




TREACHERY

Rotting Remains

Terror.

Revelation – Test  (3). For each point you fail by, take 1 horror.

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You're glad this wasn't you.*






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Frozen in Fear

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Revelation – Put Frozen in Fear into play in your threat area.

The first time you perform one of the following actions (move, fight, or evade) each round, it costs 1 additional action.

Forced – At the end of your turn: Test  (3).
If you succeed, discard Frozen in Fear.






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Dissonant Voices

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Revelation – Put Dissonant Voices into play in your threat area.

You cannot play assets or events.

Forced – At the end of the round: Discard Dissonant Voices.





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