

## ***TEMPORARY BOONS & BANES***

You can also use these cards as an additional way to give heroes temporary boons and banes:

***Did a swamp hag curse a party member, or did a mighty celestial bless a hero?***

Give them an additional BANE or INSPIRED action card for their deck! At the end of their turn they'll draw 3 cards randomly, increasing their odds of bad and good things happening (until their next Safe Rest, until they are healed of the curse, or until they lose the benefactor's favor)!



**—ONE—**  
***ACTION***



***Discard this card to  
perform 1 action.***



**—ONE—**  
***ACTION***



***Discard this card to  
perform 1 action.***



**—ONE—**  
***ACTION***



***Discard this card to  
perform 1 action.***



—ONE—  
***ACTION***



***Discard this card to  
perform 1 action.***



**—ONE—**  
***ACTION***



***Discard this card to  
perform 1 action.***



**—ONE—**  
***ACTION***



***Discard this card to  
perform 1 action.***



**—ONE—**  
***ACTION***



***Discard this card to  
perform 1 action.***





—ONE—  
***ACTION***



***Discard this card to  
perform 1 action.***



**—ONE—**  
***ACTION***



***Discard this card to  
perform 1 action.***



**—ONE—**  
***ACTION***



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perform 1 action.***



**—ONE—**  
***ACTION***



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**—ONE—**  
***ACTION***



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**—ONE—**  
***ACTION***



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perform 1 action.***



—ONE—  
***ACTION***



***Discard this card to  
perform 1 action.***



—ONE—  
***ACTION***



***Discard this card to  
perform 1 action.***





—ONE—  
***ACTION***



***Discard this card to  
perform 1 action.***



—ONE—  
***ACTION***



***Discard this card to  
perform 1 action.***



**—ONE—**  
***ACTION***



***Discard this card to  
perform 1 action.***