

# 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 dissapear 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!



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 Schmicence



Claim a card from the Storyteller's  
discard pile.

**This card is removed from play.**

# Warrior

Violent, War Death



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



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, Oaffful 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.**

# Miscreanty

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



Starting dice: 2

Cards:

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

