

## NOCTURNA

Smoke

5 4 5

3

Place a Smoke token within 0-5.

**3 Dark Harvest** 0-5  
 \* Inflict the Poisoned State to the target.  
 → Remove a State token on the target and impose any State of your choice on the target.


**2 Night's Grip** 0-4  
 → Displace a character from a space with a Smoke token. Remove that Smoke token from the HexaDome.

**1 Darkness** 0-5  
 → Place a Smoke token in the Hexadome.

**Shadow Sight**  
 You ignore the effects of Smoke. If Nocturna is on a space with Smoke she can perform any of her actions and tactics from any other Smoke token in the HexaDome, even occupied ones.

NOCTURNA created by WigGif

## YOU CAN RUN BUT YOU CANNOT HIDE




During the Actions Step of Nocturna's Activation.

Remove all Smoke from the HexaDome.

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## DEVOURED BY SHADOWS



During the Actions Step of Nocturna's Activation.

Inflict 1 to all Enemies that are on a space with Smoke in the HexaDome.

Flip all Poisoned State tokens on all Enemies.

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## SHADOW'S VERDICT



During the Actions Step of Nocturna's Activation.

You may impose a State of your choice to each character on a space with Smoke in the HexaDome.

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## TOXIC DELUGE



During the Actions Step of one of your Character's Activations.

Inflict 1 and impose the Poisoned State to each Enemy on a space with Smoke in the HexaDome.

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