

Doom



If the crew gains a 3rd Doom, the adventure ends.

Ensnared



X

✗✗ are taboo for this character until the end of the next encounter, unless another character plays ✗✗.

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Delay



Advance the time on the quest. This card can cause challenges to be more difficult. Discard it after a team rest action, or if it shows in the extra difficulty section on an encounter. You can only have one Delay Peril.

Disadvantage



Encounters include the Glyphs in the "extra difficulty". If you gain Disadvantage again, gain Doom instead. Discard Disadvantage at the beginning of the next Setting.

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Afflicted



Place this Peril on one in hand Aspect or Archetype that has at least one refresh cost. Discard this card during a rest action. Until discarded that Play Card may not be used. When discarded, **exhaust** the Play Card that was afflicted and gain WEARY.

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PERIL



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Weary



X

During a rest action, discard WEARY in place of refreshing a card. You may discard this peril with a Discard Peril action if available.

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Lost



Reset all waypoint progress on this Setting. Discard Lost when you reach the next Setting.
Gain Doom if you would gain a second Lost.

Mishap



X

Double the cost of a threat (not Mishap) in which this character takes part. This character MUST play Mishap if they play any cards. Discard after taking part in an encounter. A second Mishap on one character results in Doom.

Weary



X

During a rest action, discard WEARY in place of refreshing a card. You may discard this peril with a Discard Peril action if available.

Incapacitated



X

In the next encounter, this character may only discard this Peril as their action.

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X

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Loss



Do the first possible:
• discard a random loot
• discard all tokens
• discard an artifact
• gain doom
Discard Loss at the start of the next Setting. Gain Doom if you would gain a second Loss.



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PERIL



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