Bandages
0 ASSET

Healing I

Permanent. Forced.

⚡ Add Bandages to the Encounter Discard pile.

If Bandages is in play at the end of the game, return Bandages to the encounter deck. Remove one Physical Trauma.

"Just a flesh wound…"

Illus.HeungSoon, Pixabay.com

Whiskey
0 ASSET

Healing I

Permanent. Forced.

⚡ Add Whisky to the Encounter Discard pile.

If Whisky is in play at the end of the game, return Whisky to the Encounter deck. Remove one Mental trauma.

"Nothing a good tipple can't cure…"

Illus.PublicDomainPictures, Pixabay.com

Sawbones Doctor
0 ASSET

Healing II

Permanent. Forced.

⚡ Add Sawbones Doctor to the Encounter Discard pile.

If Sawbones Doctor is in play at the end of the game, return Sawbones Doctor to the encounter deck. Gain one Mental trauma. Remove up to two Physical traumas.

"Anaesthetic costs…"

Illus.Engin Akyurt, Pixabay.com

Opium Den
0 ASSET

Healing II

Illicit

Permanent. Forced.

⚡ Add Opium Den to the Encounter Discard pile.

If Opium Den is in play at the end of the game, return Opium Den to the encounter deck. Gain one Physical Trauma. Remove up to two Mental Traumas.

"I have seen such wonders…"

Illus.Free-Photos, Pixabay.com

Country Break

0 ASSET

Healing III

Permanent. Forced.

⚡ Add Country Break to the Encounter Discard pile.

If Country Break is in play at the end of the game, return Country Break to the encounter deck. Remove up to two Mental traumas.

"The seaside has the most remarkable recuperative powers…"

Illus.Hans Braxmeier, Pixabay.com

Private Hospital

0 ASSET

Healing III

Permanent. Forced.

⚡ Add Private Hospital to the Encounter Discard pile.

If Private Hospital is in play at the end of the game, return Private Hospital to the encounter deck. Remove up to two Physical Traumas.

"Let's get you all better…"

Illus.Peter H, Pixabay.com

Healing Deck Rules

This is an optional variant for Campaign Play. Shuffle the Healing deck. Randomly pick a number of cards equal to the number of investigators. Add these to the Encounter Deck.

When drawn, they immediately go into play in front of the investigator who drew them. If discarded for any reason, place them on the Encounter discard pile.

At the end of the game, these take effect on that investigator. Note the result in your campaign log.

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Healing Deck Rules

- These cannot be stored scenario-to-scenario.

- The effects of a card only take effect at the end of the scenario when it was acquired.

- They can nullify trauma gained from, or at the end of, that scenario e.g. Roland loses all his horror, but has Whisky in play. He is still out of that scenario, but the post-scenario Mental Trauma can be negated.

- These count as assets and can be affected by any effect that targets assets, including being removed from the game.