

DEAD LANDS

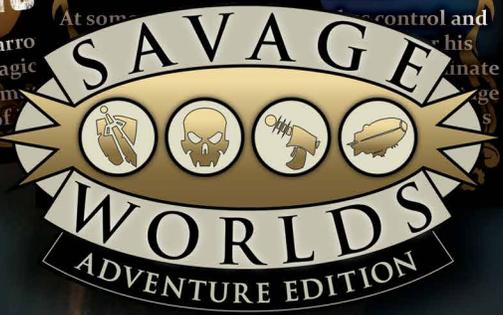
LOST COLONY

HARROWED CARDS

MISFORTUNE
The demon taunts the Harrowed with failures, dark secrets, or tragic events away at her will. The Harrowed must roll or lose 1 point of Dominion.

MAYHEM
The Harrowed must make a Spirit roll at -4 or lose a point of Dominion.

MURDER
The Harrowed goes full psycho and murders anyone who might fire a "stray" shot at someone right away, or it might wait until it kills a stranger, innocent, or one of the host's loved ones.





MAGIC

The demon draws hellish power straight from the deepest part of the Hunting Grounds. It gives friends and foes within 5" (10 yards) +2 to Trait and damage rolls for the next five rounds. Those with an Arcane Background that uses Power Points recover 10 Points. Best of all, the raw display galvanizes the host's will. She gains one point of Dominion.



MALEVOLENCE

The Harrowed's allies witness the true demonic nature of the manitou. Everyone who can see the thing clearly (GM's call) or is within 5" (10 yards) must make an immediate Fear test at -2.





MAYHEM

The Harrowed must make a Spirit roll at -4 or lose a point of Dominion.

At some point, the demon takes control and causes serious trouble for the hero or his companions. The manitou might contaminate a friend's food when he isn't looking, sabotage an ally's weapon, or provoke his companions and innocent bystanders to violence with vicious lies or cruel actions.



MISCHIEF

The Harrowed must make a Spirit roll at -2 or lose a point of Dominion.

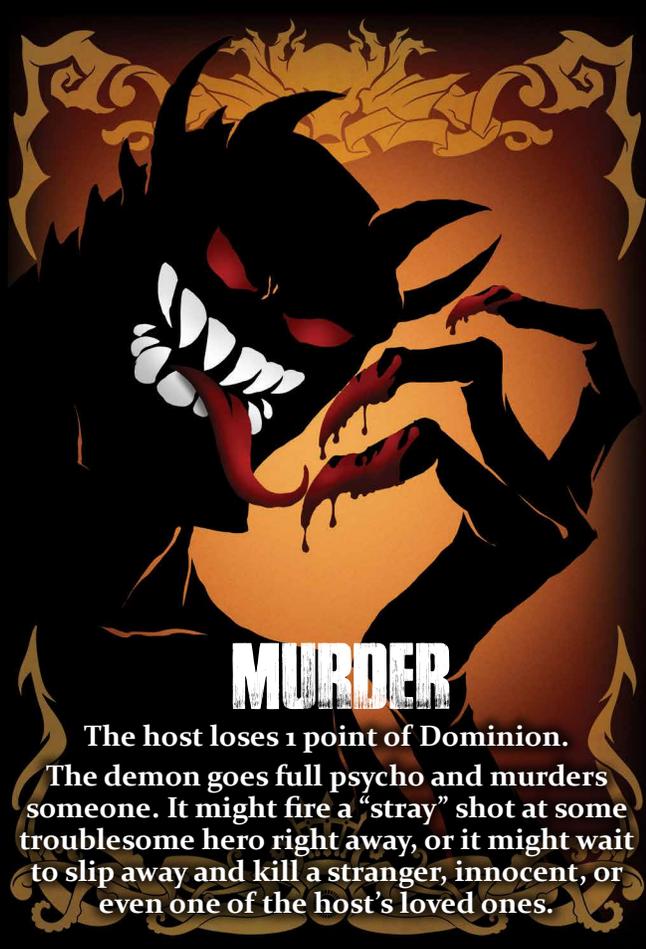
At some point, the demon takes control and causes trouble for the hero or his companions. The manitou might loosen a friend's saddle when he isn't looking, throw an ally's ammo into a river, or find a way to use his companion's Hindrances and backgrounds to start fights or otherwise cause strife.





MISFORTUNE

The demon taunts the Harrowed with her failures, dark secrets, or tragic past, chipping away at her will. The hero must make a Spirit roll or lose 1 point of Dominion.



MURDER

The host loses 1 point of Dominion.
The demon goes full psycho and murders someone. It might fire a “stray” shot at some troublesome hero right away, or it might wait to slip away and kill a stranger, innocent, or even one of the host’s loved ones.

