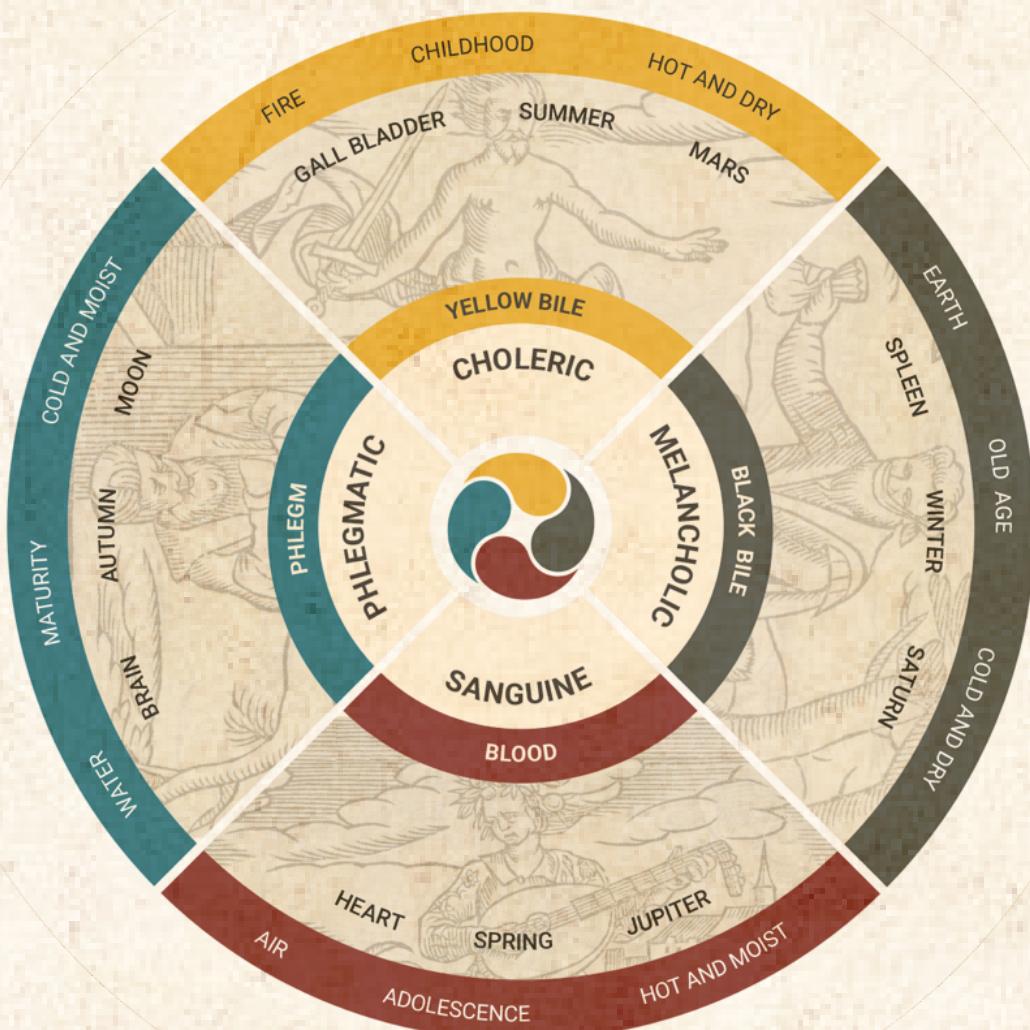


# Four Humors

*Alpha*



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## *Description*

This is a card battle game based on the Four Humors of Hippocratic medicine using only two sets of a typical card deck, one for each player.

## *Alpha Note*

Hello! This version of the game hasn't been tested at all yet. It has so many moving parts that I have no idea how they'll all fit together, so I'm choosing to just see how it goes in terms of functionality and "brokenness." I have cards that I already think synergize better than... others... but it's hard to say how detrimentally that affects things. If you have any feedback please [fill out this form](#) or talk to me in person about stuff! :D

# *Game Rules*

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## Setup

### Supplies

Each player should bring or have a typical 4 suit deck of playing cards, Jokers included.

### Board

The board has 4 main sections (see Figure 1):

- The Draw Pile (left)
  - This is where you draw cards from primarily
- The Attack Line (top middle)
  - Cards in this line take on the properties specified by their Attack Feature, if any
  - These cards may also deal damage or destroy other cards
- The Support Line (bottom middle)
  - Cards in this line take on the properties specified by their Support Feature, if any
- Health Discard (top right)
  - These are cards that are Destroyed or cards which were Discarded from the Health Pile
  - The top card is in play, but does not count for discounting card costs. It may have a Health Discard feature which goes into effect or it may not. It cannot be Destroyed unless a special feature allows it
- Health Pile (bottom right)
  - This represents how much health you have remaining

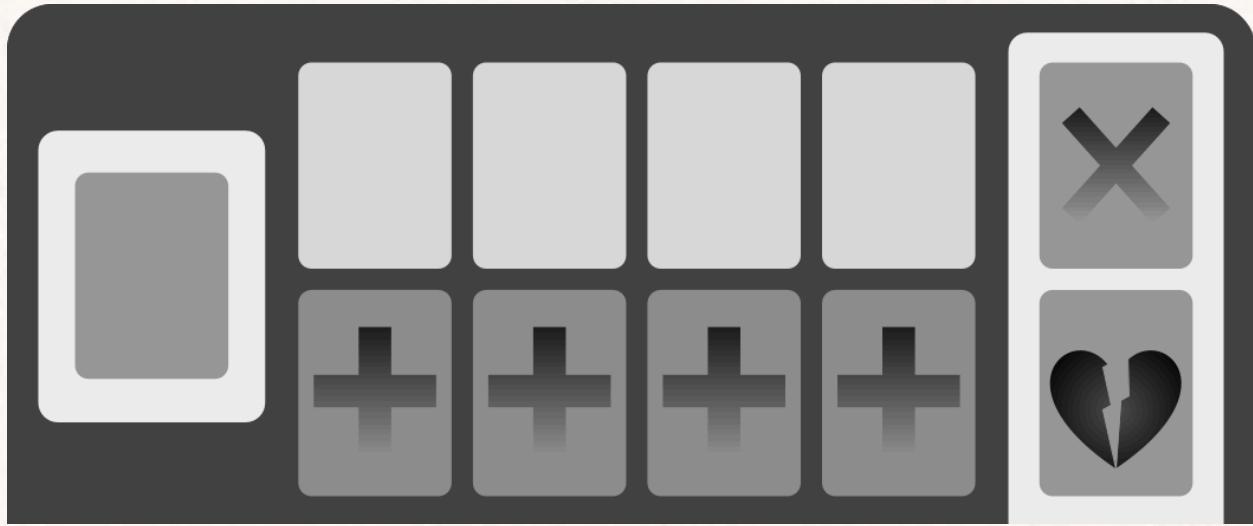


Figure 1.

For printable board layouts, see the end of this document.

Together, you and your opponent's boards should be set up like this, noting that the Health Discard has no opposing attack card:

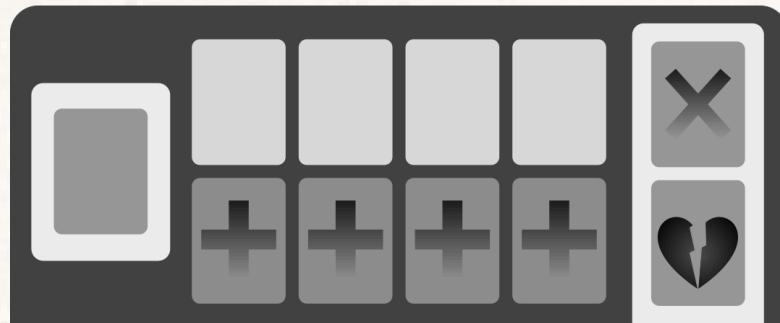
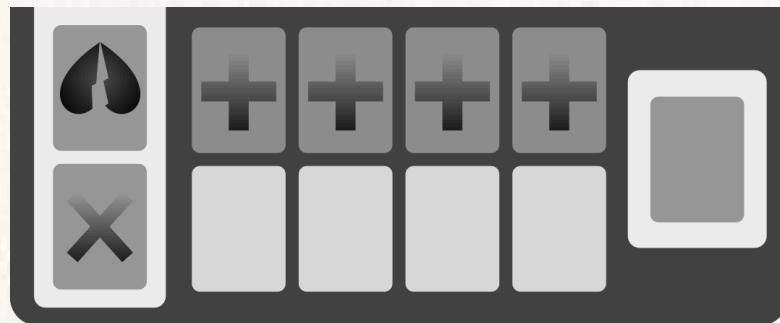


Figure 2.

## Deck Building

- Place half of your deck (Including at least one Joker) in the Health Pile face down and shuffled, which should be 27 cards. This is your health.
- The remaining cards will be your playing deck and may be chosen strategically based on their properties prior to the match.
  - For quick deck building, pick two Humors (suits) and a Joker to play with at a time. Three or four suits being represented is also permitted, but one Joker must be discarded.
  - Duplicate cards should not be possible on your side of the board. A full deck is expected to be represented.
  - Your opponent's deck choices do not exclude you from picking those cards yourself, and players may choose how much they share with each other in terms of their deck contents.
- Place the chosen half of your deck on the Draw Pile face down, shuffled.
- Place the other half on the Health Pile face down, shuffled.

## Gameplay

Each person receives a turn. To determine whose turn is first, each player draws a card from the Health Pile at the beginning of the game and compares the card's costs as if the two cards are Attacking one another. The winner of the exchange gets the first turn. In the case of a tie, repeat until a win is had. Place the used cards on the bottom of the Health Pile after they are compared.

### A Turn

1. Damage Phase
  - a. Draw cards from your Health Pile equal to damage received and set them aside with any cards that were destroyed in the previous Attack Phase or that you used to pay for cards in the previous Play Phase. If none, move to the Draw Phase.
  - b. Order cards drawn however you would like (Jokers and Jacks have special Health Discard Features if they are placed on top).
  - c. Discard the cards in the Health Discard, face up.
2. Draw Phase

- a. If you have no cards, draw four cards from the Draw Pile.
  - b. If you have some cards, draw two cards from the Draw Pile.
  - c. If you must draw cards but your Draw Pile is empty, draw from your Health Pile.
3. Play Phase
- a. You may place as many cards as you wish (provided you pay their prices). This may cause you to be dealt damage. Set aside the cards you used to pay the card cost to be discarded at your next Damage Phase.
  - b. You may Destroy one card in your hand or on your side of the board, placing it at the top of the Health Discard. To destroy a Bolstered card, you must destroy each of the cards bolstering it first. Destroying a card's Bolstering counts for your one destroyed card.
  - c. You may Bolster played cards by adding as many cards as desired to the stack under a played card from either your hand or Health Pile.
  - d. The actions allowed in this phase may happen in any order.
4. Attack Phase
- a. Your opponent or their cards are attacked by the cards on the Attack Line of your side of the board. See the Attack Phase section below for more information.
  - b. Set aside any cards that have been destroyed and apply any Constant Features a card may trigger upon being destroyed by an opponent.
  - c. If your Health Pile is empty at this phase, you have lost, even if your opponent's pile is also empty.

## Card Prices

Each card has a price:

	A	2	3	4	5	6	7	8	9	10	J**	Q	K
Atk	0*	2	3	4	5	6	7	8	9	10	11	12	13
Sup	0	1	2	2	3	3	4	4	5	5	6	6	7

\*While the Ace costs 0 to play, you must have less than 5 cards remaining in your Health Pile to play it on the Attacking Line. You may Destroy it from your hand without this condition being met.

\*\*Both the Jack and Joker have this cost.

Table 1.

In order to play a card on your Attacking Line, you must pay the given price in the Atk row for that card by taking that much Damage. In order to play a card on the Supporting Line, you must pay the given price in the Sup row by taking that much Damage. For a tip on remembering, the attack cost is equal to the card's number value while its supporting cost is that divided by two, ceilinged ( $3/2 = 1.5 = 2$ )

If any number of other cards of *the same Humor (suit)* are already in play, you may subtract that number of cards and their Atk costs from the cost of playing the new card. A Joker card counts as two kinds of Humors, depending on the Joker. The Black Joker is both Melancholic and Phlegmatic. The Red Joker is both Sanguine and Choleric. **The card on the top of the Health Discard does not count towards cost discounts.**

Example cases:

1. If a **Melancholic Queen** is the only card in play, a **Melancholic King** can be played at **no cost**. (1 matching Humor + 12 matching cost = 13)
2. If a **Phlegmatic Queen** is the only card in play, a **Melancholic King** costs **13 Health**. (no matching Humor)
3. If a **Phlegmatic Queen** and a **Melancholic 10** are in play, a **Melancholic King** costs **2 Health** (1 matching Humor + 10 matching cost = 11).
4. If a **Melancholic 3 on attack, Melancholic 4 on support, Melancholic 2 on attack, and Phlegmatic Ace** are in play, a **Melancholic King** can be played at **1 Cost** (3 matching Humor + 9 matching cost = 12).
5. If a **Melancholic Jack** and a **Melancholic Queen** are in play, a **Melancholic King** can be played at **no cost** (2 matching Humor + 23 matching cost = 25). Health cannot be recovered from overflow cost recovery unless a specific card's special properties allow it.

## Attacking and Destroying

### Direct Damage

If no card opposes an attacking card during the Attack Phase, it deals direct damage to your opponent. If it matters what order the cards attack in, the person who played the cards may choose the optimal order.

Direct Damage Chart:

A	2	3	4	5	6	7	8	9	10	J**	Q	K
1	1	2	2	2	3	3	3	3	4	4	4	4

\*\*Both the Jack and Joker have this Direct Damage.

Table 2.

If, on the other hand, a card does oppose a card on the other Attacking Line, that card prevents direct damage.

### Card Damage

If the opposing card has less Cost than the attacker, that card loses the exchange. This means that the ease of destroying a card will change depending on if it is in the attack or support line. If the opposing card has higher cost or equal cost, nothing happens, unless a special property triggers. If the attacking card is an Ace, it wins the exchange regardless of the other card's cost. Any card, however, can Destroy an Ace if the Ace is on the defensive.

If a card loses an exchange and has no Bolstering, its owner must add it to their Health Discard along with any sustained damage. Any card can be Bolstered during the owner of the card's Play Phase, and when a Bolstered card loses an exchange one of the cards Bolstering it is to be Destroyed rather than the top card itself dying.

### Health Discard

When a card is Destroyed, it is sent to the Health Discard. This shows a representation of what Damage you have taken, and some cards have special features that trigger when they are placed at the top of this pile. These cards are Jacks and Jokers.

Some cards have optional actions available when they are Destroyed and moved to the Health Discard. These are marked as "Constant Features."

### Unique Combos

Some sets of cards create synergies with each other. They are listed here.

### Full Court

When a King, Queen, and Jack of any Humor are all on the Attacking Row, any numbers mentioned in their Constant Features are doubled until the end of the Damage Phase where one perishes.

### Square

Four of a kind (all of the same number), one from each different Humor, being placed on the board simultaneously will allow the player who placed them to recover the top card from the Health Discard into the Health Pile at each Damage Phase where the square remains unbroken. This has a chance of not taking place even once if one of the four is defeated in the first applicable Damage Phase.

### The Belladonna

When four Belladonna are on the board in any configuration (Attack Line or Support Line or mixed), they each deal double the Direct Damage they would usually where applicable. Behavior of Belladonna on the Support Line are unaffected, but they can still help trigger this synergy. Once a Belladonna is Destroyed, the synergy is broken.

## Game Alternatives

### Marathon

This game style allows for longer play in close matches. Once your Draw Pile is empty, replenish it with your Health Discard instead of drawing from your Health Pile.

### Best of 4

Four rounds, rotating deck as desired between each. In the case of a 2-2 split, a fifth round starts.

### Speed Round

This faster paced game style disregards all Health Discard Features and instead has the card on the top of the Health Discard, whatever card that may be, attack as part of the Attack Line. This Direct Damage cannot be blocked by an opposing card.

# *Melancholic (Spades)*

---

## General Aesthetic

Type	Black Bile
Element	Earth
Temperament	Cold
Humidity	Dry
Season	Winter
Body Part	Spleen
Planet	Saturn
Phase of Life	Old Age

## Cards

This Humor's features focuses on increasing general damage, sometimes at the expense of your own health.

Constant Features	Attack Line Exclusive	Support Line Exclusive

## Melancholic King

# *He Who Watches*

Attack Line Cost

**13**

Support Line Cost

**7**

Direct Damage

**4**

### Constant Features



**Melancholic**

When Destroyed by your opponent from the board, deal one Damage to your enemy.

### Attack Line



**Insomniac**

During the damage phase of the person who played this card, destroy one card from your Health Pile or hand to have this card attack twice as many times as it would have otherwise.

### Support Line Features



**Paranoid**

Upon being played, view your opponent's hand and any hidden cards played on the board. As long as this card is in play you may ask to see any card in your opponent's hand.

## Melancholic Queen

# *She Who Waits*

Attack Line Cost

Support Line Cost

Direct Damage

**12**

**6**

**4**

#### Constant Features



**Melancholic**

When Destroyed by your opponent from the board, deal one Damage to your enemy.

#### Attack Line Features



**Withering**

For every Damage Phase this card is not Destroyed, take a card from your Health Pile and place it under this card. This does not count as Bolstering. After it is Destroyed, your opponent takes damage equal to the cards accumulated and She Who Waits goes to the health discard. As for the accumulated cards, a shuffled half of the cards go to the health discard, the other half go back to your health pile. This card cannot be Bolstered.

#### Support Line Features



**Patient**

If a card in the attacking position in front of this card perishes, this card will take its place on the attacking line at no extra cost.

#### Melancholic Jack

*The Spinster*

Attack Line Cost

**11**

Support Line Cost

**6**

Direct Damage

**4**

## Constant Features

 <b>Melancholic</b>	When Destroyed by your opponent from the board, deal one Damage to your enemy.
 <b>Spinner's Wheel</b>	Pay (or set aside to pay) one extra cost at any time to move this card from the attack to the support line, or vice versa. The card behind or in front of it on your side of the board will be swapped as well.

## Health Discard Feature

 <b>Death Knell</b>	All cards on the attack line have one added to their Direct Damage while this card is at the top of the Health Discard.
---	---

Melancholic 10

## *Old Anhedonia*



Attack Line Cost

**10**

Support Line Cost

**5**

Direct Damage

**4**

### Constant Features



**Melancholic**

When Destroyed by your opponent from the board, deal one  
Damage to your enemy.

### Attack Line Features



**Disinterest**

When attacking, this card ignores its opposing card, dealing  
Direct Damage regardless of if someone opposes it.

## Melancholic 9

### *Vertigo*

Attack Line Cost

**9**

Support Line Cost

**5**

Direct Damage

**3**

#### Constant Features



**Melancholic**

When Destroyed by your opponent from the board, deal one Damage to your enemy.

#### Support Line Features



**Lucky Shot**

The card attacking in front of this one will deal twice the Direct Damage, but that same card must be immediately Destroyed as it deals that damage. The card just Destroyed will replace the current card on top of the Health Discard. It is not destroyed if no Direct Damage has been dealt.

## Melancholic 8

### *Malcontent*

Attack Line Cost

**8**

Support Line Cost

**4**

Direct Damage

**3**

### Constant Features



**Melancholic**

When Destroyed by your opponent from the board, deal one Damage to your enemy.

### Support Line Features



**Dissatisfied**

Every card that bolsters the card in front of this one makes it deal one extra Direct Damage.

### Melancholic 7

*Torpidity*

Attack Line Cost

**7**

Support Line Cost

**4**

Direct Damage

**3**

### Constant Features



**Melancholic**

When Destroyed by your opponent from the board, deal one Damage to your enemy.

### Support Line Features



**Fallback**

When the spot in front of this one is directly attacked, the attack is sustained, but the same damage is dealt to your opponent as well.

## Melancholic 6

### *Anomie*

Attack Line Cost

**6**

Support Line Cost

**3**

Direct Damage

**3**

#### Constant Features



Melancholic

When Destroyed by your opponent from the board, deal one  
Damage to your enemy.

#### Support Line Features



Unrestrained

The card in front of this one wins any confrontation it starts with  
an opposing card, even if that card is of a higher cost than it.  
This does not, however, prevent the card in front of this one from  
being destroyed when attacked by a card that beats it.

## Melancholic 5

### *Inappetence*

Attack Line Cost

**5**

Support Line Cost

**3**

Direct Damage

**2**

#### Constant Features



When Destroyed by your opponent from the board, deal one  
Damage to your enemy.

## Melancholic

### Support Line Features



#### Fullness

The card in front of this one will deal one extra Direct Damage when applicable for every card on your Attack Line (with a minimum of one for the card that must be in front of this one to trigger this).

## Melancholic 4

### *The Belladonna*



Attack Line Cost

**4**

Support Line Cost

**2**

Direct Damage

**2**

## Attack Line Features



Maitbrand

You may play this card in either an Active or Inactive state. The active state is indicated by placing it normally, while the Inactive state is done by turning it long ways. While inactive the card cannot be destroyed regardless of what attacks it, it does not attack. If the card is Active it acts normally. You may pay a card from your Hand or Health Pile to the Health Discard only at the end of your Damage Phase to alter the card's state.

## Support Line Features



Thorny

Once during your opponent's Attack Phase you may choose to draw one card from your Health Pile. This card's Direct Damage is dealt before immediately being discarded onto the Health Discard Pile.

## Melancholic 3

### *Gloom*

Attack Line Cost

**3**

Support Line Cost

**2**

Direct Damage

**2**

## Support Line Features



Foggy

The other cards played after this one on the support row may be played face down. If using one of their abilities, however, you must reveal the card.

## Melancholic 2

### *Fatigue*

Attack Line Cost

**2**

Support Line Cost

**1**

Direct Damage

**1**

#### Support Line Features



Sluggish

If this card is the highest cost card on the board, it will always deal its direct damage during the attack phase regardless of position.

## Melancholic Ace

### *Death*

Attack Line Cost

**0\***

Support Line Cost

**0**

Direct Damage

**1**

\*While the Ace costs 0 to play, you must have less than 5 cards remaining in your Health Pile to play it on the Attacking Line. You may Destroy it from your hand without this condition being met.

#### Constant Features



Melancholic

When Destroyed by your opponent from the board, deal one Damage to your enemy.

## Attack Line



### End of the Road

Rather than attacking the card opposing this one during the attack phase, you may choose a different card to attack. If you choose the card on the top of the Health Discard, it can be turned over and taken out of play. Bolstered cards are still Destroyed, regardless of how Bolstered they are. When a card is Destroyed in this way this card also deals its Direct Damage.

## Support Line Features



### Seasonal

During the play phase, you may choose to rotate your board left or right, as long as this card remains on the support line. If rotated to the right, every card on the support line moves right while every card on the attack line moves left. For cards on the far right of the support line, they move up to the far right of the attack line. For cards on the far left of the attack line, they move down to the far left of the support line. If rotated left, the same happens but clockwise instead of counterclockwise.

# *Phlegmatic (Clubs)*

---

## General Aesthetic

Type	Phlegm
Element	Water
Temperament	Cold
Humidity	Moist
Season	Autumn
Body Part	Brain
Planet	Moon
Phase of Life	Maturity

## Cards

This Humor's support feature focuses on stalling your opponent, preventing them from dealing damage to you or your other cards.

Constant Features	Attack Line Exclusive	Support Line Exclusive
		

## Phlegmatic King

### *Lunar Fount*

Attack Line Cost

**13**

Support Line Cost

**7**

Direct Damage

**4**

#### Constant Features



**Phlegmatic**

When Destroyed by your opponent from the board after being played, you may use this card to Bolster another card if any others are in play.

#### Attack Line Features



**Drainage**

For every attack phase this card is on the board, all Bolstered cards are attacked by this card in addition to its normal attack. Once a card has no Bolstering left it is no longer attacked in this additional way.

#### Support Line Features



**Font of Plenty**

In your draw phase you may bolster a card of your choice by three cards from your Health Discard.

## Phlegmatic Queen

### *The Goblet*

Attack Line Cost

**12**

Support Line Cost

**6**

Direct Damage

**4**

#### Constant Features



**Phlegmatic**

When Destroyed by your opponent from the board after being played, you may use this card to Bolster another card if any others are in play.

#### Attack Line Features



**Crushing Waves**

In the attack phase of your turn, you may choose to take this action in place of this card attacking or dealing direct damage. Place two cards face down from your opponent's Health Discard in each spot opposing this card (in your opponent's Attack Line and Support Line). If cards already exist in either place, they are Destroyed. Cards cannot be played on top of these upside down cards, but if you choose to activate this same ability again you may stack them. They must each be Destroyed one by one in your opponent's turn by using their ability to destroy one card in their Play Phase. If this card is Destroyed the cards are put back in their Health Discard. If there are no cards in the Health Discard you cannot take this action.

#### Support Line Features



**Undercurrent**

Upon being played, view your opponent's hand and any hidden cards on the board. This includes the top card of your own Draw Pile and the top card of your opponent's Draw Pile. As long as this card is in play you may ask to see any card in your opponent's hand and peek at the first cards on your own Draw

and Health Piles.

## Phlegmatic Jack

### *The Bachelor*

Attack Line Cost

**11**

Support Line Cost

**6**

Direct Damage

**4**

#### Constant Features



**Phlegmatic**

When Destroyed by your opponent from the board after being played, you may use this card to Bolster another card if any others are in play.



**For Company**

Regardless of the card's placement on the board, if a card attempts to directly hit the person who played this card it will move to the space at which that attack was aimed at, regardless of the Line it was attacked on. If a card already exists there despite the Direct Damage being dealt, the cards will trade places.

#### Health Discard Feature



**Inspiration**

No bolstering can be Destroyed while this card is at the top of the Health Discard.

## Phlegmatic 10

Enza



Attack Line Cost

**10**

Support Line Cost

**5**

Direct Damage

**4**

### Constant Features



**Phlegmatic**

When Destroyed by your opponent from the board after being played, you may use this card to Bolster another card if any others are in play.

### Attack Line Features



**Flight**

If this card was used to Bolster a card on the Attack Line and this card is about to be discarded, you may play this card anywhere at no cost.

## Phlegmatic 9

### *Rheum*

Attack Line Cost

**9**

Support Line Cost

**5**

Direct Damage

**3**

#### Constant Features



**Phlegmatic**

When Destroyed by your opponent from the board after being played, you may use this card to Bolster another card if any others are in play. Rheum

#### Support Line Features



**Stiff**

While this card is in play you may take a card from the Health Discard to Bolster a card once per your Play Phase.

## Phlegmatic 8

### *Serous*

Attack Line Cost

**8**

Support Line Cost

**4**

Direct Damage

**3**

### Constant Features



**Phlegmatic**

When Destroyed by your opponent from the board after being played, you may use this card to Bolster another card if any others are in play.

### Support Line Features



**Reaction**

The card in front of this one cannot be Destroyed by cards of the same Humor (suit) than the one it belongs to.

### Phlegmatic 7

*Parotid*

Attack Line Cost

**7**

Support Line Cost

**4**

Direct Damage

**3**

### Constant Features



**Phlegmatic**

When Destroyed by your opponent from the board after being played, you may use this card to Bolster another card if any others are in play.

### Support Line Features



**Sneeze**

If the card in front of this card Destroys a card on your opponent's Attack Line, any card behind it on the Support Line is also Destroyed. If the card in front of this card Destroys a card on your opponent's Support Line, any card in front of it on the

Attack Line is also Destroyed.

## Phlegmatic 6

### *Bronchiole*

Attack Line Cost

**6**

Support Line Cost

**3**

Direct Damage

**3**

#### Constant Features



Phlegmatic

When Destroyed by your opponent from the board after being played, you may use this card to Bolster another card if any others are in play.

#### Support Line Features



Coughing Fit

If the card in front of this one attacks another card but fails to Destroy it, the card being attacked is moved to the other Line. If the attacked card was on the Attack Line, it moves to the Support Line. If it was on the Support Line, it moves to the Attack Line. If a card already exists in that place, that supporting card is Destroyed.

## Phlegmatic 5

*Papule*

Attack Line Cost

**5**

Support Line Cost

**3**

Direct Damage

**2**

### Constant Features



Phlegmatic

When Destroyed by your opponent from the board after being played, you may use this card to Bolster another card if any others are in play.

### Support Line Features

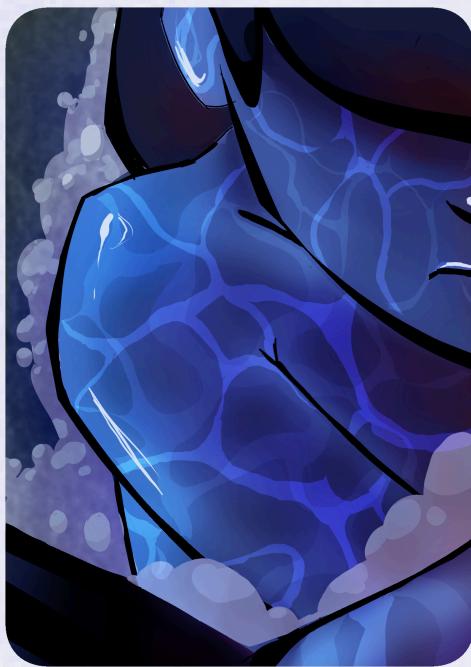


Firm

When the card in front of this one is attacked and should lose a Bolstering, turn this card on its side. Only after turning it upright again after a second time where the card in this one should lose its Bolstering is the Bolstering actually Destroyed. This means that it takes two hits to remove the Bolstering on the card in front of this one.

Phlegmatic 4

## *The Belladonna*



Attack Line Cost

**4**

Support Line Cost

**2**

Direct Damage

**2**

### Attack Line



Hyrcanian

When this card is in play, bolstering any card results in also drawing another card from the Health Discard to bolster this card. If the Health Discard is empty this has no effect.

### Support Line Features



Fuge

When this card is in play, bolstering any card results in also drawing another card from the Health Discard to bolster a different card on the board. If there are no other cards on the board or the Health Discard is empty this has no effect.

## Phlegmatic 3

### *Sebum*

Attack Line Cost

**3**

Support Line Cost

**2**

Direct Damage

**2**

#### Support Line Features



**Productive**

If the card in front of this one attacks a card which has been Bolstered, the attacking card can be Bolstered by the top card in your Health Discard.

## Phlegmatic 2

### *Edema*

Attack Line Cost

**2**

Support Line Cost

**1**

Direct Damage

**1**

#### Support Line Features



**Swell**

If a card attacks the space in front of this one, this card takes the hit instead. This applies whether or not the space is occupied.

## Phlegmatic Ace

# *Profundity*

Attack Line Cost

**0\***

Support Line Cost

**0**

Direct Damage

**1**

\*While the Ace costs 0 to play, you must have less than 5 cards remaining in your Health Pile to play it on the Attacking Line. You may Destroy it from your hand without this condition being met.

### Constant Features



Phlegmatic

When Destroyed by your opponent from the board after being played, you may use this card to Bolster another card if any others are in play.

### Attack Line Features



Action

Cards on the attack line attack twice per Attack Phase with this card in play.

### Support Line Features



Advice

The card in front of this one attacks the same position they would normally, but twice instead of once.



# *Sanguine (Hearts)*

## General Aesthetic

Type	Blood
Element	Air
Temperament	Hot
Humidity	Wet
Season	Spring
Body Part	Heart
Planet	Jupiter
Phase of Life	Adolescence

## Cards

This Humor's support feature focuses on recovering your own health, but deals half damage.

Constant Features	Attack Line Exclusive	Support Line Exclusive

## Sanguine King

# Huntress

Attack Line Cost

**13**

Support Line Cost

**7**

Direct Damage

**4**

### Constant Features



**Sanguine**

When Destroyed by your opponent from the board, you may add this card to your Health Pile rather than your Health Discard.

### Attack Line Features



**Bountiful Hunt**

In the attack phase of your turn, if this card attacks another card, you may choose to take a card from your Health Discard and place it in your Health Pile. This still takes effect if the card being attacked was bolstered.

### Support Line Features



**No Excess**

In the attack phase of your turn, if the card in front of this one Defeats another card, you may choose to take a card from your hand and place it in your Health Pile. This does not take effect if the card being attacked was bolstered.

## Sanguine Queen

# Warlord

Attack Line Cost

**12**

Support Line Cost

**6**

Direct Damage

**4**

### Constant Features



**Sanguine**

When Destroyed by your opponent from the board, you may add this card to your Health Pile rather than your Health Discard.

### Attack Line Features



**Festering Defense**

When this card is Bolstered and the Bolstering cards are Destroyed, you may move them to your Health Pile rather than the Discard Pile.

### Support Line Features



**Land Leech**

Whenever the card in front of this one is Bolstered and the Bolstering cards are Destroyed, you may move them to your Health Pile rather than the Discard Pile.

## Sanguine Jack

### *The Artist*

Attack Line Cost

**11**

Support Line Cost

**6**

Direct Damage

**4**

#### Constant Features



**Sanguine**



**Creative Flare**

When Destroyed by your opponent from the board, you may add this card to your Health Pile rather than your Health Discard.

At the end of your Damage Phase you may trade a card in your hand and the card from the top of your Health Discard with the first card on top of the Health Pile. Place the fresh card from the Health Pile in the Health Discard. This has the result of healing one Direct Damage, but at the cost of a card from your hand and no choice of what the card on top of the Health Discard is.

#### Health Discard Feature



**Libel**

When first placed on the top of the Health Discard, you may move the four cards underneath this one to the Health Pile.

Sanguine 10

## Baskerville



Attack Line Cost

**10**

Support Line Cost

**5**

Direct Damage

**4**

### Constant Features



**Sanguine**

When Destroyed by your opponent from the board, you may add this card to your Health Pile rather than your Health Discard.

### Attack Line Features



**Olfaction**

If direct damage is dealt directly to the left or right of this card, move a card from the Health Discard to the Health Pile and take no damage.

Sanguine 9

## *Arrhythmia*

Attack Line Cost

**9**

Support Line Cost

**5**

Direct Damage

**3**

Constant Features



**Sanguine**

When Destroyed by your opponent from the board, you may add this card to your Health Pile rather than your Health Discard.

Support Line Features



**Murmur**

During the Damage phase, if a card in front of this one exists, move cards equal to that card's Direct Damage from your Health Discard to your Health Pile.

Sanguine 8

## *Atherosclerosis*

Attack Line Cost

**8**

Support Line Cost

**4**

Direct Damage

**3**

## Constant Features



Sanguine

When Destroyed by your opponent from the board, you may add this card to your Health Pile rather than your Health Discard.

## Support Line Features



Thicker than

When played, move cards from the Health Discard to the Health Pile equal to the number of cards on the board that match the Humor (suit) of the card in front of this one. If no card exists in front of this one, count the number of Sanguine (Hearts) cards instead.

## Sanguine 7

### *Hemorrhage*

Attack Line Cost

7

Support Line Cost

4

Direct Damage

3

## Constant Features



Sanguine

When Destroyed by your opponent from the board, you may add this card to your Health Pile rather than your Health Discard.

## Support Line Features



Spritz

If this card is played but the cost discount that applies to playing this card is higher than the cost itself, the amount by which the discount overflowed should be moved from the Health Discard

into the Health Pile.

## Sanguine 6

### *Ischemia*

Attack Line Cost

**6**

Support Line Cost

**3**

Direct Damage

**3**

#### Constant Features



Sanguine

When Destroyed by your opponent from the board, you may add this card to your Health Pile rather than your Health Discard.

#### Support Line Features



Restricted

While this card is in play, rather than attacking your opponent the card on top of your Health Discard moves cards from your Health Discard to your Health Pile equal to the Direct Damage it would have dealt. This count includes the card on top of the discard itself. Ex. If The Belladonna (Sanguine 4) was on the top of the Health Discard, it would move itself and one other card to the Health Pile when the damage 2 Direct Damage would have been dealt.

## Sanguine 5

### *Stricture*

Attack Line Cost

**5**

Support Line Cost

**3**

Direct Damage

**2**

#### Constant Features



Sanguine

When Destroyed by your opponent from the board, you may add this card to your Health Pile rather than your Health Discard.

#### Support Line Features



Narrow

If the card in front of this one has a different suit than the one it attacks, you may move one card from your Health Discard to your Health Pile immediately.

## Sanguine 4

### *The Belladonna*

Attack Line Cost

**4**

Support Line Cost

**2**

Direct Damage

**2**

#### Attack Line Features



If the opposing card has the ability to move any cards from the Health Discard to the Health Pile that card is destroyed when

**Komarovii**

attacked, regardless of the card's cost.

## Support Line Features

**Flushed**

When the card in front of this one is Destroyed by your opponent, it goes to the Health Pile rather than the Health Discard. If the card in front of this one is Bolstered and Bolstering is destroyed, those cards also go to the Health Pile.

## Sanguine 3

*Embolus*

## Attack Line Cost

**3**

## Support Line Cost

**2**

## Direct Damage

**1**

## Support Line Features

**Stopped**

While this card is in play, any cards that would go to the opposing player's Health Pile go into the Health Discard instead.

## Sanguine 2

*Fever*

## Attack Line Cost

**2**

## Support Line Cost

**1**

## Direct Damage

**1**

## Support Line Features



### Elevated

If this is the highest cost card on the board when you are in your opponent's Attack Phase, you may move a card from either your hand or the top card of the Health Discard to the Health Pile in your subsequent damage phase, whether or not this card survives.

## Sanguine Ace

### *Vitality*

Attack Line Cost

**0\***

Support Line Cost

**0**

Direct Damage

**1**

\*While the Ace costs 0 to play, you must have less than 5 cards remaining in your Health Pile to play it on the Attacking Line. You may Destroy it from your hand without this condition being met.

## Constant Features



### Sanguine

When Destroyed by your opponent from the board, you may add this card to your Health Pile rather than your Health Discard.

## Attack Line Features



### Vitriol

When this card is played, you may immediately move it and 4 cards from the Health Discard to the Health Pile. You may also wait before doing so, but if the card is destroyed by your opponent you may only do as the Constant Feature says.

## Support Line Features



**Passion**

Any cards moved from the Health Discard to the Health Pile by the card directly in front of this one is matched equally by this card.

# *Choleric (Diamonds)*

## General Aesthetic

Type	Yellow Bile
Element	Fire
Temperament	Hot
Humidity	Dry
Season	Summer
Body Part	Gallbladder
Planet	Mars
Phase of Life	Childhood

## Cards

This Humor's support feature focuses on playing your own cards faster or destroying your opponents support cards.

Constant Features	Attack Line Exclusive	Support Line Exclusive

## Choleric King

### *Child of the Abeyant*

Attack Line Cost

**13**

Support Line Cost

**7**

Direct Damage

**4**

#### Constant Features



**Choleric**

When Destroyed by your opponent from the board, you may pull the card with the lowest cost from your hand to replace it. The new card must be of equal or lesser cost than this one.

#### Attack Line Features



**Free**

This card may attack any position at your choosing, but not either of the ones in front of it. This can be for Direct Damage or against another card.

#### Support Line Features



**Attachment**

This card's cost can be subtracted from both the cost of any cards that match its own Humor (suit) as usual and also the Humor (suit) of the card in front of it.

## Choleric Queen

### *Mother Mittelschmerz*

Attack Line Cost

Support Line Cost

Direct Damage

12

6

4

## Constant Features



Choleric

When Destroyed by your opponent from the board, you may pull the card with the lowest cost from your hand to replace it. The new card must be of equal or lesser cost than this one.

## Attack Line Features



Wrath

When this card destroys an opponent's card, you may set aside a card of lesser or equal value to that one from your hand to play for free on your next Play Phase.

## Support Line Features



Fresh Start

Any card destroyed on the board while this card is in play returns to your hand after being destroyed rather than going to the Health Discard.

## Choleric Jack

*The Entrant*

## Attack Line Cost

13

## Support Line Cost

7

## Direct Damage

4

## Constant Features



When Destroyed by your opponent from the board, you may pull the card with the lowest cost from your hand to replace it. The

<b>Choleric</b>	new card must be of equal or lesser cost than this one.
 <b>Ready, Set...</b>	You may play any card from your hand for half cost on either side of this card, rounded down.

### Health Discard Feature

 <b>False Start</b>	When first placed on the top of the Health Discard, you may move the card under this one in the Health Discard into play on the Support Line.
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Choleric 10

## Chimera's Head



Attack Line Cost

10

Support Line Cost

5

Direct Damage

4

### Constant Features



Choleric

When Destroyed by your opponent from the board, you may pull the card with the lowest cost from your hand to replace it. The new card must be of equal or lesser cost than this one.

### Attack Line Features



Untethered

If this card is about to be attacked, you may move this card away from that attack and pull the lowest cost card from your hand in its wake. This card cannot be destroyed on the same attack cycle it is created, so you take no damage. If space exists to its right, it moves there. If not, it may move to the left instead. If neither

space is available, you may choose to have it either take the hit itself or shift to the Support Line. All of these actions are optional, and you may choose it to take any hit. Bolstering does not affect this Feature.

## Choleric 9

### *Emesis*

Attack Line Cost

**9**

Support Line Cost

**5**

Direct Damage

**3**

#### Constant Features



Choleric

When Destroyed by your opponent from the board, you may pull the card with the lowest cost from your hand to replace it. The new card must be of equal or lesser cost than this one.

#### Support Line Features



Projectile

When the card in front of this one attacks, it will attack both the Attack line and Support line of your opposition in the same attack cycle. If only one exists, only that one will be attacked. If none exist, it will attack twice directly.

## Choleric 8

### *Diverticulitis*

Attack Line Cost

Support Line Cost

Direct Damage

8

4

3

## Constant Features

**Choleric**

When Destroyed by your opponent from the board, you may pull the card with the lowest cost from your hand to replace it. The new card must be of equal or lesser cost than this one.

## Support Line Features

**Inflamed**

Draw the top card from your Draw Pile and play it face down in front of this card at no cost. No cards can be placed there and the new card cannot be Bolstered. You may Destroy it to send it to the Health Discard. When this new card is attacked, it is revealed. If the mystery card survives the attack, any applicable Features activate and the card continues to be in the game. Otherwise the card is Discarded and only activates its Constant Features if applicable.

## Choleric 7

*Calculi*

Attack Line Cost

7

Support Line Cost

4

Direct Damage

3

## Constant Features

**Choleric**

When Destroyed by your opponent from the board, you may pull the card with the lowest cost from your hand to replace it. The new card must be of equal or lesser cost than this one.

## Support Line Features



**Solid**

When paying the cost of a card in damage for the card placed in front of this one, you may choose to also play one of the drawn cards if it is less expensive than the card you were playing to begin with. If no cards match this description, this Feature does not enact. Aces can be played this way, but to play them in the Attack Line they must follow their rules. If a card is already in play in front of this one this feature has no effect.

## Choleric 6

*Ulcer*

Attack Line Cost

**6**

Support Line Cost

**3**

Direct Damage

**3**

## Constant Features



**Choleric**

When Destroyed by your opponent from the board, you may pull the card with the lowest cost from your hand to replace it. The new card must be of equal or lesser cost than this one.

## Support Line Features



**Sore**

When the card in front of this one is destroyed, this one moves up to take its place.

## Choleric 5

### *Dyspepsia*

Attack Line Cost

**5**

Support Line Cost

**3**

Direct Damage

**2**

#### Constant Features



**Choleric**

When Destroyed by your opponent from the board, you may pull the card with the lowest cost from your hand to replace it. The new card must be of equal or lesser cost than this one.

#### Support Line Features



**Burning**

During your Play phase, you must trade the card in front of this one with the one on the top of your Health Discard. If no card exists there, this does not happen.

## Choleric 4

### *The Belladonna*

Attack Line Cost

**4**

Support Line Cost

**2**

Direct Damage

**2**

#### Attack Line Features



**Baetica**

If this card destroys another card, deal Direct Damage equal to that card's Cost.

### Support Line Features



#### Disoriented

The card in front of this one attacks the Support Line rather than the Attack Line. If there are no cards in the Support Line it attacks directly.

### Choleric 3

## *Dysphagia*

Attack Line Cost

**3**

Support Line Cost

**2**

Direct Damage

**2**

### Support Line Features



#### Stuck

When the card in front of this one is Destroyed, it returns to your hand rather than going to the Health Discard pile.

### Choleric 2

## *Reflux*

Attack Line Cost

**2**

Support Line Cost

**1**

Direct Damage

**1**

## Support Line Features



### Overflowing

This card and the one in front of it is worth twice the amount of Cost when being used to play other cards.

## Choleric Ace

### *Naivete*

Attack Line Cost

0\*

Support Line Cost

0

Direct Damage

1

\*While the Ace costs 0 to play, you must have less than 5 cards remaining in your Health Pile to play it on the Attacking Line. You may Destroy it from your hand without this condition being met.

## Constant Features



### Choleric

When Destroyed by your opponent from the board, you may pull the card with the lowest cost from your hand to replace it. The new card must be of equal or lesser cost than this one.

## Attack Line Features



### Oblivious

While in play, draw one extra card during the Draw Phase for every card on the board. If you run out of cards in your own Draw Pile and this card is still in play, take your Health Discard and place it face-down as your new Draw Pile.

## Support Line Features



Playing a card on the Attack Line costs as much as it would have to place it on the Support Line. This also stands true for when

**Vigor**

you decide which card on the attacking line wins an exchange with an enemy card, as they will be easier to destroy.

# *Cure-Alls (Jokers)*

## Cards

Black Joker

*Theriac*

Attack Line Cost

**13**

Support Line Cost

**7**

Direct Damage

**4**

Constant Features



**Melancholic**

When Destroyed by your opponent from the board, deal one Damage to your enemy.



**Phlegmatic**

When Destroyed by your opponent from the board after being played, you may use this card to Bolster another card if any others are in play

Attack Line Features



**Palliative**

If any of your cards attack another card that is Bolstered, turn this card 90 degrees. Once the card is turned four times (returning to the orientation it was played in), all cards on the board that have Bolstering lose that Bolstering.

Support Line Features



**Antidote**

Any Direct Damage dealt by your opponent is reduced by 1 Damage. Different instances of attacks caused by Supporting Features are counted as different Damage Dealings and should

all be reduced by 1.

## Health Discard Feature



**Desiccated**

While this card is on the top of the Health Discard, every time you or your opponent Destroys cards on your side of the board (including Bolstering) one Direct Damage is dealt to your opponent.

## Red Joker

### *Lectches*

Attack Line Cost

**13**

Support Line Cost

**7**

Direct Damage

**4**

## Constant Features



**Sanguine**

When Destroyed by your opponent from the board, you may add this card to your Health Pile rather than your Health Discard.



**Choleric**

When Destroyed by your opponent from the board, you may pull the card with the lowest cost from your hand to replace it. The new card must be of equal or lesser cost than this one.

## Attack Line Features



**Anesthetic**

When this card Destroys an opposing card, you may play a card of equal or lesser value to the Destroyed card from your hand and play it where applicable based on the cost.

## Support Line Features



**Vasodilator**

Any healing done by you has one additional card added.

## Health Discard Feature



**Gorged**

While this card is on the top of the Health Discard and a card of yours is Destroyed by you or your opponent, you may choose to either Resurrect it (paying any cost again if applicable) or move it to your Health Pile. This does not apply to Bolstering.

# *Printable Layouts*

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Scaled to roughly fit typically sized playing cards.

