

TAINTED GRAIL

THE FALL OF AVALON



AGGRESSION

1	Monstrous Strength	In Combat: Whenever you connect a [Double Aggression] key, gain 1 additional red cube.
2	Dual Wielding	When not using a Shield Item, you may use 2 Weapon Items.
3	Combat Reflexes	During an Encounter: Pay 1 Energy to draw 1 card.
4	Now or Never	Once per Encounter: Draw 1 extra card during your Activation.
5	Exertion	Once per Encounter, you may remove one Time Token from any card in the Sequence
6	Feast of Heroes	When resting, you may consume any amount of Food to gain the same amount of Energy
7	Last Breath	Once per Encounter, if Combat or Diplomacy deck is empty, shuffle the discard pile and gain the top 5 cards.
8	One Step Ahead	During an Encounter: Play with the top card of your Combat or Diplomacy deck faceup.
9	Hate Infusion	When activating a Menhir, you may pay with Magic instead of Energy.
10	Elbow Grease	Whenever you pay the cost of activating a Menhir, you may pay with Energy instead of Magic
11	Combat Instinct	During an Encounter: Increase your hand limit by 1.
12	Swiftess	If you are not using any Item with the Armor keyword, ignore the Ambush trait and draw 1 extra card at the start of each combat.



COURAGE

13	Inexhaustible Stamina	When not Exhausted at the End of the Day, after resting your Energy, gain 1 additional point of Energy
14	Tireless	You only become Exhausted when your Energy reaches 0
15	Bodyguard	In Combat, when another Party member receives Damage, you may decide to receive this Damage instead. It becomes unavoidable.
16	Inspiring Leader	Your Companions do not require any payment.
17	Always Forward	In Combat: Gain 1 red cube for each card you discard during the End of Turn phase.
18	Forage Ahead	At the start of each Encounter, draw 1 extra card and then discard a card.
19	Inspiration	The cost of your Character Action is decreased by 1 Energy (but not lower than 1 Energy).
20	Do or Die	If you are Exhausted, you may spend Health instead of Energy.
21	Daring Explorer	When Exploring, you may add +1 to per roll of a die roll.
22	Devil's Deal	When Exploring: After you roll a die, toss a Dial: Grail: +2 to the result. Skull: -2 to the result (min 1)
23	Survival Diet	Action (1 Energy): Gain 1 Terror to gain 1 Food (once per day).
24	Fear to Fuel	Ignore the negative effects of Nightmares. If you have a Nightmare, gain 1 Magic.



PRACTICALITY

25	Barter	Action (2 Energy): Shuffle one of your Items into the deck and draw one Item (only in settlements).
26	Slick Salesman	Action (1 Energy): Discard 1 Item to gain 2 Wealth.
27	Collector	You may use up to 2 Items with the Relic keyword at the same time.
28	Hunger Resistant	When Resting, gain 1 Health and lose 1 Terror even if you don't eat.
29	Bounty Hunter	Whenever you win an Encounter with the Guardian trait, gain 1 Rep and 1 Wealth.
30	Traveller Rites	When drawing a Random Event, pay 1 Magic to discard it and draw a new one.
31	Foresight	Whenever you draw a random blue Encounter, you may draw 2 and choose 1
32	Tracker	Whenever you draw a random green Encounter, you may draw 2 Encounter cards and choose 1
33	Pickpocket	Action (0 Energy): Gain 1 Wealth (only in settlements, once per day)
34	Gambling	Action (1 Energy): Pay 1 Rep and toss a Dial: Grail: Gain 1 Wealth. Skull: Gain nothing
35	Expert Hunter	Whenever you gain Food during a green Encounter, gain 1 extra.
36	Cannibalism	Whenever you win a grey Encounter, you may gain 2 Food and lose 2 Rep.

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EMPATHY

37	Motivation	Action (2 Energy): One chosen Character in the same location loses 1 Terror.
38	Unconventional Remedies	Action (1 Energy): Gain 1 Terror and 1 Health.
39	Coercion	Action (1 Energy): Pay 2 Rep to gain 1 Food & 1 Wealth (only in settlements).
40	Charity	Action (1 Energy): Pay 2 Food or 2 Wealth to gain 2 Rep (only in settlements).
41	Power Transfer	Action (1 Energy): Pay 1 Magic and 1 Health to exchange dials of any two active Menhirs.
42	Boldness	During an Encounter: You treat all X (Void) Free Keys as 1x
43	Insight	Once, at the start, you may discard your hand, shuffle your deck and draw the same number of cards.
44	Fast Learner	Whenever you upgrade your Combat or Diplomacy deck, draw four cards then choose one.
45	Paragon of Hope	At the start of each blue Encounter, raise the Affinity by 1.
46	Common Understanding	In Diplomacy: When you play a card, you may treat grey and red spaces on the Affinity track as green.
47	Perseverance	At the End of the Day: When you gain Health, you gain an additional point of Health.
48	Swiftness	At the End of the Day: When you lose Terror, lose 1 additional Terror.



CAUTION

49	Martial Arts Expert	In Combat, at the end of your Activation, you may discard one card in the Sequence.
50	Sneak Attack	If you play the 1st card in the Sequence, double the number of red cubes.
51	Resilience	Whenever you lose 3 or more Health, reduce this loss by 1.
52	Calming Presence	On enemy attack: If the last card in the Sequence has no 1x or 2x Aggression key, prevent one Damage.
53	Sharp Senses	Whenever you toss a Dial, you may toss it again. You must accept the second result.
54	Lucky	When Exploring: You may reroll a die once per Exploration.
55	Deception	If you don't play any cards during your Activation, each other Party member may draw 1 card.
56	Last Resort	Once per Diplomacy, at the start of the Affinity Check, if the marker is in the lowest slot, you may play one card.
57	Rogue Tactics	In Combat: At the end of your Character Activation, you may lose 1 red cube.
58	Skillful	The cost of your Character Action is decreased by 1 Energy (but not to 0).
59	Call for Aid	At the start of the Encounter, one Character in an adjacent Location may move and join your Party.
60	Careful Movement	Action (2 Energy): Move to a nearby connected Location without triggering the Encounter with a Guardian.



SPIRITUALITY

61	Drain Magic	Remove a Dial from a Menhir in your Location. Gain 3 Magic & lose 1 Rep.
62	Drain Health	Remove a Dial from a Menhir in your Location. Gain 4 Health & lose 1 Rep.
63	Power of Ages	Whenever you Activate a Menhir, set its Dial to 1 more (max 8).
64	Enkindler	Action (2 Energy): Pay 2 Magic to add 1 to an Active Menhir in your Location (max 8)
65	Spirit walker	Pay 1 Magic + 1x Magic per Party member to move between two active Menhirs.
66	Affinity	When you Activate an already active Menhir, reduce cost by 1 Energy.
67	Alms	Whenever you Rest in a Settlement, gain 1 Food.
68	Ascetism	At the End of the Day: You may consume Magic instead of Food.
69	Communion	Whenever you start a purple Encounter, gain 1 Magic
70	Face your Fears	Whenever you win a purple Encounter, lose 1 Terror.
71	Total Focus	During an Encounter: You may treat each Bonus connected to a Magic key as a Bonus key (lightning).
72	Deadly Magic	In Combat: Every time you connect a Magic key, gain 1 red cube.