

Donut



Single-Use

Choose someone to the left or right of you, they heal for 3 damage.

Grand Wizard Staff



Equipment

Whenever your attacks deal damage you also heal 1 damage.

Allie's Mum



Ally

Restore 2 health. Whenever this Ally gets stolen by another player they restore 2 health and the previous owner takes 1 damage.

Daphne's Neckerchief



Equipment

Whenever you would heal for one or more damage, heal for 1 additional damage.

Divine Intervention



Single-Use

Keep this card in play. You may discard this card before any player moves, you choose where they move to.

Presbyter



Ally

When this card is drawn, take the church token and put it at one Area (Any single location), no player may attack at that Area unless they take 2 damage. At the end of each of your turns, you may move the church token to a different location.

Dual Shivs



Equipment
Whenever you attack, you must attack one additional person at your location if possible. The second attack deals 1 less damage

Sacrificial Dagger



Equipment
when attacking you may deal 1 damage to yourself to increase the damage dealt by 2

Time Bomb



Single-Use
choose an area and put 1-3 tokens above that area, whenever a player moves to that area remove a token, when there are no tokens left everybody at that area takes 3 damage.

Pact



Single-Use
You may choose to deal 6 damage to any one character, if so, then at the end of your next turn, you die.

Spellcaster



Ally
Choose a location and put the Spellcaster token on it. Instead of rolling at the start of your turn, you may choose to go to that location instead.

Ouija Board



Single-Use
Choose a player that is dead, she must tell you any information that he has found from hermit cards, then he/she may move an equipment card from any player to any other player. (If nobody is dead, draw another card)

