

THE MAUL

A

There are many shadows nearby.
You must destroy them if you do
not want them to threaten the guys.

GOAL

OBJECTIVE: Destroy 4 shadows.

AT COMPLETION: reveal B, discard.



THE MAUL

B

One of the guys is piling up corruption. You should intervene, but a bigger threat is approaching: massive shadows.

EFFECT: Place any Scout on 19. This scout has 2 corruption markers. You gain 1 action, 3 Lux, 3 Umbra and 5 movement points. The shadows have 4 life points.

GOAL

OBJECTIVE: Destroy 3 shadows.

AT COMPLETION: reveal C, discard.



THE MAUL

C

You cannot believe what you see on your radar; a Herald is nearby! You must stop it immediately.

EFFECT: Place a fully illuminated Mindblower Herald (with 5 life points) in R6. The Herald will not be reborn. Gain 4 movement points, 2 Lux, 1 action and the “The Way of the Berserk” card.

GOAL

OBJECTIVE: Destroy the Herald in 1 single hit.

AT COMPLETION: Victory.

