







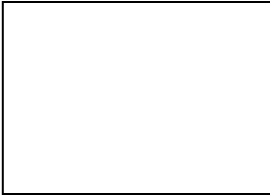
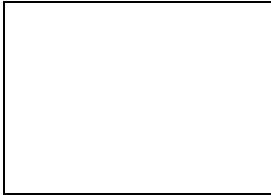
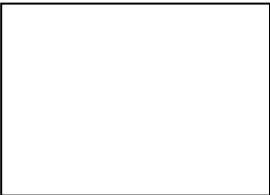
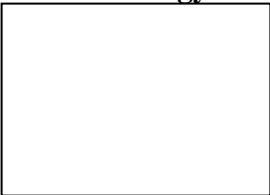

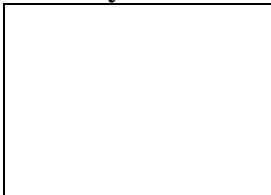


Sanctuary ❖  <i>Tactic:</i> Elude with 3 dice, but lose 1 ☹.	Intercession ❖  <i>Bonus:</i> Whenever a hero at your location loses or spends grace, they may spend your grace instead.	Benediction ❖  <i>Action:</i> One hero at your location gains 1 ☹ (up to default). If they now have more grace than you, you gain 1 ☹.	Blessing of Faith ❖  <i>Action:</i> Spend 1 ☹ to activate on a hero in your location. <i>Active:</i> Gain an extra 1 ☹ (up to default) when praying.	Blessing of Strength  <i>Action:</i> Spend 1 ☹ to activate on a hero in your location. <i>Active:</i> +1 dice when fighting
Censure  <i>Tactic:</i> Fight with 2 dice.	Miracle  <i>Bonus:</i> Spend 1 ☹ to reroll any die roll you make. You may do this repeatedly.	Composure  <i>Bonus:</i> +1 dice when praying You may pray in any location.	Blessing of Wisdom  <i>Action:</i> Spend 1 ☹ to activate on a hero in your location. <i>Active:</i> +1 dice when eluding	Blessing of Piety  <i>Action:</i> Spend 1 ☹ to activate on a hero in your location. <i>Active:</i> Gain 1 ☹ (up to default) when hiding.
Lightning Strike ❖  <i>Tactic:</i> Fight with 3 dice. If you succeed, exhaust this power.	Invisibility ❖  <i>Tactic:</i> Activate before eluding. <i>Active:</i> +2 dice when eluding. Deactivate and exhaust if you fail, or use another <i>Tactic</i> .	Teleport ❖  <i>Action:</i> Exhaust to move directly to any location, gaining 1 ☹ (up to 7).	Rune of Nullification ❖  <i>Action:</i> Deactivate all Runes. Activate and choose a type of blight. <i>Active:</i> That type of blight has no effect.	Rune of Misdirection  <i>Action:</i> Deactivate all Runes. Activate. <i>Active:</i> Roll twice for Necromancer movement and choose one result.
Fiendfire  <i>Tactic:</i> Exhaust to fight with 5 dice. If you fail, lose 1 ☹.	Divination  <i>Action:</i> Exhaust to search with 2 dice in any location (not necessarily the one you're in).	Arcane Energy  <i>Bonus:</i> Exhaust at any time to refresh all your other powers.	Rune of Interference  <i>Action:</i> Deactivate all Runes. Activate. <i>Active:</i> Roll 1 die when a blight is created. If you roll a 6, destroy it.	Rune of Clairvoyance  <i>Action:</i> Deactivate all Runes. Activate. <i>Active:</i> Each turn, look at top card of any deck; put it on top or bottom.



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Darkest Night



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Familiar ❖  Tactic: Fight with 2 dice. If you fail, exhaust this power.	Camouflage ❖  Tactic: Elude with 2 dice.	Visions ❖  Bonus: Exhaust after any hero draws an Event card to discard it without effect.	Sprite Form ❖  Action: Deactivate all Forms. Optionally activate. Active: Blights' effects do not affect you unless the Necromancer is present. You cannot gain grace.	Wolf Form  Action: Deactivate all Forms. Optionally activate. Active: +1 dice when fighting or eluding. You cannot gain grace.
Vines  Tactic: Exhaust to fight or elude with 3 dice.	Tranquility  Bonus: +1 to default 🐦 Add 1 to each die when praying.	Celerity  Action: Deactivate all Forms. Travel. Optionally activate one of your Form powers.	Raven Form  Action: Deactivate all Forms. Optionally activate. Active: +1 dice when searching. When you travel, you may move two spaces. You cannot gain grace.	Tree Form  Action: Deactivate all Forms. Optionally activate. Active: Whenever you would have an Event, gain 1 🐦 (up to default) instead. Your actions can only be to hide or use a power.
Trickery ❖  Tactic: Fight or elude with 3 dice, but subtract 1 from your highest die.	Finesse ❖  Bonus: Exhaust after any hero at your location makes a roll to add 1 die to that roll.	Rally ❖  Action: Exhaust and lose 1 👁 to allow all heroes at your location to gain 1 🐦 (up to default).	Clear Melody ❖  Action: Deactivate all Melodies. Activate. Active: -1 search difficulty at your location. Deactivate when your grace decreases.	Malicious Melody  Action: Deactivate all Melodies. Activate. Active: All heroes roll +1 dice in fights at your location. Deactivate when your grace decreases.
Footwork  Bonus: +1 dice when eluding	Glory  Bonus: When any hero at your location destroys a blight, they gain 1 🐦 (up to default).	Coordination  Bonus: Heroes at your location may use the <i>Tactic</i> powers of other heroes at your location.	Soulful Melody  Action: Deactivate all Melodies. Activate. Active: When a hero at your location loses or spends grace, roll 1 die. On a 5-6, disregard the effect. Deactivate when your grace decreases.	Restive Melody  Action: Deactivate all Melodies. Activate. Active: All heroes at your location may refresh one power at the start of each turn. Deactivate when your grace decreases.



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Final Rest ❖  Tactic: Fight with 2 or 3 dice. If any die comes up a 1, lose 1 🗡.	Blinding Black ❖  Bonus: Exhaust after a Necromancer movement roll to prevent him from detecting any heroes, regardless of secrecy.	Dark Shroud ❖  Bonus: Exhaust at any time to ignore blights' effects until your next turn. -or- Bonus: Exhaust after you fail an attack on a blight to ignore its Defense.	False Life ❖  Bonus: Exhaust while not at the monastery to gain 1 🗡 (up to default). <i>You may not enter the monastery while this power is exhausted.</i>	False Death  Tactic: Elude with 3 dice.
Leech Life  Tactic: Exhaust while not at the monastery to fight with 3 dice. Gain 1 🗡 (up to default) if you roll 2 successes. <i>You may not enter the monastery while this power is exhausted</i>	False Orders  Action: Move any number of blights from your location to one adjacent location, if this does not result in over 4 blights at one location.	Fade to Black  Bonus: +1 dice in fights when the Darkness is 15 or more. Another +1 dice in fights when the Darkness is 25 or more.	Forbidden Arts  Bonus: After a fight roll, add any number of dice, one at a time. For each added die that comes up a 1, +1 ⚔.	Call to Death  Action: Attack two blights in your location at once. Make a single fight roll, then divide the dice between blights and resolve as two separate attacks (losing 2 🗡).
Conjured Elemental ❖  Bonus: After any hero at your location makes a fight roll, you may add 1 die to that roll. If the added die isn't a success, exhaust this power.	Mirror Image ❖  Bonus: Exhaust after any hero at your location makes an elusion roll to add 2 dice to that roll.	Summon ❖  Bonus: Exhaust to move any hero to your location. That hero gains 1 🗡 (up to 7).	Invisible Barrier ❖  Action: Activate in your location. Active: If the Necromancer would enter that location, cancel his move and deactivate.	Mystic Mist  Action: Activate in your location. Active: The awareness of all enemies is reduced by 1, and Spies have no effect.
Spike Stones  Tactic: Fight or elude with 2 dice.	Blizzard  Tactic: Activate in your location before rolling. Active: All heroes roll +1 dice when fighting or eluding there. Exhaust and deactivate at the end of your next turn.	Simulacrum  Action: Exhaust to receive one Bottled Magic, Dust of Disappearance, or Waystone (your choice).	Shadow Scout  Action: Activate in your location. Active: At the end of each of your turns, roll a die. On a 6, receive a search result from the targeted location.	Portal  Action: Activate in your location. Active: The targeted location and the monastery are adjacent; heroes moving between them gain an extra 1 🗡 (up to 7).



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Wrath ❖  Tactic: Spend 1 🗡 to fight with 4 dice.	Providence ❖  Action: Spend 1 🗡 to search with 2 dice. Keep 2 cards if you roll 2 successes.	Anointed ❖  Bonus: +1 to default 🗡 +1 dice when praying	Defiance ❖  Bonus: Whenever you lose secrecy, you may first spend 1 👁 to gain 1 🗡 (up to default).	Crusade  Action: Spend 1 🗡 to move to travel and then attack (a blight or the necromancer). No secrecy is gained or lost.
Resolve  Bonus: +1 dice in fights	Radiant Victory  Action: Spend 2 🗡 and attack a blight. If you succeed, then -1 ➕.	Seraphic Wings  Action: Travel. Gain 1 🗡 (up to default).	Angelic Guardian  Bonus: Exhaust after making a fight or elusion roll to add 2 dice to that roll.	Zeal  Bonus: Gain 1 🗡 (up to default) whenever you roll 2 successes in a single fight roll.
Tap Power ❖  Bonus: After a fight roll, exhaust any of your powers (including this) to add one die to the roll. You may do this repeatedly.	Ride the Ether ❖  Tactic: Elude with 2 dice. Refresh one of your powers if you roll 2 successes.	Infusion ❖  Bonus: Exhaust after drawing a card for a successful search to claim any result the card shows, instead of the one for your location.	Essence of Water ❖  Action: Deactivate all Essences. Optionally activate. Active: -1 search difficulty at all locations. When a hero loses secrecy, he loses one more than normal.	Essence of Stone  Action: Deactivate all Essences. Optionally activate. Active: When any hero loses or spends grace, if his secrecy is higher, he must spend secrecy instead.
Imbue Weaponry  Tactic: Fight with 2 dice. If any Essence is active, deactivate it, and roll 3 additional dice.	Energize  Bonus: Exhaust at any time to refresh one power of one hero at your location.	Emblazon Potency  Action: Activate on a hero in your location. Active: Reroll one die roll of your choice, then deactivate.	Essence of Fire  Action: Deactivate all Essences. Optionally activate. Active: -1 power for all blights. -1 dice for all heroes when praying.	Essence of Wind  Action: Deactivate all Essences. Optionally activate. Active: Each hero may travel once per turn as a free action. Each hero draws an Event each time he travels.



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Consume Dreams ❖  Tactic: Fight with 3 dice. Exhaust this power if you roll fewer than 2 successes.	Hypnotism ❖  Tactic: Elude with 2 dice.	Suggestion ❖  Action: Move a hero at your location to an adjacent location, or a hero at an adjacent location to your location. That hero gains 1 🐞 (up to 5).	Fool's Courage ❖  Action: Activate on a hero in your location, or deactivate. Active: +1 dice in fights Lose 1 🐞 after each failed fight roll.	Child's Wonder  Action: Activate on a hero in your location, or deactivate. Active: +1 dice when searching, but lose 1 🐞 for each search die that comes up a 1.
Illusory Weaponry  Bonus: You may roll against enemy strength when eluding or against awareness when fighting. You always roll against a blight's power when attacking it.	Telepathy  Bonus: Any power you can use on any hero at your location may be used on any hero at any location.	Borrowed Memory  Action: Activate on a <i>Tactic</i> or <i>Bonus</i> power of a hero in your location. Active: You may use that power.	Martyr's Faith  Action: Activate on a hero in your location, or deactivate. Active: May pray in any location, but subtract 1 from highest die when eluding.	Monk's Peace  Action: Activate on a hero in your location, or deactivate. Active: No events at start of turn, but subtract 1 from highest die when fighting.
Poison Arrow ❖  Tactic: Fight with 3 dice. If highest die equals target number, you both succeed <i>and</i> fail the roll.	Race the Hare ❖  Tactic: Elude with 2 dice. You must move to an adjacent location if you roll 2 successes (no secrecy gained).	Pathfinding ❖  Action: Exhaust to move yourself and any or all heroes at your location to an adjacent location. Each gains 1 🐞 (up to 5).	Track ❖  Action: Exhaust to travel and then search.	Silent Shadow  Tactic: Fight with 2 dice. If highest die is one less than target number, you neither succeed nor fail.
Go to Ground  Bonus: Whenever your grace decreases, gain 1 🐞 (up to 7).	Mountaineer  Bonus: +2 dice in fights in the mountains	Forester  Bonus: +2 dice when eluding in the forest. Gain 1 🐞 (up to 7) each turn you end in the forest.	Hermit  Bonus: You ignore blights' effects in the swamp. The Necromancer never detects you in the swamp.	Forgotten Ways  Bonus: +2 dice when searching in the ruins



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Darkest Night



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Bent Bough ❖  Tactic: Fight with 2 dice. If any die comes up a 1, this power is exhausted.	Earth Meld ❖  Tactic: Exhaust to elude successfully without rolling.	Gust ❖  Action: Exhaust to... Spring: Move (ignoring Spring's restriction) Summer: Search twice Autumn: Attack twice Winter: Set your ☹ to 5 None: Travel twice	Autumn ❖  Action: Deactivate all seasons. Optionally activate Autumn. Gain 1 ☹ (up to 7). Active: Gain 1 ☹ (up to 7) at start of each turn. When you spend ☹, lose 1 ☹.	Winter  Action: Deactivate all seasons. Optionally activate Winter. Gain 1 ☹ (up to default). Active: +1 dice fighting and eluding. Your powers cannot be refreshed.
Bloom  Bonus: Spring: Exhaust any time to gain 1 ☹ (up to default) Summer: +1 dice searching Autumn: +1 dice fighting Winter: +1 dice eluding None: +1 dice praying	Storm  Tactic: Spring/None: Elude w/2 dice. Summer: Elude with 3 dice. If you fail, lose 1 ☹. Autumn: Fight with 3 dice. If you fail, lose 1 ☹. Winter: Exhaust to attack with 2 dice and add 1 to the highest.	Equinox  Bonus: Exhaust at any time to deactivate all seasons and optionally activate one of your choice.	Spring  Action: Deactivate all seasons. Optionally activate Spring. Refresh all your powers. Active: Refresh one of your powers at start of each turn. You cannot move.	Summer  Action: Deactivate all seasons. Optionally activate Summer or travel. Active: Traveling is a free action for you, but each time you do, you spend 1 ☹ instead of gaining 1 ☹.
Astral Surge ❖  Bonus: Exhaust at any time; until your next turn, +1 dice on all your rolls, and your powers have their <i>Astral</i> effect instead of their <i>Normal</i> effect.	Eddy ❖  Tactic: Normal: Elude with 2 dice. If you fail, refresh one Astral Surge. Astral: Fight with 2 dice.	Diffraction ❖  Bonus: Normal: Add 1 to your highest die when searching. Astral: Blights' effects do not affect you.	Transcendence ❖  Action: Normal: Gain 1 ☹ (up to default) and 1 ☹ (up to 7). Astral: Pray.	Ripples  Bonus: Normal: +1 dice searching Astral: If you roll multiple successes when searching, keep 2 cards instead of 1.
Astral Surge  Bonus: Exhaust at any time; until your next turn, +1 dice on all your rolls, and your powers have their <i>Astral</i> effect instead of their <i>Normal</i> effect.	Burst  Tactic: Normal: Fight with 2 dice. Astral: Exhaust to fight with 4 dice.	Current  Action: Normal: Move to the Monastery. Astral: Attack or search in another location, instead of your own.	Wellspring  Bonus: Normal: When you destroy a blight, refresh one Astral Surge. Astral: When you destroy a blight, gain 1 ☹ (up to default).	Shallows  Bonus: Normal: +1 dice eluding Astral: +1 dice fighting

Speed ❖  Tactic: Elude with 1 die and add 1 to your highest die. Exhaust after rolling to add 2 instead.	Blind Spots ❖  Action: Raise the secrecy of one hero at your location to your current secrecy.	Cross-Country ❖  Action: Exhaust to travel up to two times, gaining a total of 2 (up to 7).	Treasure Maps ❖  Bonus: Activate in your location at any time. Active: All heroes +1 dice searching there. Deactivate and exhaust on Necromancer's turn.	Probe Defenses  Bonus: Activate in your location at any time. Active: All blights -1 power there. Deactivate and exhaust on Necromancer's turn.
Escape Routes  Bonus: +1 dice eluding	Awareness  Bonus: +1 dice searching	A Way In  Bonus: Exhaust during your turn to move any number of heroes in one adjacent location to your location. Each gains 1 (up to 5).	Shelters  Bonus: Activate in your location at any time. Active: Heroes there do not experience Events. Deactivate and exhaust on Necromancer's turn.	Patrol Routes  Bonus: Activate in your location at any time. Active: Blights there have no effects. Deactivate and exhaust on Necromancer's turn.
Military Style ❖  Tactic: Fight with 2 dice.	Persistence ❖  Bonus: Exhaust after a fight roll to add 2 dice.	Withdraw ❖  Bonus: When you attack a blight and fail, make a second fight roll. If that roll succeeds, ignore the blight's defense and do not lose secrecy for attacking.	Spoils of War ❖  Bonus: Exhaust after you destroy a blight to search the blight's location. <i>You may only use one War power for each blight you destroy.</i>	Drums of War  Bonus: Exhaust after you destroy a blight to travel. <i>You may only use one War power for each blight you destroy.</i>
Exotic Style  Tactic: Fight with 3 dice. If you fail, you suffer the failure effect twice.	Wild Style  Tactic: Roll one die (and use the lowest). Then, fight with 4 dice, but only dice greater than the result of the first die can succeed.	Masterwork Blade  Bonus: +1 dice in fights	Dogs of War  Bonus: Exhaust after you destroy a blight to make an attack. <i>You may only use one War power for each blight you destroy.</i>	Glory of War  Bonus: Exhaust after you destroy a blight to gain 1 (up to default). <i>You may only use one War power for each blight you destroy.</i>



Scout
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Charge ❖  Tactic: Fight with 2 dice.	Sprint ❖  Tactic: Elude with 2 dice.	Hard Ride ❖  Action: Move twice, but gain no secrecy.	Oath of Purging ❖  Action: If no Oaths are active, activate until you fulfill or break. Active: +2 dice in fights when attacking blights Fulfill: Destroy a blight; You gain 1 🐦 Break: Enter the Monastery; You lose 1 🐦	Oath of Vengeance  Action: If no Oaths are active, activate until you fulfill or break. Active: Add 1 to highest die when fighting Necro. Fulfill: Win fight vs. Necro.; You get a free action Break: Hide or Search; You lose 1 🐦
Consecrated Blade  Bonus: +1 dice in fights	Holy Mantle  Bonus: +1 to default 🐦 Add 1 to each die when praying.	Reckless Abandon  Tactic: Fight with 4 dice, but lose 1 🐦 unless you roll 2 successes.	Oath of Defense  Action: If no Oaths are active, activate until you fulfill or break. Active: Gain 1 🐦 (up to default) at start of turn Fulfill: No blights at location; You gain 1 🐦 Break: Leave location; You lose all 🐦	Oath of Valor  Action: If no Oaths are active, activate until you fulfill or break. Active: +1 dice in fights Fulfill: Win a fight; You may activate any Oath immediately Break: Attempt to elude; You lose 1 🐦
Strategy ❖  Tactic: Fight with 2 dice.	Loyalty ❖  Bonus: +1 dice when eluding	Inspire ❖  Action: Activate on a hero in your location. Active: +3 dice on one roll (choose before rolling), then deactivate	Resistance ❖  Action: Spend 1 🐞 to activate in your location. Active: Heroes gain +1 dice in fights when attacking blights there.	Scouts  Action: Spend 1 🐞 to activate in your location. Active: Heroes gain +1 dice in searches there.
Rebellion  Tactic: Fight with 3 dice when attacking a blight or the Necromancer.	Secret Passage  Action: Move to an adjacent location and gain 2 🐞 (up to 5)	Divine Right  Bonus: +1 to default 🐦 Add 1 to each die when praying.	Chapel  Action: Spend 1 🐞 to activate in your location. Active: Heroes can pray in that location.	Safe House  Action: Spend 2 🐞 to activate in your location. Active: Heroes gain 1 🐞 (up to 5) when ending a turn there, and +1 dice when eluding there.



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Darkest Night

Ambush ❖  <i>Tactic:</i> Spend 1 🐞 to fight with 3 dice.	Vanish ❖  <i>Tactic:</i> Elude with 2 dice. Gain 1 🐞 (up to 7) if you roll 2 successes.	Eavesdrop ❖  <i>Action:</i> Spend 1 🐞 to search with 2 dice.	Contacts ❖  <i>Bonus:</i> Exhaust at any time to gain 1 🐞 (up to 7).	Skulk  <i>Tactic:</i> Elude with 2 dice, and add 1 to the highest die.
Shadow Cloak  <i>Bonus:</i> +1 dice when eluding	Stealth  <i>Bonus:</i> Any time you lose or spend 🐞, you can spend 1 🐞 instead.	Diversion  <i>Action:</i> Spend 1 🐞 to negate the effects of one blight in your location until the Necromancer ends a turn there.	Sap  <i>Bonus:</i> Exhaust during your turn to reduce the power of a blight in your location by 1 until your next turn.	Sabotage  <i>Action:</i> Spend 1 🐞 in the Necromancer's location to cause -1 ⚔
Find Weakness ❖  <i>Tactic:</i> Fight with 1 die. Before rolling, pick 1 die, and add 1 to its result.	Foresight ❖  <i>Tactic:</i> Elude with 2 dice.	Thoroughness ❖  <i>Bonus:</i> If you search successfully, draw an extra card, and discard 1 of your choice.	Preparation ❖  <i>Bonus:</i> Exhaust after you make any die roll to reroll it.	Ancient Sword  <i>Bonus:</i> +1 dice in fights
Research Materials  <i>Bonus:</i> +1 dice in searches	Ancient Charm  <i>Immediately</i> activate in your location. When a hero has an Event there, draw an extra card and discard 1.	Ancient Defense  <i>Immediately</i> activate in your location. When a blight appears there, draw an extra card and discard 1.	Counterspell  <i>Immediately</i> activate in your location. The power of blights there is reduced by 1.	Forgotten Sanctum  <i>Immediately</i> activate in your location. Heroes gain +2 dice when eluding there.



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Premonition ❖  <i>Tactic:</i> Exhaust to elude with 3 dice. If you roll 2 successes, refresh immediately.	Prediction ❖  <i>Action:</i> Roll 2 dice and add them to this card. You may use all dice on this card instead of making any roll. When you do, clear this card.	Dowse ❖  <i>Action:</i> Exhaust to draw one search result for your location without rolling dice.	Prophecy of Fortune ❖  <i>Bonus:</i> Exhaust at the start of any hero's turn. That hero gains +1 dice on all rolls this turn.	Prophecy of Sanctuary  <i>Bonus:</i> Exhaust at the start of any hero's turn. That hero gains 1 🐞 (up to 7) and need not lose or spend 🐞 this turn.
Destiny  <i>Bonus:</i> +1 dice in fights	Foreknowledge  <i>Bonus:</i> When you experience an event, draw an extra card and discard 1.	Hope  <i>Action:</i> Exhaust and spend 1 🐞 to cause -1 ⬆	Prophecy of Safety  <i>Bonus:</i> Exhaust at the start of any hero's turn. That hero need not lose or spend 🐞 this turn.	Prophecy of Doom  <i>Bonus:</i> Exhaust at the start of your turn. Roll 3 dice and choose 1; use that as the Necromancer's next movement roll.
Dead Servant  <i>Secrecy</i> 5+ Scout - ♥ 5 🐞 Failure: Lose 1 🐞 3-4 Archer 4 ♥ 4 🐞 Failure: 🐞 0-2 Dread 5 ♥ 5 🐞 Failure: 🐞	Dead Servant  <i>Secrecy</i> 5+ Scout - ♥ 5 🐞 Failure: Lose 1 🐞 3-4 Archer 4 ♥ 4 🐞 Failure: 🐞 0-2 Dread 5 ♥ 5 🐞 Failure: 🐞	Dead Servant  <i>Secrecy</i> 5+ Scout - ♥ 5 🐞 Failure: Lose 1 🐞 3-4 Archer 4 ♥ 4 🐞 Failure: 🐞 0-2 Dread 5 ♥ 5 🐞 Failure: 🐞	Dead Servant  <i>Secrecy</i> 5+ Scout - ♥ 5 🐞 Failure: Lose 1 🐞 3-4 Archer 4 ♥ 4 🐞 Failure: 🐞 0-2 Dread 5 ♥ 5 🐞 Failure: 🐞	Demon  <i>Secrecy</i> 6+ Flying - ♥ 6 🐞 Failure: Lose 1 🐞 4-5 Fearful 3 ♥ 4 🐞 Failure: Lose 2 🐞 0-3 Deadly 4 ♥ 5 🐞 Failure: 🐞
Demon  <i>Secrecy</i> 6+ Flying - ♥ 6 🐞 Failure: Lose 1 🐞 4-5 Fearful 3 ♥ 4 🐞 Failure: Lose 2 🐞 0-3 Deadly 4 ♥ 5 🐞 Failure: 🐞	Demon  <i>Secrecy</i> 6+ Flying - ♥ 6 🐞 Failure: Lose 1 🐞 4-5 Fearful 3 ♥ 4 🐞 Failure: Lose 2 🐞 0-3 Deadly 4 ♥ 5 🐞 Failure: 🐞	Horde  <i>Secrecy</i> 4+ Small 4 ♥ 3 🐞 Failure: 🐞 2-3 Large 5 ♥ 4 🐞 Failure: 🐞 0-1 Giant 6 ♥ 5 🐞 Failure: 🐞	Horde  <i>Secrecy</i> 4+ Small 4 ♥ 3 🐞 Failure: 🐞 2-3 Large 5 ♥ 4 🐞 Failure: 🐞 0-1 Giant 6 ♥ 5 🐞 Failure: 🐞	Horde  <i>Secrecy</i> 4+ Small 4 ♥ 3 🐞 Failure: 🐞 2-3 Large 5 ♥ 4 🐞 Failure: 🐞 0-1 Giant 6 ♥ 5 🐞 Failure: 🐞



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<div>Dead Servant</div> <div></div> <div><i>Secrecy</i> 5+ Scout - ♥ 5 ♠ Failure: Lose 1 ☹ 3-4 Archer 4 ♥ 4 ♠ Failure: ☠ 0-2 Dread 5 ♥ 5 ♠ Failure: ☠</div>	<div>Vile Messenger</div> <div></div> <div>4 ♥ - ♠ Failure: +1 ✦</div>	<div>Cultist</div> <div></div> <div>5 ♥ 4 ♠ Win Fight: -1 ✦ Win Elude: No effect Failure: ☠</div>	<div>Tracker</div> <div></div> <div>4 ♥ 5 ♠ Win Fight: Lose 1 ☹ Win Elude: No effect Failure: Lose 2 ☹</div>	<div>Ghoul</div> <div></div> <div>4 ♥ 3 ♠ Failure: ☠</div>
<div>Zombie</div> <div></div> <div>5 ♥ 3 ♠ Failure: ☠</div>	<div>Shadow</div> <div></div> <div>3 ♥ 4 ♠ Failure: ☠</div>	<div>Shade</div> <div></div> <div>3 ♥ 5 ♠ Failure: ☠</div>	<div>Skeleton</div> <div></div> <div>4 ♥ 4 ♠ Failure: ☠</div>	<div>Lich</div> <div></div> <div>5 ♥ 5 ♠ Failure: ☠</div>
<div>Ritual</div> <div></div> <div><i>Blights (in your location)</i> 0 Necro. moves here 1-2 New blight here 3-4 +1 ✦ Spend 1 ♠ and lose 1 ☹ to cancel this event.</div>	<div>Raid</div> <div></div> <div><i>Blights (in your location)</i> 0-1 Lose 2 ☹ 2-3 Lose 1 ♠ and 1 ☹ 4 +1 ✦</div>	<div>Unfriendly Eyes</div> <div></div> <div><i>Blights (in your location)</i> 0 Lose 1 ☹ 1-2 Spend 1 ☹ or lose 1 ♠ 3-4 Spend 1 ♠ or +1 ✦</div>	<div>Black Banner</div> <div></div> <div><i>Blights (in your location)</i> 0-1 Archer 4 ♥ 4 ♠ Failure: ☠ 2-3 Lich 5 ♥ 5 ♠ Failure: ☠ 4 Reaper 6 ♥ 6 ♠ Failure: ☠</div>	<div>Sloppy Search</div> <div></div> <div><i>Roll 1 die and take highest</i> 6 Gain 1 ☹ 4-5 No effect 1-3 Spend 1 ♠ or lose 1 ☹</div>
<div>Betrayal</div> <div></div> <div>Lose 1 ☹</div>	<div>Anathema</div> <div></div> <div>Lose 1 ♠</div>	<div>Dark Scrying</div> <div></div> <div>Spend 1 ♠ or lose 2 ☹</div>	<div>Midnight</div> <div></div> <div>+1 ✦</div>	<div>Renewal</div> <div></div> <div>Reshuffle the Event deck and draw a new card.</div>

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