

Witch

Tragic, Burning Death



Starter Cards:

- Magic Missile
- Folk Wisdom
- Toil & Trouble
- Devil's Deal

Magic Missile

Powerful Last Resort



Choose a player to lose all-but-one dice.
This card is removed from play.

Folk wisdom

No-nonsense Pillar of the Community



“Nope” the last action.

Discard.

Toil & Trouble

O, How You Miss their Squabbling



Create two fake players, each with 1 dice and controlled by you. They can do everything a player can, but they disappear after they've finished a turn.

This card is removed from play.

This card can be played at any time.

Devil's deal

Satan? Like, the food?



Discard either:

- One card to get one dice
- Three cards for two dice
- Five cards for three dice

Discard.

Druid

Peaceful, Contented Death



Starting dice: 2

Cards:

- Herbal Cleanse
- Mind-wipe Serum
- Intervention
- Therapy Session

Herbal Cleanse

Probably good for you!



OK
Please hold er

Reset one player's dice count to their starting amount.

Discard.

Mind-wipe Serum

Probably bad for you!



Make a player forget a thing for the rest of the game. If they don't play along at any point, you get one of their dice.

This card is removed from play.

This card can be played at any time.

Intervention

Seriously, stop doing that.



Look at a player's ability cards, and then take one, if you can come up with a reasonable argument for doing so.

Discard.

Therapy Session

Licence Schmidence



OK
Plascholder

Claim a card from the Storyteller's discard pile.

This card is removed from play.

Warrior

Violent, War Death

A hand-drawn signature in red ink that reads "Plascholder". The signature is written in a cursive, somewhat stylized manner. The first letter 'P' is large and has a small 'OK' written above it. The rest of the name is written in a series of connected, somewhat blocky letters.

Starting dice: 2

Cards:

- War Cry
- Field Medic
- Jump the Gun

War Cry

That's like. Really loud.



Get an extra dice if you successfully
dudo or calza on your first turn in a
conflict.

This card is retained.

Field Medic

You might want to bite down on something

Plascholder

Prevent a player (but not yourself) from losing their final dice.

Discard.

Jump the Gun

Last one into battle's a rotten egg!



Play skips to your turn immediately.

Discard.

Urchin

Clumsy, Oafful Death



Startin' dice: 1

Cards:

- Robbin' good
- Miscreantry
- Quick Learner
- Go Easy on the Kid

Robbin' Good

Steal from the rich



Steal a die from someone who has more than their starting dice.

This card is retained.

Miscreantry

Ya little scamp



Reroll as many dice on the table as you wish, then go back to 1 dice after the count phase.

This card is retained.

This card can be played at any time.

Quick Learner

Kid's a fast 'un



Discard two cards in order to dumpster
dive for one card.

This card is retained.

Go Easy on the Kid

Awww, don't make 'em cry



Overrule a “calling bull” card played against you.

Discard.

This card can be played at any time.

Chieftain

Prideful, Honourless Death



Plascholder

Starting dice: 2

Cards:

- Smooth talker
- Policy U-turn
- Justice
- Think tank

