



TREACHERY

The One That Got Away

Encounter

Forced – Attach to your location, do not discard **Cured** or **Possessed** as a result of entering this Location.

Fully Possessed gain: Hunter

Escaping from the evil Darr'Kh is something villagers would even fear..

1/1 1

5

The Missing Pieces

Of Self..

ASSET

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Mind, Body and Spirit

Forced – When you play this card discard all your weaknesses. Gain 1 Resource for each weakness discarded this way.

You may turn a (-?) skill check into a (+?) skill check for 1 Resource per (-).

*After this card is played any weakness that comes into play also counts as 2 cards in your hand.

Rearrangements...

1 1

1

Possessed Villagers

Encounter

3 2 3

Undying

Aloof, Hunter, Spawn: The Village

Shroud value is increased by 1 at the location where the Possessed Villagers are.

Surge

ENEMY

1/1 1

3

Bayonet Rifle

ASSET

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Firearm

Uses (1 ammo)

Fight. You get +1 for this attack. If the target is the only engaged enemy this attack deals +1 damage (limit, once per turn).

Fight. You get +1 attack for this attack for each location between you and the enemy, including yours. This attack deals +1 damage per location (including yours).

You may use an **Attack** only to attack an enemy at a connected location (including adjacent).

1

3

The Pond

LOCATION

2

Revelation – Draw 1 Encounter card and attach it to The Pond.

Test (3) If successful, shuffle one enemy you are engaged with that has the *Living* trait back into the encounter deck.

This location cannot be affected by Good Weather.

The Sun has no reflection in these waters..

1/1 1

0

Burning Hand

ASSET

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Major Spell

Forced – When you draw this card test (3).

If successful, take this card into your hand. Otherwise, place this card into play, the next time you would perform the **Fight** action, deal +2 damage.

If you already have a hand accessory in play, discard it.

1

1

Daydream

ASSET

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Spell

If this skill test is successful, gain 2 actions. Otherwise, lose one action and 1 resource.

Cannot be played as your last action.

1

3

Unknown Location

LOCATION

Unexplored

Forced – Before entering this location test (3).

It feels like I've never been here before although everything smells, sounds, looks familiar.

1

0

Illusion

ASSET

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Minor Spell

If this skill test is successful, exhaust one enemy at your location.

During this skill test you are not affected by Attacks of Opportunity.

1