



**MECHANICS: PAGES 2-3**

---

**KEYWORDS: PAGES 4-5**

---

**COUNTERS: PAGES 6-7**

---

**PREDEFINED TOKENS: PAGES 8-12**

---

**CREDITS: PAGES 13-14**



# MECHANICS

## PERMANENTS:

ITEM, PLAYER, SOUL, MONSTER, CURSE.

---

## NON-LETHAL DAMAGE:

NON-LETHAL DAMAGE CANNOT  
REDUCE AN ❤️ STAT BELOW 1. EVEN  
IF IT DOES NOT REDUCE ANY ❤️,  
IT STILL COUNTS AS TAKING DAMAGE.

---

## NEGATIVE 🎲:

MONSTERS WITH NEGATIVE 🎲 ONLY  
RECEIVE COMBAT DAMAGE IF YOU ROLL AN  
ATTACK ROLL EQUAL TO THE MONSTER'S  
STAT OR LOWER. IF A MONSTER WITH  
NEGATIVE 🎲 WOULD HAVE THEIR  
🎲 MODIFIED, THE NUMBER ITSELF IS  
MODIFIED. (FOR EXAMPLE, IF A 4-🎲  
MONSTER WOULD GET +1🎲, IT WOULD  
BECOME A 5-🎲. IF IT WOULD GET  
-1🎲, IT WOULD BECOME A 3-🎲.)

## **TOKENS:**

**TOKENS ARE OBJECTS CREATED BY EFFECTS. THEY CAN BE ANY PERMANENT TYPE, AS SPECIFIED BY THE EFFECT THAT CREATES THEM.**

---

**TOKENS ONLY EXIST WHILE IN PLAY OR COVERED (SUCH AS BEING BELOW A MONSTER IN A MONSTER SLOT, OR UNDER A SHOP ITEM THROUGH AN EFFECT LIKE CAPTAIN'S BROOCH.) WHEN A TOKEN WOULD LEAVE PLAY OTHERWISE (SUCH AS BY BEING DISCARDED OR BEING RETURNED TO THE DECK), IT CEASES TO EXIST INSTEAD.**

**"TOKEN"-NESS IS AN INHERENT QUALITY OF THESE CARDS.**

---

**A TOKEN CAN BE REPRESENTED BY ANYTHING, AS LONG AS ALL PLAYERS UNDERSTAND WHAT THE TOKEN IS. THIS EXPANSION COMES WITH CARDS THAT CAN BE USED TO REPRESENT THE PREDEFINED TOKENS, HOWEVER, THESE CARDS ARE NOT REQUIRED TO REPRESENT THOSE CARDS. THEY'RE JUST A HANDY WAY TO KEEP TRACK OF MORE COMPLEX TOKEN CARDS.**

---

**TOKENS THAT CAN BE CONTROLLED BY A PLAYER (SUCH AS ITEMS OR SOULS) ARE CREATED UNDER THE CONTROL OF THE PLAYER WHO CONTROLS THE EFFECT THAT CREATED THE TOKEN, UNLESS OTHERWISE SPECIFIED.**

---

**IF A MONSTER TOKEN WOULD BE CREATED, THE ACTIVE PLAYER CHOOSES WHAT MONSTER SLOT IT IS CREATED IN, UNLESS OTHERWISE SPECIFIED.**

---

**IF A LOOT CARD THAT WOULD BECOME A PERMANENT TYPE IS COPIED (SUCH AS A TRINKET OR AMBUSH LOOT), IT BECOMES A TOKEN COPY ON RESOLUTION.**

# KEYWORDS

## AMBUSH:

APPEARS ON LOOT. THIS BECOMES A MONSTER IN AN ACTIVE SLOT NOT BEING ATTACKED AFTER IT RESOLVES AFTER BEING PLAYED. THE ACTIVE PLAYER MUST MAKE AN ADDITIONAL ATTACK ON THE AMBUSH THE TURN IT IS PLAYED. THE SLOT THE AMBUSH MONSTER WILL GO IN IS CHOSEN AS THE LOOT CARD IS PLAYED.

---

## PLANETARIUM:

APPEARS ON ITEMS. THIS DOES NOTHING ON ITS OWN.

---

## OBSTACLE:

APPEARS ON MONSTERS. WHEN THIS ENTERS PLAY FROM ATTACKING THE TOP OF THE MONSTER DECK, THE ATTACKING PLAYER MAY CANCEL THEIR ATTACK AGAINST IT AND ATTACK THE MONSTER DECK. IF THIS ENTERS PLAY FROM ATTACKING MONSTER DECK BUT IT CANNOT BE ATTACKED, THE ATTACKING PLAYER MUST ATTACK THE MONSTER DECK.

### **TRAP X:**

**APPEARS ON MONSTERS. A TRAP CANNOT BE ATTACKED. WHEN IT ENTERS PLAY FROM ATTACKING THE TOP OF THE MONSTER DECK, THE ATTACKING PLAYER MAY CHOOSE TO ATTACK THE MONSTER DECK AGAIN THIS TURN. WHEN X MONSTERS DIE IN A TURN, THE TRAP MONSTER DIES.**

---

### **CURSE:**

**APPEARS ON HAPPENINGS. WHEN IT ENTERS PLAY, THE ACTIVE PLAYER CHOOSES A PLAYER TO GIVE IT TO. WHEN A PLAYER WHO CONTROLS A CURSE DIES, THEY DISCARD THEIR CURSES.**

---

### **STALKER:**

**APPEARS ON MONSTERS. WHEN THIS ENTERS PLAY, IT'S GIVEN TO THE PLAYER WHO CONTROLS THE MOST SOULS OR THE ACTIVE PLAYER GIVES IT TO A PLAYER TIED FOR CONTROLLING THE MOST SOULS. STALKERS CAN'T BE COVERED, AND ARE NOT CONSIDERED IN AN ACTIVE SLOT.**

---

### **COMPANION:**

**APPEARS ON HAPPENINGS. WHEN IT ENTERS PLAY, THE ACTIVE PLAYER GAINS IT AS AN ITEM. WHEN A PLAYER WHO CONTROLS A COMPANION DIES, BEFORE PAYING PENALTIES, THEY DISCARD THEIR COMPANIONS.**

# COUNTERS

**BABY SPIDER COUNTER:**



**WHEN A PLAYER OR MONSTER A BABY SPIDER COUNTER IS ON WOULD DEAL DAMAGE, REMOVE THAT MANY BABY SPIDER COUNTERS FROM THEM AND THAT MUCH DAMAGE IS PREVENTED. (FOR EXAMPLE, IF A PLAYER WITH A BABY SPIDER COUNTER WOULD DEAL 2 DAMAGE, THEY WOULD REMOVE A BABY SPIDER COUNTER AND WOULD ONLY END UP DEALING 1 DAMAGE.)**

---

**CHARGE COUNTER:**



**WHENEVER A PLAYER WITH PRIORITY CONTROLS AN ITEM WITH AN ACTIVATED EFFECT WITH CHARGE COUNTERS ON THEM, ITS EFFECTS MAY BE ACTIVATED BY REMOVING A CHARGE COUNTER FROM IT INSTEAD OF DEACTIVATING IT.**



## HEART COUNTER:



A PLAYER OR MONSTER WITH A ♥ COUNTER ON IT HAS +1 ♥ FOR AS LONG AS THEY HAVE THE COUNTER. A PERMANENT WITH AN ♥ COUNTER ON IT GIVES +1 ♥ TO ITS CONTROLLER FOR AS LONG AS THAT PERMANENT HAS THE COUNTER.

---

## ATTACK COUNTER:



A PLAYER OR MONSTER WITH A ⚔ COUNTER ON IT HAS +1 ⚔ FOR AS LONG AS THEY HAVE THE COUNTER. A PERMANENT WITH A ⚔ COUNTER ON IT GIVES +1 ⚔ TO ITS CONTROLLER FOR AS LONG AS THAT PERMANENT HAS THE COUNTER.

---

## DICE COUNTER:



A PLAYER WITH A 🎲 COUNTER ON THEM OR A PERMANENT THEY CONTROL GETS +1 TO ALL THEIR ATTACK ROLLS AS LONG AS THEY HAVE THE COUNTER. A MONSTER WITH A 🎲 COUNTER ON IT GETS +1 🎲.

# PREDEFINED TOKENS

## BASHFUL



♥:4 | 🎲:3+ | 🗡️:0

THE FIRST TIME THE ATTACKING  
PLAYER ROLLS AN ATTACK ROLL  
OF 6 EACH TURN, THIS GAINS +1🎲  
AND +1🗡️ TILL THE END OF TURN.

ORGANIZATION



LOOT 1

## POKEY



♥:3 | 🎲:2+ | 🗡️:1

EACH TIME THIS TAKES DAMAGE,  
THE NEXT DAMAGE IT WOULD  
TAKE THIS TURN IS PREVENTED.

ORGANIZATION



5¢

## CHASER!



♥:2 | 🎲:3+ | 🗡️:1

EACH TIME THIS TAKES DAMAGE FROM  
AN ATTACK ROLL, ITS 🎲 BECOMES  
THE RESULT OF THE ATTACK  
ROLL TILL THE END OF TURN.

ORGANIZATION



LOOT 2

## SPEEDY



♥:2 | 🎲:2+ | 🗡️:1

BEFORE EACH ATTACK ROLL AGAINST  
THIS, THE PLAYER ON THE ATTACKING  
PLAYERS LEFT SAYS A NUMBER: IF  
THE ATTACK ROLL RESULTS AS THAT  
NUMBER, IT COUNTS AS A MISS.

ORGANIZATION



3¢



## SHADE ENVY



♥: 4 | 🎲: 4+ | 🗡️: 1

WHEN THE ACTIVE PLAYER WOULD START AN ATTACK, EACH PLAYER VOTES FOR AN ACTIVE MONSTER OR THE MONSTER DECK. THE ACTIVE PLAYER ATTACKS THE ONE WITH THE MOST VOTES. IF THERE IS A TIE, THE ACTIVE PLAYER CHOOSES WHAT TO ATTACK IF ABLE.

SHADE SIN



+1 TREASURE



## SHADE GLUTTONY



♥: 7 | 🎲: 2+ | 🗡️: 2

WHEN ANY PLAYER ROLLS A 6, THEY DEAL 1 DAMAGE TO A RANDOM PLAYER.

ATTACK ROLLS AGAINST THIS CAN'T BE MODIFIED OR REROLLED.

SHADE SIN



+1 TREASURE



## SHADE GREED



♥: 5 | 🎲: 4+ | 🗡️: 1

WHENEVER THE ACTIVE PLAYER HAS PRIORITY, THEY MAY PUT 4C ON THIS TO CANCEL THEIR ATTACK AGAINST A MONSTER.

WHEN THIS DIES, THE ACTIVE PLAYER GAINS ALL C ON THIS.

SHADE SIN



LOOT 1



## SHADE LUST



♥: 3 | 🎲: 3+ | 🗡️: 1

EACH TIME A PLAYER DEALS DAMAGE TO A MONSTER, THEY ROLL:

ON A ROLL OF 1-2, THIS DEALS 1 DAMAGE TO THE PLAYER WHO ROLLED.

SHADE SIN



LOOT 2



## SHADE PRIDE



♥: 3 | 🎲: 4+ | 🗡️: 1 2C

**WHILE A PLAYER IS ATTACKING,**  
ALL OF THEIR NON-ETERNAL  
ITEMS HAVE NO EFFECT.

SHADE SIN



LOOT 3

+1



## SHADE SLOTH



♥: 4 | 🎲: 4+ | 🗡️: 1 2C

**WHEN A PLAYER GAINS THIS SOUL, THE  
PLAYER THAT CONTROLS THE LEAST  
SOULS MAY CHOOSE ANY PLAYER: THAT  
PLAYER MUST DISCARD HALF OF THEIR  
LOOT CARDS ROUNDED DOWN. IF THERE  
IS A TIE, NOTHING HAPPENS.**

SHADE SIN



LOOT 2

+1



## SHADE WRATH!



♥: 4 | 🎲: 3+ | 🗡️: 1 2C

**WHEN A MONSTER DIES, THE  
ACTIVE PLAYER MUST DISCARD 2  
LOOT CARDS OR TAKE 1 DAMAGE.**

SHADE SIN



6¢

+1



## DOMINATED



♥: 1 | 🎲: 3+ | 🗡️: 2

**WHILE THIS IS ACTIVE, MS. DOMINATOR CAN'T BE ATTACKED.**

**WHEN THIS DIES, THE ACTIVE PLAYER MAY ATTACK AN ADDITIONAL TIME THIS TURN.**



1¢

## EXPOSED-CAST



♥: 4 | 🎲: 3+ | 🗡️: 1

**EACH TIME THE ATTACKING PLAYER ROLLS A 6, THE DAMAGE THEY WOULD DEAL IS DEALT TO A PLAYER OF THEIR CHOOSING.**



10¢

## CACABALL



♥: 1 | 🎲: 1+ | 🗡️: 0

**EACH TIME A PLAYER ROLLS AN ATTACK ROLL OF 6, THEY DEAL DAMAGE TO A CACABALL OF THEIR CHOOSING INSTEAD.**  
**OBSTACLE**

(IF THIS IS PUT ON AN ACTIVE SLOT BY ATTACKING THE MONSTER DECK, YOU MAY CANCEL YOUR ATTACK AGAINST IT AND ATTACK THE MONSTER DECK AGAIN.)



ROLL: 1-4: 2¢ 5-6: LOOT 1



## SOUL OF THE SERPENT



"'YOU WILL NOT CERTAINLY DIE,' THE SERPENT SAID TO THE WOMAN." GENESIS 3:4



## CAT HEAD



ADD 1 TO A ROLL MADE DURING YOUR TURN OR A ROLL YOU MADE.

IF GUPPY'S PRIDE LEAVES YOUR CONTROL, DESTROY THIS.

THIS CAN'T BE USED FOR THE DEATH PENALTY.

## V. ETERNITY



"HE HAS MADE EVERYTHING BEAUTIFUL IN ITS TIME. ALSO, HE HAS PUT ETERNITY INTO MAN'S HEART, YET SO THAT HE CANNOT FIND OUT WHAT GOD HAS DONE FROM THE BEGINNING TO THE END." ECCLESIASTES 3:11

# CREDITS (TWITTERS INCLUDED!)

## CREATED BY:

BUSTIN BLOTCH: @SHAMANISH999

EZIM: @EZIM-VOIDO

SEVENUT: @SEVENUT

---

## DESIGN CONTRIBUTORS:

FUYUCCHI: @\_FUYUCCHI

PEAS: @REALESTPEAS

BUB: @BUBONTO

JONTHEREALJON: @JONTHEREALJON

ADAM LANKY: @ADAM-LANKY

MITBOY: @MITBOY-

THEGREENDIGI: @THEGREENDIGI

AKIO: @YAZAWA-AKIO

---

## #1 TESTER:

JDUDE60: @BASEDSEKIBANKI

---

## TESTERS:

THEGREENDIGI: @THEGREENDIGI

PIXELO: @LOSTPIXELO

HONEYFOX: @HONEYFOX-

ADAM LANKY: @ADAM-LANKY

AKIO: @YAZAWA-AKIO



# ARTISTS! (GO VISIT 'EM ON TWITTER!)

ORI: @ORISGHOST

FUNK: @FUNKSART

OROSHIBU: @OROSHIBU

WORMBOY: @VON\_GRIMSWORTH

BUB: @BUBONTO

LAMBCHOP: @LAMBCHOP\_IS\_OK

HAMBERRY: @HAMBERRY\_ART

JON THEREALJON: @JON THEREALJON

TIKARA: @TIKARATHEMEW

CIIRULEAN: @CIIRULEAN

PEAS: @REALESTPEAS

AL: @SADLYJUSTAL

EZIM: @EZIM\_VOIDO

SEVENUT: @SEVENUT

ROJEN: @ROJEN241

MITBOY: @MITBOY\_

FUYUCCHI: @\_FUYUCCHI

GUMMY: @SIRGUMSTER

MICHAEL: @HAPPYHEAD

INKA: @Z42EFYZADCGW6HH

PIXELO: @LOSTPIXELO

ADAM: @ADAM\_LANKY

NEIBERN: @NEIBERN\_

ILU-ICEY: @DREAMYNIA

BAI: @BAICHERRA

CARNI: @CARNIMANI

AKIO: @YAZAWA\_AKIO

MR.LIN: @MRLIN\_AF

BOB: @COOKI\_BOB

CREEPS: @CREEPS\_DOT\_COM

PCAP: @PCAP404

ELIZABETH: @PINKMAYOMUSIC