

Incidents for RAOV 1.1

Incidents for RAOV is a small expansion/variant for RedJak's Automated Overlord Variant.

While RAOV does a great job automating the OL, sometimes the surprise element is not there or the steps needed to resolve some OL or Plot cards are a little bit complicated as they are designed to be played from a hidden player hand.

Incidents for RAOV includes a new deck, called Incident Deck and a small new mechanic to replace those OL and Plot cards. It also includes 16 new cards to be used within the AO deck.

CHANGES

OL deck is removed from the game and stored in the box :)

Plot deck is removed except for the Summon Agent cards and the Agent cards. The Summon Agent cards are placed and shuffled together in a deck called Agent Deck.

Rumor cards are removed and instead, all Rumor quest cards are placed face down. The heroes, during the campaign phase, may tap one and return the rest to the box. If they do that rumor is available and can be played.

Blitz cards work exactly the same way but as there are no more OL or Plot cards they don't draw cards from those decks. Instead they draw a card from the Incident deck. Re-designed Blitz cards have been added to download and print.

16 new AO cards (4 for each priority) are added. Those card draw an event card and an AO card (as by themselves they don't have any priority system) and are there to increase the amount of Incident cards revealed.

2 difficulty levels I and II. Each of them is represented on the cards and are used to tweak the difficulty (stronger Incident cards or increased amount of the baddest ones).

New mechanic called Incident check. To do an Incident check you just roll 1d6 (2d6 for II difficulty). If there is at least one 6 rolled, the incident applies, if not is a failure. This is used to determine, sometimes, the outcome of some cards.

New deck, Incident deck, that contains cards that are harmful to the heroes! There are a small percentage of good cards that can give a big relief to the heroes! But is a small percentage and represents the critical success. 84 cards.

Experience levels for the Incident deck. The normal amount of XP the OL gains is still there and is used, after each encounter, to add additional (and more powerful and dangerous) cards to the deck.

GAME SET-UP AND MAIN RULES

Choose the difficulty (I or II) and put all the cards from that difficulty and 0 XP cost together. Then shuffle that deck and put it on a reachable place. This will be the Incident deck.

Put the cards that cost 1 XP 2 XP and 3 XP into three different decks. Those decks will be the Incident Shop Deck.

Additionally if you want to play with a difficulty between I and II you can roll 1d6 or 2d6 and randomly add as many cards from the II difficulty as the result rolled on the dice.

Prepare the AO deck and remember adding the new cards from RAOV: Incidents. Those are 8 for each difficulty level. Additionally you can add 2 difficulty I and 1 difficulty II to make it to a difficulty between I and II.

Put the new Blitz cards into the AO Deck and remove the old ones. If you don't have the new just remember, each Blitz card now draws an Incident card instead of a Overlord and Plot card. Threat is gained normally.

Get all the plot decks you own and put the Summon Agent cards aside. This will be the Agent deck. Set the Agent cards (the cards with the stat information for the agents) next to it in case they are needed. **Alternatively, if you have a lot of plot decks, you might choose an Agent that can be summoned that fits the theme of the quests or that will make the game easier/harder depending on the mood you are that day. Having a lot of plot decks make arranging the Agent deck a bit annoying and takes a lot of time to set-up (separating the summon agent cards from the plot decks and then putting them back once storing the game).**

On each campaign phase do an Inverted Incident Check (see **Incident Checks**) to see if the OL will store the XP points or will buy new Incident cards (see **Buying Incident Cards**).

At the beginning of each OL turn roll an Incident Check. If the incident occurs draw an Incident card.

Play normally!

THE GOLDEN RULE

The Golden Rule states that you can modify whatever behaviour you find in this document to make the game easier or harder or just to adapt it to your needs.

SPECIAL RULES

The game contains a lot of abilities to deal with OL cards. There is an annex that states the changes of those abilities to work with the Incident cards at the end of this document.

THE DISCARD PILE

The discard pile is the pile where all the Incident cards that indicate so will go. This is an additional “deck” that some cards will interact with. Some cards will state to put them at the bottom of the Incident Deck while others will state to put them on the discard pile.

CARDS REMAINING IN PLAY

Some cards state that they will remain in play until a condition is met. Those cards are not refreshed during the campaign phase and will still be in play until the condition is met. When resolved, they'll follow its text (will go to the bottom of the deck or to the discard pile).

For example, a card that summons an agent required 3 threat tokens to be resolved. If there are not enough tokens the card will remain in play until the condition is met. This could be the next encounter or even the next quest.

INCIDENT CHECKS

Some cards or actions will require an Incident Check. This checks are done by rolling 1d6 (2d6 in II difficulty) and the incident occurs when the result contains at least one 6.

INVERTED INCIDENT CHECK

This is a similar check but in this case the amount of dice rolled is inverted. Roll 2d6 with I difficulty and 1d6 with II difficulty. This checks are used generally when the result will benefit the player.

BUYING INCIDENT CARDS

One of the things that comes with the original descent is that the OL can spend XP to buy additional cards scaling in power with the heroes. RAOV: Incidents tries to mimic that by including cards that cost XP.

During each campaign phase do an **Inverted Incident Check**. If the check occurs, the OL will save the XP. If not the OL will buy cards.

To buy cards the OL roll 1d6 (2d6 on II difficulty) and get as many cards as the result of the dice that costs as much as XP the OL has stored. Example:

The OL rolls an Inverted Incident Check (2d6 on I difficulty) and rolls no 6, so he spends the XP now. The OL has 2 XP and rolls 1d6 with a result of 3. Then the OL gets 3 cards with a cost of 2 from the Incident Shop Deck and adds them to the Incident Deck. Then the OL removes all the experience points. If there are no more cards available at 2 XP price, the OL will spend only 1 XP and then get 3 cards from the 1 XP cost deck. If there are no 1 XP available the OL will store the XP to buy cards from a more expensive deck.

If the OL has 3 XP, no Inverted Incident Check has to be made, he will buy cards from the 3 XP pile as normal.

If there are no available cards (because the OL bought all of them) the OL will gain 1 threat token per XP available + 1 per difficulty level (1 or 2).

NOTE: When buying cards, for increased difficulty, split the Incident Shop Cards by difficulty and draw first from the highest difficulty level.

THREAT AND FORTUNE TOKENS

Some cards will give Threat tokens to the OL and some cards will give those tokens to the heroes. When the heroes have the tokens they are called fortune tokens and can be used for a different amount of things as specified in the Plot Deck rules.

Some cards will allow the heroes to spend 1 fortune token to discard the card or to put it at the bottom of the Incident deck (depending on the card).

Additionally, even if the card doesn't state so, the Heroes can spend a fortune token to, before resolving the card, put the card on the discard pile and draw a new Incident card. Suddenly a really bad card in a really bad situation? I should have saved that fortune token!! But also remember, putting a card on the discard pile is always worse than putting it on the bottom of the Incident Deck so think twice about whether or not it is worth to suffer the effect and return it to the bottom of the Incident deck (some cards will go there after being resolved) or spend a fortune token to put it on the discard pile. Some cards might come back from there!

SUMMONING AGENTS

When an Agent needs to be summoned, just roll an inverted Incident Check (2d6 for difficulty I and 1d6 for difficulty II) and those will be the squares away from the further monster the Agent will appear. The players will choose the place. No monster has to be replaced with the Agent. Agents don't reinforce.

CARDS

Here is the list of the cards. This list is not 100% accurate with the graphic versions of the cards. The cards inside IncidentCards.zip have the right wording, keep that in mind. Some difficulty 2 OXP cards can be as good (bad) as some difficulty 1 1XP cards but most of the difficulty 2 cards are just additional copies of the most “powerful” difficulty 1 cards or with enhanced effects.

DIFFICULTY 1

0XP (22 cards)

EXTRA ATTACK (1 copy)

Each monster in the current group will roll an Incident check

Incident: the monster gains an extra attack.

Failure: nothing happens.

At the end of each monster group activation, if at least one monster got the extra attack, put this card at the bottom of the Incident deck.

EXTRA ARMOR (1 copy)

The current monster group being activated will get an extra shield in its defense roll. Place a threat token from the supply on the monster's card as a reminder.

At the start of the next OL turn, put this card at the bottom of the Incident deck and gain the threat token used as a reminder.

EXTRA DAMAGE (1 copy)

The current monster group being activated will get an extra damage in its attack roll. Place a threat token from the supply on the monster's card as a reminder.

At the start of the next OL turn, put this card at the bottom of the Incident deck and gain the threat token used as a reminder.

EXTRA SURGE (1 copy)

The current monster group being activated will get an extra surge in its attack roll. Place a threat token from the supply on the monster's card as a reminder.

At the start of the next OL turn, put this card at the bottom of the Incident deck and gain the threat token used as a reminder.

RECENT INCIDENTS (1 copy)

Put this card at the bottom of the Incident deck. Shuffle the discard pile and put it on top of the Incident deck. Draw an Incident card.

PIT TRAP (2 copies)

While this card is in play, whenever a hero starts a movement phase, an Incident check is made.

Incident: Hero tests Awareness. If he fails suffers 1 damage and is stunned. Put this card on the discard pile after the test is done.

Failure: nothing happens.

BAD LUCK (2 copies)

While this card is in play, whenever a hero passes an attribute test, that hero must reroll the test adding 1 shield to the results. Put this card on the discard pile after is resolved.

FRENZY (2 copies)

Current activated monster has an extra attack. Put this card on the discard pile.

GREASE TRAP (2 copies)

While this card is in play, entering an empty space costs 1 additional movement point.

At the start of the OL turn put this card at the bottom of the Incident deck.

LEATHER ARMOR (2 copies)

The current monster group being activated will get an extra brown die in its defense roll. Place a threat token from the supply on the monster's card as a reminder.

At the start of the next OL turn, put this card at the bottom of the Incident deck and gain the threat token used as a reminder.

LUCKY DAY (1 copy)

Remove all threat tokens from the OL and give them to the heroes following normal rules.

THREAT!! (2 copies)

The OL gains a threat token. Draw an Incident card.

STUNNED (1 copy)

All heroes are Stunned

SUMMON AGENT (1 copy)

If the OL has at least 3 threat tokens, draw a card from the agent deck and summon that agent. If the agent can't be summoned put this card on the discard pile and give the tokens to the heroes following normal rules.

MENACE (2 copies)

Put 3 threat tokens on top of this card and leave this card in play, then draw an additional Incident card. Each time a card is moved to the bottom of the Incident deck or to the discard pile, remove 1 threat token from this card and give it to the heroes following normal rules. Put this card on the discard pile when there are no more threat tokens. The threat tokens on this card cannot be used by any other card (Summon Agent, Threat Crusher ... etc). Threat tokens used as a reminders won't be returned to the OL while this card is in play.

Example: You draw Menace, put 3 tokens on top of this card and then draw an additional card, Leather Armor. During the next hero turn, that monster group will have an additional brown die on its defense pool. At the start of the next OL turn, instead of moving Leather Armor to the bottom and giving the threat token to the OL, remove a threat token from the 3 on top of the Menace card and give it to the heroes following normal rules. When there are no more threat tokens on top of the Menace card, put it on the discard pile and resolve the cards as normal.

1XP (10 cards)

FRENZY (1 copy)

Current activated monster has an extra attack. Put this card on the discard pile.

THREAT!! (1 copy)

The OL gains a threat token. Draw an Incident card.

BAD MIRACLE (1 copy)

Current monster group recovers all damage. Put this card on the discard pile.

EXTRA ATTACK (1 copy)

Each monster in the current group will roll an Incident check

Incident: the monster gains an extra attack.

Failure: nothing happens.

At the end of each monster group activation, if at least one monster got the extra attack, put this card at the bottom of the Incident deck.

EXTRA ARMOR (1 copy)

The current monster group being activated will get an extra shield in its defense roll. Place a threat token from the supply on the monster's card as a reminder.

At the start of the next OL turn, put this card at the bottom of the Incident deck and gain the threat token used as a reminder.

EXTRA DAMAGE (1 copy)

The current monster group being activated will get an extra damage in its attack roll. Place a threat token from the supply on the monster's card as a reminder.

At the start of the next OL turn, put this card at the bottom of the Incident deck and gain the threat token used as a reminder.

EXTRA SURGE (1 copy)

The current monster group being activated will get an extra surge in its attack roll. Place a threat token from the supply on the monster's card as a reminder.

At the start of the next OL turn, put this card at the bottom of the Incident deck and gain the threat token used as a reminder.

STUNNED (1 copy)

All heroes are Stunned

PIT TRAP (1 copy)

While this card is in play, whenever a hero starts a movement phase, an Incident check is made.

Incident: Hero tests Awareness. If he fails suffers 1 damage, 1 fatigue and is stunned. Put this card on the discard pile after the test is done.

Failure: nothing happens.

GREASE TRAP (1 copy)

While this card is in play, entering an empty space costs 1 additional movement point.

At the start of the OL turn put this card at the bottom of the Incident deck.

2XP (10 cards)

RECENT INCIDENTS (1 copy)

Put this card at the bottom of the Incident deck. Shuffle the discard pile and put it on top of the Incident deck. Draw an Incident card.

IMMINENT THREAT (1 copy)

At the beginning of each OL turn (starting by the next one) place a threat token on this card and draw an Incident card.

When this card has 2 threat tokens, put it on the discard pile and give those tokens to the heroes following normal rules.

Those tokens can be used to summon an agent or by any Incident card that requires threat tokens but are not removed until the card is discarded.

This card cannot be moved to the discard pile by using Fortune tokens.

GREAT THREAT (2 copies)

Heroes lose their Fortune tokens. If there wasn't any token the OL gains a Threat token.

This card cannot be moved to the discard pile by using Fortune tokens.

Put this card at the bottom of the Incident deck.

I FEEL HEAVY (2 copies)

Put this card in play. While this card is in play, heroes can't revive heroes. The knocked out hero has to use two action to stand up instead. When that happens put this card at the bottom of the Incident Deck and give 1 Threat token to the OL.

RIOTS IN TOWN (2 copies)

During the next campaign phase, after revealing the shop items but before doing anything else, roll 1d6 (2d6 in II difficulty). The result is the number of shop items to be returned to the shop deck. If the result is greater than the amount of items revealed, the OL gains 1 threat token. Return this card to the Incident deck.

GREAT MARKET (2 copies)

During the next campaign phase, after revealing the shop items but before doing anything else, roll 2d6 (1d6 in II difficulty). The result is the number of additional shop items to be revealed. While this card is in play shops can't be closed and there are no RIOTS IN TOWN. Return this card to the Incident deck..

3XP (10 cards)

SUMMON AGENT (1 copy)

If the OL has at least 3 threat tokens, draw a card from the agent deck and summon that agent. If the agent can't be summoned put this card on the discard pile and give the tokens to the heroes following normal rules.

IMMINENT THREAT (1 copy)

At the beginning of each OL turn (starting by the next one) place a threat token on this card and draw an Incident card.

When this card has 2 threat tokens, put it on the discard pile and give those tokens to the heroes following normal rules.

Those tokens can be used to summon an agent or by any Incident card that requires threat tokens but are not removed until the card is discarded.

This card cannot be moved to the discard pile by using Fortune tokens.

GREATER THREAT (2 copies)

All the Fortune tokens are transformed into Threat tokens. If there wasn't any Fortune token, the OL gains a Threat token per hero in the game.

This card cannot be moved to the discard pile by using Fortune tokens.

Put this card at the bottom of the Incident deck.

SHOPS CLOSED (2 copies)

Leave this card in play. During the campaign phase skip the shop step. Then return this card to the Incident Deck. If there is a copy of this card in play the OL gains a threat token.

REALLY EXPENSIVE (2 copies)

Leave this card in play. During the campaign phase, items revealed normally costs twice as much. Items revealed by Incident cards cost the same.

TIME WARP (1 copy)

Skip the next following Hero Turn. Then return this card to the bottom of the Incident Deck.

FROM THE ASHES (1 copy)

Leave this card in play. When a monster is defeated, return this card to the bottom of the Incident Deck. The monster comes back to play in the same spot with full health.

DIFFICULTY 2

0XP (12 cards)

WORST MIRACLE (1 copy)

All monsters recovers all damage. Put this card on the discard pile.

RECENT INCIDENTS (1 copy)

Put this card at the bottom of the Incident deck. Shuffle the discard pile and put it on top of the Incident deck. Draw an Incident card.

DANGEROUS AGENT (1 copy)

This card remains in play until an agent is defeated. If there is no agent in play draw an Incident card. After an agent is defeated put this card on the discard pile. If a copy of this card is already in play, put it at the bottom of the Incident deck and draw a new Incident card.

While this card is in play, an agent will have an extra attack.

SUMMON AGENT (1 copy)

If the OL has at least 3 threat tokens, draw a card from the agent deck and summon that agent. If the agent can't be summoned roll an Incident check.

Incident: draw agent cards until one can be activated

Failure: give the threat tokens to the heroes following normal rules

If there are not enough threat tokens, this card remains in play and is resolved immediately after the OL gets enough tokens.

When this card is resolved put it on the discard pile and give the tokens to the heroes following normal rules.

STEEL ARMOR (1 copy)

The current monster group being activated will get an extra gray die in its defense roll. Place a threat token from the supply on the monster's card as a reminder.

At the start of the next OL turn, put this card at the bottom of the Incident deck and gain the threat token used as a reminder.

LUCKIEST DAY (1 copy)

The OL gains 2 threat tokens. Remove all threat tokens from the OL and give them to the heroes following normal rules.

HARD SKIN (1 copy)

Gain 1 threat token. While this card is in play all the monsters gain as many shields on their defense rolls as threat tokens are available. If any card states to give threat tokens to the heroes, while until this one is discarded to do so. At the start of the next OL turn put this card on the discard pile.

MADNESS (1 copy)

Gain 1 threat token. While this card is in play all the monsters gain as many damage on their attack rolls as threat tokens are available. If any card states to give threat tokens to the heroes, while until this one is discarded to do so. At the start of the next OL turn put this card on the discard pile.

THREAT!! (2 copies)

The OL gains two threat tokens. Draw an Incident card.

MENACE (2 copies)

Put 3 threat tokens on top of this card and leave this card in play, then draw an additional Incident card. Each time a card is moved to the bottom of the Incident deck or to the discard pile, remove 1 threat token from this card and give it to the heroes following normal rules. Put this card on the discard pile when there are no more threat tokens. The threat tokens on this card cannot be used by any other card (Summon Agent, Threat Crusher ... etc). Threat tokens used as a reminders won't be returned to the OL while this card is in play.

Example: You draw Menace, put 3 tokens on top of this card and then draw an additional card, Leather Armor. During the next hero turn, that monster group will have an additional brown die on its defense pool. At the start of the next OL turn, instead of moving Leather Armor to the bottom and giving the threat token to the OL, remove a threat token from the 3 on top of the Menace card and give it to the heroes following normal rules. When there are no more threat tokens on top of the Menace card, put it on the discard pile and resolve the cards as normal.

1XP (10 cards)

IMMINENT THREAT (1 copy)

At the beginning of each OL turn (starting by the next one) place a threat token on this card and draw an Incident card.

When this card has 3 threat tokens, put it on the discard pile and give those tokens to the heroes following normal rules.

Those tokens can be used to summon an agent or by any Incident card that requires threat tokens but are not removed until the card is discarded.

This card cannot be moved to the discard pile by using Fortune tokens.

DANGEROUS AGENT (1 copy)

This card remains in play until an agent is defeated. If there is no agent in play draw an Incident card. After an agent is defeated put this card on the discard pile. If a copy of this card is already in play, put it at the bottom of the Incident deck and draw a new Incident card. While this card is in play, an agent will have an extra attack.

SUMMON AGENT (1 copy)

If the OL has at least 3 threat tokens, draw a card from the agent deck and summon that agent. If the agent can't be summoned roll an Incident check.

Incident: draw agent cards until one can be activated

Failure: give the threat tokens to the heroes following normal rules

If there are not enough threat tokens, this card remains in play and is resolved immediately after the OL gets enough tokens.

When this card is resolved put it on the discard pile and give the tokens to the heroes following normal rules.

STEEL ARMOR (1 copy)

The current monster group being activated will get an extra gray die in its defense roll. Place a threat token from the supply on the monster's card as a reminder.

At the start of the next OL turn, put this card at the bottom of the Incident deck and gain the threat token used as a reminder.

HARD SKIN (1 copy)

Gain 1 threat token. While this card is in play all the monsters gain as many shields on their defense rolls as threat tokens are available. If any card states to give threat tokens to the heroes, while until this one is discarded to do so. At the start of the next OL turn put this card on the discard pile.

MADNESS (1 copy)

Gain 1 threat token. While this card is in play all the monsters gain as many damage on their attack rolls as threat tokens are available. If any card states to give threat tokens to the heroes, while until this one is discarded to do so. At the start of the next OL turn put this card on the discard pile.

THREAT CRUSHER (1 copy)

While this card is in play, each time a monster attack will deal as extra damage as available threat tokens. After each attack, give one of those threat tokens to the attacked hero. Return this card to the bottom of the Incident deck when there are no more available tokens.

THREAT SMASHER(1 copy)

While this card is in play, each time a monster is attacked will add as many shields as Threat tokens available. After each hero turn, give one of those Threat tokens to the attacker. Return this card to the bottom of the Incident deck when there are no more available tokens.

RISE AGAIN (2 copies)

Leave this card in play. When a monster is defeated return this card to the bottom of the Incident Deck. Roll 2 red power dice. The monster comes back to life with as many health as damage rolled.

2XP (8 cards)**IMMINENT THREAT** (1 copy)

At the beginning of each OL turn (starting by the next one) place a threat token on this card and draw an Incident card.

When this card has 3 threat tokens, put it on the discard pile and give those tokens to the heroes following normal rules.

Those tokens can be used to summon an agent or by any Incident card that requires threat tokens but are not removed until the card is discarded.

This card cannot be moved to the discard pile by using Fortune tokens.

DANGEROUS AGENT (1 copy)

This card remains in play until an agent is defeated. If there is no agent in play draw an Incident card. After an agent is defeated put this card on the discard pile. If a copy of this card is already in play, put it at the bottom of the Incident deck and draw a new Incident card.

While this card is in play, an agent will have an extra attack.

SUMMON AGENT (1 copy)

If the OL has at least 3 threat tokens, draw a card from the agent deck and summon that agent. If the agent can't be summoned roll an Incident check.

Incident: draw agent cards until one can be activated

Failure: give the threat tokens to the heroes following normal rules

If there are not enough threat tokens, this card remains in play and is resolved immediately after the OL gets enough tokens.

When this card is resolved put it on the discard pile and give the tokens to the heroes following normal rules.

STEEL ARMOR (1 copy)

The current monster group being activated will get an extra gray die in its defense roll. Place a threat token from the supply on the monster's card as a reminder.

At the start of the next OL turn, put this card at the bottom of the Incident deck and gain the threat token used as a reminder.

HARD SKIN (1 copy)

Gain 1 threat token. While this card is in play all the monsters gain as many shields on their defense rolls as threat tokens are available. If any card states to give threat tokens to the heroes, while until this one is discarded to do so. At the start of the next OL turn put this card on the discard pile.

MADNESS (1 copy)

Gain 1 threat token. While this card is in play all the monsters gain as many damage on their attack rolls as threat tokens are available. If any card states to give threat tokens to the heroes, while until this one is discarded to do so. At the start of the next OL turn put this card on the discard pile.

TAUNT (2 copies)

Leave this card in play. While this card is in play, each time a monster deals at least 1 damage, the OL gains 1 threat token.

As an action a hero might test MIGHT to put this card at the bottom of the Incident deck.

3XP (6 cards)

RECENT INCIDENTS (2 copies)

Put this card at the bottom of the Incident deck. Shuffle the discard pile and put it on top of the Incident deck. Draw two Incident card.

IMMINENT THREAT (2 copies)

At the beginning of each OL turn (starting by the next one) place a threat token on this card and draw an Incident card.

When this card has 3 threat tokens, put it on the discard pile and give those tokens to the heroes following normal rules.

Those tokens can be used to summon an agent or by any Incident card that requires threat tokens but are not removed until the card is discarded.

This card cannot be moved to the discard pile by using Fortune tokens.

TIME WARP (1 copy)

Skip the next following Hero Turn. Then return this card to the bottom of the Incident Deck.

FROM THE ASHES (1 copy)

Leave this card in play. When a monster is defeated, return this card to the bottom of the Incident Deck. The monster comes back to play in the same spot with full health.

ANNEX: CHANGES TO DESCENT ABILITIES

This annex contains the changes made to abilities that would normally interact with the OL hand to work with the Incident deck.

DANGER SENSE (WILDLANDER): Exhaust this card when an Incident card is drawn to move it to the discard pile.

GRIM FATE (PROPHET): A hero with the insight token may suffer 2 fatigue and exhaust this card during his turn to reveal the top card of the Incident deck. That hero then places the card on top or bottom of the Incident deck or the Discard pile.

ELDER MOK (HERO): Use at the start of your turn to look at the top $\#$ cards + 1 of the Incident Deck. Then move one to the discard pile, reorder the rest and put them on top of the Incident Deck. $\#$ = Number of Heroes.

TRUTHSEER KEL (HERO): Use during your turn to look at the top 5 cards of the Incident deck. Place one of the cards at the bottom of the Incident decks and reorder the other 4 as you want on top of the Incident deck.