

**Abrasion**

**Injury:** Nonlethal. Roll a die before making an Interpersonal Push. On a 2 or less, you can't make the Push. Discard on a Physical test.

**Degree:** Minor

**Annwn Bite**

**Injury:** -1 to Focus tests. Discard when the hound of Annwn is destroyed or banished.

**Degree:** Minor

**Annwn Paralysis**

**Injury:** -1 to tests. Lose 2 Health. You cannot spend Physical Pushes. Trade for Still Hurting when the hound of Annwn is destroyed or banished.

**Degree:** Major

**Arterial Spray**

**Injury:** If your Health exceeded 4 when you took this Injury, -1 to Physical tests. Otherwise, -2 to Physical tests. Discard as recipient of Difficulty 4 First Aid success.

**Degree:** Major

**A Thorough Thrashing**

**Injury:** -1 to Physical and Focus. On or after two intervals, trade for Black and Blue as recipient of Difficulty 5 First Aid success.

**Degree:** Major

**Automaton Strike**

**Injury:** -1 to Physical and Focus. At end of any interval, roll a die. Even: discard.

**Degree:** Minor

**Badly Beaten**

**Injury:** +2 to Tolls. After two intervals, trade for Black and Blue as recipient of Difficulty 4 First Aid success.

**Degree:** Major

**Badly Hurt**

**Injury:** -1 to Physical and Focus tests.

**Degree:** Minor

**Beak Jabbed**

**Injury:** Roll a die. Even: discard immediately. Odd: lose Health equal to your die roll. Discard after an hour of world time.

**Degree:** Minor

**Beak Stabbed**

**Injury:** Roll a die: lose that number of points from Health, Athletics and Fighting in a distribution of your choice. Discard after an hour of world time.

**Degree:** Major

**Bitten**

**Injury:** -1 to Physical tests. To discard, receive a Difficulty 4 First Aid success then make a Physical test.

**Degree:** Major

**Black and Blue**

**Injury:** +1 to Tolls. Discard when you take a Major Injury.

**Degree:** Minor



### Blow to the Head

**Injury:** -2 to Sense Trouble tests.  
**Degree:** Minor

### Bramble Scratches

**Injury:** -1 on your next Physical test. Any time after that test, discard with a Difficulty 3 Health success.  
**Degree:** Minor

### Breaking Point

**Injury:** Nonlethal. +2 to Tolls. For the next six hours of world time, other PCs take -2 Composure penalties while in sight of you. After six hours of world time, trade for the Injury card Black and Blue and the Shock card 'They Broke You'.  
**Degree:** Major

### Broken Bone

**Injury:** -2 to all tests. Lose 1 Health each time you make a Physical test. After two Intervals, as recipient of a Difficulty 4 First Aid success, trade for On the Mend.  
**Degree:** Minor

### Broken Fingers

**Injury:** Nonlethal. -2 to non-Presence tests. Penalty drops to -1 as recipient of Difficulty 4 First Aid success. Penalty drops by 1 if in hand at start of session. Discard when penalty equals 0.  
**Degree:** Major

### Burned

**Injury:** -2 to tests (except Preparedness). Trade for Badly Hurt after you fail any test and then receive a Difficulty 5 First Aid success.  
**Degree:** Major

### Choked

**Injury:** Lose 2 Health. +1 to Tolls for rest of the mystery, even after this card is discarded. Discard after one interval.  
**Degree:** Minor

### Clawed

**Injury:** Lose 1 point from all Presence pools. At end of next interval, regain those points and discard this card.  
**Degree:** Minor

### Concussed

**Injury:** You can't make Pushes. Discard after 48 hours of world time.  
**Degree:** Major

### Contused

**Injury:** -1 to Physical tests. Discard on a Physical success.  
**Degree:** Minor

### Cough, Choke, Sputter

**Injury:** -1 to non-Focus tests. Discard at next interval.  
**Degree:** Minor

### Crushed

**Injury:** -2 to Physical tests. Counts as 2 Injury cards. As recipient of Difficulty 5 First Aid success, trade for Black and Blue.  
**Degree:** Major



**Crushing Automaton Strike**

**Injury:** -2 to Physical and Focus. After two intervals, trade for Automaton Strike.

**Degree:** Major

**Cudgel Blow**

**Injury:** -1 to Physical tests. At each new interval, roll a die. Odd: -1 to Focus until next interval.

Even: discard.

**Degree:** Minor

**Dazed**

**Injury:** -1 to all tests. Discard at end of session.

**Degree:** Minor

**Deadly Venom**

**Injury:** -2 to all tests (except Preparedness). Counts as 2 Injury cards. Spend 3 Health to trade for Badly Hurt. You may do this even if it would otherwise be your Final card.

**Degree:** Major

**Draggy**

**Injury:** Choose one General ability type: Focus, Physical or Presence. -1 to tests of that type. After any failure, discard if you have no other non-Continuity Shock or Injury cards.

**Degree:** Minor

**Drunk**

**Injury:** Nonlethal. -2 to all tests. On a failed test, make a bad, drunk decision. After two hours of world time trade for Tipsy.

**Degree:** Major

**Enveloped**

**Injury:** -2 to Physical and Focus tests. Discard after a Physical success. If still in your hand in four hours of world time, you die.

**Degree:** Major

**Eviscerated**

**Injury:** Counts as 2 Injuries. You can't make Physical tests. After six hours of world time, trade for On the Mend as recipient of Difficulty 6 First Aid success. After 12 hours of world time, Difficulty of that test drops to 4.

**Degree:** Major

**Find the Antidote**

**Injury:** If the mystery ends with this card still in hand, you die. Discard by finding the antidote.

**Degree:** Major

**Flesh Wound**

**Injury:** -1 to non-Focus tests. Trade for Laceration after any non-Focus success.

**Degree:** Major

**Fungal Sproutings**

**Injury:** -1 to Focus and Interpersonal tests. Other PCs around you take -1 Composure. To discard, receive a Difficulty 5 First Aid success.

**Degree:** Major

**Grazed**

**Injury:** -1 to Physical tests. Discard on a Physical success.

**Degree:** Minor



### Hard Landing

**Injury:** Your next Physical test takes a penalty of -1; then discard.  
**Degree:** Minor

### Heavily Sedated

**Injury:** Roll a die. You remain unconscious for that number of hours of world time. If all characters get this card, they all wake up, confined and in a bad situation. When you wake up, trade for Muzzy Headed.  
**Degree:** Major

### Hexed

**Injury:** Roll a die. Lose Health points equal to the result. If you are then at 0 Health, this becomes a Continuity card. On a success that aids you against a witch, roll a die. Even: discard at end of session.  
**Degree:** Major

### Impressive Yet Superficial Cut

**Injury:** +1 to Presence tests. (Yes, +1.) Spend 2 Health to trade any other non-Continuity Injury you hold for On the Mend. Spend 2 Health to discard.  
**Degree:** Minor

### In the Blast Radius

**Injury:** -2 to Physical tests. Counts as 2 Injury cards. Trade for On the Mend as recipient of Difficulty 6 First Aid success. If still in hand at end of the mystery, trade for Permanent Injury.  
**Degree:** Major

### It Looks Worse Than It Is

**Injury:** Upon seeing you for the first time after the incident that saddled you with this card, any other PC loses 1 Composure. Discard after six hours of world time.  
**Degree:** Minor

### It's a Miracle You're Alive

**Injury:** -1 to Physical tests. After a Physical failure, roll a die. Even: trade for Shock card Rattled.  
**Degree:** Minor

### Jarred

**Injury:** Discard at end of session.  
**Degree:** Minor

### Laceration

**Injury:** When called on to make a Physical test, you may choose to take a -2 penalty on the test and then discard this card.  
**Degree:** Minor

### Lingering Cough

**Injury:** Lose 1 Health point (if available) every time you test a non-Focus ability. At the end of any interval, roll a die. Even: discard.  
**Degree:** Minor

### Lungful of Water

**Injury:** -2 to tests. As immediate recipient of Difficulty 4 First Aid success, or at end of next interval, trade for Cough, Choke, Sputter.  
**Degree:** Major

### Massive Injuries

**Injury:** Counts as 2 Injury cards. Until end of interval, you can't make tests. Thereafter, -2 to Physical and -1 to Focus tests. If the mystery is not over at end of session, trade for On the Mend.  
**Degree:** Major



**Monstrous Battering**

**Injury:** -2 to Physical tests. Counts as 2 Injury cards. Trade for On the Mend as recipient of Difficulty 6 First Aid success.

**Degree:** Major

**Mostly Resistant**

**Injury:** You can't spend Health points on tests. At the end of each interval, roll a die. Even: discard.

**Degree:** Minor

**Muzzy Headed**

**Injury:** Lose 1 point from all Presence pools. At end of next interval, regain those points and discard this card.

**Degree:** Minor

**Nodens' Wrath**

**Injury:** Nonlethal. You can't make Pushes. -2 to all tests (except Preparedness). Discard when you leave the boat.

**Degree:** Major

**On the Mend**

**Injury:** -1 to all tests. Trade for Still Hurting on a Physical success.

**Degree:** Major

**Permanent Injury**

**Injury:** Continuity.

**Degree:** Major

**Picked Up and Thrown Hard**

**Injury:** Lose 2 Health and 2 Composure. Discard after half an hour of world time.

**Degree:** Minor

**Precarious Recovery**

**Injury:** -1 to Physical tests. On a Physical failure, roll a die. Odd: trade for the card you traded this card for. Discard on a Physical success with a margin of 3 or more.

**Degree:** Major

**Puncture Wound**

**Injury:** -2 to tests (except Preparedness). Discard as recipient of successful Difficulty 4 First Aid success, or at the end of any interval by spending 2 Health.

**Degree:** Major

**Ravaged by the Elements**

**Injury:** Your Health pool drops to 0. After two hours of table time, roll a die. Even: discard. Odd: trade for Badly Hurt.

**Degree:** Major

**Restrained**

**Injury:** Your foes succeed in rendering you helpless. -1 to Physical tests. When you are no longer helpless and fail a Physical test, discard.

**Degree:** Major

**Ringing Cranium**

**Injury:** -2 to Focus and Presence tests; -1 to Physical tests. After four hours of world time, trade for Blow to the Head.

**Degree:** Major



### Roughed Up

**Injury:** Lose 1 Composure. Discard after any Physical success, or by spending 1 Athletics.

**Degree:** Minor

### Ructious Innards

**Injury:** Nonlethal. You must remain within proximity of a water closet. You can't make tests. After six hours of world time, you may make a Difficulty 4 Health test at the beginning of any interval, discarding this card on a success, and losing 3 Health on a failure.

**Degree:** Major

### Scarred Lungs

**Injury:** Lose 2 Health points and 1 Fighting point (as available) every time you test an ability other than Preparedness. At the end of the mystery, roll a die. On a 1, this becomes a Continuity card.

**Degree:** Major

### Shot

**Injury:** -2 to Physical tests. Counts as 2 Injury cards. Trade for On the Mend as recipient of Difficulty 6 First Aid success. If still in hand at end of the mystery, you succumb to your injuries and die.

**Degree:** Major

### Singed

**Injury:** To make an Interpersonal Push you must also spend a Composure point. At any time after the next interval, you may spend 1 Health to discard.

**Degree:** Minor

### Slashed Throat

**Injury:** You can't take tests or make Pushes, or do anything but lie on the ground bleeding out. As recipient of a Difficulty 5 First Aid success, trade for Stab Wound.

**Degree:** Major

### Snakebit

**Injury:** Unless you receive a Difficulty 4 First Aid success before end of interval, trade for Deadly Venom.

**Degree:** Minor

### Something in Your Eye

**Injury:** -3 to Sense Trouble tests, -1 to Physical and Focus tests. Discard on a Sense Trouble, Physical or Focus failure.

**Degree:** Minor

### Stab Wound

**Injury:** -1 to Physical and Focus. Discard after a Physical or Focus success.

**Degree:** Minor

### Stay by the Water Closet

**Injury:** Nonlethal. You must remain within proximity of a water closet. -2 to tests. After four hours of world time, you may make a Difficulty 4 Health test at the beginning of any interval, discarding this card on a success.

**Degree:** Minor

### Still Hurting

**Injury:** Discard on a Physical success with a margin greater than 1.

**Degree:** Minor

### Strange Rash

**Injury:** -1 to Focus tests. To discard, receive a Difficulty 3 First Aid success.

**Degree:** Minor



**Strong-Armed**

**Injury:** Lose 1 Athletics and 1 Fighting. At next interval, regain those points and discard this card.  
**Degree:** Minor

**Sucker Punched**

**Injury:** Lose 2 Health. Roll a die; discard after that number of successes.  
**Degree:** Major

**Swallow Your Soul**

**Injury:** Shock: -1 to all tests. Discard once the source of this card is destroyed or banished.  
**Degree:** Minor

**Tangled in Thorns**

**Injury:** -2 on Physical tests, -1 on any other tests. After you fail a test and receive a Difficulty 5 First Aid success, trade for Bramble Scratches.  
**Degree:** Major

**Throttled**

**Injury:** Lose 2 Health. On or after one interval, trade for Choked as recipient of Difficulty 4 First Aid success.  
**Degree:** Major

**Through the Ringer**

**Injury:** +1 to Tolls. Other PCs take -1 Composure penalties while in sight of you. Trade for Black and Blue as recipient of Difficulty 5 First Aid success.  
**Degree:** Minor

**Thrown Free of the Explosion**

**Injury:** -1 to Physical tests. When you receive this card, and at every subsequent interval, roll a die. Even: discard.  
**Degree:** Minor

**Tipsy**

**Injury:** Nonlethal. -1 to all tests. On a failed test, make a bad, drunk decision. Discard after two hours of world time, or after a test to avoid injury.  
**Degree:** Minor

**Turned Ankle**

**Injury:** -2 to Physical tests. Trade for Hard Landing on a Physical failure.  
**Degree:** Major

**Warm Blanket Needed**

**Injury:** If you don't get to a warm, dry place by the end of the next interval, you are unable to spend Health points for the following two hours of world time. Discard after two hours of world time.  
**Degree:** Minor

**Witch Mark**

**Injury:** Lose 1 Composure. At the end of each interval, roll a die. Odd: lose 1 Composure. Discard on a success that aids you against a witch.  
**Degree:** Minor

**Woozy**

**Injury:** Nonlethal. You can't make Pushes. Discard when you leave the boat.  
**Degree:** Minor

### **You Are Mine**

**Injury:** Shock: -1 to all tests. You can't make Pushes. If in your hand at the start of next session, trade for Shock card Corruption. Discard once the source of this card is destroyed or banished.

**Degree:** Major

### **You Should See the Other Fellow**

**Injury:** Nonlethal. You can't make Interpersonal Pushes. Discard after 24 hours of world time, or when you gain another Injury, whichever comes first.

**Degree:** Minor



**Agitated**

**Shock:** -1 to Presence. When you use an Investigative ability to gain information, roll a die. Even: discard.

**Degree:** Major

**Alarming Vision**

**Shock:** -1 Fighting versus your main foe and its allies. +1 Fighting versus your main foe's rivals. When you gain important information about your main foe, roll a die. Meet or beat the number of Shock and Injury cards you hold to discard.

**Degree:** Minor

**An Image Seared in the Mind**

**Shock:** -1 to Focus. At the end of any interval, make a Difficulty 3 Composure test. **Success:** discard. Becomes a Continuity card if in hand at end of the mystery.

**Degree:** Major

**A Touch of the Shakes**

**Shock:** -1 to Focus. Discard by engaging in a restful activity.

**Degree:** Minor

**Bit of a Sticky Wicket**

**Shock:** -1 to Focus. When you escape your current predicament, discard and roll a die. Odd: gain Shock card Unnerved.

**Degree:** Major

**Brain Twinge**

**Shock:** -1 to Presence tests. Discard when in a Bleed 0 location.

**Degree:** Minor

**Butterflies**

**Shock:** Discard at end of scene.

**Degree:** Minor

**Cause for Concern**

**Shock:** Discard when another PC makes a successful test.

**Degree:** Minor

**Corruption**

**Shock:** Continuity: You can't spend Improvement points. Discard by making a Push and intentionally putting a PC you protect in danger.

**Degree:** Major

**Dread**

**Shock:** -1 to Presence and Focus tests. After any such test, roll a die. Even: trade for Unease.

**Degree:** Major

**Embarrassed**

**Shock:** Nonlethal. -1 to Focus. Discard on a Composure failure.

**Degree:** Minor

**Foreboding Place**

**Shock:** Counts as a Shock card only when you are in the place where you got it.

**Degree:** Minor



### Ghastly Vision

**Shock:** All PCs take -1 Fighting versus your main foe and its allies. All gain +1 Fighting versus your main foe's rivals. When you aid your main foe, roll a die. Even: discard.

**Degree:** Major

### Glimpsed the Veil

**Shock:** -1 to Focus tests. Discard when you take a test in a Bleed 2 location.

**Degree:** Minor

### Humiliated

**Shock:** Nonlethal. -1 to Presence. Discard by winning over a difficult or intimidating witness.

**Degree:** Major

### Ill-Omened

**Shock:** When your group starts its next fight, its margin before anyone tests Fighting is -2, not the usual 0. Discard when your group loses a fight.

**Degree:** Major

### I Need a Distraction

**Shock:** -1 to Presence. Discard by taking a risk to indulge a vice.

**Degree:** Major

### Jinx

**Shock:** Player to your left takes -1 to tests. Discard when that player fails a test.

**Degree:** Minor

### Jitters

**Shock:** -1 to Focus. Discard by nullifying the consequences of a previous setback.

**Degree:** Major

### Mind's Agony

**Shock:** -1 Presence for every Shock card you have. You cannot spend Pushes. Trade for Brain Twinge when the force behind the agony is defeated or bound by a spell.

**Degree:** Major

### Oh Dear

**Shock:** Discard by finding a means of escape.

**Degree:** Minor

### Overstepped Bounds

**Shock:** -1 on your next Composure test, then discard.

**Degree:** Minor

### Questioning Your Senses

**Shock:** -1 to Presence. Discard when something you thought might be unreal turns out to be real.

**Degree:** Major

### Rattled

**Shock:** Your next test takes a -1 penalty. Then discard.

**Degree:** Minor



**Seeing the Great God Pan**

**Shock:** -1 to Composure and Focus tests. Discard when you succeed a test in a Bleed 0 location.

**Degree:** Major

**Shaken**

**Shock:** -1 to Composure tests. After a night's sleep, trade for The Shudders.

**Degree:** Major

**Terrible Place**

**Shock:** -1 to Presence. Discard if, while in the terrible place, you find a core clue or make a Push.

**Degree:** Major

**There's Something About Them**

**Shock:** -1 to Composure tests. When you take another Shock card, spend 1 Composure to discard this one.

**Degree:** Minor

**The Shudders**

**Shock:** Roll a die; lose that number of Composure points, noting the number lost. If your Composure is already 0, trade for Glimpsed the Veil. Discard after a night's sleep. When you discard, roll a die. Even: regain those lost Composure points.

**Degree:** Minor

**Time to Panic**

**Shock:** -1 to Focus tests. Make a tick mark whenever another PC succeeds at a test. Start over on any failure. Discard when you have three tick marks.

**Degree:** Major

**True Form**

**Shock:** After seeing a foe's true form, -1 to Fighting until the end of the mystery. Discard if the foe is defeated.

**Degree:** Major

**Uncertainty**

**Shock:** Discard when something you thought might be unreal turns out to be real.

**Degree:** Minor

**Unease**

**Shock:** Your next Presence or Focus test takes a -1 penalty. Then discard.

**Degree:** Minor

**Unnerved**

**Shock:** Discard by using an Investigative ability to gain information.

**Degree:** Minor

**Wracked by Remorse**

**Shock:** Your next Composure test automatically fails, with a margin of 2. Then discard.

**Degree:** Minor