





PATH DEAD END

*You turn a corner and find your way blocked.
Time to march back to that junction and
choose another path.*

ACTION

Discard this card and pick another card
from a DIFFERENT deck.



PATH CORRIDOR

You trepidatiously continue down the long stretches of corridors, expecting the worst case scenario - yet nothing comes.

ACTION

Discard this card and pick another card from THIS deck.



PATH CORRIDOR

You trepidatiously continue down the long stretches of corridors, expecting the worst case scenario - yet nothing comes.

ACTION

Discard this card and pick another card from THIS deck.



PATH CORRIDOR

You trepidatiously continue down the long stretches of corridors, expecting the worst case scenario - yet nothing comes.

ACTION

Discard this card and pick another card from THIS deck.



PATH CORRIDOR

You trepidatiously continue down the long stretches of corridors, expecting the worst case scenario - yet nothing comes.

ACTION

Discard this card and pick another card from THIS deck.



PATH HAUNTED

Its wails throughout the night are spooking your army, hurting morale. You must deal with this now, before panic spreads further.

ACTION

CHAOS & DESTRUCTION

DESECRATE

Circling back you return to the tomb site and raze it to the ground. **Discard this card and and pass your turn on to the next player.**

ORDER & DEATH

SANCTIFY

Following the rites of sancity, you free the trapped spirit from it's bonds. **Discard this card and pick another card.**



CURSE BLADE TRAP

*Your lead unit made their way down the corridor.
bzzzzzzzzz The blades moved as if a blur! Time
seemed to freeze as the unit stood eerily still.
Slowly each soldier sloughs apart in twain and
crumple to the floor, blood gushing everywhere.*

ACTION

Hold this card and use it in your next game. **Then pick another card.**

EFFECT

Once armies are deployed but before the game begins, randomly select any of your Battleline units. Your opponent can now put a straight line (1mm thick) over the unit. For each model under that straight line the unit takes a mortal wound.



CURSE PITFALL

*You proceed with caution. That is until one of your soldiers steps on an inconspicuous tile. *click... wrrrr*. The floor beneath the poor soul falls away.*

ACTION

Hold this card and use it in your next game. **Then pick another card.**

EFFECT

Once armies are deployed but before the game begins, randomly select any of your Battleline units. If the unit is comprised of single wound models D3 models in the unit are slain, if the unit is comprised of multi-wound models only 1 model is slain; victims of the pitfall. No battleshock test is required for these losses

CURSE PLAGUE

*Your army happens accross upon a old well.
The water looks crystal clear, good enough to
drink. The next day, the first men succumb to the
plague, it spreads so rapidly!*

ACTION

Hold this card and use it in your next
game. **Then pick another card.**

EFFECT

Once armies are deployed but before
the game begins, roll a D6 for all units
deployed on the board from BOTH sides.
On the roll of a 1, the unit suffers D3
mortal wounds.



BOON

REVERSE TIME

All is lost, the enemy is upon you. Almost unconsciously your hand grips the hourglass. As if possessed you smash it in your clenched fist, drawing blood. Time seems to crawl to a halt.

ACTION

Hold this card and use it in your next game. **Then pick another card.**

EFFECT

Once per game in the charge phase, you may force your opponent to reroll their charge. This may be done after they have used Forward to Victory.



BOON/PATH CHOSEN OF SIGMAR

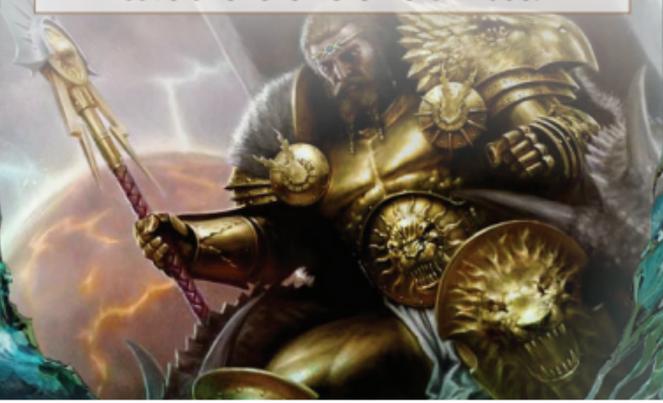
A vision of Sigmar himself appears to you in the your slumber. Upon awaking you are shaken to your core knowing you saw it true and that this was a vision of a god.

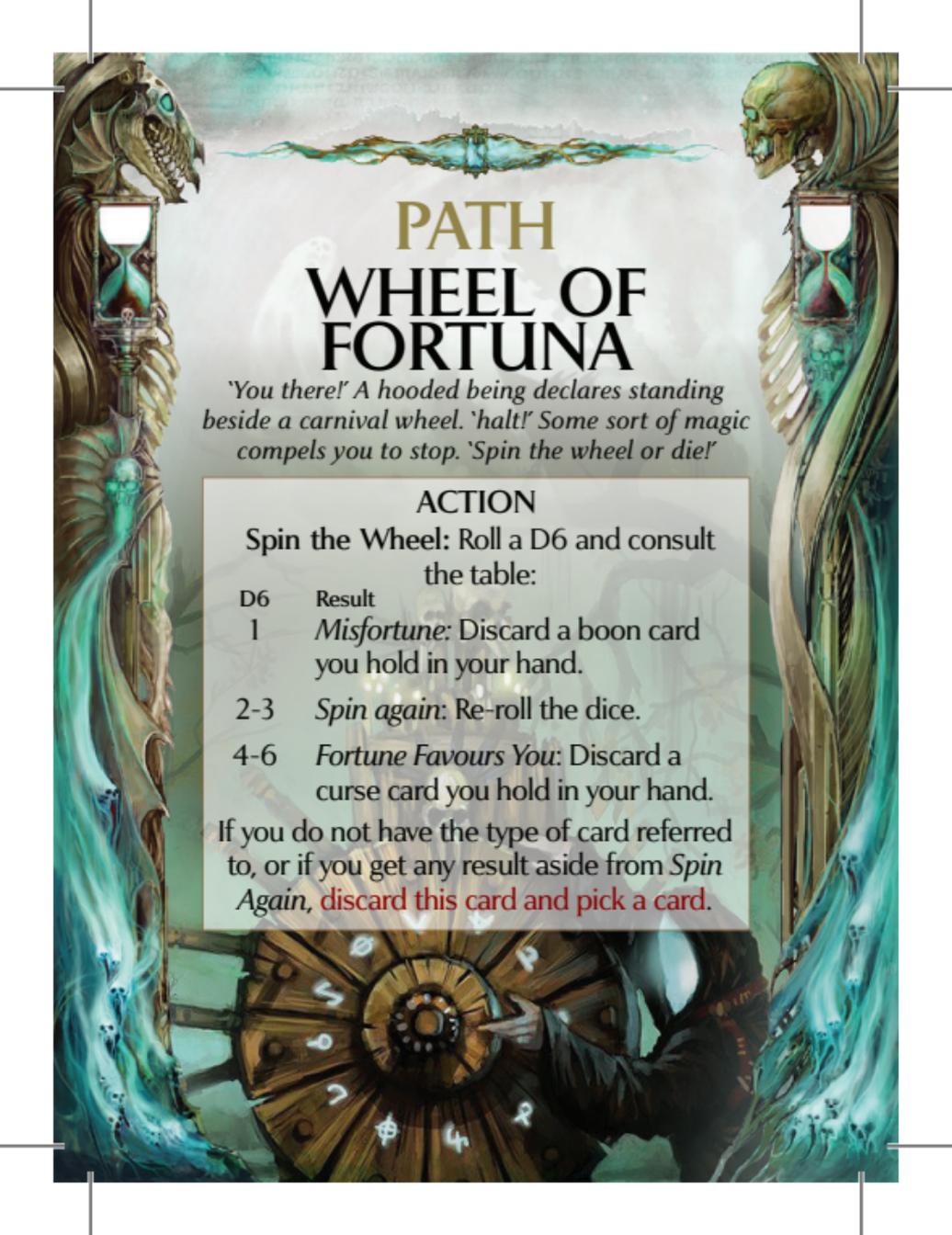
ACTION

If you ARE using AN ORDER army, then hold this card and use it in your next game and pick another card. **If you ARE NOT using AN ORDER army pick another card.**

EFFECT

Once per game in the Hero Phase, announce your general has been blessed by Sigmar, your General may reroll 1s to save until the next Hero Phase.





PATH WHEEL OF FORTUNA

'You there!' A hooded being declares standing beside a carnival wheel. 'halt!' Some sort of magic compels you to stop. 'Spin the wheel or die!'

ACTION

Spin the Wheel: Roll a D6 and consult the table:

D6	Result
1	<i>Misfortune:</i> Discard a boon card you hold in your hand.
2-3	<i>Spin again:</i> Re-roll the dice.
4-6	<i>Fortune Favours You:</i> Discard a curse card you hold in your hand.

If you do not have the type of card referred to, or if you get any result aside from *Spin Again*, **discard this card and pick a card.**



CURSE LOST

You turn a corner and a powerful sense of déjà vu overwhelms you, 'have we been here before?'. You look down and see your own trail marking on the path, you've been going around in circles.

ACTION

Hold this card and use it in your next game. **Then pick another card.**

EFFECT

Reveal this card to your opponent before you've deployed your units. Due to being so lost, you've lost valuable preparation time and you **MUST** go second in your game.

The image features a decorative border. At the top center is a horizontal archway with intricate, glowing blue and gold patterns. On either side of the archway are two skeletal figures, possibly representing the 'sorcery of the realms'. Each figure is holding a glowing hourglass. The background of the entire page is a dramatic, fiery landscape with jagged, dark rock formations and a bright orange and yellow glow, suggesting a volcanic or hellish environment.

REALM CHAMBER

Ordering your troops to open the vast arch door, an entire world is revealed to you. Surely this can only be one of the fabled Realm Chambers, the huge rooms which house the sorcery of the realms.

ACTION

Upon drawing the card, your explore phase has ended. Draw a Realm card as instructed by the TO.



REALM CHAMBER

Ordering your troops to open the vast arch door, an entire world is revealed to you. Surely this can only be one of the fabled Realm Chambers, the huge rooms which house the sorcery of the realms.

ACTION

Upon drawing the card, your explore phase has ended. Draw a Realm card as instructed by the TO.



REALM CHAMBER

Ordering your troops to open the vast arch door, an entire world is revealed to you. Surely this can only be one of the fabled Realm Chambers, the huge rooms which house the sorcery of the realms.

ACTION

Upon drawing the card, your explore phase has ended. Draw a Realm card as instructed by the TO.



REALM CHAMBER

Ordering your troops to open the vast arch door, an entire world is revealed to you. Surely this can only be one of the fabled Realm Chambers, the huge rooms which house the sorcery of the realms.

ACTION

Upon drawing the card, your explore phase has ended. Draw a Realm card as instructed by the TO.



REALM CHAMBER

Ordering your troops to open the vast arch door, an entire world is revealed to you. Surely this can only be one of the fabled Realm Chambers, the huge rooms which house the sorcery of the realms.

ACTION

Upon drawing the card, your explore phase has ended. Draw a Realm card as instructed by the TO.



INNER CIRCLE BOON A TANGLED WEB

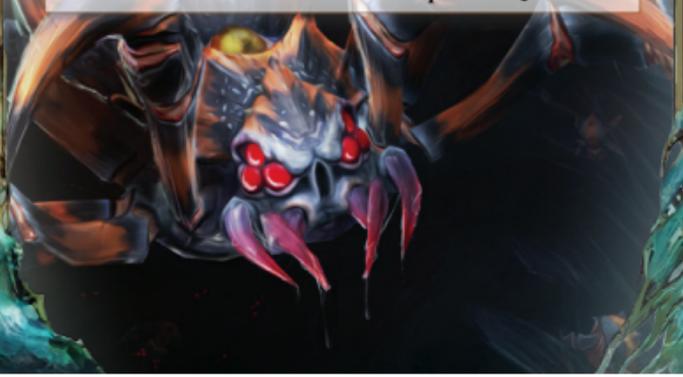
Your journey takes you to a honeycomb of caves draped in cobwebs. Each time your troops snag a web the 'twang' noise echoes out throughout the chamber akin to a monstrous harp. Eventually, in return you hear a chorus of voices reply in a guttural whisper; 'worship the Spider Queen'

ACTION

Hold this card and use it in your next game. **Then pick another card.**

EFFECT

Once armies are deployed, set up The Spider Queen in your deployment zone then consult the warscroll The Spider Queen.





OUTER ANNULET BOON AXE FOR HIRE

As you enter a huge dining hall. A grand table fit for a monarch stretches from one end to the other. At the head of the table sits a cocksure duardin picking his teeth with a knife. 'If you want to get out', he gestures to himself, 'you come to me'.

ACTION

Hold this card and use it in your next game. **Then pick another card.**

EFFECT

In the next game set up the Fyreslayer Doomseeker with your army. After the fight, should he survive he moves on.

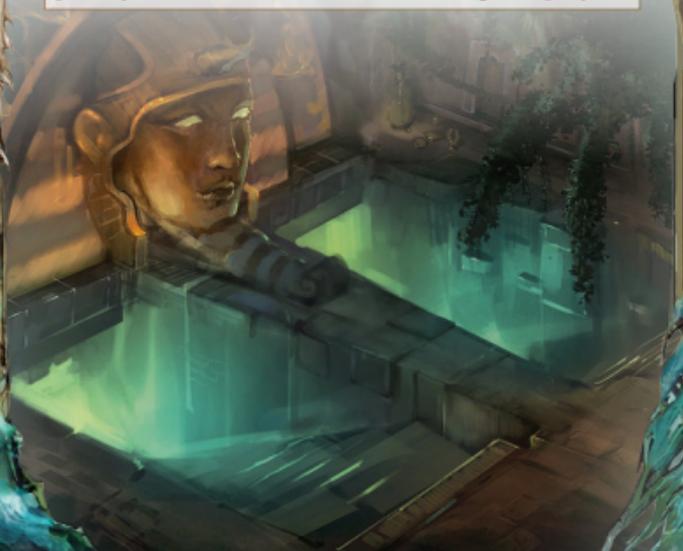


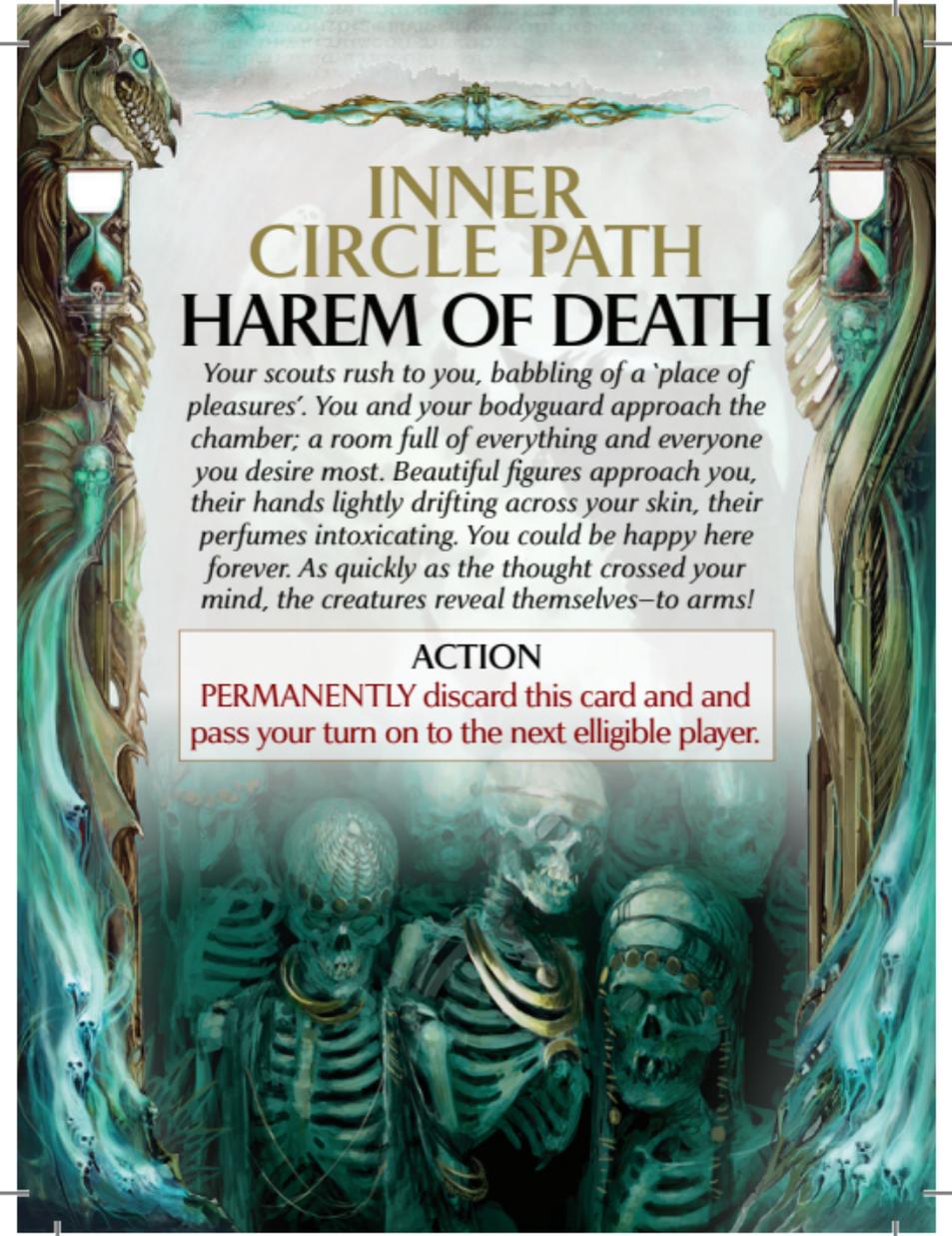
OUTER ANNULET PATH THE WELL

This place seems to sap the very energy from your army. It is a feeling of at once peace, then dread. You sense danger, then as quickly as you felt it, nothing! Whatever the meaning of these signs, your mind screams to be cautious.

ACTION

PERMANENTLY discard this card and pass your turn on to the next eligible player.



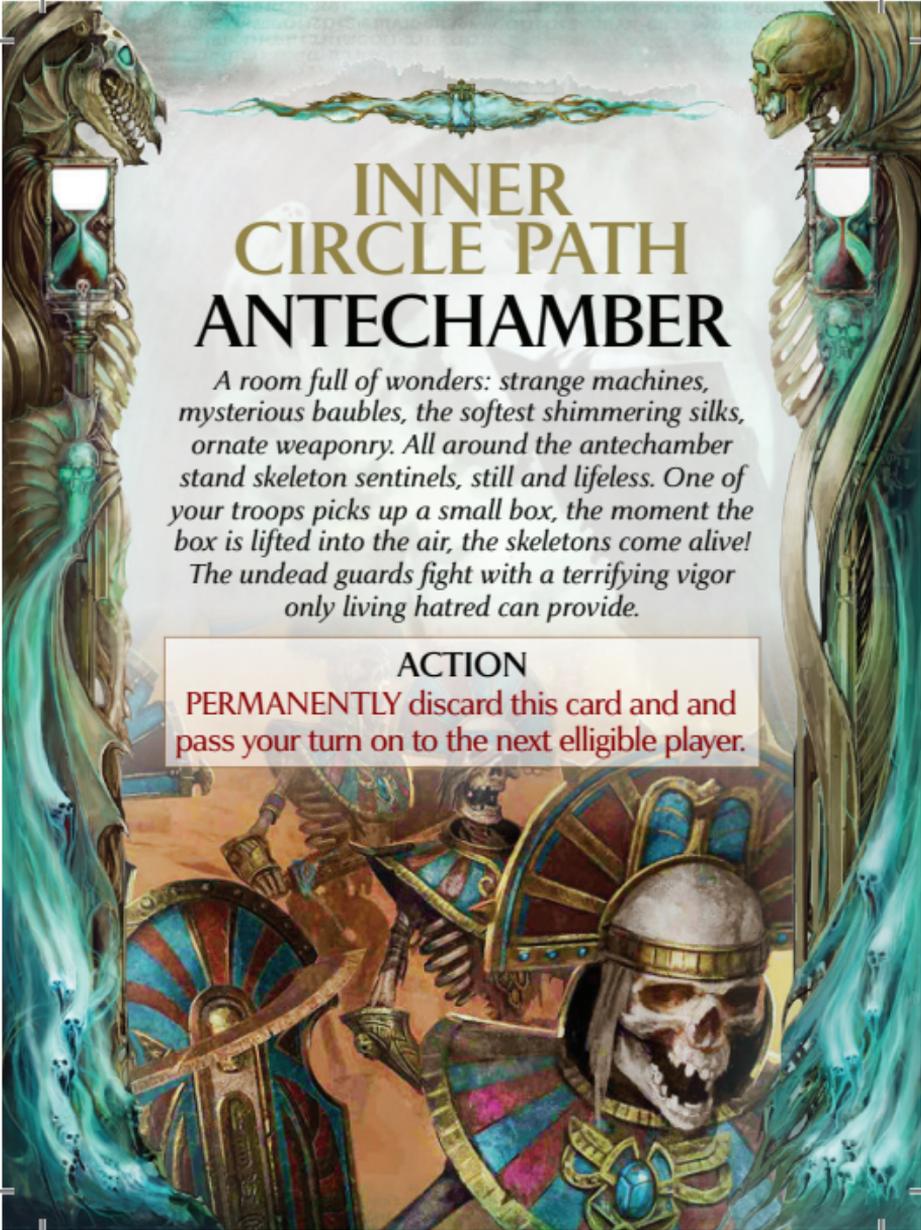


INNER CIRCLE PATH HAREM OF DEATH

Your scouts rush to you, babbling of a 'place of pleasures'. You and your bodyguard approach the chamber; a room full of everything and everyone you desire most. Beautiful figures approach you, their hands lightly drifting across your skin, their perfumes intoxicating. You could be happy here forever. As quickly as the thought crossed your mind, the creatures reveal themselves—to arms!

ACTION

PERMANENTLY discard this card and pass your turn on to the next eligible player.

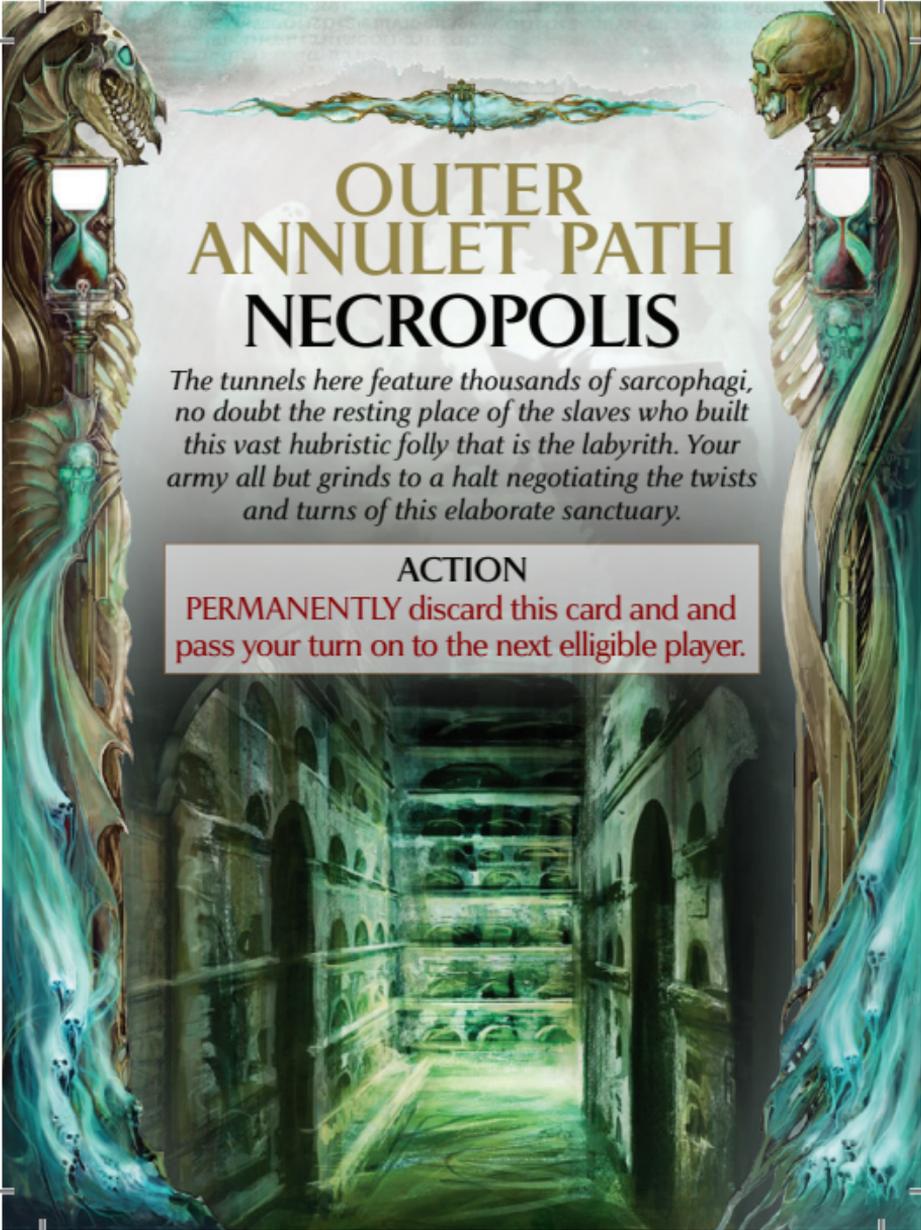


INNER CIRCLE PATH ANTECHAMBER

A room full of wonders: strange machines, mysterious baubles, the softest shimmering silks, ornate weaponry. All around the antechamber stand skeleton sentinels, still and lifeless. One of your troops picks up a small box, the moment the box is lifted into the air, the skeletons come alive! The undead guards fight with a terrifying vigor only living hatred can provide.

ACTION

PERMANENTLY discard this card and pass your turn on to the next eligible player.

The card features a decorative border on the left and right sides. Each side shows a skeletal figure, possibly a mummy or a slave, wearing a hood and holding an hourglass. The hourglass is illuminated from within, casting a glow. The background of the card is a dark, atmospheric scene of a necropolis with a long, arched hallway leading into the distance. The walls are lined with numerous sarcophagi, and the floor is polished and reflective. The lighting is dim, with a greenish-yellow glow emanating from the end of the hallway.

OUTER ANNULET PATH NECROPOLIS

The tunnels here feature thousands of sarcophagi, no doubt the resting place of the slaves who built this vast hubristic folly that is the labyrinth. Your army all but grinds to a halt negotiating the twists and turns of this elaborate sanctuary.

ACTION

PERMANENTLY discard this card and pass your turn on to the next eligible player.