

1
1

Locust
Character - Animal

1
0
0

**Persistent.** (Send me to Reserve at Rest only if I have been Overcome.)

☞ The Locust Plague draws a card.

A deck can contain any number of cards named Locust.

☾ Darkness advances on the Hero.

LCT-02-C - I-J. Grandville - Altered Confluence

1
1

Locust
Character - Animal

1
0
0

**Persistent.** (Send me to Reserve at Rest only if I have been Overcome.)

☞ The Locust Plague draws a card.

A deck can contain any number of cards named Locust.

☾ Darkness advances on the Hero.

LCT-03-C - I-J. Grandville - Altered Confluence

1
1

Locust
Character - Animal

1
0
0

**Persistent.** (Send me to Reserve at Rest only if I have been Overcome.)

☞ The Locust Plague draws a card.

A deck can contain any number of cards named Locust.

☾ Darkness advances on the Hero.

LCT-04-C - I-J. Grandville - Altered Confluence

1
1

Locust
Character - Animal

1
0
0

**Persistent.** (Send me to Reserve at Rest only if I have been Overcome.)

☞ The Locust Plague draws a card.

A deck can contain any number of cards named Locust.

☾ Darkness advances on the Companion.

LCT-05-C - I-J. Grandville - Altered Confluence

1
1

Locust
Character - Animal

1
0
0

**Persistent.** (Send me to Reserve at Rest only if I have been Overcome.)

☞ The Locust Plague draws a card.

A deck can contain any number of cards named Locust.

☾ Darkness advances on the Companion.

LCT-06-C - I-J. Grandville - Altered Confluence

1
1

Locust
Character - Animal

1
0
0

**Persistent.** (Send me to Reserve at Rest only if I have been Overcome.)

☞ The Locust Plague draws a card.

A deck can contain any number of cards named Locust.

☾ Darkness advances on the Companion.

LCT-07-C - I-J. Grandville - Altered Confluence

1
1

Locust
Character - Animal

0
1
0

**Persistent.** (Send me to Reserve at Rest only if I have been Overcome.)

☞ The Locust Plague draws a card.

A deck can contain any number of cards named Locust.

☾ Darkness advances on the Hero.

LCT-08-C - I-J. Grandville - Altered Confluence

1
1

Locust
Character - Animal

0
1
0

**Persistent.** (Send me to Reserve at Rest only if I have been Overcome.)

☞ The Locust Plague draws a card.

A deck can contain any number of cards named Locust.

☾ Darkness advances on the Hero.

LCT-09-C - I-J. Grandville - Altered Confluence

1
1

Locust
Character - Animal

0
1
0

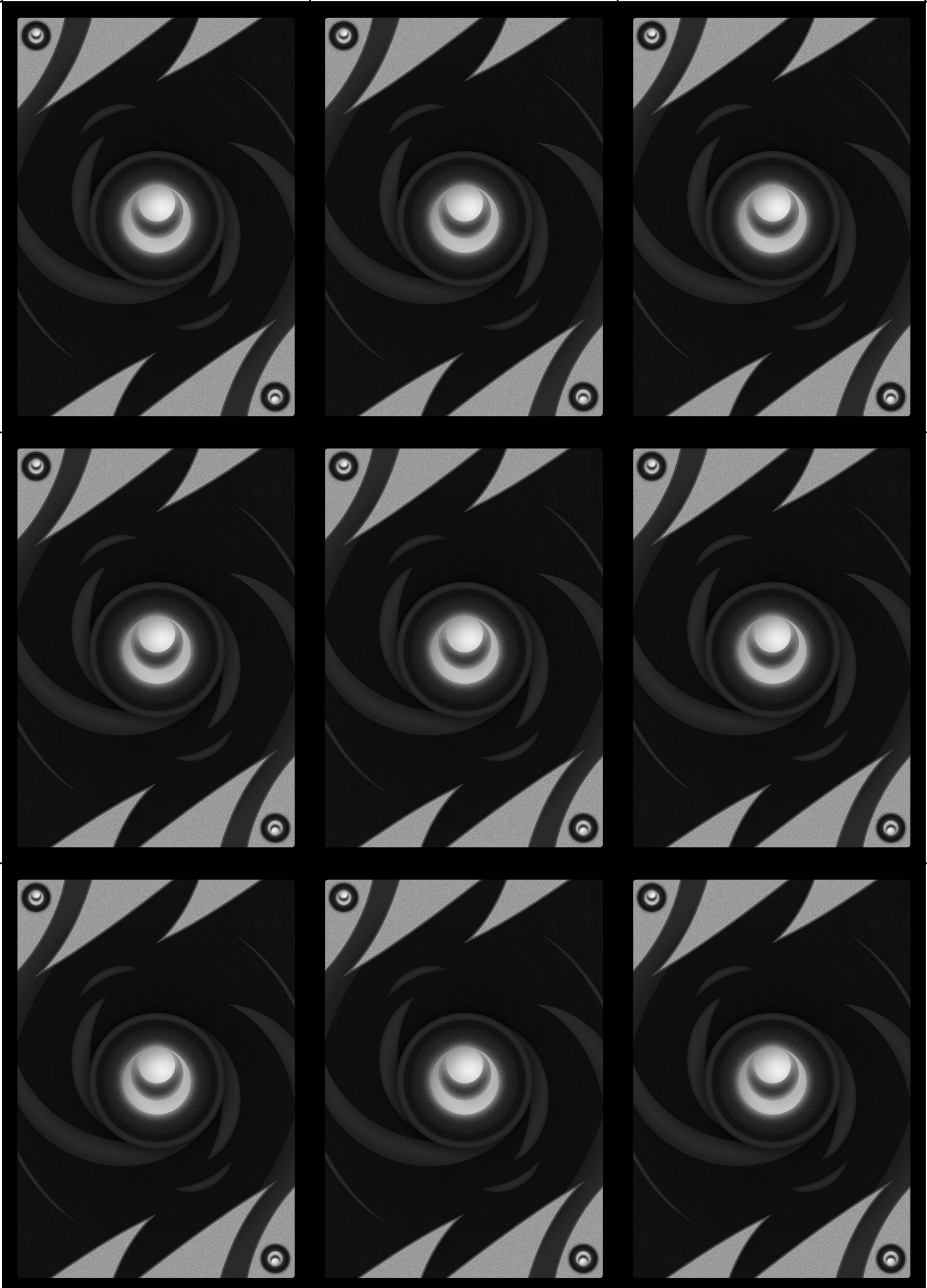
**Persistent.** (Send me to Reserve at Rest only if I have been Overcome.)

☞ The Locust Plague draws a card.

A deck can contain any number of cards named Locust.

☾ Darkness advances on the Hero.

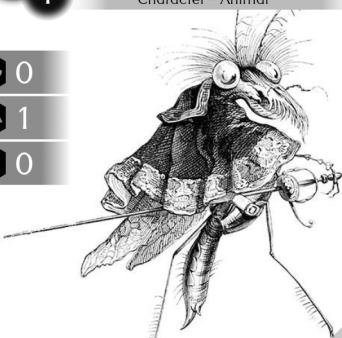
LCT-10-C - I-J. Grandville - Altered Confluence



1
1

**Locust**  
Character - Animal

0
1
0



**Persistent.** (Send me to Reserve at Rest only if I have been Overcome.)

☞ The Locust Plague draws a card.

A deck can contain any number of cards named Locust.

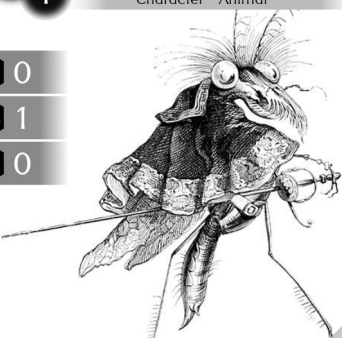
☾ Darkness advances on the Companion.

LCT-11-C - I-J. Grandville - Altered Confluence

1
1

**Locust**  
Character - Animal

0
1
0



**Persistent.** (Send me to Reserve at Rest only if I have been Overcome.)

☞ The Locust Plague draws a card.

A deck can contain any number of cards named Locust.

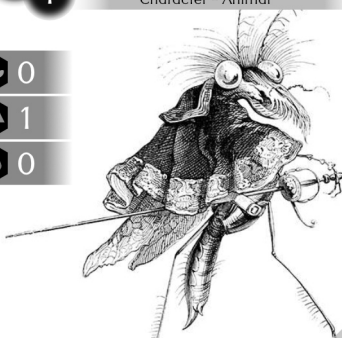
☾ Darkness advances on the Companion.

LCT-12-C - I-J. Grandville - Altered Confluence

1
1

**Locust**  
Character - Animal

0
1
0



**Persistent.** (Send me to Reserve at Rest only if I have been Overcome.)

☞ The Locust Plague draws a card.

A deck can contain any number of cards named Locust.

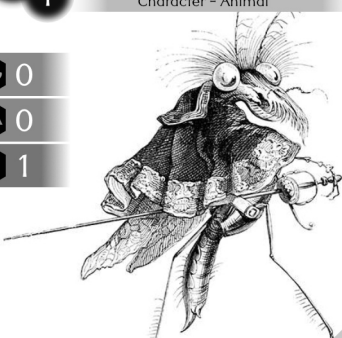
☾ Darkness advances on the Companion.

LCT-13-C - I-J. Grandville - Altered Confluence

1
1

**Locust**  
Character - Animal

0
0
1



**Persistent.** (Send me to Reserve at Rest only if I have been Overcome.)

☞ The Locust Plague draws a card.

A deck can contain any number of cards named Locust.

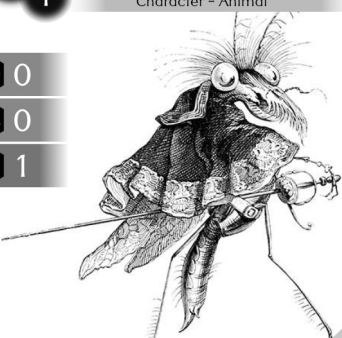
☾ Darkness advances on the Hero.

LCT-14-C - I-J. Grandville - Altered Confluence

1
1

**Locust**  
Character - Animal

0
0
1



**Persistent.** (Send me to Reserve at Rest only if I have been Overcome.)

☞ The Locust Plague draws a card.

A deck can contain any number of cards named Locust.

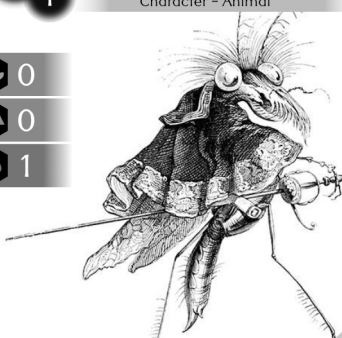
☾ Darkness advances on the Hero.

LCT-15-C - I-J. Grandville - Altered Confluence

1
1

**Locust**  
Character - Animal

0
0
1



**Persistent.** (Send me to Reserve at Rest only if I have been Overcome.)

☞ The Locust Plague draws a card.

A deck can contain any number of cards named Locust.

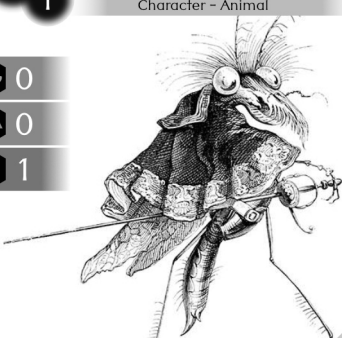
☾ Darkness advances on the Hero.

LCT-16-C - I-J. Grandville - Altered Confluence

1
1

**Locust**  
Character - Animal

0
0
1



**Persistent.** (Send me to Reserve at Rest only if I have been Overcome.)

☞ The Locust Plague draws a card.

A deck can contain any number of cards named Locust.

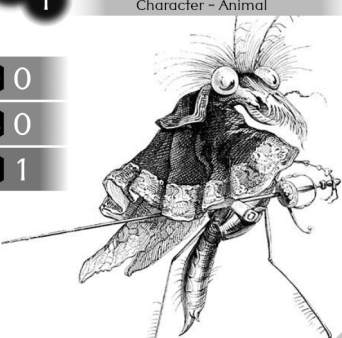
☾ Darkness advances on the Companion.

LCT-17-C - I-J. Grandville - Altered Confluence

1
1

**Locust**  
Character - Animal

0
0
1



**Persistent.** (Send me to Reserve at Rest only if I have been Overcome.)

☞ The Locust Plague draws a card.

A deck can contain any number of cards named Locust.

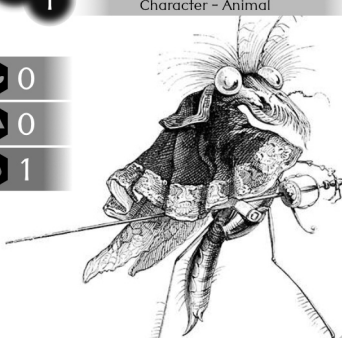
☾ Darkness advances on the Companion.

LCT-18-C - I-J. Grandville - Altered Confluence

1
1

**Locust**  
Character - Animal

0
0
1



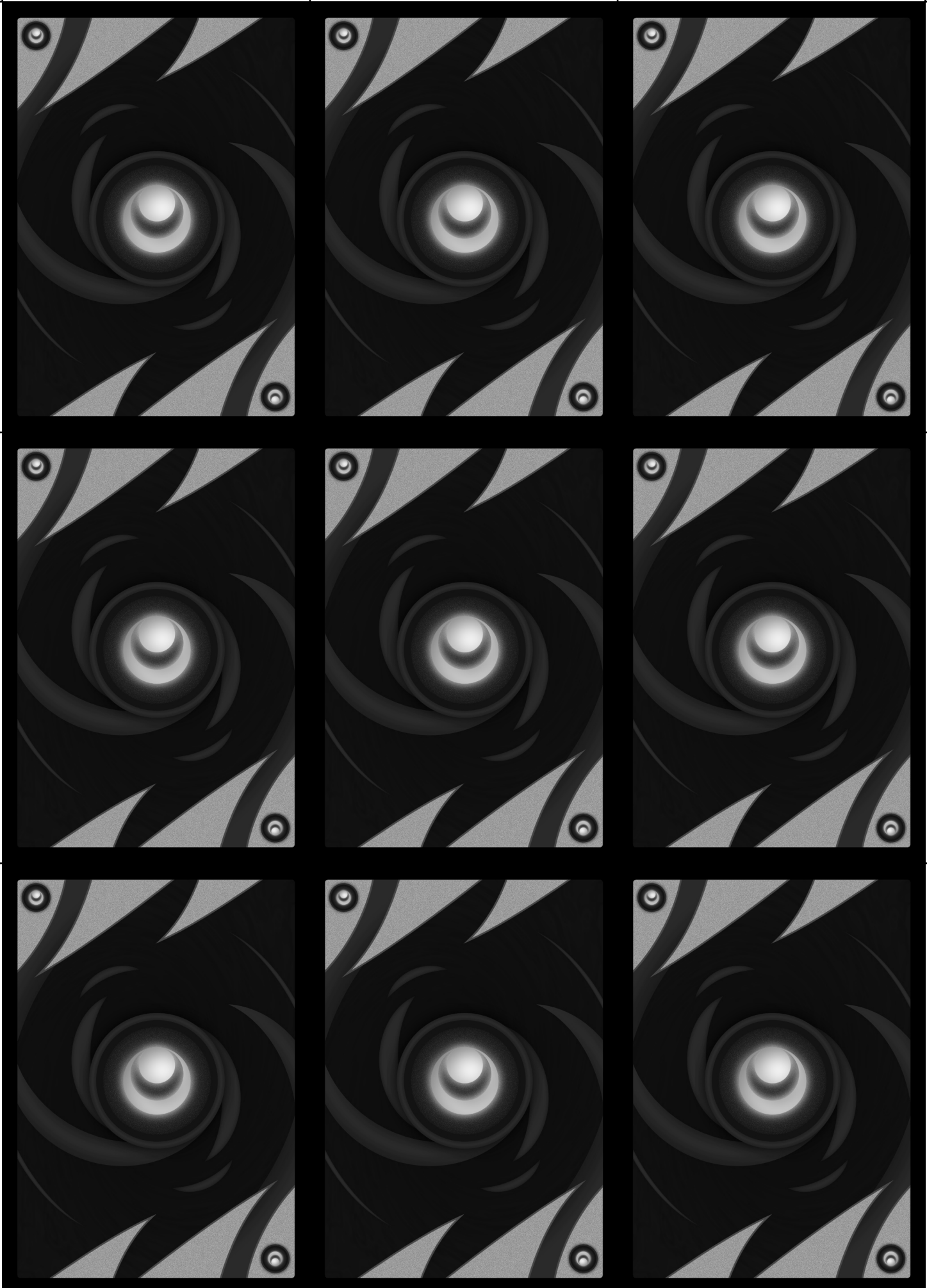
**Persistent.** (Send me to Reserve at Rest only if I have been Overcome.)

☞ The Locust Plague draws a card.

A deck can contain any number of cards named Locust.

☾ Darkness advances on the Companion.

LCT-19-C - I-J. Grandville - Altered Confluence





2
2

Honey Bear
Character - Animal

1
0
0

I gain **Asleep**.

When the Locust Plague sacrifices a Character - I gain 2 boosts.

∞ When the Locust Plague sacrifices a Character - I gain 1 boost, to a maximum of 2.

Darkness advances on the Companion.

LCT-20-C - Ernest Griset - Altered Confluence

2
2

Honey Bear
Character - Animal

1
0
0

I gain **Asleep**.

When the Locust Plague sacrifices a Character - I gain 2 boosts.

∞ When the Locust Plague sacrifices a Character - I gain 1 boost, to a maximum of 2.

Darkness advances on the Companion.

LCT-21-C - Ernest Griset - Altered Confluence

2
2

Honey Bear
Character - Animal

1
0
0

I gain **Asleep**.

When the Locust Plague sacrifices a Character - I gain 2 boosts.

∞ When the Locust Plague sacrifices a Character - I gain 1 boost, to a maximum of 2.

Darkness advances on the Companion.

LCT-22-C - Ernest Griset - Altered Confluence

2
2

Honey Bear
Character - Animal

2
1
1

I gain **Asleep**.

When the Locust Plague sacrifices a Character - I gain 2 boosts.

∞ When the Locust Plague sacrifices a Character - I gain 1 boost, to a maximum of 1.

Darkness advances on the Companion.

LCT-20-R - Ernest Griset - Altered Confluence

2
2

Honey Bear
Character - Animal

2
1
1

I gain **Asleep**.

When the Locust Plague sacrifices a Character - I gain 2 boosts.

∞ When the Locust Plague sacrifices a Character - I gain 1 boost, to a maximum of 1.

Darkness advances on the Companion.

LCT-21-R - Ernest Griset - Altered Confluence

2
2

Honey Bear
Character - Animal

2
1
1

I gain **Asleep**.

When the Locust Plague sacrifices a Character - I gain 2 boosts.

∞ When the Locust Plague sacrifices a Character - I gain 1 boost, to a maximum of 1.

Darkness advances on the Companion.

LCT-22-R - Ernest Griset - Altered Confluence

3
3

Charon
Character - Deity

0
0
2

➔ The Locust Plague sacrifices all Locusts. When the Locust Plague sacrifices a Character - that Character stays in or switches to my Expedition instead of going to discard.

∞ When the Locust Plague sacrifices a Character - I gain 1 boost, to a maximum of 2.

Darkness advances on both Hero and Companion.

LCT-23-C - Gustave Doré - Altered Confluence

3
3

Charon
Character - Deity

0
0
2

➔ The Locust Plague sacrifices all Locusts. When the Locust Plague sacrifices a Character - that Character stays in or switches to my Expedition instead of going to discard.

∞ When the Locust Plague sacrifices a Character - I gain 1 boost, to a maximum of 2.

Darkness advances on both Hero and Companion.

LCT-24-C - Gustave Doré - Altered Confluence

3
3

Charon
Character - Deity

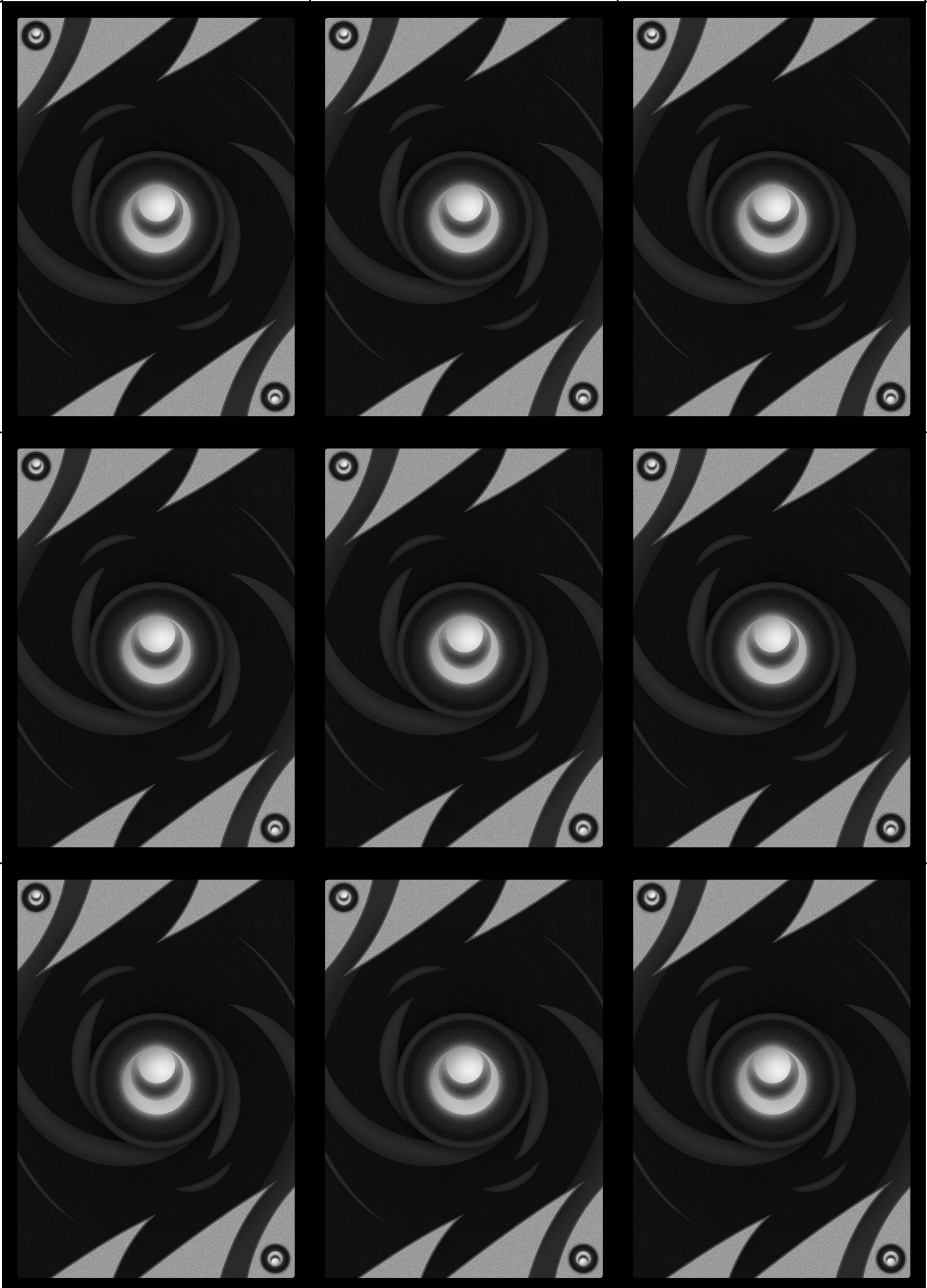
0
0
2

➔ The Locust Plague sacrifices all Locusts. When the Locust Plague sacrifices a Character - that Character stays in or switches to my Expedition instead of going to discard.

∞ When the Locust Plague sacrifices a Character - I gain 1 boost, to a maximum of 2.

Darkness advances on both Hero and Companion.

LCT-25-C - Gustave Doré - Altered Confluence



3

3

Hunting Buzzard

Character - Animal

1

2

0

**Persistent.** (Send me to Reserve at Rest only if I have been Overcome.)

At Dusk - the Locust Plague sacrifices all Locusts in my Expedition.

When an Animal is sacrificed in my Expedition - I gain 1 boost.

Darkness advances on the Hero.

LCT-26-C - John Gould & Henry Constantine Richter - Altered Confluence

3

3

Hunting Buzzard

Character - Animal

1

2

0

**Persistent.** (Send me to Reserve at Rest only if I have been Overcome.)

At Dusk - the Locust Plague sacrifices all Locusts in my Expedition.

When an Animal is sacrificed in my Expedition - I gain 1 boost.

Darkness advances on the Hero.

LCT-27-C - John Gould & Henry Constantine Richter - Altered Confluence

3

3

Hunting Buzzard

Character - Animal

1

2

0

**Persistent.** (Send me to Reserve at Rest only if I have been Overcome.)

At Dusk - the Locust Plague sacrifices all Locusts in my Expedition.

When an Animal is sacrificed in my Expedition - I gain 1 boost.

Darkness advances on the Hero.

LCT-28-C - John Gould & Henry Constantine Richter - Altered Confluence

3

3

Hunting Buzzard

Character - Animal

1

2

0

**Persistent.** (Send me to Reserve at Rest only if I have been Overcome.)

At Dusk - the Locust Plague sacrifices all Locusts in my Expedition.

When an Animal is sacrificed in my Expedition - I gain 1 boost.

∞ When the Locust Plague sacrifices a Character - I gain 1 boost, to a maximum of 2.

Darkness advances on the Hero.

LCT-26-R - John Gould & Henry Constantine Richter - Altered Confluence

3

3

Hunting Buzzard

Character - Animal

1

2

0

**Persistent.** (Send me to Reserve at Rest only if I have been Overcome.)

At Dusk - the Locust Plague sacrifices all Locusts in my Expedition.

When an Animal is sacrificed in my Expedition - I gain 1 boost.

∞ When the Locust Plague sacrifices a Character - I gain 1 boost, to a maximum of 2.

Darkness advances on the Hero.

LCT-27-R - John Gould & Henry Constantine Richter - Altered Confluence

3

3

Hunting Buzzard

Character - Animal

1

2

0

**Persistent.** (Send me to Reserve at Rest only if I have been Overcome.)

At Dusk - the Locust Plague sacrifices all Locusts in my Expedition.

When an Animal is sacrificed in my Expedition - I gain 1 boost.

∞ When the Locust Plague sacrifices a Character - I gain 1 boost, to a maximum of 2.

Darkness advances on the Hero.

LCT-28-R - John Gould & Henry Constantine Richter - Altered Confluence

1

1

Fly Free

Spell - Boon

**Fleeting.**

The Locust Plague sacrifices target leftmost Locust in the Threatened Expedition, then draws a card.

Darkness advances on the Companion.

LCT-29-C - Dugald Stewart Walker - Altered Confluence

1

1

Fly Free

Spell - Boon

**Fleeting.**

The Locust Plague sacrifices target leftmost Locust in the Threatened Expedition, then draws a card.

Darkness advances on the Companion.

LCT-30-C - Dugald Stewart Walker - Altered Confluence

1

1

Fly Free

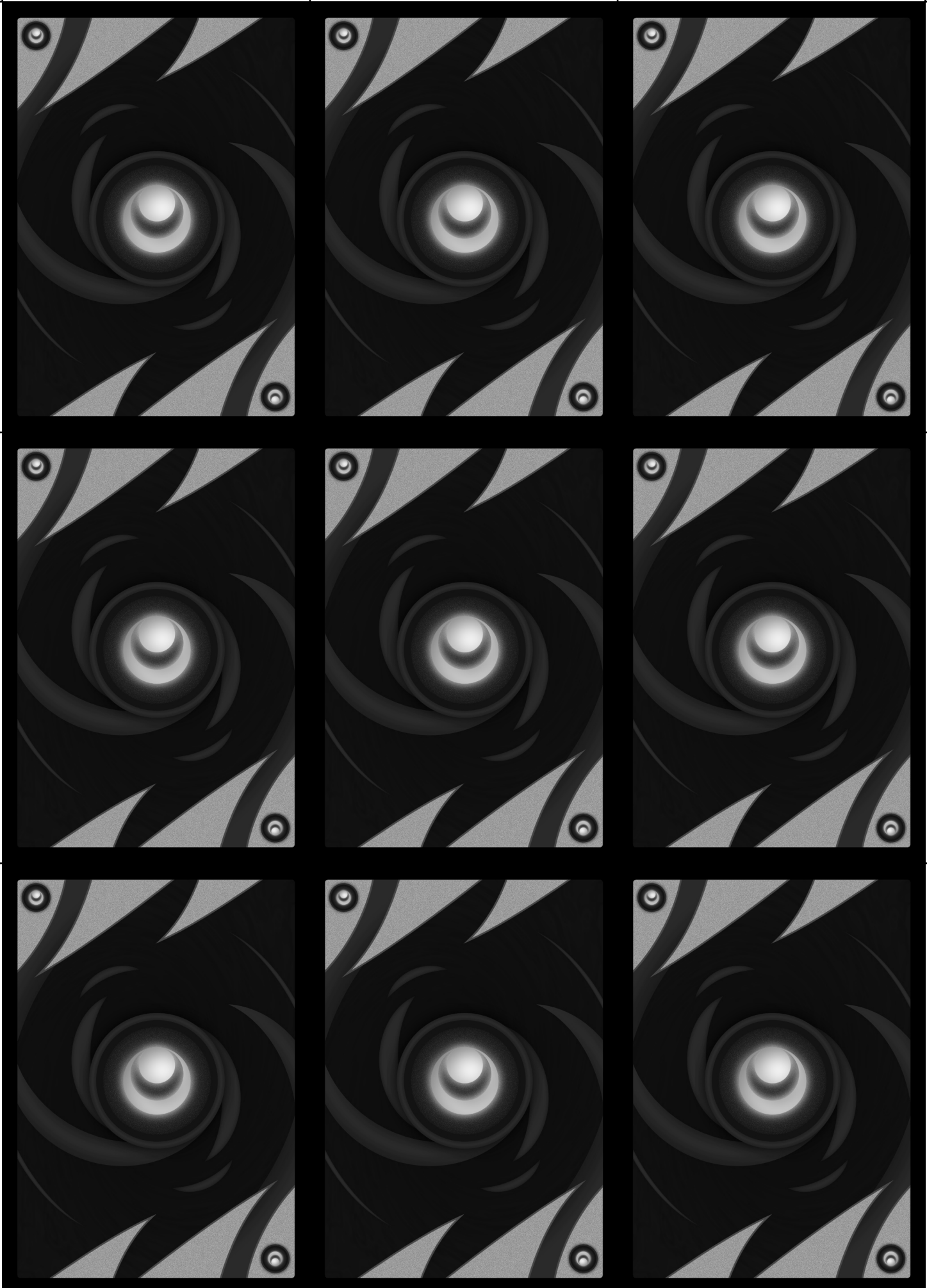
Spell - Boon

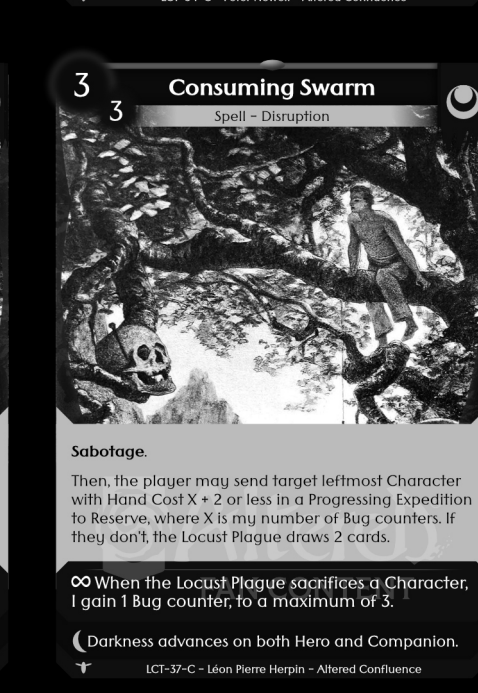
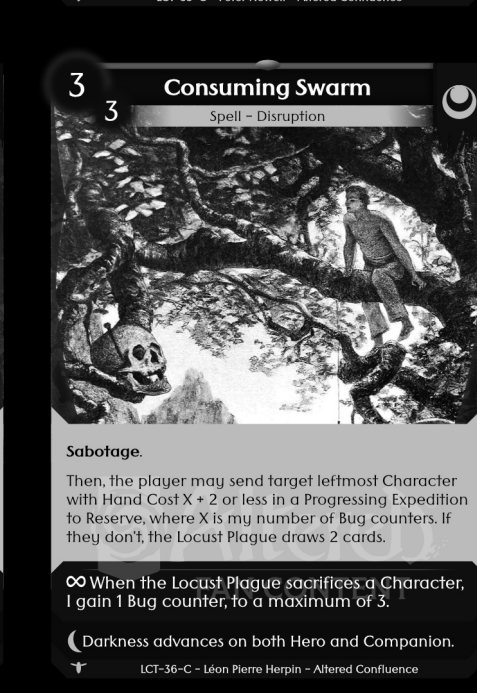
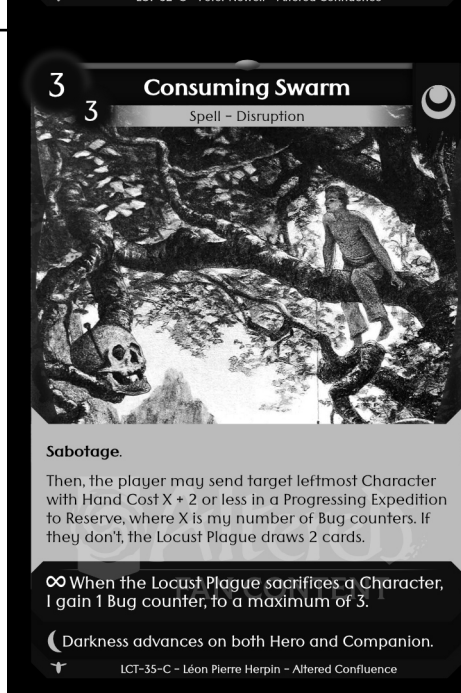
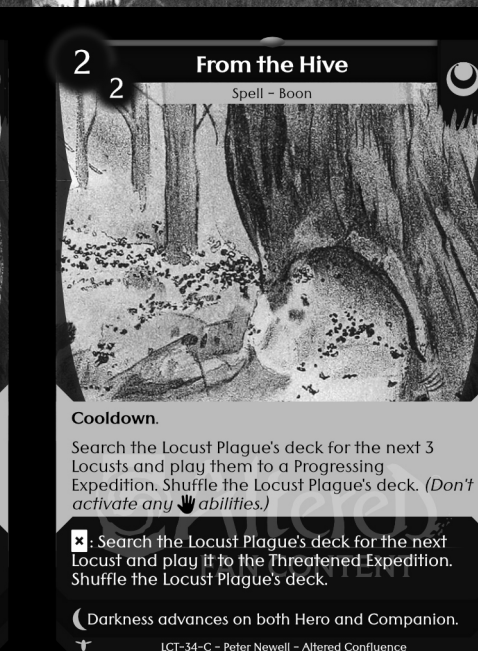
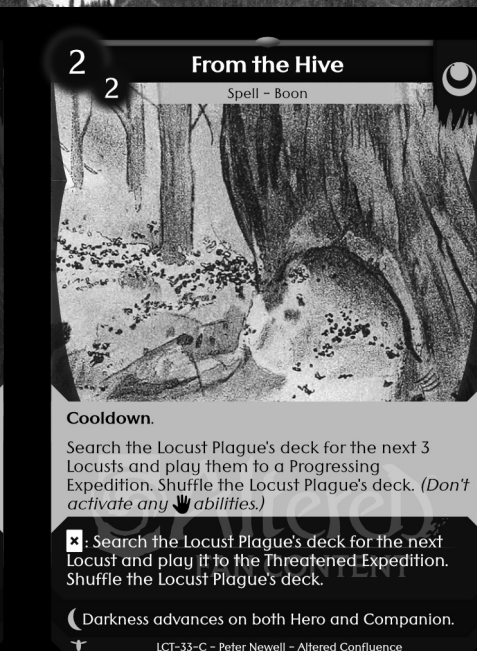
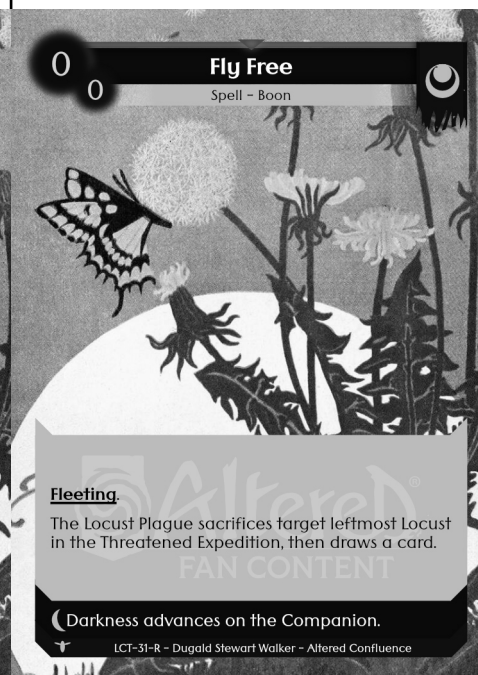
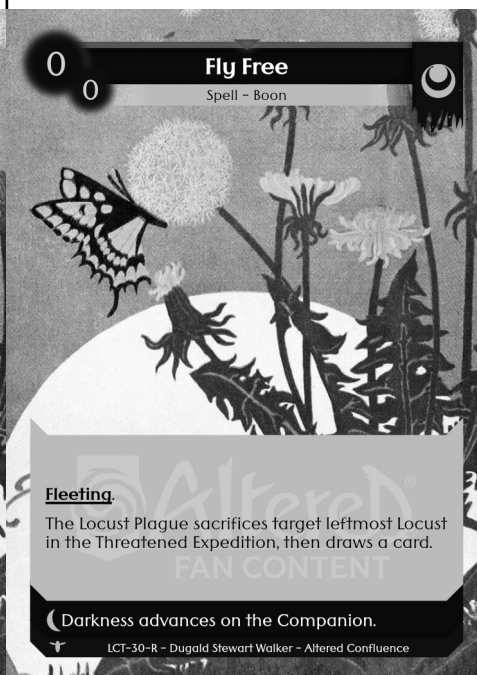
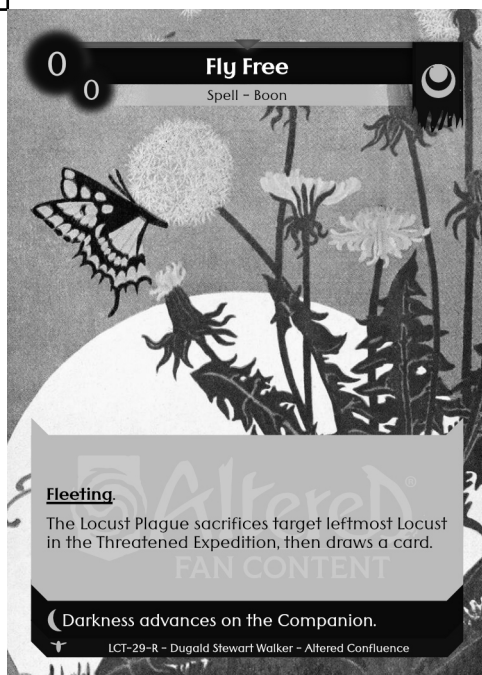
**Fleeting.**

The Locust Plague sacrifices target leftmost Locust in the Threatened Expedition, then draws a card.

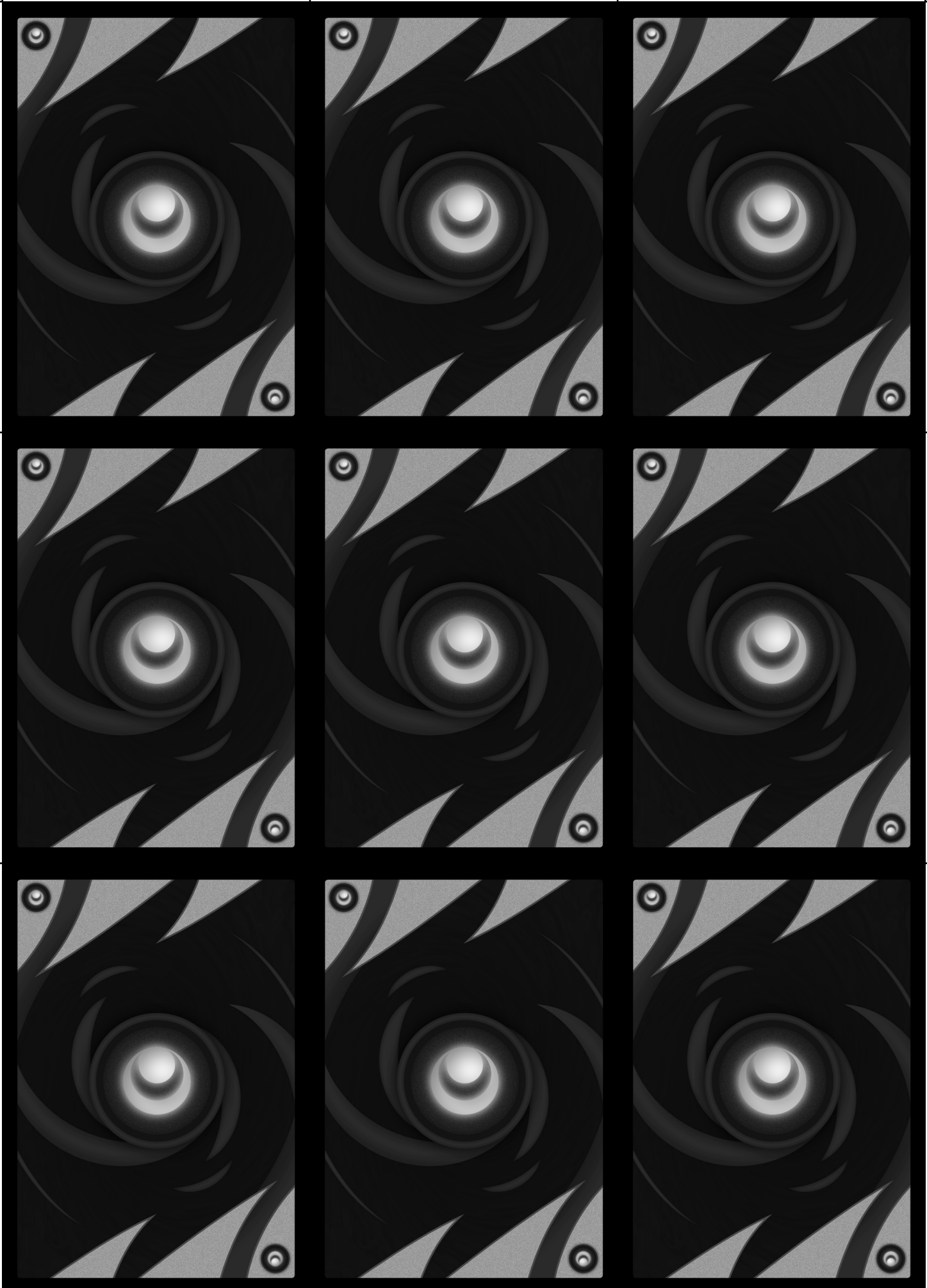
Darkness advances on the Companion.

LCT-31-C - Dugald Stewart Walker - Altered Confluence









3
3
Consuming Swarm
Spell - Disruption

**Sabotage.**

Then, the player may send target leftmost Character with Hand Cost X + 2 or less in a Progressing Expedition to Reserve, where X is my number of Bug counters. If they don't, the Locust Plague draws X + 2 cards.

∞ When the Locust Plague sacrifices a Character, I gain 1 Bug counter, to a maximum of 3.

☾ Darkness advances on both Hero and Companion.

LCT-35-R - Léon Pierre Herpin - Altered Confluence

3
3
Consuming Swarm
Spell - Disruption

**Sabotage.**

Then, the player may send target leftmost Character with Hand Cost X + 2 or less in a Progressing Expedition to Reserve, where X is my number of Bug counters. If they don't, the Locust Plague draws X + 2 cards.

∞ When the Locust Plague sacrifices a Character, I gain 1 Bug counter, to a maximum of 3.

☾ Darkness advances on both Hero and Companion.

LCT-36-R - Léon Pierre Herpin - Altered Confluence

3
3
Consuming Swarm
Spell - Disruption

**Sabotage.**

Then, the player may send target leftmost Character with Hand Cost X + 2 or less in a Progressing Expedition to Reserve, where X is my number of Bug counters. If they don't, the Locust Plague draws X + 2 cards.

∞ When the Locust Plague sacrifices a Character, I gain 1 Bug counter, to a maximum of 3.

☾ Darkness advances on both Hero and Companion.

LCT-37-R - Léon Pierre Herpin - Altered Confluence

3
2
Pollen Harvest
Spell - Maneuver

Search the Locust Plague's deck for the next Locust and play it to the Threatened Expedition, then all Characters the Locust Plague controls switch to a Progressing Expedition. Shuffle the Locust Plague's deck. *(Don't activate any abilities.)*

☾ Darkness advances on the Companion.

LCT-38-C - Unknown Artist - Altered Confluence

3
2
Pollen Harvest
Spell - Maneuver

Search the Locust Plague's deck for the next Locust and play it to the Threatened Expedition, then all Characters the Locust Plague controls switch to a Progressing Expedition. Shuffle the Locust Plague's deck. *(Don't activate any abilities.)*

☾ Darkness advances on the Companion.

LCT-39-C - Unknown Artist - Altered Confluence

3
2
Pollen Harvest
Spell - Maneuver

Search the Locust Plague's deck for the next Locust and play it to the Threatened Expedition, then all Characters the Locust Plague controls switch to a Progressing Expedition. Shuffle the Locust Plague's deck. *(Don't activate any abilities.)*

☾ Darkness advances on the Companion.

LCT-40-C - Unknown Artist - Altered Confluence

3
2
Pollen Harvest
Spell - Maneuver

Search the Locust Plague's deck for the next Locust and play it to the Threatened Expedition, then all Characters the Locust Plague controls switch to a Progressing Expedition. Shuffle the Locust Plague's deck. *(Don't activate any abilities.)*

✖: The Locust Plague sacrifices target leftmost Locust in a non-Progressing Expedition, then draws a card.

☾ Darkness advances on the Companion.

LCT-38-R - Unknown Artist - Altered Confluence

3
2
Pollen Harvest
Spell - Maneuver

Search the Locust Plague's deck for the next Locust and play it to the Threatened Expedition, then all Characters the Locust Plague controls switch to a Progressing Expedition. Shuffle the Locust Plague's deck. *(Don't activate any abilities.)*

✖: The Locust Plague sacrifices target leftmost Locust in a non-Progressing Expedition, then draws a card.

☾ Darkness advances on the Companion.

LCT-39-R - Unknown Artist - Altered Confluence

3
2
Pollen Harvest
Spell - Maneuver

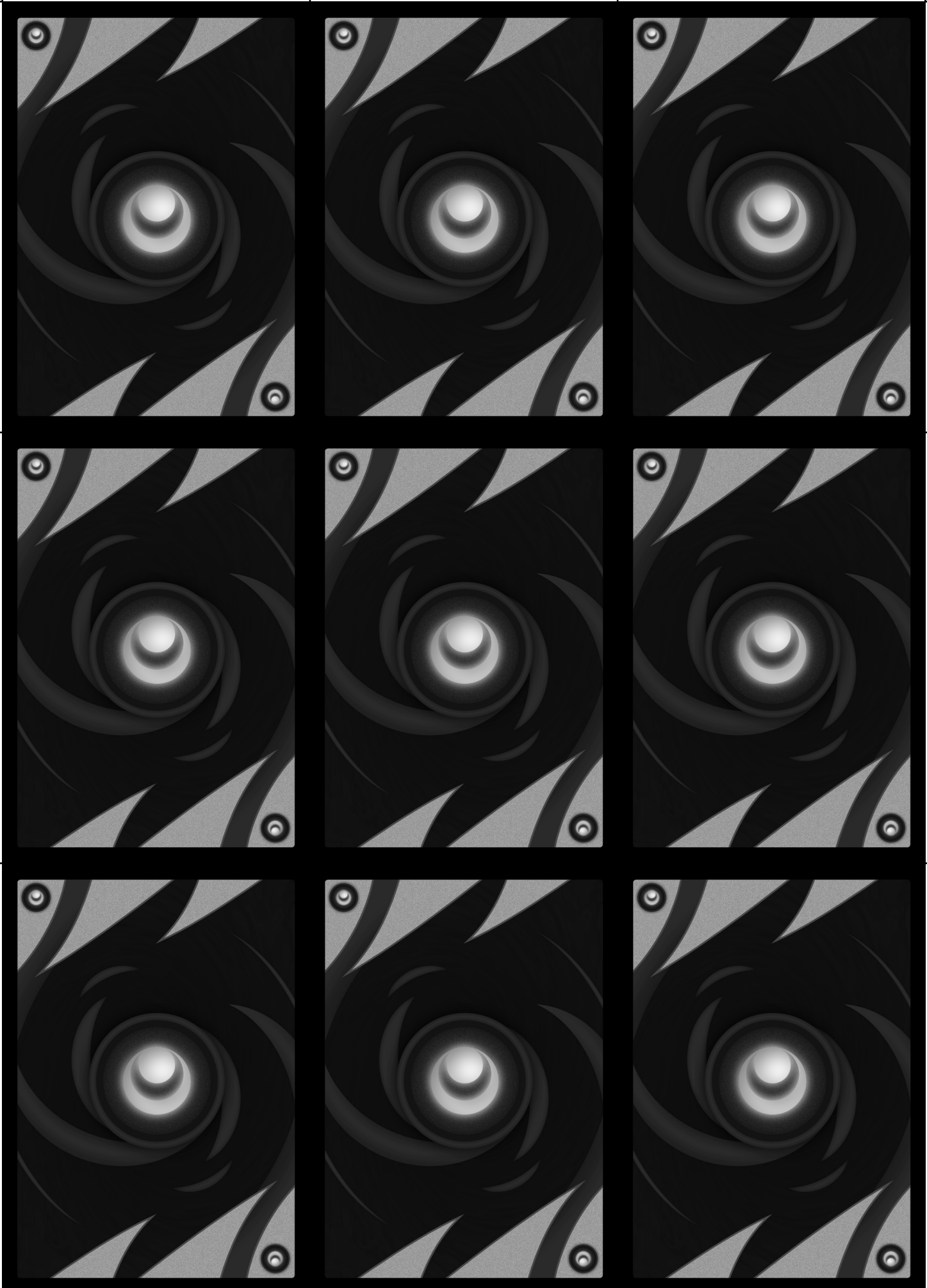
Search the Locust Plague's deck for the next Locust and play it to the Threatened Expedition, then all Characters the Locust Plague controls switch to a Progressing Expedition. Shuffle the Locust Plague's deck. *(Don't activate any abilities.)*

✖: The Locust Plague sacrifices target leftmost Locust in a non-Progressing Expedition, then draws a card.

☾ Darkness advances on the Companion.

LCT-40-R - Unknown Artist - Altered Confluence





Locust Plague

Confluence

Reserve

Landmarks

At Dusk – the Locust Plague sacrifices the leftmost Locust in target Expedition with 3 or more Characters. If it does, target rightmost Character in that Expedition gains 1 boost.

The Locust Plague discards Locusts from its Reserve first.

*(Confluences target the Threatened Expedition first.)*

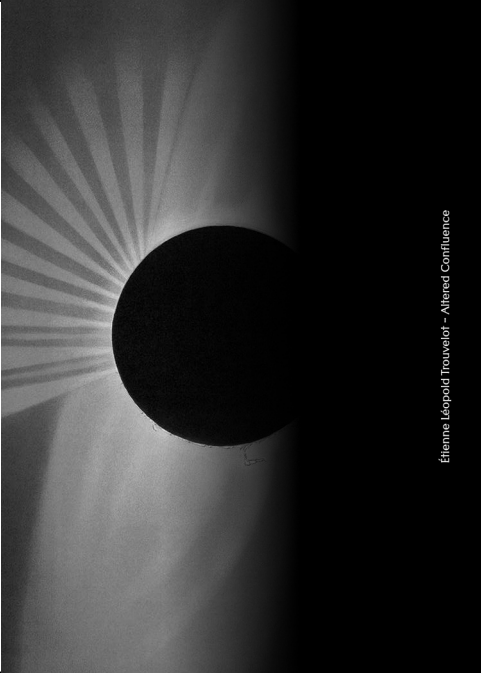
LCT-01-C – Unknown Artist – Altered Confluence



Étienne Léopold Trouvelot – Altered Confluence



Étienne Léopold Trouvelot – Altered Confluence



Etienne Leopold Trouvelot - Altered Confluence



Etienne Leopold Trouvelot - Altered Confluence

Locust Plague

Confluence

Reserve

Landmarks

At Dusk - the Locust Plague sacrifices the leftmost Locust in target Expedition with 2 or more Characters. If it does, target rightmost Character in that Expedition gains 1 boost.

The Locust Plague discards Locusts from its Reserve first.

*(Confluences target the Threatened Expedition first.)*

LCT-01-R - Unknown Artist - Altered Confluence