

SECRET GIFTS

NEW INTEL DIGITAL CARDS

Congratulations!!!

You have discovered New Intel that can help you and your friends wield even more *unyielding light* through the dark streets of **The Unseen**.

Each one of these **Secret Gift** cards can be used in any of the **Alternate Missions** or the **Main Campaign**, *if you so choose*.

We recommend that you play at a more challenging *difficulty* and/or use the optional **Darkness** rules for **The Monarchs** that are mentioned in their digital cards, located in the **Heroes & Villains** section of this website.

You will notice that some of these cards may require the use of *new tokens*. These are available with our **Texture Pack Expansion** set, or can be **printed and crafted at home for FREE** by downloading them from our **Free Stuff & Resources** page on our website.

We hope you enjoy the new ways to play.

And if you are new to the game,
Welcome to The Unseen!

Go, and know that He is with you...

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VINES OF BINDING

JUNIPER'S SECRET GIFT

JUNIPER COMMANDS THE VEGETATION OF HER KING'S GREEN EARTH. WITH JUST A SMALL PRAYER, VINES WILL SPRING UP AND BIND HER ENEMIES IN A SNAP.



Spending her **Guidance Prayer**, Juniper can place the **Vines of Binding** token in a **Zone** she can see (*Line of Sight*). **Vines of Binding** share the same rule as **Frozen**.

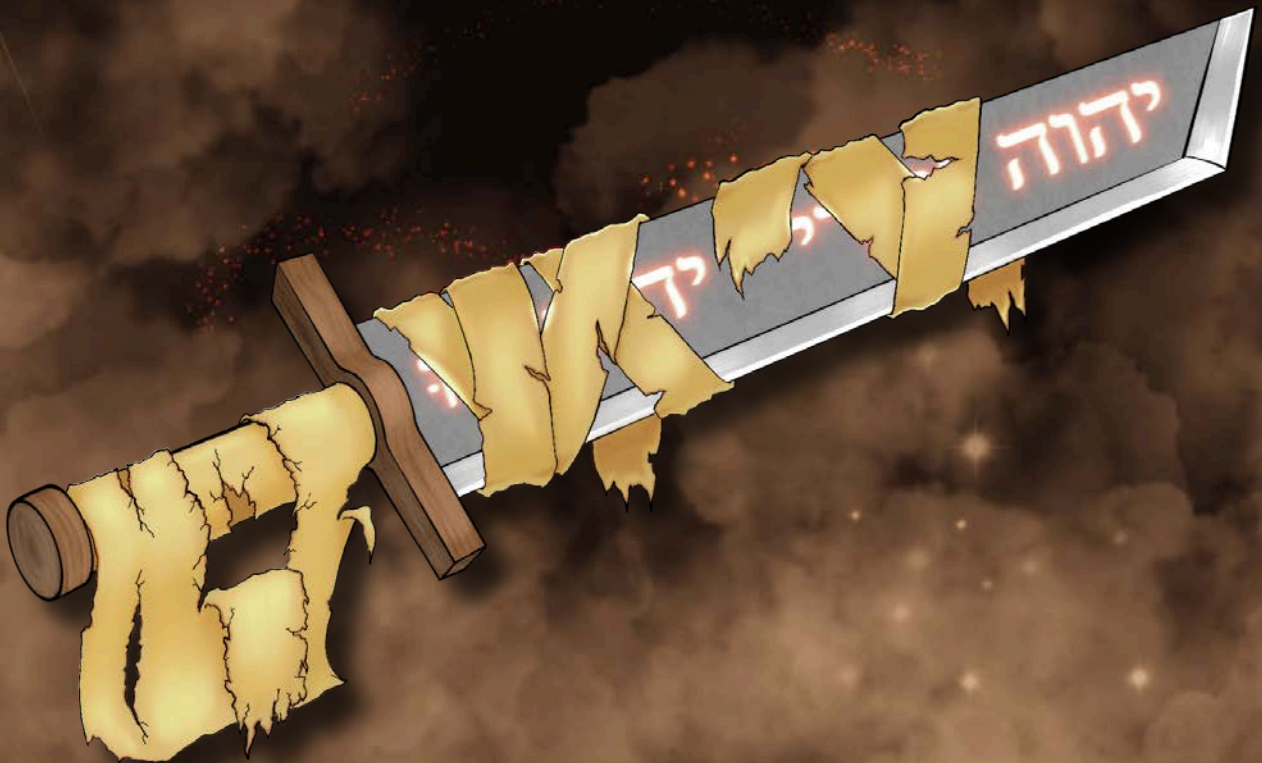
You can also bind enemies that are **Frozen**. **Frozen** breaks before **Vines**. The vines are removed at the end of **Darkness Phase** or if an unfrozen enemy tries to **Move/Spawn/Spawn Strike**.

GIFT

BLADE OF TRUE SIGHT

SAMSONJA'S SECRET GIFT

SAM'S FAVORITE BLADE IS WRAPPED IN THE SAME CLOTH THAT COVERS HER EYES, ALLOWING HER TO SEE HER ENEMIES' ATTACKS BEFORE THEY STRIKE.



If Sam is hit by **Spawn Strike**, she may instantly slay the **Darkness Card** the moment it enters her **Zone** and collect the **LP** (*if it applies*).

This costs an **Action** even if it's not her turn.

This can also be done once during **Darkness Phase** as a Reaction (for Free).

GIFT

BUCKET

SPARROW'S SECRET GIFT

BUCKET IS ADAM'S FEARLESS COMPANION AND SHOWS UP AT THE MOST SEEMINGLY CRUCIAL MOMENTS. NOBODY KNOWS WHY OR HOW HE IS ALLOWED TO ROAM THE UNSEEN WITH HIS FRIENDS, BUT LIKE A WINGLESS FURY ANGEL, HE'S ALWAYS THERE WHEN YOU NEED HIM MOST. PLUS, HE KNOWS A FEW TRICKS!



Fetch & Deliver - Spend an **Action** to place **Bucket** in any **Zone** with a **Wielder**. Sparrow can then trade with any **Wielder** in *Bucket's Zone* as a **Free Action**.

Bucket is removed after the trade is completed.

Sick 'em - Once per turn, Sparrow may spend an **Action** to send **Bucket** to a **Zone** containing a **Hoard**. All **Darkness** cards in that **Zone** flee to their respective **Dark Zone (DZ)**.

Doubt moves to Doubt DZ, Fear moves to Fear DZ, etc.

Bucket is removed at the end of Chosen Phase.

GIFT

STORMBALL

ASHER'S SECRET GIFT

STORM WAS ASHER'S HOMETOWN NICKNAME; IT SEEMS ONLY FAIR THAT THE PEACEMAKER HAS A PARTNER. TOGETHER THEY CAN KNOCK THE DARKNESS BACK TO THEIR HOME PLATE WITH THE FORCE OF A RAGING STORM.



Once per turn, Asher may use the **Peacemaker** to hit **Stormball**, targeting any enemy that he can see (Line of Sight), with a **+1 Light Boost**. This is considered a **Melee Strike**.

If successful, Stormball returns instantly, slaying one **Darkness Card** that Asher can see.

GIFT

MESSANGER'S STAFF

RIVER'S SECRET GIFT

RIVER'S UNWAVERING RESOLVE IS ONE OF HER GREATEST STRENGTHS. AFTER THE HIDDEN TRUTH OF UNSEEN WAS REVEALED TO HER, IT ONLY PROVED TO REFINED THAT TRAIT.

SOON AFTER RECEIVING THE STAFF, SHE LEARNED SHE COULD CALL ON HEAVEN'S ARMIES TO REPOSITION TO NEW STRATEGIC POINTS ON THE BATTLEFIELD.



River may spend her **Guidance Prayer Trust of 5** to move an **Angel** *that is already on the board* to another **Zone** that she can see (*Line of Sight*). She does not have to have a *line of sight* on the **Angel** that is moving. Also, **Angels** in her **Storehouse** can be played at a *Distance of 0-1*.

GIFT

STRINGED BLADES

ARIA'S SECRET GIFT

A FINELY TUNED INSTRUMENT IS A POWERFUL THING, AND A FINELY TUNED WEAPON CAN BE EQUALLY POWERFUL. ARIA'S STRINGED BLADES ARE ALL OF THE ABOVE. THESE COLORFUL DAGGERS SING AS THEY LASH OUT AT THE BURDENS AND AFFLICTIONS THAT HAVE LATCHED THEMSELVES ONTO HER FRIENDS.



Once per **Chosen Phase**, if another **Weilder** would receive an **Affliction** from an enemy, Aria can automatically use Stringed Blades as a Free Action to *remove* the **Affliction** with one blade while simultaneously *defeating* the enemy with the other blade. Does not apply to **Monarchs** or **The Beast**.

Melee (*Distance 0-1*).

GIFT

THE HEART'S DAGGER

PETER'S SECRET GIFT

SOMETIMES PETER'S ENEMIES CAN'T BE STOPPED BY BRUTE FORCE ALONE, SO THEY OFTEN GO AFTER HIS FRIENDS. AND BECAUSE PETE IS A PROTECTOR, HE'LL STEP IN REGARDLESS OF WHAT MAY FALL ON HIM. THIS DAGGER WAS GIFTED TO HIM TO HELP SURGICALLY CUT OUT THE ENEMY PLAGUING HIS FRIENDS. UNFORTUNATELY, THIS CAN ALSO PROVOKE SOME UNEXPECTED BACKLASH.



Peter can spend **Actions** to use **The Heart's Dagger** to target and attack another Weilder's **Burden** or **Affliction** (*Distance 0-1*). If you miss, the **Affliction/Burden** instead comes off them and latches on to you (**Unavoidable**). If successful, remove the targeted **Burden** or **Affliction**.

Dark Status 1 = Light of 12

Darkstatus 2 = Light of 13

GIFT

DREAMS & VISIONS

KNIGHT'S SECRET GIFT

KYLE, BEING IN THREE PLACES OF TIME AT ONCE, CAN SEE ACTIONS PLAY OUT BEFORE THEY EVEN HAPPEN, GIVING HIM AN INCREDIBLE ADVANTAGE THROUGH DREAMS AND VISIONS.



If **Time & Space** is **Active**, once per **Chosen Phase** **Knight** can use **Dreams & Visions** as a **Free Action** to undo the results of an **Action**, regardless of distance, as if it had never happened. The undone **Action** is returned to the player. If an **Event** is involved, it must be placed back on top of the **Event** deck. This must be done before any other **Action** is made.

GIFT

COMMANDER OF BOLTS

KEY'S SECRET GIFT

THE KEY THAT HANGS AROUND BRODIE'S NECK WAS GIVEN TO HIM BY HIS BROTHER ASHER. THIS WAS TRANSFORMATIVE FOR HIM.

NOW KEY IS A FORCE TO BE RECKONED WITH-- IF YOU'RE A DEMONIC FOE THAT IS. THIS UNIQUE BLADE THAT HE WEILDS IS NO DIFFERENT.



Key may use **Commander of Bolts** by spending his **Guidance Prayer** to cause lightning to strike any **Enemy** on the board that he can see with a **+1 Light Boost**, Distance Any - (*Line of Sight*).

This can be considered a **Melee, Prayer** or **Ranged Strike** - *Call the type before you roll.*

GIFT