

**Deflecting Blades** 1

Attack ⚔ 3  
Target @ 2

Move 🐾 2

When attacked this round, consider any positive and ⚡ attack modifier card the enemy draws to be a ⚡ instead.

**Corrupting Parasites** 1

Summon Soul Leeches

⚡: 4   🐾: 2   X is the Range X from you to this summon

⚡: 4-X   X:-

While this summoned ally is not within Range X 3, add +1 Attack ⚡ to all your attacks.

2

96

Move 🐾 4

**Hoie Mind** 1

You may control the actions of all summoned allies you own.

2

05

Shield 🛡 2

Affect all summoned allies you own

**Omniscient Assault** 1

Attack ⚔ 2  
Target @ 3

Move 🐾 2

When attacking this round, consider any negative and ⚡ attack modifier card you draw to be a ⚡ instead.

**Death March** 1

Summon Creeping Beetles

⚡: 6   🐾: 1   X is the Range X from you to this summon

⚡: 2   X:-

Add +1 Move 🐾 to all your moves.

2

84

Move 🐾 4

**Engulfing Singers** 1

Summon Angry Wasps

⚡: 2   🐾: 3   All adjacent allies and enemies suffer 1 damage at end of turn

⚡:-   X:-

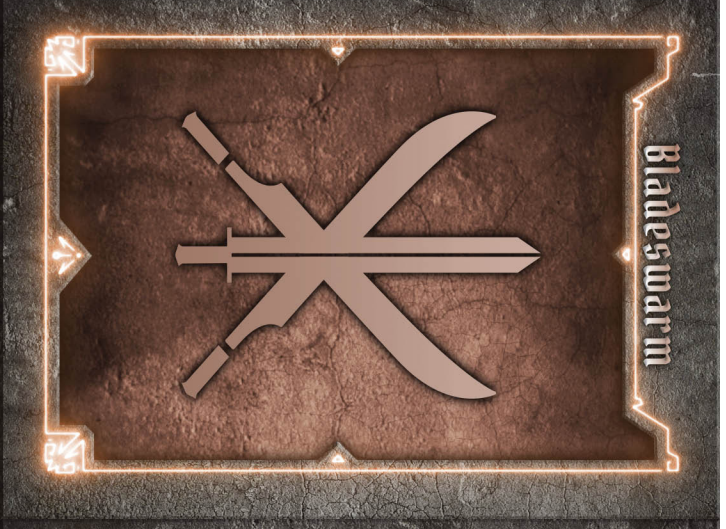
While you are adjacent to this summoned ally, gain Retaliate ⚡ 1.

2

88

Move 🐾 3

All adjacent allies and enemies suffer 1 damage.





### The Storm's Edge

Attack ⚔️ 3  
Target ☉ 3

Heal 💧 X  
Self

You may target enemies up to 2 hexes away where X is double the number of enemies targeted.

Cost: ⚔️ 2, ♣️ 2

All summoned allies you own perform

Move 🏃 +0  
and  
Attack ⚔️ +0  
in any order, with you controlling the actions.

Icons: 🌀, 🗑️

### Scattered Defense

Retaliator 🛡️ 1  
Self

Shield 🛡️ 1  
Self

Cost: ⚔️ 2, ♣️ 2

All summoned allies you own perform

Move 🏃 +2  
Jump

with you controlling the actions.

WOUND ⚔️  
Target all enemies the summoned allies moved through

Icons: 🗑️, 🗑️

### Call of the Grave

Attack ⚔️ 2

All summoned allies you own adjacent to the target perform

Attack ⚔️ +0  
on the target.

Cost: ⚔️ 2, ♣️ 2

All enemies with WOUND ⚔️ suffer 2 damage at the start of each of their turns instead of suffering 1 damage.

Icons: 🌑, 🗑️

### Unstoppable Army

Summon Steel Scarabs

♣️: 4	🏃: 1	Shield 🛡️ 1
⚔️: 1	🗑️: -	

While this summoned ally is not suffering damage, you gain Shield 🛡️ 1.

Cost: ⚔️ 2, ♣️ 2

Heal 💧 2

Affect all summoned allies you own

Icon: ☀️

### Swarming Minions

One adjacent summoned ally you own performs

Move 🏃 +0  
and  
Attack ⚔️ +0  
in any order, with you controlling the actions.

Cost: ⚔️ 2, ♣️ 2

Move 🏃 5

Icons: 🗑️, 🗑️

### Venomous Barbs

WOUND ⚔️

Target all adjacent enemies

All adjacent enemies suffer 1 damage.

Cost: ⚔️ 2, ♣️ 2

All attacks targeting enemies with POISON ⚔️ add +2 Attack ⚔️ to the attack instead of adding +1 Attack ⚔️.

Icons: 🌿, 🗑️



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### Purrid Grubs

Summon 3 Bloat Maggots

Water: 1	Fire: 1
Wind: 2	Earth: -

After two of these summoned allies die, add +1 Attack to all your attacks.

Attack 2

Move 2

STRENGTHEN Self

98

### Vampiric Tempest

Attack 1

MUDDLE

Target all adjacent enemies

Heal X

Self

where X is the number of enemies targeted.

Move 2

Attack 3

IMMOBILIZE

Move 2

99

### Grasping Advance

Move 2

Attack 2

IMMOBILIZE

20

Move 6

Loot every hex you enter with this action.

### Sand Scythe

Attack 3

Target 3

One summoned ally you own within Range 3 performs

Move + 2

with you controlling the actions.

MUDDLE

Target all enemies adjacent to the summoned ally

14

### Infesti

Attach this to a summon card you own. This summoned ally will now POISON all enemies adjacent to it at the end of each of its Move actions.

This summoned ally immediately performs

Move 2

43

Move 5

### Tomb of the Immortal

Recover one of your lost cards and immediately play it, performing either the top or bottom action of the card.

All summoned allies you own perform end-of-turn looting, with you receiving what they loot.

37



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### Prismatic Cyclone

6

Once during each of your Attack actions, you may  to add +1 Attack  to the entire Attack action.

73

All summoned allies you own perform Move  +0 with you controlling the actions.

Attack  3

Move  3

### Bioluminescence

5

Summon Lightning Moths

All adjacent summoned allies add +1 Attack  to all their attacks.

 : 2

2

80

Attach this to a summon card you own. This summoned ally gains Advantage on all its attacks.

2

This summoned ally immediately performs Attack  +0

Attack  3

Move  3

### Sword of Tenacity

4

As an extra action at the end of each of your turns, you may discard one card from your hand to perform Attack  3

2

17

Any time this round that an adjacent enemy performs a Move action and ends farther away from you, immediately move to any hex adjacent to them.



Attack  3

Move  3

### Erosion

6

All summoned allies you own perform Attack  +0 with you controlling the actions.

2

85

At the start of each of your turns, one adjacent enemy suffers 3 damage.

2

### Bone Daggers

5

Attack  2

Target  4

You may target enemies up to 2 hexes away

2

25

Move  4

Jump 

All enemies moved through suffer 1 damage.

### Incubation

4

Heal  2

Self

Retaliate  1

Self

Shield  1

Self

2

78

At the start of each of your turns, perform Heal  2

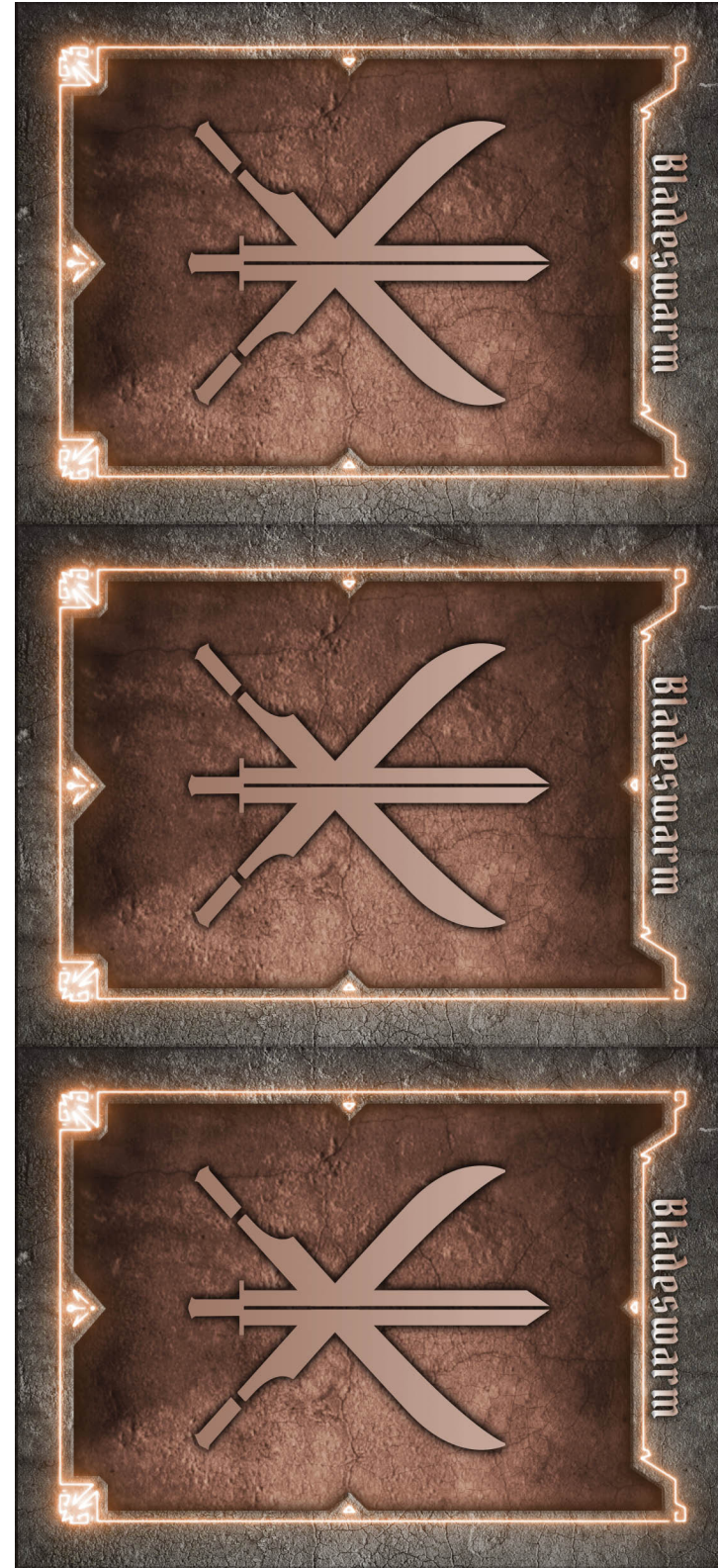
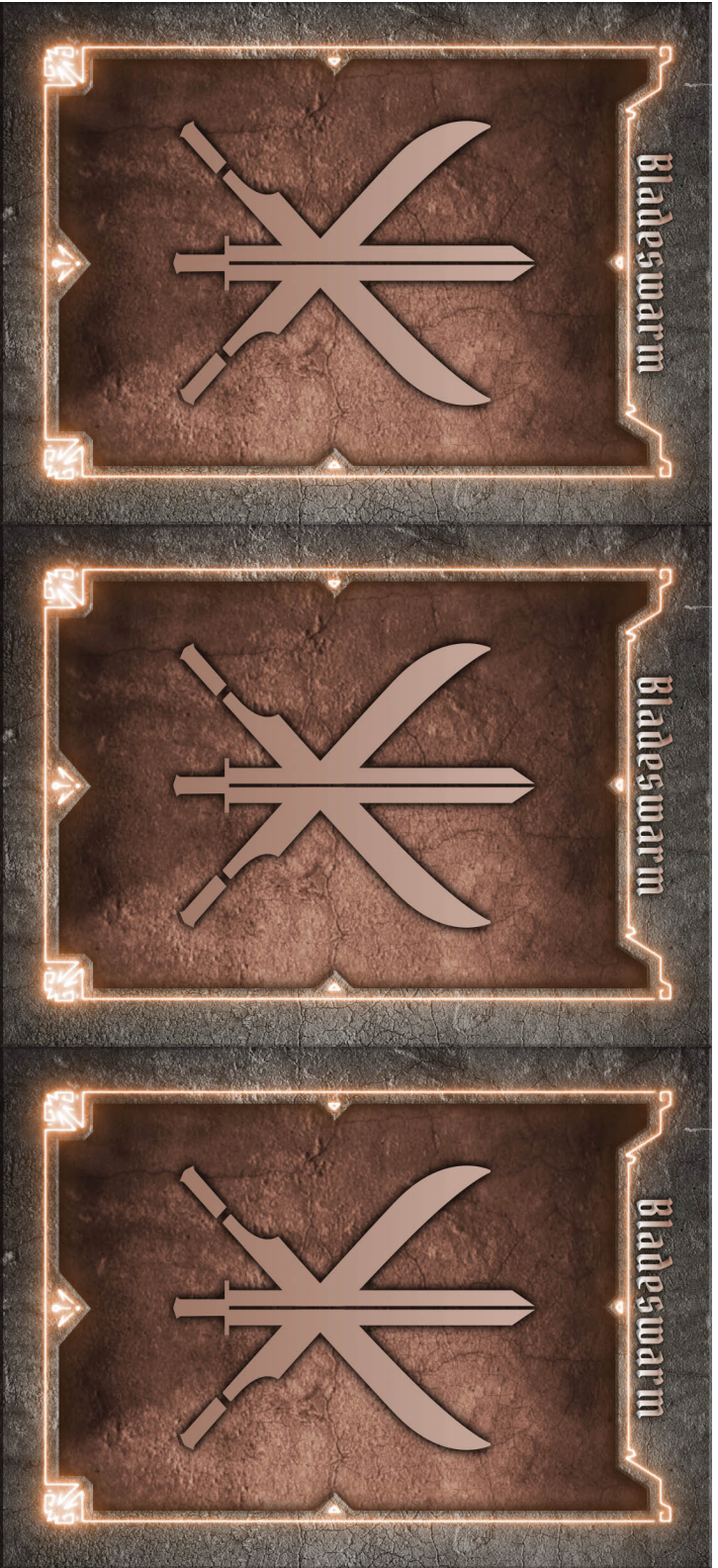
Affect one summoned ally at any range

Deduct -1 Move  from all your moves.



Attack  3

Move  3





**Wasteland** 9

**Summon Rust Vermin** DISARM

: 7  
 : 2  
 : -

All adjacent allies of this summon deduct -1 Attack from all their attacks.

2  
 2

**92**

2  
 2

**Move** 5

Create hazardous terrain in each hex you exit during the movement.

**Focused Scourge** 8

When one of your Attack abilities specifies "Target @ X," you may target the same enemy multiple times with the ability, counting one target for each attack.

2  
 2

**68**

2  
 2

Attach this to a summon card you own. If this is the only summon card in your active area, add 3 Hit Points, 1 Move, and 1 Attack to the card's attributes.

Remove all damage tokens on this card.

**Solitary Horde** 7

**Summon Dueling Hornets** Shield 2

: 6  
 : 2  
 : 2

Deduct -1 Shield from this summoned ally for each of its allies adjacent to it.

2  
 2

**86**

2  
 2

**Move** 3

All adjacent allies and enemies suffer 2 damage.

**Oasis** 9

Recover two of your lost cards and immediately play them, one for the top action and one for the bottom action. Both actions must trigger a lost card icon.

2  
 2

**08**

2  
 2

**Heal** 2

Self

**Move** 3

**Heal** 2

Affect all summoned allies adjacent to any hex you entered during the movement.

**Blood Drain** 8

**Attack** 2+X

**Heal** 2+X

Self

where X is the number of summoned allies you own.

2  
 2

**41**

2  
 2

**Attack** 2

Target @ 2

WOUND

**Sunstroke** 7

**Attack** 3

WOUND

STUN

2  
 2

**44**

2  
 2

**Move** 6

Jump

**Attack** 2

Target all adjacent enemies



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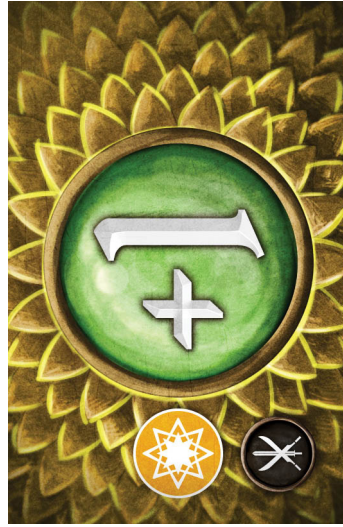
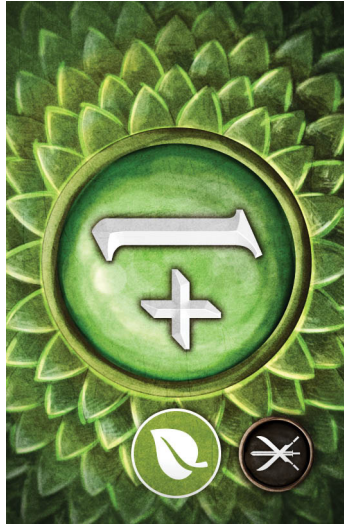
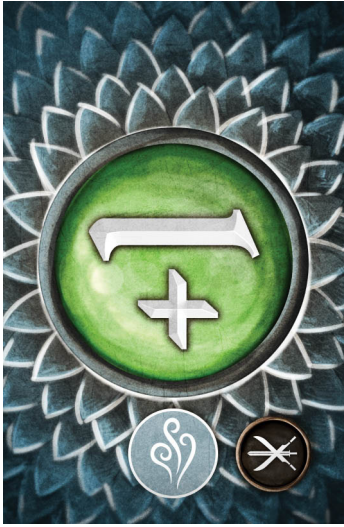


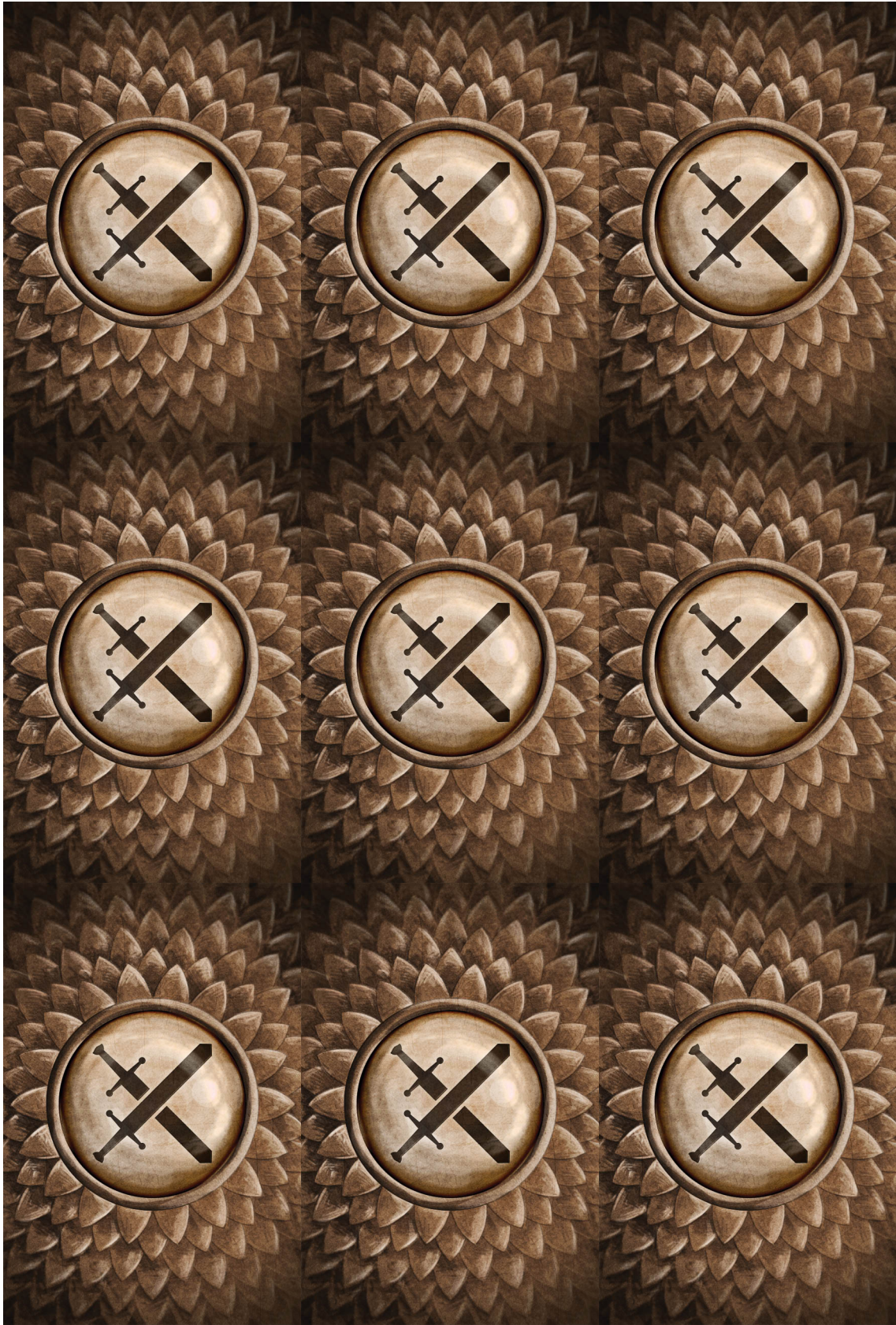
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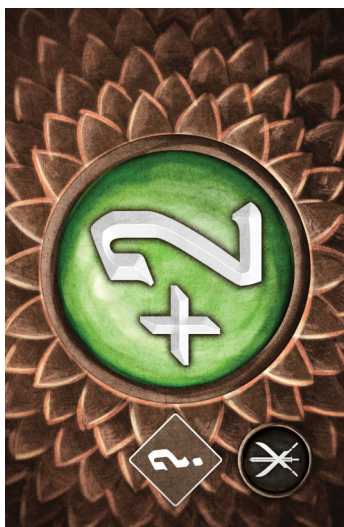
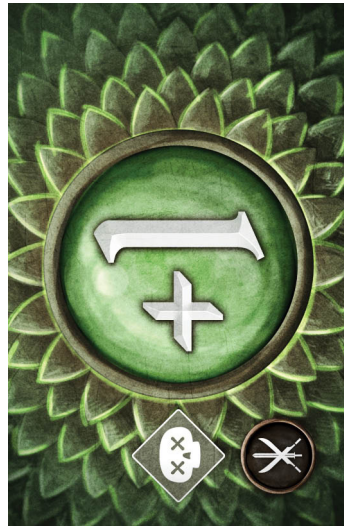
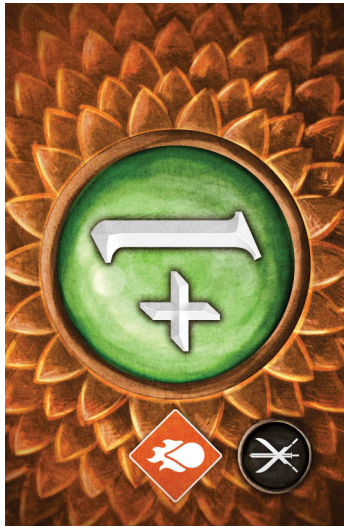
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▲ Active ▲

Discard ▲
▲ Last

## Bladeswarm

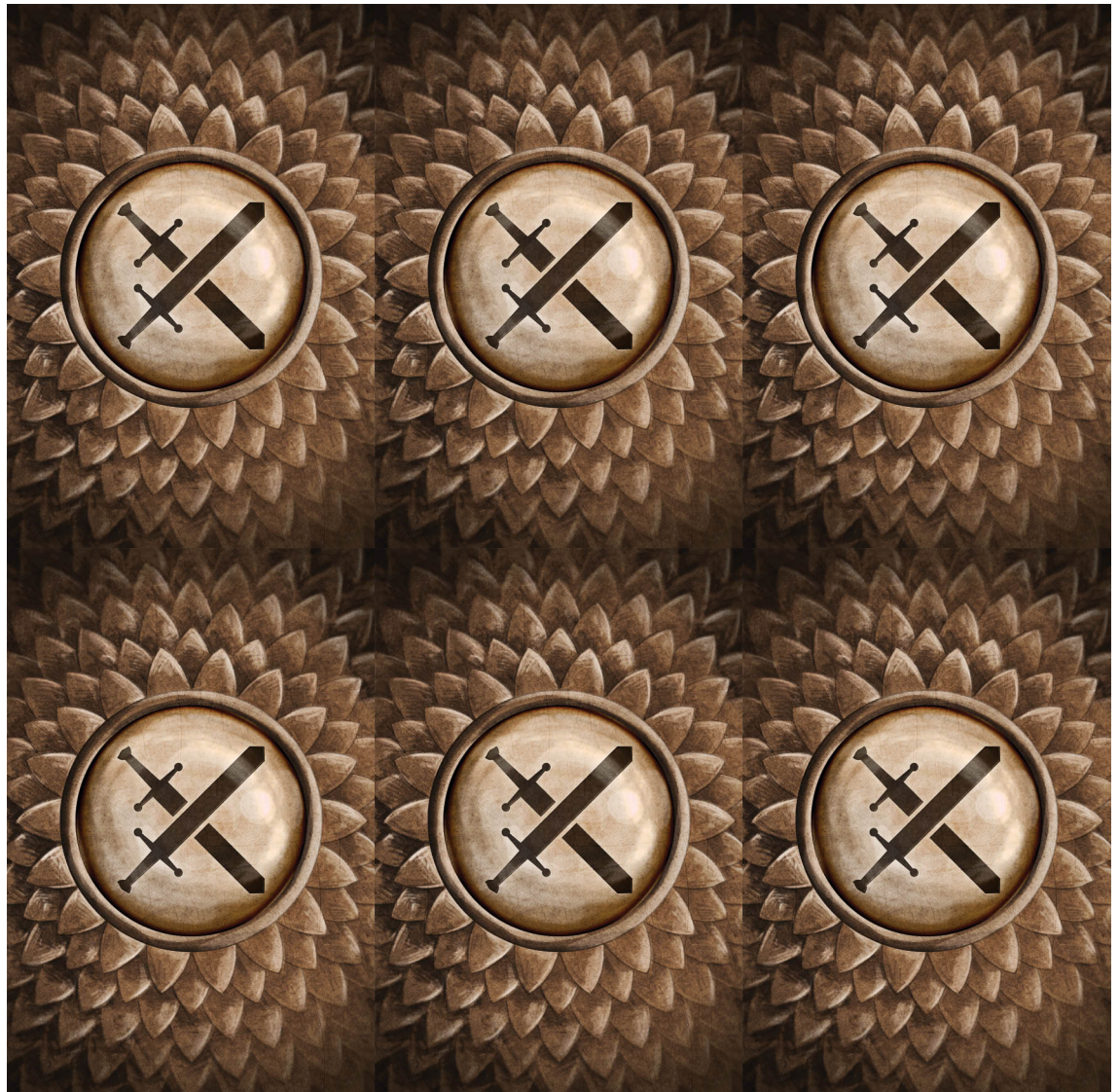
<b>Start of Round:</b> Choose one path A or B	Play 2 cards	Long rest
Reveal monster actions, act in initiative [▲] order.		
<b>Initiative [▲]:</b>	Leading card played	99
<b>On turn:</b>	Perform top ability of one card and bottom ability of the other in any order.	Lose one discard and recover the rest. Heal 1 (self) and refresh 1 spent items.
<b>Monster actions:</b>	Elite first, then normal in ascending numerical order. Focus on ① closest, ② lowest initiative. Then move to maximize attack on focus.	
<b>End of round:</b>	<ul style="list-style-type: none"> <li>◆ Reduce element strength.</li> <li>◆ Optional short rest: lose one random discard and recover the rest.</li> <li>◆ Shuffle 1 attack and monster decks where applicable.</li> </ul>	

Conditions

1	2	3	4	5	6	7	8	9
8	9	11	12	14	15	17	18	20







## Harrower Bladeswarm

**H**arrower” is the only name given to this race in the common tongue, as the name in their own language of chitters and hisses cannot be easily translated. A single Harrower, as typically seen by other races, is actually a swarm of thousands of insects who have merged their intelligence to form a hive mind capable of highly sophisticated thought. Though not necessarily evil, Harrowers do have a poor reputation in polite society due to their nightmarish nature, unnerving chittering speech and unique nihilistic perspective. Their lives are at once very fleeting, due to an individual insect’s short life span, and eternal due to the swarm’s persistent ever-breeding nature.

No group embodies the Harrower’s eternal nature more than the ancient Bladeswarms – desert-dwelling insect hives that have hibernated deep beneath the sands for countless ages, awaiting a call to battle. Historians thought this call had been lost to time and the Bladeswarms were doomed to never-ending slumber, but scattered sightings of the fearsome warriors have been reported, implying that they roam the world once more. Though the purpose of their awakening is still shrouded in mystery, their flurry of archaic swords will make short work of any obstacle.







