

# I BURY THE GODS

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ASSET CARDS

FIRST AID		PRECISE STRIKE	
<p>Turn one face up wound card face down.</p> <hr/> <p><b>BOOSTED</b></p> <p>Turn two face up wound cards face down.</p>	<p>Turn one face up wound card face down.</p> <hr/> <p><b>BOOSTED</b></p> <p>Turn two face up wound cards face down.</p>	<p>Re-roll one die when making an attack move.</p> <hr/> <p><b>BOOSTED</b></p> <p>Re-roll both dice when making an attack move.</p>	<p>Re-roll one die when making an attack move.</p> <hr/> <p><b>BOOSTED</b></p> <p>Re-roll both dice when making an attack move.</p>
COMBO		RAIN FIRE	
<p>Use two more cards immediately.</p> <hr/> <p><b>BOOSTED</b></p> <p>Use three more cards immediately.</p>	<p>Use two more cards immediately.</p> <hr/> <p><b>BOOSTED</b></p> <p>Use three more cards immediately.</p>	<p>Re-roll one die when making a shoot move.</p> <hr/> <p><b>BOOSTED</b></p> <p>Re-roll both dice when making a shoot move.</p>	<p>Re-roll one die when making a shoot move.</p> <hr/> <p><b>BOOSTED</b></p> <p>Re-roll both dice when making a shoot move.</p>

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**REPLENISH**

Choose a card in the discard pile and return it to your hand.

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**BOOSTED**

Choose two cards in the discard pile and return them to your hand.

**REPLENISH**

Choose a card in the discard pile and return it to your hand.

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**BOOSTED**

Choose two cards in the discard pile and return them to your hand.

**DECEIVE**

Choose a fateling within 4 inches of the Scoundrel. It swaps places with the Scoundrel.

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**BOOSTED**

Choose a fateling within 4 inches of the Scoundrel. It swaps places with the Scoundrel. Immediately repeat with another fateling.

**DECEIVE**

Choose a fateling within 4 inches of the Scoundrel. It swaps places with the Scoundrel.

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**BOOSTED**

Choose a fateling within 4 inches of the Scoundrel. It swaps places with the Scoundrel. Immediately repeat with another fateling.

**PROVOKE**

Choose a fateling to activate now instead of the Fate phase. If this triggers a dodge test, you may re-roll one die.

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**BOOSTED**

Choose a fateling to activate now instead of the Fate phase. If this triggers a dodge test, you may re-roll up to two die.

**PROVOKE**

Choose a fateling to activate now instead of the Fate phase. If this triggers a dodge test, you may re-roll one die.

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**BOOSTED**

Choose a fateling to activate now instead of the Fate phase. If this triggers a dodge test, you may re-roll up to two die.

**ASTRAL FLARE**

Reduce the defense score of all fatelings within 4 inches by 1 until the end of the Scoundrel phase.

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**BOOSTED**

Reduce the defense score of all fatelings within 6 inches by 2 until the end of the Scoundrel phase.

**ASTRAL FLARE**

Reduce the defense score of all fatelings within 4 inches by 1 until the end of the Scoundrel phase.

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**BOOSTED**

Reduce the defense score of all fatelings within 6 inches by 2 until the end of the Scoundrel phase.

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FIRST AID	REPLENISH	PRECISE STRIKE	DECEIVE
<p>Turn one face up wound card face down.</p> <hr/> <p><b>BOOSTED</b></p> <p>Turn two face up wound cards face down.</p>	<p>Choose a card in the discard pile and return it to your hand.</p> <hr/> <p><b>BOOSTED</b></p> <p>Choose two cards in the discard pile and return them to your hand.</p>	<p>Re-roll one die when making an attack move.</p> <hr/> <p><b>BOOSTED</b></p> <p>Re-roll both dice when making an attack move.</p>	<p>Choose a fateling within 4 inches of the Scoundrel. It swaps places with the Scoundrel.</p> <hr/> <p><b>BOOSTED</b></p> <p>Choose a fateling within 4 inches of the Scoundrel. It swaps places with the Scoundrel. Immediately repeat with another fateling.</p>
COMBO	PROVOKE	RAIN FIRE	ASTRAL FLARE
<p>Use two more cards immediately.</p> <hr/> <p><b>BOOSTED</b></p> <p>Use three more cards immediately.</p>	<p>Choose a fateling to activate now instead of the Fate phase. If this triggers a dodge test, you may re-roll one die.</p> <hr/> <p><b>BOOSTED</b></p> <p>Choose a fateling to activate now instead of the Fate phase. If this triggers a dodge test, you may re-roll up to two die.</p>	<p>Re-roll one die when making a shoot move.</p> <hr/> <p><b>BOOSTED</b></p> <p>Re-roll both dice when making a shoot move.</p>	<p>Reduce the defense score of all fatelings within 4 inches by 1 until the end of the Scoundrel phase.</p> <hr/> <p><b>BOOSTED</b></p> <p>Reduce the defense score of all fatelings within 6 inches by 2 until the end of the Scoundrel phase.</p>

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