

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