Ivan
Minor Villain

3 | 3 | 5 | 2

2 **Ranged Attack** 3

Brain Burner

If his attack rolls any ⚙, Ivan performs a new activation against the same Hero after the attack is resolved *(this effect can only happen once)*.

Level 1

Ivan
Minor Villain

4 | 3 | 6 | 2

2 **Ranged Attack** 4

Brain Burner

If his attack rolls any ⚙, Ivan performs a new activation against the same Hero after the attack is resolved *(this effect can only happen once)*.

Level 2-3

Ivan
Minor Villain

5 | 3 | 7 | 3

2 **Ranged Attack** 4

Brain Burner

If his attack rolls any ⚙, Ivan performs a new activation against the same Hero after the attack is resolved *(this effect can only happen once)*.

Level 4-5

Ivan
Minor Villain

7 | 3 | 8 | 3

3 **Ranged Attack** 5

Brain Burner

If his attack rolls any ⚙, Ivan performs a new activation against the same Hero after the attack is resolved *(this effect can only happen once)*.

Level 6

Korilla
Major Minion

3 | 2 | 4 | 1

2 **Melee Attack** 4

Outta My Way

On a ⚙, inflict 1 extra Wound on the target.

Level 1

Korilla
Major Minion

4 | 2 | 5 | 1

2 **Melee Attack** 4

Outta My Way

On a ⚙, inflict 2 extra Wounds on the target.

Level 2-3

Korilla
Major Minion

5 | 2 | 6 | 2

2 **Melee Attack** 5

Outta My Way

On a ⚙, inflict 2 extra Wounds on the target.

Level 4-5

Korilla
Major Minion

7 | 2 | 7 | 2

2 **Melee Attack** 5

Outta My Way

On a ⚙, inflict 3 extra Wounds on the target.

Level 6

ARCADIA
Quest

Minion on the Prowl

Activate a **Minor Minion**, performing its movement only.

TSSM-01

Jump Scare

Daze a **Minor Villain** or 2 **Minions of any type**.

TSSM-05

Ray of Hope

All Heroes in your Guild may heal up to 2 Wounds or may remove 1 Death Curse.

TSSM-06

Ray of Hope

All Heroes in your Guild may heal up to 2 Wounds or may remove 1 Death Curse.

TSSM-06

Acid Rain

All **Minions of any type** that are in an outdoor Space suffer 1 Wound.

TSSM-07

Hidden Stash

Draw a card from the last Upgrade Deck that was accessed and give it to any of your Heroes.

TSSM-08

Minion on the Prowl

Activate a **Minor Minion**, performing its movement only.

TSSM-01

Minion on the Prowl

Activate a **Minion of any type**, performing its movement only.

TSSM-02

Minion on the Prowl

Activate a **Minion of any type**, performing its movement only.

TSSM-02

Villain on the Prowl

Activate a **Minor Villain** or a **Minion of any type**, performing its movement only.

TSSM-03

Villain on the Prowl

Activate a **Minor Villain** or a **Minion of any type**, performing its movement only.

TSSM-03

Banishment

Take any Minor Minion from the board and place it in the Spawn tile. *(This does not count as a kill.)*

TSSM-04

Banishment

Take any Minor Minion from the board and place it in the Spawn tile. *(This does not count as a kill.)*

TSSM-04

Jump Scare

Daze a **Minor Villain** or 2 **Minions of any type**.

TSSM-05

RIP
RIP
RIP
RIP
RIP
RIP
RIP
RIP
RIP
RIP
RIP
RIP
RIP
RIP
RIP

Minion on the Prowl

You may activate a **Minor Minion** performing its movement. If you do so, the Hero(es) with the most Damnation exhausts 1 Upgrade card.

BSSM-01

Touched by an Angel

Each Hero may heal 1 Wound and/or remove 1 Damnation.

BSSM-06

Reboot

You may place a **Minor Minion** on the Spawn Tile. If you do so, your Hero with the most Damnation takes 1 Wound *(in case of a tie, you choose the Hero)*.

BSSM-07

Fit of Evil Laughter

Each of your Heroes may take 1 Damnation for each Wound they choose to heal.

BSSM-08

Fit of Evil Laughter

Each of your Heroes may take 1 Damnation for each Wound they choose to heal.

BSSM-08

See no Evil

Each of your Heroes may remove 1 Damnation for each card they choose to exhaust.

BSSM-09

Minion on the Prowl

You may activate a **Minor Minion** performing its movement. If you do so, the Hero(es) with the most Damnation exhausts 1 Upgrade card.

BSSM-01

Minion on the Prowl

You may activate a **Minion of any type** performing its movement. If you do so, the Hero(es) with the most Damnation exhausts 1 Upgrade card.

BSSM-02

Minion on the Prowl

You may activate a **Minion of any type** performing its movement. If you do so, the Hero(es) with the most Damnation exhausts 1 Upgrade card.

BSSM-02

Villain on the Prowl

You may activate a **Minor Villain** or a **Minion of any type** performing its movement. If you do so, the Hero(es) with the most Damnation exhausts 1 Upgrade card.

BSSM-03

Villain on the Prowl

You may activate a **Minor Villain** or a **Minion of any type** performing its movement. If you do so, the Hero(es) with the most Damnation exhausts 1 Upgrade card.

BSSM-03

Guilty Conscience

All your Heroes that have any Damnation may take 1 Wound to unexhaust all their cards.

BSSM-04

Guilty Conscience

All your Heroes that have any Damnation may take 1 Wound to unexhaust all their cards.

BSSM-04

Hidden Stash

Draw a card from the last Upgrade Deck that was accessed and give it to any of your Heroes.

BSSM-05