

**CHAOS IN THE NIGHT**



**When Revealed:** The first player must choose: either raise each player's threat by 3, or no tokens (including progress tokens) can be placed on quest cards until the end of the round.

**Shadow:** If this attack destroys a character, remove all tokens from each quest in play.

**TREACHERY**

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**SANDSTORM**



**Weather.**

**When Revealed:** Each player must choose one: discard their hand, or reveal an additional encounter card.

**Shadow:** Choose and discard a card from your hand. Attacking enemy gets +X , where X is that card's cost.

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**SCORCHING SUN**



**Weather.**

Doomed 1.

**When Revealed:** Each player must choose one: raise their threat by 4, or reveal an additional encounter card.

**Shadow:** Raise your threat by 4, or deal the attacking enemy 2 additional shadow cards.

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**STRANGE WEARINESS**



**Sorcery.**

**When Revealed:** Each character gets -1  until the end of the round.

**Shadow:** If this attack destroys an ally, the attacking enemy makes an additional attack against you after this one. Deal it an additional shadow card for that attack.

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