
1+
Gambler
Ally • * Shadow
Ally
(Hero): When drawing a gold Loot Token, draw one more and choose which to keep; traps must be kept.
Risk is its own reward.
Grand Plains
4
N313


Centaur Rider
Title • * Steed
Title
(Deed) Veil: As your Move Action, you may move up to 3 spaces in one direction. Ignore any locations you pass through.
There are secret paths that few know of.
Old Wood
5
N321


4
Displacement
Spell • * Kinetic
Spell
(Deed) Veil: Relocate to an adjacent location.
When ripples move across the water, every drop stays in place.
Misty Fens
4
N334


2+
Scimitar of Shadow
Item • * Weapon
Item
Some call it cursed, some call it blessed; either way this blade shrouds its bearer in unnatural shadow.
Hidden Woods
5
N341


Ally


Title


Spell


Item



Hope

Ally • * Pious

Ally

(Deed) Sacrifice: Defeat a Plot card at your location.

Gloom and Despair may grow ever stronger, yet they may never entirely eradicate their antithesis – Hope.

Rolling Hills

N314

4



Exorcist

Title • * Reputation

Title

(Deed) Veil: Defeat an Undead Enemy at your location.

There are rituals that heal the rifts in the Veil made by Necromancers.

Grand Plains

N322

4



Succour

Spell • * Healing

Spell

(Deed) Veil: Regain 1 HP.

Reliving the memory of a sunrise can have tangible effects.

Barrow Moor

N332

4



Laced Wine

Item • * Potion

Item

(Deed) Sacrifice: Defeat a Stranger after getting at least 1 success on an Influence test.

They cannot turn resentment into trust, but the soothing drops melt away fear and apprehension.

Windy Valley

N344

2










2+
Chevalière
Ally • *Martial
Ally
Some chivalric orders accept only men. Others accept only the most devout.
Barren Wastes
4
N311


Usurper
Title • *Rank • Villain
Title
(Deed) Veil: Defeat a Neutral Stranger at your location.
(Hero): You may not make Influence attempts against Noble Strangers.
Those who are not with us are against us.
Wretched Bog
2
N324


4
Power Projection
Spell • *Combat
Spell
(Deed) Veil: Gain +3 to any one test during Engagement or Assault.
Letting yourself merge with the Veil is dangerous, but a great source of power.
Rising Bluffs
3
N331

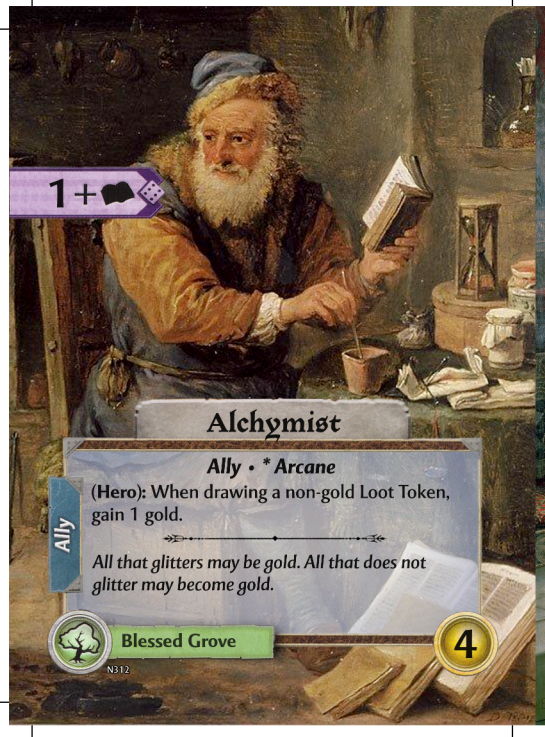

2+
Golden Torc
Item • *Jewellery
Item
(Hero): You may not make Influence attempts against Villain Strangers.
As a symbol of righteousness, the Torc has different effects on people according to their inclinations.
Endless Brackens
4
N343


Ally


Title


Spell


Item


1+
Alchymist
Ally • * Arcane
(Hero): When drawing a non-gold Loot Token, gain 1 gold.
All that glitters may be gold. All that does not glitter may become gold.
Ally
Blessed Grove
4
N312


Knight-errant
Title • * Order • Noble
(Deed) Veil: Defeat a Villain Stranger at your location.
Being knighted by Lady Yolande marks you as a force to be reckoned with.
Title
Spine Ridge Pass
4
N323


3
1+
Silence
Spell • * Aid
It was the Druids who first learned how to transfer the silence of the owl's flight to themselves.
Spell
Lost Forest
3
N333


Hauberk
Item • * Armour
(Hero): You get 1 extra HP which does not yield an AP at dawn.
It is better to spend the evening mending your hauberk than to spend the night mending your body.
Item
Rising Bluffs
5
N342


Ally


Title


Spell


Item