





# 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 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 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 CAVE-IN

*As your scouts pace the tunnels in the distance, you hear a faint rumble. Suddenly in darkness, dust and debris fill the air. You can hear the calls of the unit ahead, now cut off from your force.*

## 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 one of your battleline units. This unit must be held back and declared to be 'delayed by the cave in'. At the end of your movement phase in turn 2, deploy the unit anywhere in your deployment zone but 9" away from enemy units.



# 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.



# BOON

## THERE IS ONLY DEATH

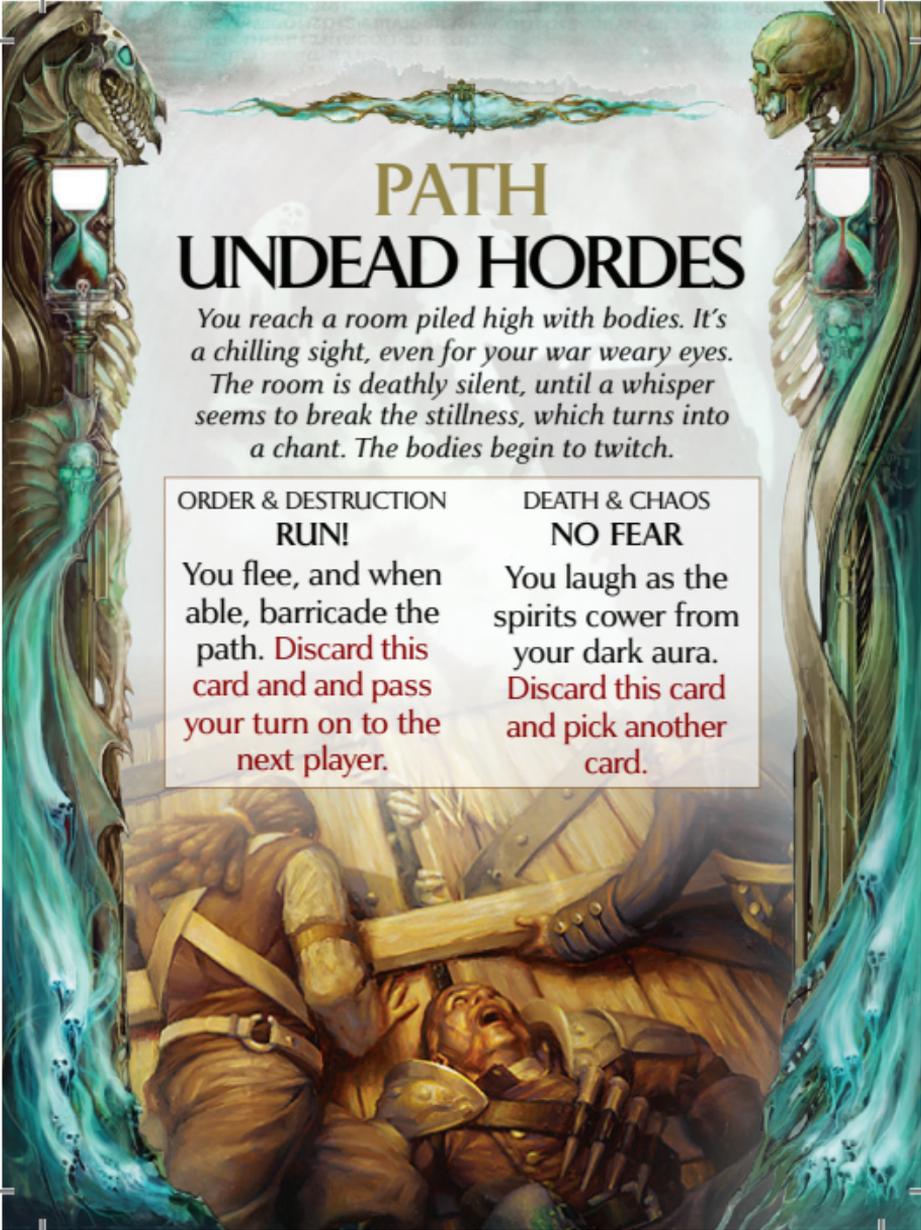
*As the Shyish moon eclipses, a feeling of dread, of comes over all who inhabit the Labyrinth.*

### ACTION

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

### EFFECT

Once per game in the Hero Phase, announce your general has been blessed by Nagash. Add 2" to the range of all Deathless Minions, Deathless Courtiers, or Deathless Spirits battletrait effects until the next Hero Phase.



# PATH UNDEAD HORDES

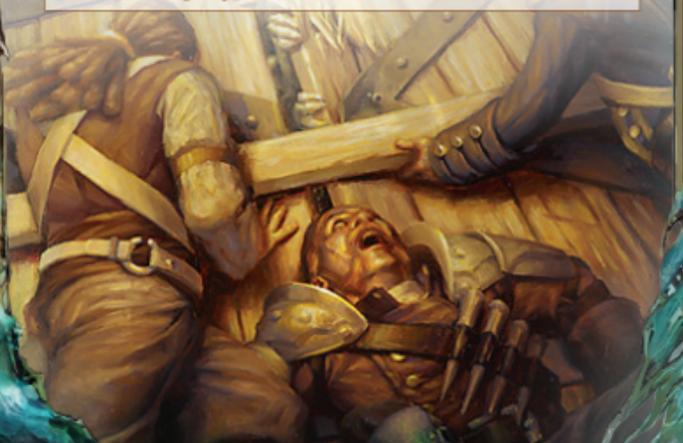
*You reach a room piled high with bodies. It's a chilling sight, even for your war weary eyes. The room is deathly silent, until a whisper seems to break the stillness, which turns into a chant. The bodies begin to twitch.*

ORDER & DESTRUCTION  
**RUN!**

You flee, and when able, barricade the path. **Discard this card and pass your turn on to the next player.**

DEATH & CHAOS  
**NO FEAR**

You laugh as the spirits cower from your dark aura. **Discard this card and pick another card.**





# 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 POISONED

*It's a treasure too good to pass up. Temptation gets the better of you, and you open the chest, despite the protestations of your engineer. As you lift the lid you hear an ominous 'click'.*

## 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 Hero units. They start the game with one less wound.



# 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 LABYRINTHINE SLAVES

*Your army walks down seemingly endless catacombs, a common sight in this damed place. But something is different here, it's as if the thousands of dessicated denizens of this place still stir... my gods! They live!*

## ACTION

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

## EFFECT

Once armies are deployed, set up a unit of 40 Labyrinth Slaves as one of your units.



# OUTER ANNULET BOON A VERY FINE VINTAGE

*You come accross an oddly small sarcophagus. Within rests an ornate bottle. Inscribed upon the chest are the words 'Here lies the last remaining bottle of Thomteps Distilled Wine of the Pharon's Vineyard'.*

## ACTION

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

## EFFECT

You may begin the game with D3 extra command points.



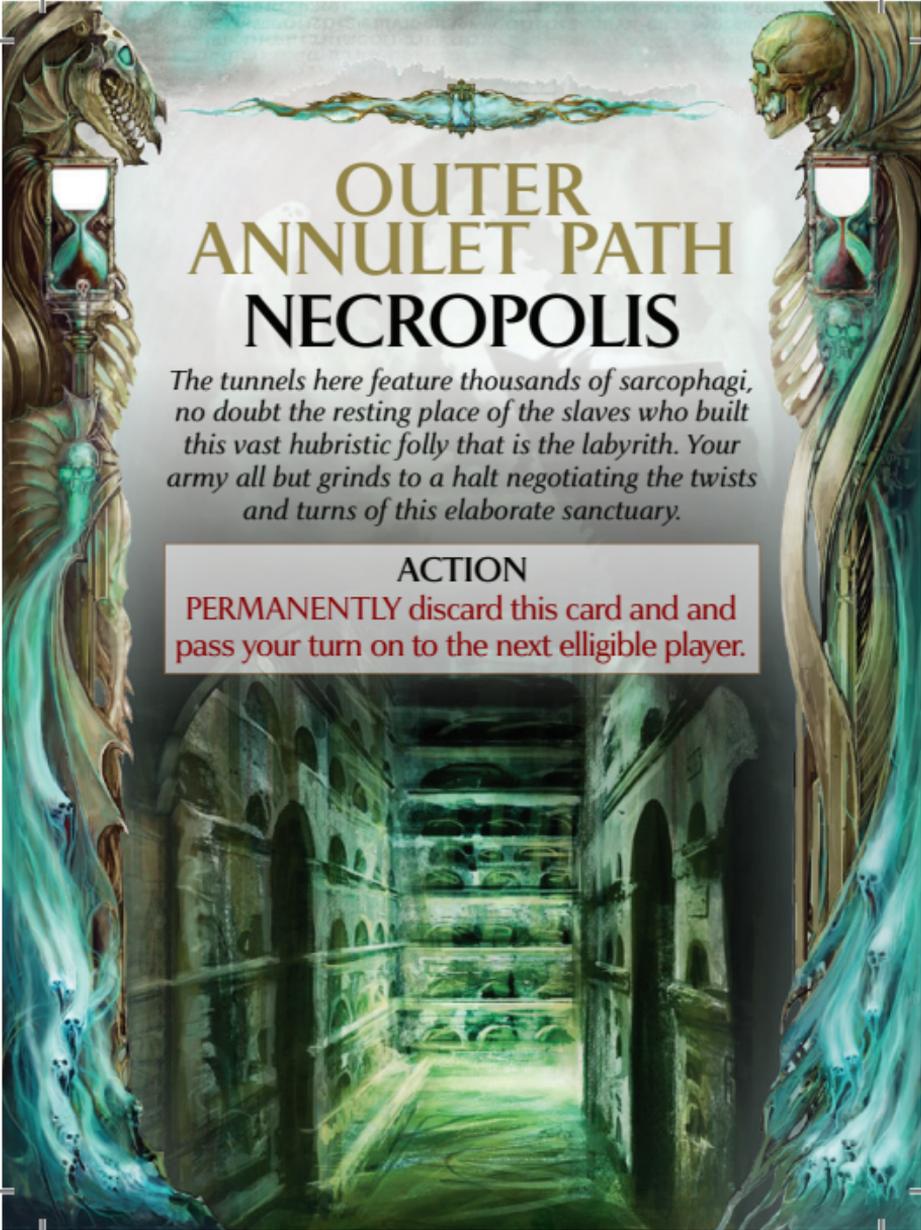


# OUTER ANNULET PATH FALSE TREASURY

*Gold piled high in all directions! You must have surely found it! Victory is yours! You don't stop to think how easy it was to find. Your troops pack it into sacks and chests, there is so much it takes hours. As you leave the room, some of your soldiers begin to whisper. In time alarm rings out. Terrified, they show you the cause. The treasure has changed, all now lead weights.*

## ACTION

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



# 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.



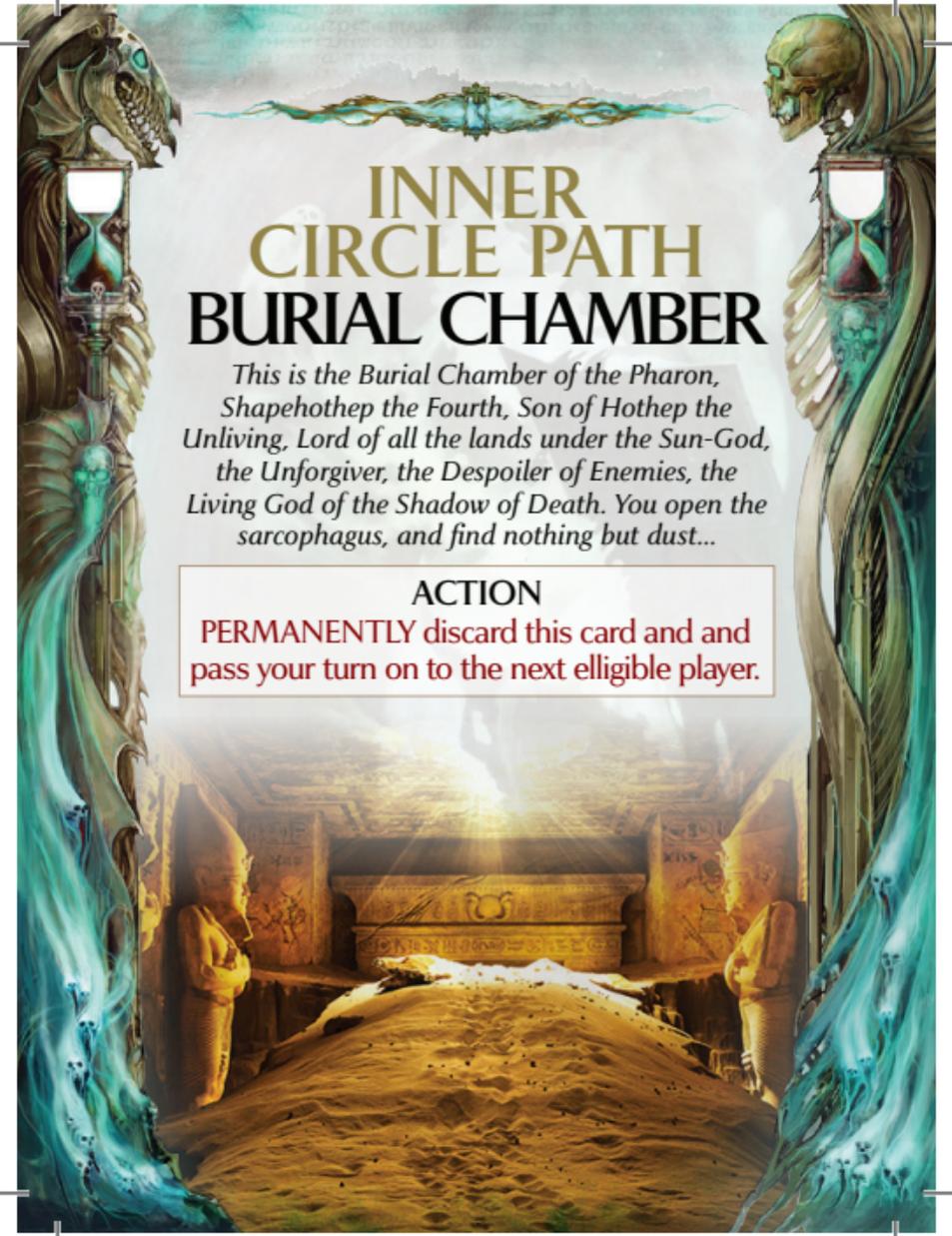


# INNER CIRCLE PATH THRONE ROOM

*You enter the Pharon's throne room. A booming voice fills your mind, testing your sanity to its limits. The Pharon himself! His anger seems to know no bounds as he curses another figure to eternal damnation, a woman, presumably a mistress of the Pharon weeps at his feet. You draw your weapons ready to wage combat, but the figures ignore you. Suddenly they vanish in a wisp.*

## ACTION

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



# INNER CIRCLE PATH BURIAL CHAMBER

*This is the Burial Chamber of the Pharon, Shapehothep the Fourth, Son of Hotheb the Unliving, Lord of all the lands under the Sun-God, the Unforgiver, the Despoiler of Enemies, the Living God of the Shadow of Death. You open the sarcophagus, and find nothing but dust...*

## ACTION

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