

DERRING DO I



◎: In a combat encounter, gain **weary** to add to this card.



ARCANOLOGY



◎: A single playcard with costs one less to refresh.



DETERMINED



◎: Gain **weary** to add to this play.



BIFF!



◎: Gain a token.



DEVIOUS



◎: When this character plays a card with , gain and play a token if possible.



ADVENTURER



Adventurers are jacks of all trades and of great worth in the terrible places of the world.

Return this card to the character's hand in the next setting, or refresh as a normal Play Card.



ALERT



To survive, one must navigate tumultuous currents with a keen instinct for danger.



APPRENTICE



Trained martially and magically, the Apprentice meets horrors with mind and steel.

Return this card to the character's hand in the next setting, or refresh as a normal Play Card.



DEVIOUS

Exhausted



◎: When this character plays a card with , gain and play a token if possible.



DETERMINED

Exhausted



◎: Gain **weary** to add to this play.



DERRING DO I

Exhausted



◎: In a combat encounter, gain **weary** to add to this card.



DEADLY

Exhausted



◎: In a combat encounter, gain **weary** to play any as .



BIFF!

Exhausted



◎: Gain a token.



ARCANOLOGY

Exhausted



◎: A single playcard with costs one less ◎ to refresh.



APPRENTICE

Exhausted



Trained martially and magically, the Apprentice meets horrors with mind and steel.

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Exhausted



Adventurers are jacks of all trades and of great worth in the terrible places of the world.

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INSPIRE



②: One other character may convert one **despair** to **weary**.



INVOCATION



②: Gain **shock** or **despair** to gain any token.



LANDSMAN



Experienced fighter and talented trailblazer.
Return this card to the character's hand in the next setting, or refresh as a normal Play Card.

FOCUS



②: Refresh any equal or lower tier Play Card that has ② in its cost and is not an archetype.



HEARTY



②: Discard one **weary**.



INSIGHT



A creative mind will unravel mysteries and conjure the extraordinary, weaving threads of knowledge into spells that defy the ordinary.

DODGE



②: Ignore one **injury** for this character.



ELDRITCH STUDIES



Knowledge is power, forbidden knowledge, doubly so.

ENLIGHTENED



②: Reduce ② attribute by one point.

④: Increase ④ attribute by one point.



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Exhausted



Experienced fighter and talented trailblazer.
Return this card to the character's hand in the next setting, or refresh as a normal Play Card.



INVOCATION

Exhausted



Ⓐ: Gain **shock** or **despair** to gain any ⚡ ⚡ ✎ ⚡ ⚡ ⚡ token.



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Ⓑ: One other character may convert one **despair** to **weary**.



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DODGE

Exhausted



Ⓑ: Ignore one **injury** for this character.



RALLY



◎: All other characters may discard one **weary** and then convert one **shock** or **despair** to **weary**.



SCOUNDREL



Loose morals often help in dire circumstances.
Return this card to the character's hand in the next setting, or refresh as a normal Play Card.



SPELLCASTING



◎: Gain up to 3 **weary**. For each, add any glyph to a card played by this character.



MINDSTRONG



◎: When you gain **shock** gain **weary** instead.



PATHFINDING



◎: Refresh this card automatically if played against an obstacle, after the encounter.



PIONEER



Pioneers strike out into the madness beyond the walls as scouts and wayfinders.
Return this card to the character's hand in the next setting, or refresh as a normal Play Card.



LEADERSHIP



◎: One other character may play a card or token and refresh it after the encounter.



LEARNED



◎: Reduce ◎ attribute by one.

◎: Increase ◎ attribute by one.



MARTIAL



◎: Count any card this character plays as having one more ✕ if it has at least one ✕.



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Exhausted



◎: Gain up to 3 **weary**. For each, add any glyph to a card played by this character.



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◎: Count any card this character plays as having one more ✕ if it has at least one ✕.



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◎: Reduce ◎ attribute by one.

◎: Increase ◎ attribute by one.



LEADERSHIP

Exhausted



◎: One other character may play a card or token and refresh it after the encounter.



TOUGH



⊖: Reduce ⚡ attribute by one.

⊕: Increase ⚡ attribute by one.

SUPERSTITION



⊖: Gain weary to add 🕸️ 📖 to this playcard.

WARDS AND SIGNS



⊖: When you gain despair, gain weary instead.

WICKED



⊖: If the threat this card is played against has 🕸️ and ✘, count this card as having an additional 🕸️.

STEALTH



Shhhhhh.

TACTICS



Move with calculated steps to turn the tide with a blend of lethal finesse and strategic acumen.

TOMB ROBBER



Sneaking into forgotten places and breaking magical wards require a specific set of skills.
Return this card to the character's hand in the next setting, or refresh as a normal Play Card.

STRATEGIST



⊖: Gain weary to gain and play ✘ and ⊖ tokens if possible.

SUBTERFUGE



Diplomacy at its finest is a diabolical art.

WICKED



Exhausted

②: If the threat this card is played against has and , count this card as having an additional .



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TOUGH



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④: Increase ① attribute by one.

SUPERSTITION



Exhausted

②: Gain **weary** to add to this playcard.



STRATEGIST



Exhausted

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STEALTH



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Shhhhhh.

