



## REFERENCE CARD



### TURN ORDER

You start your turn by performing one of the four actions listed below:

- play a card from your hand,
- use a room or location that's already in play,
- discard 2 cards to draw a card,
- pass

Then you exchange one card from your hand with the player that will go next.

### VICTORY

The Raven wins if every other player is either dead or possessed.

The Family wins if they kill the Raven before he kills or possess other players.

Possessed players win when the Raven wins.

In case of a draw, the Family wins.



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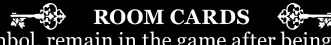
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## TYPES OF CARDS



### REACTION CARDS

marked with a shooting star symbol, allow you to defend against attacks.



### ROOM CARDS

marked with a key symbol, remain in the game after being played. Players can use rooms instead of playing action cards.



### LOCATION CARDS

marked with a mountain range symbol, remain in play like rooms (unless the card rules state otherwise), but effects affecting rooms do not affect locations and vice versa.



### FEATHER

marked with the feather symbol, the Raven's favorite tool - by giving them to players in an exchange, he brings them to his side. A player that received a Feather from the Raven cannot get rid of it themselves (unless their Character Card says otherwise) - the only way to remove it is a random effect ("discard a card at random"), or hand exchange with Crayfish Docker.

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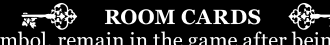
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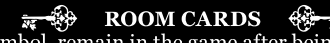
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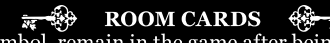
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