bear's Knee
  - 1x Bear's Paw
  - 1x Bear's Snout
  - 1x Fleshy Gut
  - 1x Glorious Mane

### Instinct: sniff

The White Lion sniffs and ends its turn. Until the end of the next round, all survivors are now threats, despite any effects that say otherwise.

## Allison's Sword

◆ **Failure**  
Perform Basic Action, target the attacker.

## The Corpulent Lion

Level	Custom Deck List	Move	Tgh	Spd	Dmg
2		5	11	+1	+1

- Custom AI Deck -
- 1x Vicious Claw
  - 2x Claw
  - 1x Alert
  - 1x Power Swat
  - 1x Grasp
  - 1x Reveal
  - 1x Bomb Claw
  - 1x Climb
  - 1x Bat Around
  - 1x Terrifying Roar
  - 1x Lick Wounds
  - 1x Frenzy
  - 1x Bloodthirsty

- Custom HL -  
Use the White Lion's Hit Location deck, unchanged.

### Instinct: Snack

The Corpulent Lion full moves towards the center of the showdown board and heals 1 wound.

## Halberdless Man

Level	Custom Deck List	Move	Tgh	Spd	Dmg
1		3	14	-	-

- ② Weak Spot ② Silent Hymn ② Life: 10  
② King's Aura ② Battle Tempo

- Custom AI -
- Hammer
  - Perfect Thrust
  - Frenzy
  - Lament Mirage
  - Force Thrust
  - Coup de grace

- Custom HL -  
Use the King's Man HL deck, EXCLUDING the following cards:  
- Regal Sheath  
- Halberd Handle  
- Halberd Spear

### Instinct: Guard

The King's Man ends its turn and gains +5 toughness until the start of the next monster turn.

## The Silver Antelope

Level	Custom Deck List	Move	Tgh	Spd	Dmg
1		7	8	-	-

### 0 Triangle

- Custom AI Deck -
- 1x Bite
  - 1x Bow Down
  - 1x Roll
  - 1x core
  - 1x Run Down
  - 1x Stomp
  - 1x Whirl
  - 1x Crush & Devour
  - 1x Skewer

- Custom HL -  
Use the Screaming Antelope's Hit Location deck, but replaces Walking slide with the Archer's Overpower.

### Instinct: Graze

The monster full moves to the closest Acanthus Plant and ends its turn. If the monster is on or adjacent to an Acanthus Plant, archive the terrain and heal 1 wound.

If there are no Acanthus Plants on the showdown board, instead full move forward in a straight line.

## Patrol / Pursue

Trait

**Patrol:** Roll 1d5 and move the Greedy Antelope to its corresponding spot on the showdown board.

**Pursue:** Full move the antelope directly towards Aya. If the Greedy Antelope reaches her, Aya is defeated!

## Last Challenger Action

Pick Target

The Messenger of Humanity

Move & Attack Target

Speed	Accuracy	Damage	Trigger
4	5+	3	After Hit

For each Perfect Hit, make an additional attack roll.

## Basic Action

- Messenger of the Spiral Path -  
Turn to face the most survivors.

Pick Target

• furthest threat, facing in range  
• closest survivor  
• no target: other vortex

Move & Attack Target

Speed	Accuracy	Damage	Trigger
2	2+	1	After Damage

Target suffers bash, bleed 1, and knockback equal to the number of spaces the monster moved towards the target.

## The Spiral Path

Trait

When the messenger collides with a survivor, they gain 1 bleeding token. Survivors' bleeding tokens also count as Age tokens.

## Greedy Brain

Trait

At the start of the Greedy Antelope's turn, if Aya is not in the monster's field of view, Patrol. Otherwise, Pursue.

At the end of the Greedy Antelope's turn, if Aya is in the monster's field of view, the Greedy Antelope will Pursue as its only action for its following turn.

## Retinue Action

Pick Target

The Messenger of Humanity

Move & Attack Target

Speed	Accuracy	Damage	Trigger
3	6+	2	After Hit

For each Perfect Hit, make an additional attack roll.

## Messenger of the Spiral Path

Level	Custom Deck List	Move	Tpn	Spd	Dmg
1		6	12	-	-

• O Diabolical • O Spiral Age • O King's Combat  
• O Life: 12 • O Burning Spirit • O Spiral Path

- Custom AI Deck:

White Lion  
- Beast's Claw  
- Blowing Antelope  
- Bite  
- Run Down  
Butcher's Hunger  
- 2x Wild Card  
- Double Hack  
- Phoenix  
- Rippe  
- Hide

- Custom H.L.:

White Lion  
- Beast's Blow  
- Beast's Blow  
- Beast's Scar, Deloid  
- Beast's Chest  
- Screaming Antelope  
- Fearless Eye  
- Butcher  
- Butcher's Mask  
- Clawer  
- Crown  
- Furious Shoulder  
- King's Man  
- King's Blood Discharge  
- glorious Eye  
- glorious Eye  
- glorious Head

### Instinct: Other Vortex

Perform Spiral Age. All survivors suffer knockback 7 away from the messenger.

## Burning Spirit

Trait

Perform the following actions when the messenger's Life trait falls below the corresponding numbers:

**8** Gain +1 movement and +1 damage tokens.

**6** Gain +1 movement and +1 speed tokens. Perform other vortex.

**5** Gain +1 movement and +1 speed tokens.

**3** Gain +5 movement and +5 speed tokens.

# The Relentless Butcher

Level	Custom Deck List	Move	Top	Spd	Damage
1		6	9	-	-

**O** Butcherier **O** Fast Target

- Custom AI Deck -
  - Hack x 2
  - Hack x 2
  - backhand
  - butcher's Roar
  - Kick
  - Sense of Truth
  - bite
  - Double Hack
  - Hack City
- Custom HL -
  - Use the butcher's Hit Location deck, unchanged.

## Instinct: Portal Rush

If any Portals are within range, full move towards one and destroy it.  
Otherwise, full move the butcher towards Snow.

