



Nyashia

Nyashia

3 3 3

Program. Creature. Corrupted.

Cyberspace Spawn.

Elusive. Retaliate.



ENEMY

Illus. Liiga Smilshkalne
Иллюстрация Лиига Смилшхалне

0-3
0-2

9/74
8/74

480
480

Nyashia

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Elusive. Retaliate.



ENEMY

Illus. Liiga Smilshkalne
Иллюстрация Лиига Смилшхалне

4-11
4-11

11/74
11/74

481
481

Nyashia

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ENEMY

Illus. Liiga Smilshkalne
Иллюстрация Лиига Смилшхалне

4-11
4-11

11/74
11/74

481
481

Nyashia

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ENEMY

Illus. Liiga Smilshkalne
Иллюстрация Лиига Смилшхалне

12-17
12-17

13/74
13/74

482
482

3 3 3

Program. Creature. Corrupted.

Cyberspace Spawn.

Alert. Elusive. Retaliate.



ENEMY

Illus. Liiga Smilshkalne
Иллюстрация Лиига Смилшхалне

12-17
12-17

13/74
13/74

482
482

3 3 3

Program. Creature. Corrupted.

Cyberspace Spawn.

Alert. Elusive. Retaliate.

Forced – After Nyashia engages your cyber avatar: Corrupt a non-weakness card in your hand.



ENEMY

Illus. Liiga Smilshkalne
Иллюстрация Лиига Смилшхалне

18-23
18-23

15/74
15/74

483
483

Nyashia

Nyashia

Nyashia

3 3 3

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ENEMY

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18-23
18-23

15/74
15/74

483
483

3 3 3

Program. Creature. Corrupted.

Cyberspace Spawn.

Alert. Elusive. Retaliate.

Forced – After Nyashia attacks or engages your cyber avatar: Corrupt a non-weakness card in your hand.



ENEMY

Illus. Liiga Smilshkalne
Иллюстрация Лиига Смилшхалне

24+
24+

17/74
17/74

484
484

3 3 3

Program. Creature. Corrupted.

Cyberspace Spawn.

Alert. Elusive. Retaliate.

Forced – After Nyashia attacks or engages your cyber avatar: Corrupt a non-weakness card in your hand.



ENEMY

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Иллюстрация Лиига Смилшхалне

24+
24+

17/74
17/74

484
484



Vengeful Spirit

Program, Humanoid, Geist, Corrupted.

Cyberspace Spawn.

4 4 2

Illustration by Scott Uminga

► **Parley.** Test ♀ (X) to attempt to banish the spirit. If you succeed, deal it X damage.
(You choose X.)



ENEMY

Illustration by Scott Uminga

14-16

14-10

Illustration by Scott Uminga

19-74

19-14

Illustration by Scott Uminga

485

482

Illustration by Scott Uminga

482

482

Vengeful Spirit

Program, Humanoid, Geist, Corrupted.

Cyberspace Spawn.

4 4 2

Hunter. ⚔️

Illustration by Scott Uminga

► **Parley.** Test ♀ (X) to attempt to banish the spirit. If you succeed, deal it X damage.
(You choose X.)



ENEMY

Illustration by Scott Uminga

17-19

17-10

Illustration by Scott Uminga

21-74

21-14

Illustration by Scott Uminga

486

480

Vengeful Spirit

Program, Humanoid, Geist, Corrupted.

Cyberspace Spawn.

4 4 2

Hunter. ⚔️

Illustration by Scott Uminga

While Vengeful Spirit is ready, it gets +2 fight.

► **Corrupt** the top X cards of your deck: **Parley.** Test ♀ (X) to attempt to banish the spirit. If you succeed, deal it X damage. (You choose X.)



ENEMY

Illustration by Scott Uminga

23-25

23-32

Illustration by Scott Uminga

25-74

25-14

Illustration by Scott Uminga

488

488

Vengeful Spirit

Program, Humanoid, Geist, Corrupted.

Cyberspace Spawn.

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Illustration by Scott Uminga

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14-10

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19-74

19-14

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485

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482

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Cyberspace Spawn.

4 4 2

Hunter. ⚔️

Illustration by Scott Uminga

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(You choose X.)



ENEMY

Illustration by Scott Uminga

20-22

20-22

Illustration by Scott Uminga

23-74

23-14

Illustration by Scott Uminga

487

481

Illustration by Scott Uminga

20-22

20-22

Illustration by Scott Uminga

23-74

23-14

Illustration by Scott Uminga

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481

Vengeful Spirit

Program, Humanoid, Geist, Corrupted.

Cyberspace Spawn.

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While Vengeful Spirit is ready, it gets +2 fight.

► **Corrupt** the top X cards of your deck: **Parley.** Test ♀ (X) to attempt to banish the spirit. If you succeed, deal it X damage. (You choose X.)



ENEMY

Illustration by Scott Uminga

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25-14

Illustration by Scott Uminga

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Program, Humanoid, Geist, Corrupted.

Cyberspace Spawn.

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(You choose X.)



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Illustration by Scott Uminga

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(You choose X.)



ENEMY

Illustration by Scott Uminga

20-22

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23-14

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481

Illustration by Scott Uminga

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20-22

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23-14

Illustration by Scott Uminga

487

481

Vengeful Spirit

Program, Humanoid, Geist, Corrupted.

Cyberspace Spawn.

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Hunter. ⚔️

Illustration by Scott Uminga

While Vengeful Spirit is ready, it gets +2 fight.

► **Corrupt** the top X cards of your deck: **Parley.** Test ♀ (X) to attempt to banish the spirit. If you succeed, deal it X damage. (You choose X.)



ENEMY

Illustration by Scott Uminga

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25-14

Illustration by Scott Uminga

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488

Program, Humanoid, Geist, Corrupted.

Cyberspace Spawn.

4 4 2

Hunter. Retaliate.

While Vengeful Spirit is ready, it gets +2 fight.

► **Corrupt** the top X cards of your deck: **Parley.** Test ♀ (X) to attempt to banish the spirit. If you succeed, deal it X damage. (You choose X.)



ENEMY

Illustration by Scott Uminga

26+

27-74

27-14

Illustration by Scott Uminga

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Vengeful Spirit

Program. Humanoid. Geist. Corrupted.

Cyberspace Spawn.

Hunter. Retaliate.

While Vengeful Spirit is ready, it gets +2 fight.

→ Corrupt the top X cards of your deck: **Parley**. Test ♀ (X) to attempt to banish the spirit. If you succeed, deal it X damage. (You choose X.)



ENEMY



Illus. Scott Uminga

Price: 2000 Cyberspace

26+

27/74

489

32+

480

480



TREACHERY

NEURAL EMP

TREACHERY

NEURAL EMP

Hazard.

Revelation – You must choose :

- ❖ Exhaust your Brain-Machine Interface. Switch to meatspace, if able.
- ❖ Take 2 damage.

OPPS!

Revelation – You must choose :

- ❖ Exhaust your Brain-Machine Interface. Switch to meatspace, if able.
- ❖ Take 2 damage.



NEURAL EMP

Hazard.

Surge.

Revelation – You must choose :

- ❖ Exhaust your Brain-Machine Interface. Switch to meatspace, if able.
- ❖ Take 2 damage.



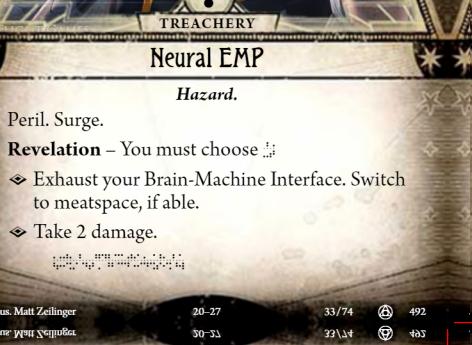
NEURAL EMP

Hazard.

Peril. Surge.

Revelation – You must choose :

- ❖ Exhaust your Brain-Machine Interface. Switch to meatspace, if able.
- ❖ Take 2 damage.
- ❖ Corrupt a non-weakness card in your hand.



NEURAL EMP

Hazard.

Peril. Surge.

Revelation – You must choose two:

- ❖ Exhaust your Brain-Machine Interface. Switch to meatspace, if able.
- ❖ Take 2 damage.
- ❖ Corrupt a non-weakness card in your hand.



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492

32+

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483



TREACHERY

NEURAL EMP

TREACHERY

NEURAL EMP

Hazard.

Revelation – You must choose :

- ❖ Exhaust your Brain-Machine Interface. Switch to meatspace, if able.
- ❖ Take 2 damage.



NEURAL EMP

Hazard.

Surge.

Revelation – You must choose :

- ❖ Exhaust your Brain-Machine Interface. Switch to meatspace, if able.
- ❖ Take 2 damage.



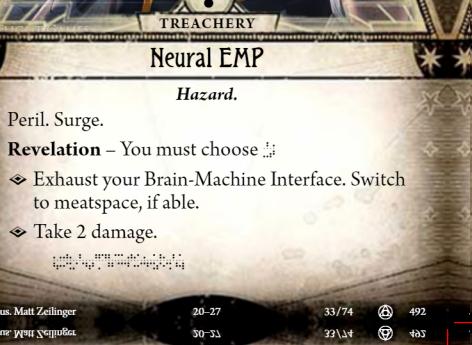
NEURAL EMP

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Surge.

Revelation – You must choose two:

- ❖ Exhaust your Brain-Machine Interface. Switch to meatspace, if able.
- ❖ Take 2 damage.
- ❖ Corrupt a non-weakness card in your hand.



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TREACHERY

NEURAL EMP

TREACHERY

NEURAL EMP

Hazard.

Revelation – You must choose :

- ❖ Exhaust your Brain-Machine Interface. Switch to meatspace, if able.
- ❖ Take 2 damage.



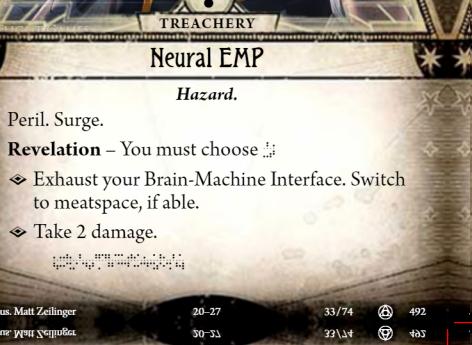
NEURAL EMP

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- ❖ Exhaust your Brain-Machine Interface. Switch to meatspace, if able.
- ❖ Take 2 damage.
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TREACHERY

NEURAL EMP

TREACHERY

NEURAL EMP

Hazard.

Revelation – You must choose :

- ❖ Exhaust your Brain-Machine Interface. Switch to meatspace, if able.
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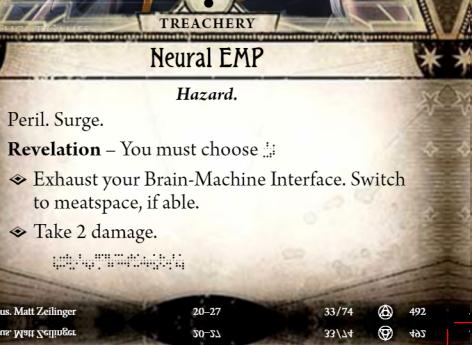
NEURAL EMP

Hazard.

Surge.

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- ❖ Exhaust your Brain-Machine Interface. Switch to meatspace, if able.
- ❖ Take 2 damage.
- ❖ Corrupt a non-weakness card in your hand.



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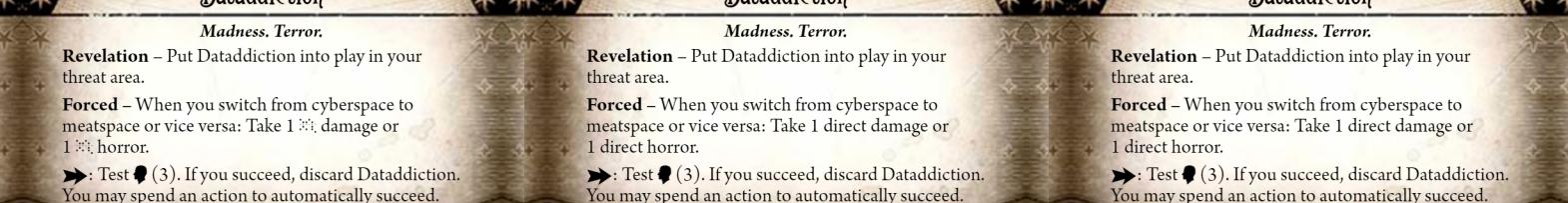
493

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TREACHERY**Meridian****Omen.**

Revelation – Test ♀ or ♂ (3). This test gets +1 difficulty for every 3 corrupted cards you own. If you fail, corrupt a non-weakness asset in your hand or play area.

TREACHERY**Meridian****Omen.**

Revelation – Test ♀ or ♂ (3). This test gets +1 difficulty for every 3 corrupted cards you own. If you fail, corrupt a non-weakness asset in your hand or play area and search your deck, discard pile, hand, and all play areas for each other copy of that card and corrupt them as well. Shuffle your deck.

TREACHERY**Meridian****Omen.**

Revelation – Test ♀ or ♂ (3). This test gets +1 difficulty for every 3 corrupted cards you own. If you fail, corrupt a non-weakness asset in your hand or play area and search your deck, discard pile, hand, and all play areas for each other copy of that card and corrupt them as well. Shuffle your deck.

Illus. Adam S. Doyle

5-27

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47/74



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Illustration by Adam S. Doyle

TREACHERY**Conundrum****Terror.**

Revelation – Put Conundrum into play in your threat area.

Forced – When you switch from cyberspace to meatspace or vice versa: Corrupt a ♀ non-weakness card in your hand.

►: Test ♀ (3). If you succeed, discard Conundrum. You may spend an action to automatically succeed.

TREACHERY**Conundrum****Terror.**

Revelation – Put Conundrum into play in your threat area.

Forced – When you switch from cyberspace to meatspace or vice versa: Corrupt a ♀ non-weakness card in your hand.

►: Test ♀ (3). If you succeed, discard Conundrum. You may spend an action to automatically succeed.

TREACHERY**Conundrum****Terror.**

Revelation – Put Conundrum into play in your threat area.

Forced – When you switch from cyberspace to meatspace or vice versa: Corrupt a random non-weakness card in your hand.

►: Test ♀ (3). If you succeed, discard Conundrum. You may spend an action to automatically succeed.

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6-13

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500

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Illustration by Scott Uminga

TREACHERY**Conundrum****Terror.**

Revelation – Put Conundrum into play in your threat area.

Forced – When you switch from cyberspace to meatspace or vice versa: Corrupt a random non-weakness card in your hand.

►: Test ♀ (3). If you succeed, discard Conundrum. You may spend an action to automatically succeed.

TREACHERY**Bad Times****Curse, Terror.**

Revelation – Test (4). Your base skill value is $\frac{1}{3}$ the number of corrupted cards you own ($\frac{1}{3}$ icons count as matching icons.) For each point you fail by, corrupt the top card of your deck.

TREACHERY**Bad Times****Curse, Terror.**

Revelation – Test (4). Your base skill value is $\frac{1}{3}$ the number of corrupted cards you own ($\frac{1}{3}$ icons count as matching icons.) For each point you fail by, corrupt the top card of your deck.

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14+

51/74



501

Illustration by Scott Uminga

Illus. Adam S. Doyle

12-17

53/74



502

Illustration by Adam S. Doyle

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502

Illustration by Adam S. Doyle





TREACHERY

Bad Times

Curse. Terror.

Revelation – Test (4). Your base skill value is half the number of corrupted cards you own (rounded down). (\heartsuit icons count as matching icons.) For each point you fail by, corrupt the top card of your deck.

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12–17

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18–31

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TREACHERY

Bad Times

Curse. Terror.

Revelation – Test (4). Your base skill value is half the number of corrupted cards you own (rounded down), to a maximum base skill value of 4. (\heartsuit icons count as matching icons.) For each point you fail by, corrupt the top card of your deck.

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18–25

56/74



503

18–32

20/34



203



TREACHERY

Bad Times

Curse. Terror.

Revelation – Test (4). Your base skill value is half the number of corrupted cards you own (rounded down), to a maximum base skill value of 4. (\heartsuit icons count as matching icons.) For each point you fail by, corrupt the top card of your deck.

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18–25

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18–32

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18–25

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18–32

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26+

59/74



504

50+

20/34



204



TREACHERY

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Curse. Terror.

Revelation – Test (4). Your base skill value is half the number of corrupted cards you own (rounded down), to a maximum base skill value of 4. (\heartsuit icons count as matching icons.) For each point you fail by, corrupt the top card of your deck.

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26+

59/74



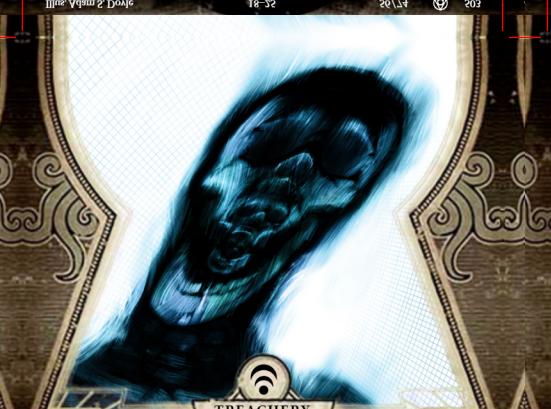
504

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TREACHERY

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Curse. Terror.

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26+

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20/34



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TREACHERY

Ghost Stories

Terror.

Revelation – For every 3 corrupted cards you own, you must choose one, to a minimum of 1 time and a maximum of 5 times:

- ❖ Corrupt the top 1 card¹ of your deck.
- ❖ Corrupt a ¹ non-weakness card in your hand.
- ❖ Take 1 damage
- ❖ Take 1 horror

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14–18

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14–19

20/34



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TREACHERY

Ghost Stories

Terror.

Revelation – For every 3 corrupted cards you own, you must choose one, to a minimum of 1 time and a maximum of 5 times:

- ❖ Corrupt the top 1 card¹ of your deck.
- ❖ Corrupt a ¹ non-weakness card in your hand.
- ❖ Take 1 damage
- ❖ Take 1 horror

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14–18

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14–19

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TREACHERY**Ghost Stories****Terror.**

Revelation – For every 3 corrupted cards you own, you must choose one, to a minimum of 1 time and a maximum of 5 times:

- ❖ Corrupt the top 2 cards of your deck.
- ❖ Corrupt a $\frac{1}{4}$ non-weakness card in your hand.
- ❖ Take 1 damage 
- ❖ Take 1 horror 

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19-22

64/74



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10-22

04/14

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TREACHERY**Ghost Stories****Terror.**

Revelation – For every 3 corrupted cards you own, you must choose one, to a minimum of 1 time and a maximum of 5 times:

- ❖ Corrupt the top 2 cards of your deck.
- ❖ Corrupt a $\frac{1}{4}$ non-weakness card in your hand.
- ❖ Take 1 damage 
- ❖ Take 1 horror 

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19-22

64/74



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200

TREACHERY**Ghost Stories****Terror.**

Revelation – For every 3 corrupted cards you own, you must choose one, to a minimum of 1 time and a maximum of 5 times:

- ❖ Corrupt the top 2 cards of your deck.
- ❖ Corrupt a $\frac{1}{4}$ non-weakness card in your hand.
- ❖ Take 1 damage and lose 1 resource,
- ❖ Take 1 horror 

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Иллюстрация Лиига Смилшхалне

23-26

66/74



507

10-22

04/14

201

Ghost Stories**Terror.**

Revelation – For every 3 corrupted cards you own, you must choose one, to a minimum of 1 time and a maximum of 5 times:

- ❖ Corrupt the top 2 cards of your deck.
- ❖ Corrupt a $\frac{1}{4}$ non-weakness card in your hand.
- ❖ Take 1 damage and lose 1 resource,
- ❖ Take 1 horror 

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Иллюстрация Лиига Смилшхалне

23-26

66/74



507

53-56

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201

**Ghost Stories****Terror.**

Revelation – For every 3 corrupted cards you own, you must choose one, to a minimum of 1 time and a maximum of 5 times:

- ❖ Corrupt the top 2 cards of your deck.
- ❖ Corrupt a $\frac{1}{4}$ non-weakness card in your hand.
- ❖ Take 1 damage and lose 1 resource,
- ❖ Take 1 horror and lose 1 resource.

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Иллюстрация Лиига Смилшхалне

27-30

68/74



508

51-53

08/14

208

**Ghost Stories****Terror.**

Revelation – For every 3 corrupted cards you own, you must choose one, to a minimum of 1 time and a maximum of 5 times:

- ❖ Corrupt the top 2 cards of your deck.
- ❖ Corrupt a $\frac{1}{4}$ non-weakness card in your hand.
- ❖ Take 1 damage and lose 1 resource,
- ❖ Take 1 horror and lose 1 resource.

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Иллюстрация Лиига Смилшхалне

27-30

68/74



508

53-56

08/14

208

Ghost Stories**Terror.**

Revelation – For every 3 corrupted cards you own, you must choose one, to a minimum of 1 time and a maximum of 5 times:

- ❖ Corrupt the top 2 cards of your deck.
- ❖ Corrupt a random non-weakness card in your hand.
- ❖ Take 1 damage and lose 1 resource,
- ❖ Take 1 horror and lose 1 resource.

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Иллюстрация Лиига Смилшхалне

31+

70/74



509

31+

00/14

209

**Ghost Stories****Terror.**

Revelation – For every 3 corrupted cards you own, you must choose one, to a minimum of 1 time and a maximum of 5 times:

- ❖ Corrupt the top 2 cards of your deck.
- ❖ Corrupt a random non-weakness card in your hand.
- ❖ Take 1 damage and lose 1 resource,
- ❖ Take 1 horror and lose 1 resource.

Illus. Liiga Smilshkalne
Иллюстрация Лиига Смилшхалне

31+

70/74



509

31+

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209

**Consume****Power.**

Revelation – Count the total number of corrupted cards. If there are ...

- ❖ ... 5 or more, each investigator takes 2 damage or horror, divided as they wish.
- ❖ ... 3 or less, each investigator takes 1 damage or horror, divided as they wish.
- ❖ ... 1 or less, each investigator takes 1 damage or horror, divided as they wish.

Illus. Pavel Kolomeyets
Иллюстрация Павла Коломейца

10-14

72/74



510

10-14

00/14

210





