Perk

One Retainer may take a free activation and perform any and all of the actions that they are normally permitted, even if they have already activated.

Or

One Hero takes a Prowess Test; if they pass, they can take a free activation and give orders to their Spear.

Cunning Plan

Forfeit

When played on an opposing Retainer, they can do nothing this turn.

When played on an opposing Hero, they must take a Prowess Test. If they fail, they can do nothing this turn, and cannot give orders to their Spear.

Cunning Plan

Reroll

May reroll all the dice of their choosing for any single test.

Cunning Plan

Divers Alarums!

Draw a card from the Divers Alarums! Deck and follow its instructions.

Cunning Plan

Wild Card

May be played as a Perk, Forfeit, or Reroll. See rulebook: Understanding the Card Decks for a description of these three cards.

If no Divers Alarums! Card has been drawn so far this game, then this card may be used to draw from the Divers Alarums! Deck.

Cunning Plan