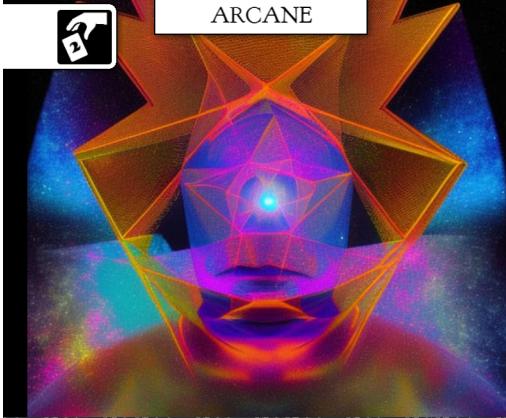


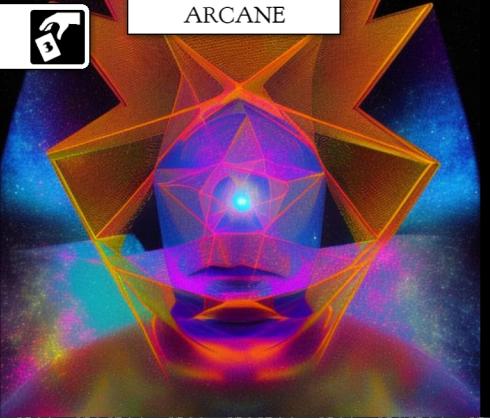
COMBINATORIAL ABSTRACTION

ARCANE



DIAMETRIC DIFFUSION

ARCANE



LOSS



SHOCK



DOOM



DOOM

ACID SPRAY



Gain 1 INJURY for each character that does not have either or on an in-hand Play Card. A character may discard a or Token they control to avoid this effect.

BONE ARMOR



The creature's shattered bones, though ghastly in appearance, form an unintentional armor of sorts. The interlocking fragments create an uneven and jagged surface that can prove difficult to penetrate.
Gain 1 INJURY when this card is revealed.

Play to gain this card as an Advantage.



MALEVOLENT AURA



The very presence of Yicht emanates an aura of primordial malevolence. This aura can induce profound fear, despair, or madness in those who draw near, sowing doubt and weakening the resolve of even the bravest heroes.

Characters with 1 SPIRIT take SHOCK.
Characters with 1 MIND take DESPAIR.

PRISMATIC REDUCTION

ARCANE



INJURY



ENSNARED

EXPLODING WARD



2X INJURY



INCAPACITATED



INJURY



ENSNARED

FLAILING LIMBS



INJURY



ENSNARED



SAVAGE RUSH



SHATTER



ARCANE



2x INJURY

2x SHOCK

DISADVANTAGE

INCAPACITATED

REALITY DISTORTION



Yicht's existence defies the laws of nature and sanity. Its eldritch essence warps the fabric of reality around it, creating an environment that is as treacherous as the creature itself. Space may contort, causing attacks to miss their mark or alter trajectory unpredictably.

Gain 2 SHOCK when this card is revealed.

Play to gain this card as an Advantage.

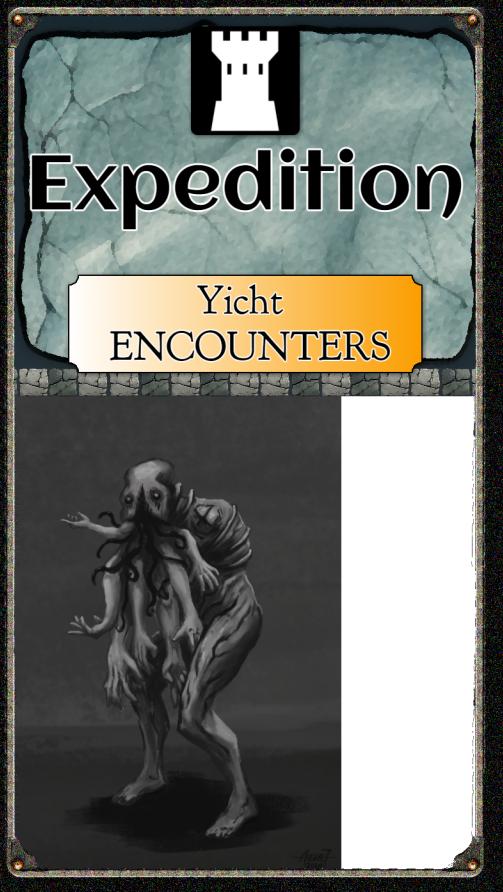
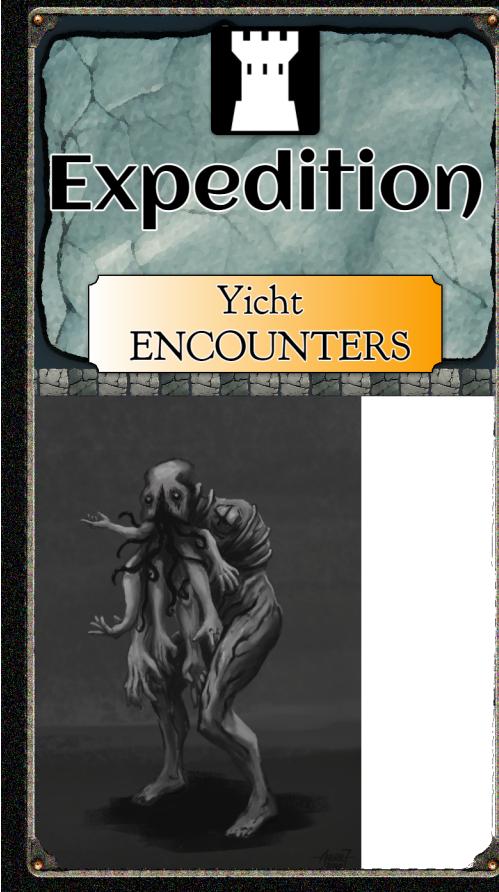
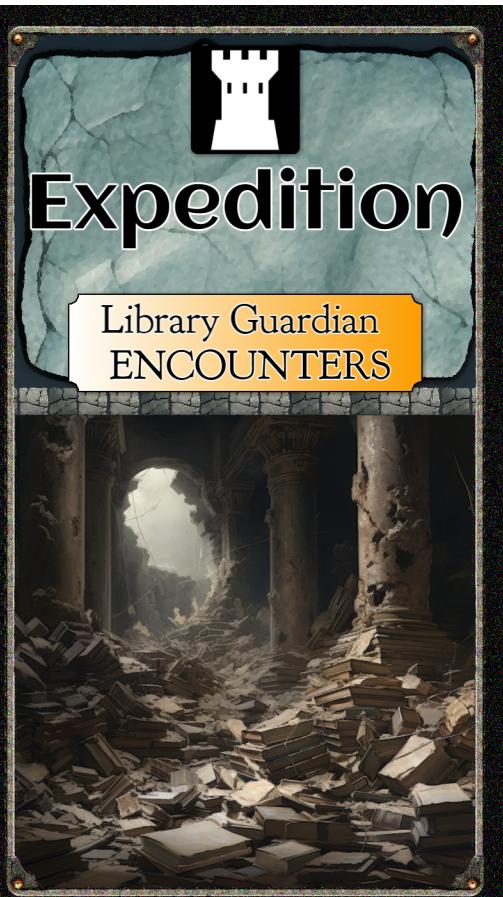
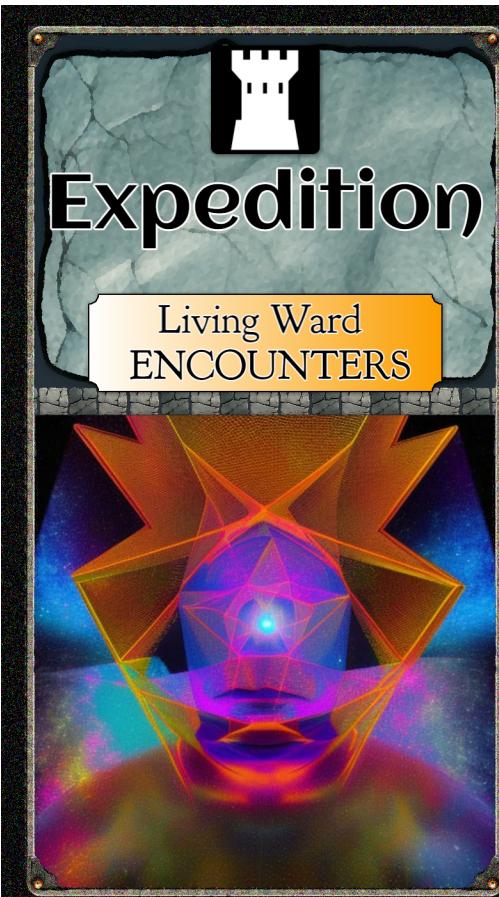
REGENERATIVE RESILIENCE



Yicht's nightmarish ability to break and reassemble its bones is not limited to mere locomotion. It enables a rapid regeneration that surpasses mortal comprehension. Wounds inflicted upon it close with unsettling speed, fractures mend themselves with unnatural efficiency.

If this is the last card, flip the quest card over to complete the quest. Otherwise, set this card aside and shuffle Yicht's unclaimed Advantage encounters.

In either case, you may rest one character.



UNNATURAL AGILITY

5



2x INJURY

2x SHOCK

SWEEEPING TENTACLES

ABERRANT



TERROR BITE



Each character without & in hand, takes an Ensnared Peril.

If all characters are incapacitated or ensnared, the adventure ends in failure and the death of all characters.



