

Flailing Tendrils

Attack ⚔️ 2
MUDDLE ?
.....
MUDDLE ?
Affect all allies in the targeted area

78

Move 🐾 3
🔄

002

Frost Heave

Attack ⚔️ 5
PIERCE ⚡️ 1
.....
: +1 Attack ⚔️ +1 Pierce ⚡️
.....
: +1 Attack ⚔️ +1 Pierce ⚡️

16

Retaliate ⚔️ 1
.....
Shield 🛡️ 1

001

There are a few **special rules** to take note of when playing the Geminatē, who can shift between two different states, ♀️ and ♂️.

When selecting cards at the beginning of a round, the Geminatē can only play cards from the state it is currently in (signified in the bottom center of the card). These symbols ♀️♂️ force the Geminatē to switch from one state to another, following the white arrow. This switch happens at the end of the Geminatē's turn, if it is triggered. The Geminatē may choose which state to start the scenario in.

The Geminatē has a single discard and lost pile for all cards, as normal, but the Geminatē must still be able to rest (recovering cards of both states) or play two cards (based on its current state) each round or become exhausted. When long resting, the Geminatē may switch states after recovering their cards. It is possible for the Geminatē to become exhausted with a large number of cards in its hand if there are not at least two cards corresponding to its current state.

Ambitious Vare

Attack ⚔️ 2
WOUND ⚡️, Self: STUN ⚡️
POISON ⚡️, Self: +2 Attack ⚔️

46

Move 🐾 4
Jump 🐾
.....
DISARM 🎯
Target 🎯 2

005

Changeling's Boon

Attack ⚔️ 2
.....
Attack ⚔️ 2

68

After causing enemies to suffer 3 or more damage during your turn, you may consume all Waning elements (even if there are none) to 🔄

004

Hornet Stinger

Attack ⚔️ 1
PIERCE ⚡️ 3
POISON ⚡️
.....
POISON ⚡️
Affect all allies in the targeted area

28

Move 🐾 2
.....
Heal 🩸 2
Self

003



Draining Pincers

Attack 4

Heal 3, Self, +1 Attack, PUSH 1, DISARM

Move 2

Recover one lost card.

008

Hornbeetle Carapace

On your next four attacks, add +1 Attack (or +2 Attack).

Move 1

+3 Move

Shield 1

Self

+1 Shield

007

Drag Down

Attack 2

IMMOBILIZE

Attack 4

DISARM

006

Into my Embrace

Attack 3

Range 3

PULL 2

Heal 4

STRENGTHEN

REGENERATE

Self

009

Selfless Offering

Heal 3

Affect one ally within Range 3

Move 3

Jump

010

Hirudothrapy

Move 3

WOUND

Affect all adjacent allies and enemies

Heal X

Self, where X is equal to twice the number of allies and enemies WOUNDED

Loot 1

MUDDLE

Target 2

009





Locust Host 2

Attack 3
Range 4
WOUND Self: +1 Attack
POISON Self:

72

Move 2
.....
All attacks targeting you gain Disadvantage this round.

080

Rupturing Skin 2

Attack 2
BRITTLE
WOUND

49

Retaliate 3
Gain 1 each time you Retaliate.

019

Mind Spike 2

Attack 4
Range 3
Target 2
CURSE
WOUND

74

Move 3
Jump

018

Thresh and Flail 4

Attack 1
.....
Attack 2
.....
Attack 3

52

Move 3
.....
PUSH 2
Affect all adjacent allies and enemies

023

Fire Bugs 3

Attack 3
Range 3
Target 4
MUDDLE
+1 Attack

55

Move 4
.....
.....

028

Mandible Storm 3

Attack 3
CURSE
IMMOBILIZE Self

30

Move 4
.....
Move +1 Move, Jump
Shield 2
Self
+1 Shield

021





