

BITTER WIND



Weather.

When Revealed: Each player must choose one: deal 1 damage to each character they control, or reveal an additional encounter card.

Shadow: Choose 1: deal 1 damage to the defending character, or deal the attacking enemy 2 additional shadow cards.

TREACHERY

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OUT FOR BLOOD



When Revealed: Each engaged enemy makes an immediate attack. Return each enemy that attacks this way to the staging area after it attacks. If no attacks are made this way, Out for Blood gains surge.

Shadow: The attacking enemy makes an additional attack after this one. Return it to the staging area after that attack.

TREACHERY

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SNOWSTORM



Weather.

When Revealed: Each player chooses one: each character they control gets -1 ♠, -1 ♥, and -1 ♦ until the end of the round, or reveal an additional encounter card.

Shadow: Choose 1: the defending character cannot ready this round, or deal the attacking enemy 2 additional shadow cards.

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CONSTANT PREDATION



Surge.

Each player's threat cannot be reduced by player card effects. While there is at least one **Warg** enemy in the staging area, this quest cannot be chosen as the current quest.

Response: When Constant Predation is defeated, each player reduces their threat by 5.

VICTORY 1

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LOST HEIRLOOM

FIRE FROM THE ASHES



Item.

Guarded (location).

Action: Exhaust a hero to claim this objective if it is unattached. Then, attach it to that hero.

Attached hero gets +1 ♠ and does not exhaust to quest.

OBJECTIVE

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FIRE FROM THE ASHES



BENEATH THE STONE

ADVENTURE PACK