

Alpha Wolf

X

3

2

Humanoid. Creature. Monster. Cursed.

Aloof.

Spawn – Furthest location.

X is the number of *Creature* enemies in play.

If Alpha wolf has 3 or more attack, it loses aloof and gains hunter.

*It was bigger, and had the proportions of a man.*



1/1

Wolf

2

1

2

Creature.

Aloof.

Spawn – Any empty location.

Forced – At the start of the enemy phase, add a swarm card to this enemy. If Wolf has at least 2 swarm cards attached to it, it loses aloof and gains hunter.



1/3

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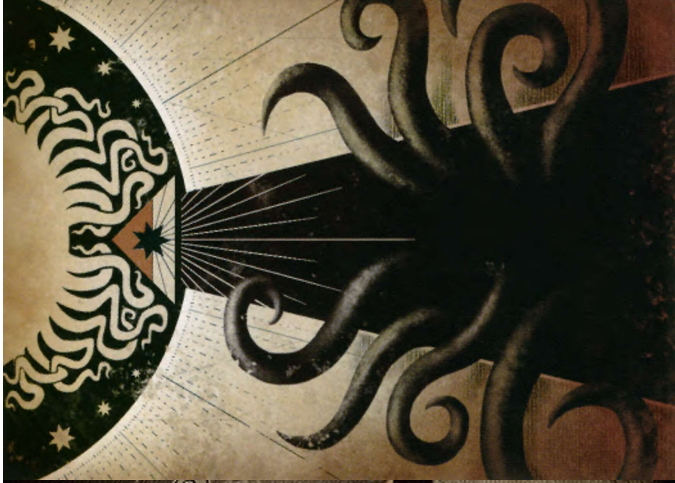
TREACHERY

### Will of Beasts

*Power. Omen.*

**Revelation** – Command all **Creature** enemies to move one location towards or away from you, then test ● (3). If you succeed, they move as you commanded. If you fail, take 1 horror and they do the opposite. If no enemies move as a result of this effect, Will of Beasts gains surge.

1/3



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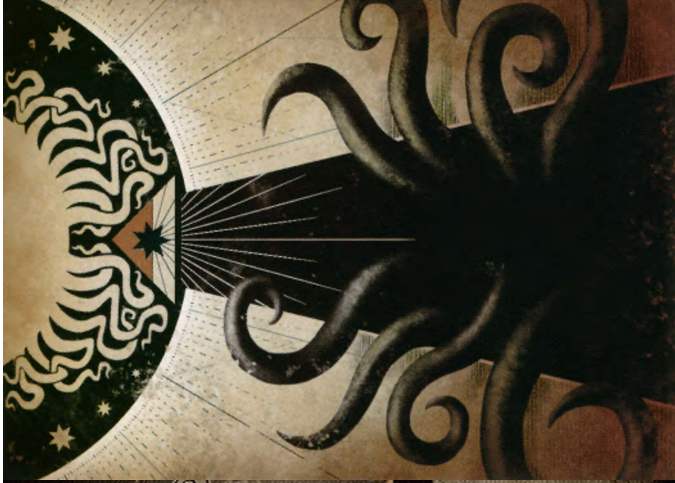
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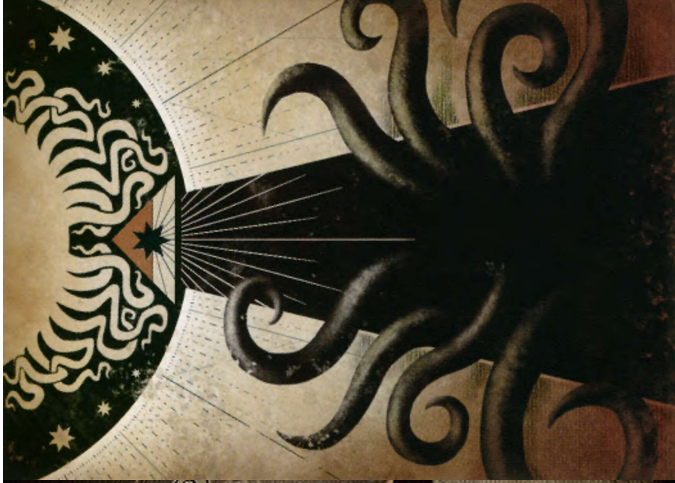
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**TREACHERY**

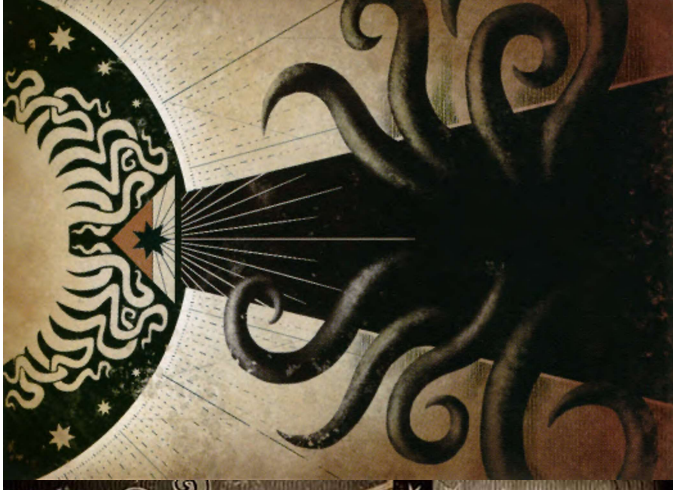
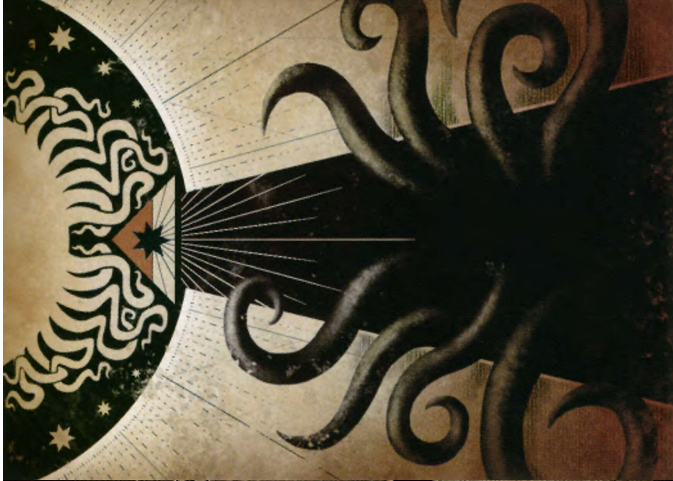
### Hour of the Chosen

*Power.*

**Revelation** – Attach Hour of the Chosen to the current act.

**Forced** – After an enemy or investigator with the **Chosen** trait moves, deal 1 horror to each other investigator at their location. If any horror is dealt by this effect, heal 1 damage from the enemy or investigator that just moved.

1/2




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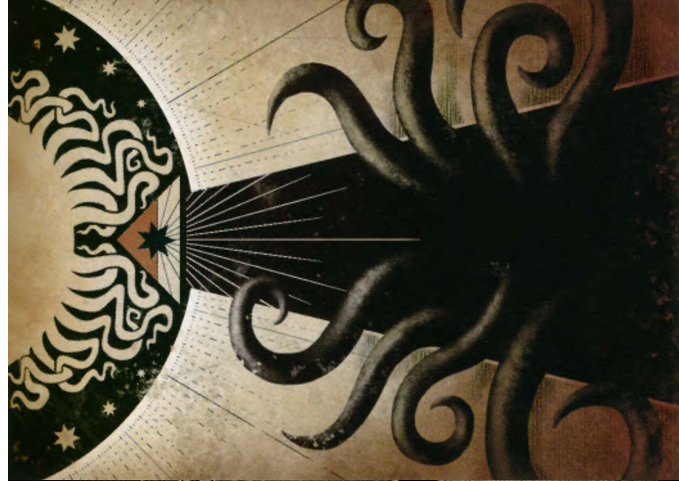
### Mother's Embrace

*Bless. Curse.*

**Revelation** – Put Mother's Embrace into play in your threat area. You get +1 ♠, -1 sanity, and gain the **Chosen** trait.

**Forced** – After you fail any ♠ test, discard Mother's Embrace and take 2 direct horror.

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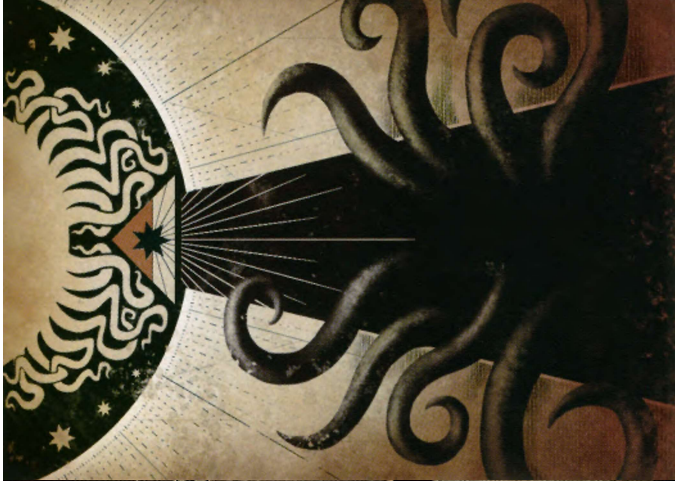
Wolf Familiar

Hex. Avatar.

**Revelation** – Attach Wolf Familiar to the nearest **Cultist** enemy and place 1 doom on that enemy. If there are no **Cultist** enemies in play, Wolf Familiar gains surge.

Attached enemy gets +1 fight, +1 evade, loses patrol and aloof, and gains Hunter.

1/1




TREACHERY

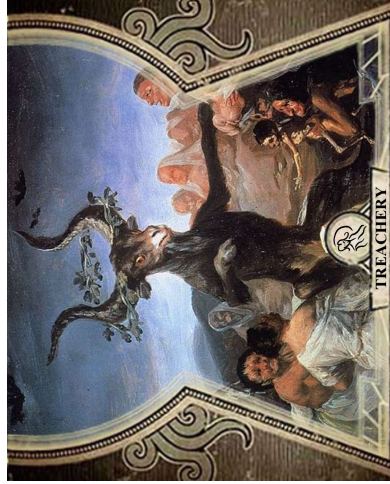
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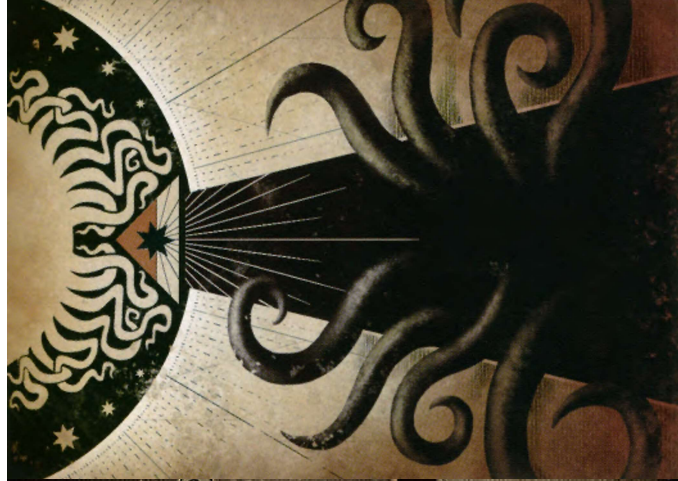
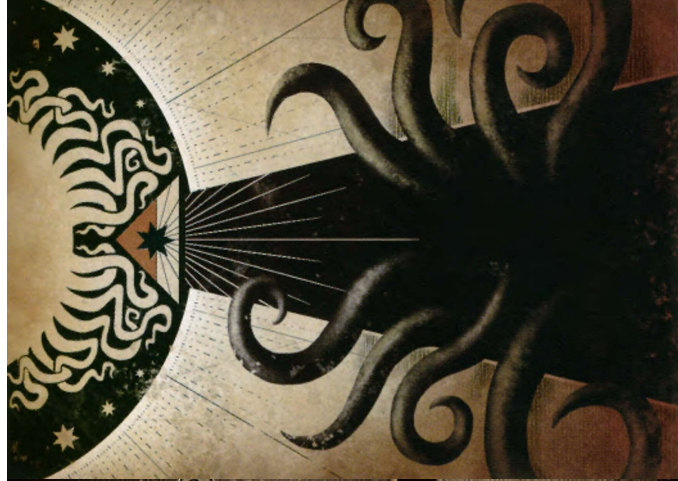
Mother's Guidance

Bless. Curse.

**Revelation** – Put Mother's Guidance into play in your threat area. You get +1 ♣, -1 health, and gain the **Chosen** trait.

**Forced** – After you fail any ♣ test, discard Mother's Guidance and take 2 direct damage.

1/1




TREACHERY

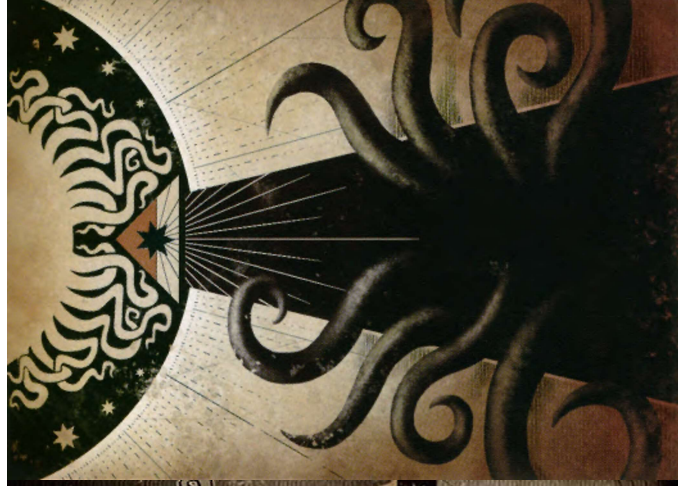
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**TREACHERY**

## Dominion

*Pact, Power.*

**Revelation** — Put Dominion into play in your threat area.

Investigators without the *Chosen* trait at your location cannot fight or investigate.

➤ Test ♦ (3). If you succeed, move Dominion to the threat area of another investigator with no treachery card in their threat area (if you cannot, discard Dominion instead).

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## Unwanted Attention

*Blunder.*

**Surge.**

Each enemy moves as if it is the enemy phase, then trigger all effects on each enemy as if it is the end of the enemy phase.

*You cannot shake the feeling of someone or something is watching your every step.*

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**TREACHERY**

### Winged Watchers

*Omen. Curse.*

**Revelation** – Attach Winged Watchers to the empty location with the most remaining clues.

**Forced** – After you move to the attached location: Place 1 doom on the attached location, then resolve this card's revelation effect.

➤ Test **●** or **◆** (4). If you succeed. Discard Winged Watchers. Any investigator at a connecting location may activate this ability.

1/1

Illus. Julian Bauer



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**TREACHERY**

### Burdens of Truth

*Madness. Mystery.*

**Revelation** – Test **●** (X). If you fail, place 1 of your clues on any empty location. If you succeed by 2 or more, take 2 horror. X is the number of clues on you.

*Knowing too much is equally terrifying as knowing nothing.*

1/1

Illus. Michael Van Rie



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Illustration: Michael MacRae



**Feeble Mind**

*Terror.*

**Revelation** – Test **◆** (3). For each point you fail by, you must choose a different option:

- ◆ Discard each asset from your hand.
- ◆ Deal 1 horror to each of your **Ally** asset.
- ◆ Discard 1 **Item** asset you control.
- ◆ Take 1 direct horror for each **Talent** asset you control.

1/1

Illustration: Aylmer Aylmer



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1/1

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### Grotesque Mutation

*Mutation. Terror.*

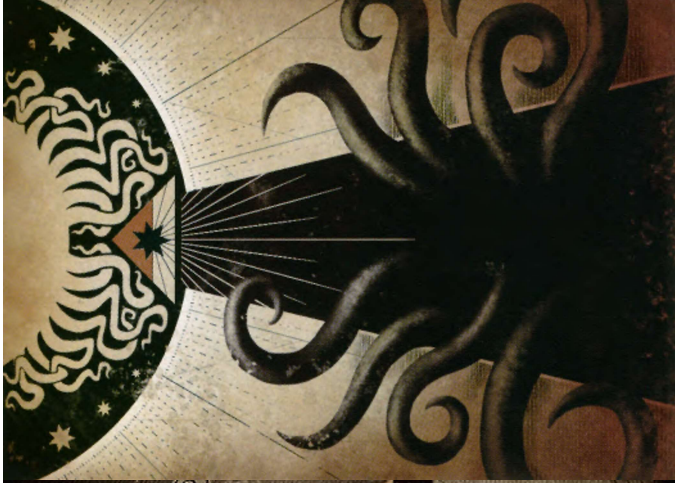
**Revelation** – Put Grotesque Mutation into play in your threat area.

You have 1 less hand slot and 1 less arcane slot.

**Forced** – At the end of the round: Discard Grotesque Mutation.

Illus. Dan Scott

1/1



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Illus. Dan Scott

1/1



### Otherworldly Presence

*Extradimensional. Terror.*

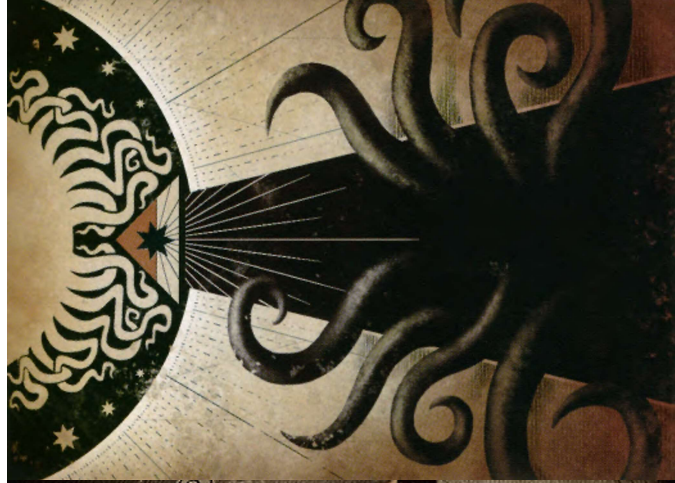
**Revelation** – Put Otherworldly Presence into play in your threat area.

While there is no enemy in your threat area, you get -1 to all your skills.

**Forced** – At the end of your turn: Test ● (2). If you succeed, discard Otherworldly Presence.

Illus. Yoon Chang

1/1



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1/1