

DARK ALLEY

SIDE SCHEME

When Revealed: Discard the top 3 cards of the encounter deck. Take 1 indirect damage for each minion discarded that way. Add 1 threat to the main scheme for each treachery discarded that way.



38 DARK NIGHT (1/6)

FALSE LEAD

TREACHERY



When Revealed: Discard each card with a printed resource from your hand. If no card was discarded this way, place 2 threat on the main scheme.

★ **Boost:** You are confused.

DARK NIGHT (2/6)

FALSE LEAD

TREACHERY



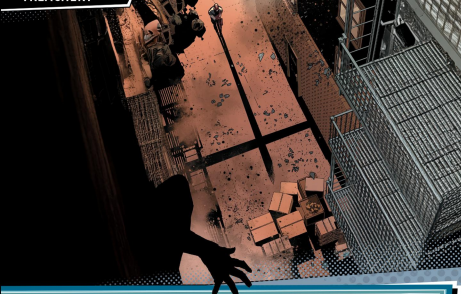
When Revealed: Discard each card with a printed resource from your hand. If no card was discarded this way, place 2 threat on the main scheme.

★ **Boost:** You are confused.

DARK NIGHT (3/6)

AMBUSH

TREACHERY



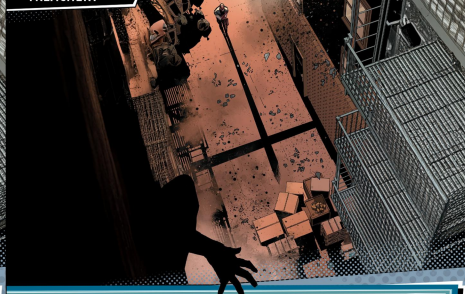
When Revealed: Discard 4 cards from the encounter deck. Put each minion discarded this way into play engaged with you.

★ **Boost:** Exhaust a character you control.

DARK NIGHT (4/6)

AMBUSH

TREACHERY



When Revealed: Discard 4 cards from the encounter deck. Put each minion discarded this way into play engaged with you.

★ **Boost:** Exhaust a character you control.

DARK NIGHT (5/6)

DENSE FOG

ENVIRONMENT



SETTING.

Uses (3 fog counters).

Forced Interrupt: At the end of the round, discard 2 cards from the top of the encounter deck and remove 1 fog counter from here.



DARK NIGHT (6/6)