



DINO ATTACK!

Creatures of the Living Land attack sometime this act.

All Storm Knights gain one to three Possibilities once the beasts are repulsed, depending on the strength of the attack.





BATTLE SCARS

Play when a character would roll for **Defeat**. The character doesn't gain an Up on the test, gains 2 Possibilities and isn't KOed if the test succeeds. If the character is an Ord you gain the Possibilities instead... if they survive.





LOST WORLD

At some point during the act the group encounters a Lost World. The GM may select the attributes (and any treasure found) for the world or roll on the **Lost World Generation Table** in the *Living Land* sourcebook.





TRIBALISM

Play when you encounter a new group of people in the Living Land. *Persuasion* against members of the group suffer a -6 penalty. Gain 2 Possibilities the first time a *persuasion* attempt fails and leads to trouble.





ANSWERED PRAYERS

Pray to Lanala—the spirits of the Living Land respond in some way (GM's call). If played during combat the playing character may use an action to discard any number of cards, draw back up to four, and play all cards into his Action Pool.





EYES OF THE SAAR

Play face up immediately. When you first engage edeinos forces they gain +1DB warriors and you gain 1 Possibility. If the die result is ∞ then Baruk Kaah appears via dimthread instead—run!





ADVANCED TACTICS

Play at the beginning of any encounter. All Storm Knights play one card into their Action Pools thanks to your scheme, but you Disconnect thanks to thinking beyond the cooperation allowed by the limited Social Axiom of the Living Land!





IT'S RUINED!

Play upon returning for items that were left unattended, or when anyone finds something useful scavenging. The objects are recognizable but degraded beyond use. Gain 2 Possibilities.





INFINITE DIVERSITY

Play when first encountering a reality-rated edeinos or a Very Large creature. It gains a Perk (Deathclaws, Stone Skin, etc.) or Special Ability (Tentacles, Wings) from another creature. Gain 1 to 3 Possibilities (GM's call) based on the potency of the mutation.





WHAT WAS THAT SOUND?

The GM rolls a die. Odd, the sound was merely a prey animal or other harmless movement. Even, the sound was made by a dangerous predator which ambushes the group! All Storm Knights gain one Possibility.

