

<p>Transporter</p> <p>Transfer one item or effect from one player to another.</p>	<p>Transporter</p> <p>Transfer one item or effect from one player to another.</p>	<p>Charity</p> <p>Cannot involve you.</p> <p>Transfer one item or effect from one plr to another.</p>
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<p>Charity</p> <p>Cannot involve you.</p> <p>Transfer one item or effect from one plr to another.</p>	<p>Charity</p> <p>Cannot involve you.</p> <p>Transfer one item or effect from one plr to another.</p>	<p>Communism!</p> <p>The plr w/ the most items, if no tie, loses 1 HP and all their items.</p> <p>Other plrs lose first item.</p>
<p>Communism!</p> <p>The plr w/ the most items, if no tie, loses 1 HP and all their items.</p> <p>Other plrs lose first item.</p>	<p>Capitalism!</p> <p>Gain 2 HP. The plr w/ most items (no tie) takes 1 item. Other plrs lose 1st item.</p>	<p>Capitalism!</p> <p>Gain 2 HP. The plr w/ most items (no tie) takes 1 item. Other plrs lose 1st item.</p>

<p>Um, Actually</p> <p>Choose any card played in the last turn, act like it was never played.</p>	<p>Um, Actually</p> <p>Choose any card played in the last turn, act like it was never played.</p>	<p>Um, Actually</p> <p>Choose any card played in the last turn, act like it was never played.</p>
<p>Um, Actually</p> <p>Choose any card played in the last turn, act like it was never played.</p>	<p>Um, Actually</p> <p>Choose any card played in the last turn, act like it was never played.</p>	<p>Counter</p> <p>(Instant) Choose any card stack played that targets someone. The person who played the top card takes the effect instead if applicable.</p>
<p>Counter</p> <p>(Instant) Choose any card stack played that targets someone. The person who played the top card takes the effect instead if applicable.</p>	<p>Counter</p> <p>(Instant) Choose any card stack played that targets someone. The person who played the top card takes the effect instead if applicable.</p>	<p>Counter</p> <p>(Instant) Choose any card stack played that targets someone. The person who played the top card takes the effect instead if applicable.</p>
<p>Counter</p> <p>(Instant) Choose any card stack played that targets someone. The person who played the top card takes the effect instead if applicable.</p>	<p>Block</p> <p>(Instant) Choose any card on top of a stack played now. Pretend it was never played.</p>	<p>Block</p> <p>(Instant) Choose any card on top of a stack played now. Pretend it was never played.</p>

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<p>Reverse</p> <p>(Instant) Choose any card played now. Reverse the effect (see manual).</p>	<p>Reverse</p> <p>(Instant) Choose any card played now. Reverse the effect (see manual).</p>	<p>Reverse</p> <p>(Instant) Choose any card played now. Reverse the effect (see manual).</p>
<p>Reverse</p> <p>(Instant) Choose any card played now. Reverse the effect (see manual).</p>	<p>Reverse</p> <p>(Instant) Choose any card played now. Reverse the effect (see manual).</p>	<p>Damnatio</p> <p>Write down one player's name. On your next turn, they die. If they die before then, you super die.</p>
<p>Damnatio</p> <p>Write down one player's name. On your next turn, they die. If they die before then, you super die.</p>	<p>Uno Reverse</p> <p>Choose plr. The last card they played also affects them w/ same effect.</p>	<p>Uno Reverse</p> <p>Choose plr. The last card they played also affects them w/ same effect.</p>

<p>Hate Draft</p> <p>Look at the top 3 cards of deck. You may send up to 2 cards to the bottom of the deck.</p>	<p>Hate Draft</p> <p>Look at the top 3 cards of deck. You may send up to 2 cards to the bottom of the deck.</p>	<p>Hate Draft</p> <p>Look at the top 3 cards of deck. You may send up to 2 cards to the bottom of the deck.</p>
<p>It's Made Out Of</p> <p>Take 1 of your items and turn it into 1 item someone owns. If no one owns items, choose from all items.</p>	<p>It's Made Out Of</p> <p>Take 1 of your items and turn it into 1 item someone owns. If no one owns items, choose from all items.</p>	<p>It's Made Out Of</p> <p>Take 1 of your items and turn it into 1 item someone owns. If no one owns items, choose from all items.</p>
<p>Board Game Night</p> <p>If you own a board game, gain 1 HP from having fun. Otherwise, you may choose someone who owns one; you and they both gain 2 HP.</p>	<p>Board Game Night</p> <p>If you own a board game, gain 1 HP from having fun. Otherwise, you may choose someone who owns one; you and they both gain 2 HP.</p>	<p>Board Game Night</p> <p>If you own a board game, gain 1 HP from having fun. Otherwise, you may choose someone who owns one; you and they both gain 2 HP.</p>
<p>Board Game Night</p> <p>If you own a board game, gain 1 HP from having fun. Otherwise, you may choose someone who owns one; you and they both gain 2 HP.</p>	<p>Board Game Night</p> <p>If you own a board game, gain 1 HP from having fun. Otherwise, you may choose someone who owns one; you and they both gain 2 HP.</p>	<p>I Can't Believe It's Not</p> <p>Take any 1 owned item and turn it into Butter.</p>

<p>I Can't Believe It's Not</p> <p>Take any 1 owned item and turn it into Butter.</p>	<p>Murder Mystery</p> <p>Choose random plr. That plr dies.</p>	<p>Murder Mystery</p> <p>Choose random plr. That plr dies.</p>
<p>Murder Mystery</p> <p>Choose random plr. That plr dies.</p>	<p>Death Link</p> <p>Evil. Choose two plrs. If one of these plrs dies or super dies, the other one dies.</p>	<p>Death Link</p> <p>Evil. Choose two plrs. If one of these plrs dies or super dies, the other one dies.</p>
<p>Death Link</p> <p>Evil. Choose two plrs. If one of these plrs dies or super dies, the other one dies.</p>	<p>Salt Poisoning</p> <p>You die. Choose another plr to die.</p>	<p>Salt Poisoning</p> <p>You die. Choose another plr to die.</p>
<p>Salt Poisoning</p> <p>You die. Choose another plr to die.</p>	<p>Terrible Sacrifice</p> <p>If you own a person card, sacrifice one; otherwise lose 2 HP. Look at someone else's hand and choose one of their cards to play.</p>	<p>Terrible Sacrifice</p> <p>If you own a person card, sacrifice one; otherwise lose 2 HP. Look at someone else's hand and choose one of their cards to play.</p>

<p>Terrible Sacrifice</p> <p>If you own a person card, sacrifice one; otherwise lose 2 HP. Look at someone else's hand and choose one of their cards to play.</p>	<p>Bad Mind Control</p> <p>Choose random plr. That plr must play a random card on their next turn.</p>	<p>Bad Mind Control</p> <p>Choose random plr. That plr must play a random card on their next turn.</p>
<p>Bad Mind Control</p> <p>Choose random plr. That plr must play a random card on their next turn.</p>	<p>Bad Mind Control</p> <p>Choose random plr. That plr must play a random card on their next turn.</p>	<p>Quiplash</p> <p>Choose a prompt and 2 other rand plrs. Others vote. Loss = -1 hp. Quip = plr. dies. Tie = both lose.</p>
<p>Quiplash</p> <p>Choose a prompt and 2 other rand plrs. Others vote. Loss = -1 hp. Quip = plr. dies. Tie = both lose.</p>	<p>Quiplash</p> <p>Choose a prompt and 2 other rand plrs. Others vote. Loss = -1 hp. Quip = plr. dies. Tie = both lose.</p>	<p>Quiplash</p> <p>Choose a prompt and 2 other rand plrs. Others vote. Loss = -1 hp. Quip = plr. dies. Tie = both lose.</p>
<p>Price is Not Right</p> <p>Choose purchasable item. 2 other random plrs to guess price. Use Amazon. Farther price = -2 hp.</p>	<p>Price is Not Right</p> <p>Choose purchasable item. 2 other random plrs to guess price. Use Amazon. Farther price = -2 hp.</p>	<p>Price is Not Right</p> <p>Choose purchasable item. 2 other random plrs to guess price. Use Amazon. Farther price = -2 hp.</p>

<p>Price is Not Right</p> <p>Choose purchasable item. 2 other random plrs to guess price. Use Amazon. Farther price = -2 hp.</p>	<p>Arsonist</p> <p>Other plrs -1 hp/flammable item in inv. Destroy f. items. If no f. items, choose 1 plr -2 HP.</p>	<p>Arsonist</p> <p>Other plrs -1 hp/flammable item in inv. Destroy f. items. If no f. items, choose 1 plr -2 HP.</p>
<p>Arsonist</p> <p>Other plrs -1 hp/flammable item in inv. Destroy f. items. If no f. items, choose 1 plr -2 HP.</p>	<p>Arsonist</p> <p>Other plrs -1 hp/flammable item in inv. Destroy f. items. If no f. items, choose 1 plr -2 HP.</p>	<p>Arsonist</p> <p>Other plrs -1 hp/flammable item in inv. Destroy f. items. If no f. items, choose 1 plr -2 HP.</p>
<p>Arsonist</p> <p>Other plrs -1 hp/flammable item in inv. Destroy f. items. If no f. items, choose 1 plr -2 HP.</p>	<p>Seer</p> <p>Say a word. If a board card has this word before your next turn, it must be played.</p>	<p>Seer</p> <p>Say a word. If a board card has this word before your next turn, it must be played.</p>
<p>Seer</p> <p>Say a word. If a board card has this word before your next turn, it must be played.</p>	<p>Seer</p> <p>Say a word. If a board card has this word before your next turn, it must be played.</p>	<p>Skribbl.io Guessing</p> <p>Draw a picture. 2 other rand plrs to guess. Third party reads guesses and shows picture. Vote. Loss = -1 hp. Quip = plr. dies. Tie = both lose.</p>

<p>Skribbl.io Guessing</p> <p>Draw a picture. 2 other rand plrs to guess. Third party reads guesses and shows picture. Vote. Loss = -1 hp. Quip = plr. dies. Tie = both lose.</p>	<p>Skribbl.io Guessing</p> <p>Draw a picture. 2 other rand plrs to guess. Third party reads guesses and shows picture. Vote. Loss = -1 hp. Quip = plr. dies. Tie = both lose.</p>	<p>Skribbl.io Guessing</p> <p>Draw a picture. 2 other rand plrs to guess. Third party reads guesses and shows picture. Vote. Loss = -1 hp. Quip = plr. dies. Tie = both lose.</p>
<p>Skribbl.io Guessing</p> <p>Draw a picture. 2 other rand plrs to guess. Third party reads guesses and shows picture. Vote. Loss = -1 hp. Quip = plr. dies. Tie = both lose.</p>	<p>Skribbl.io Guessing</p> <p>Draw a picture. 2 other rand plrs to guess. Third party reads guesses and shows picture. Vote. Loss = -1 hp. Quip = plr. dies. Tie = both lose.</p>	<p>Skribbl.io Drawing</p> <p>Choose prompt. 2 other rand plrs to draw. Third party shows. Vote. Loss = -1 hp. Quip = plr. dies. Tie = both lose.</p>
<p>Skribbl.io Drawing</p> <p>Choose prompt. 2 other rand plrs to draw. Third party shows. Vote. Loss = -1 hp. Quip = plr. dies. Tie = both lose.</p>	<p>Skribbl.io Drawing</p> <p>Choose prompt. 2 other rand plrs to draw. Third party shows. Vote. Loss = -1 hp. Quip = plr. dies. Tie = both lose.</p>	<p>Skribbl.io Drawing</p> <p>Choose prompt. 2 other rand plrs to draw. Third party shows. Vote. Loss = -1 hp. Quip = plr. dies. Tie = both lose.</p>
<p>Skribbl.io Drawing</p> <p>Choose prompt. 2 other rand plrs to draw. Third party shows. Vote. Loss = -1 hp. Quip = plr. dies. Tie = both lose.</p>	<p>Skribbl.io Drawing</p> <p>Choose prompt. 2 other rand plrs to draw. Third party shows. Vote. Loss = -1 hp. Quip = plr. dies. Tie = both lose.</p>	<p>Jeopardy</p> <p>Choose question. 2 other random plrs, 1 buzzes first. -1 hp to if wrong, else -1 hp to other. Die if your answer is wrong.</p>

<p>Jeopardy</p> <p>Choose question. 2 other random plrs, 1 buzzes first. -1 hp to if wrong, else -1 hp to other. Die if your answer is wrong.</p>	<p>Jeopardy</p> <p>Choose question. 2 other random plrs, 1 buzzes first. -1 hp to if wrong, else -1 hp to other. Die if your answer is wrong.</p>	<p>Jeopardy</p> <p>Choose question. 2 other random plrs, 1 buzzes first. -1 hp to if wrong, else -1 hp to other. Die if your answer is wrong.</p>
<p>Randomat</p> <p>Choose 1 Gold or 1 HP. 50/50 occurs now: 1) Chosens plr plays rand card from board/hand. 2) You play rand card.</p>	<p>Randomat</p> <p>Choose 1 Gold or 1 HP. 50/50 occurs now: 1) Chosens plr plays rand card from board/hand. 2) You play rand card.</p>	<p>Randomat</p> <p>Choose 1 Gold or 1 HP. 50/50 occurs now: 1) Chosens plr plays rand card from board/hand. 2) You play rand card.</p>
<p>Randomat</p> <p>Choose 1 Gold or 1 HP. 50/50 occurs now: 1) Chosens plr plays rand card from board/hand. 2) You play rand card.</p>	<p>Baldur's Bones</p> <p>2 random plrs. Roll d6 until 1st player passes 21. Loss = -1 hp. Bust = death!</p>	<p>Baldur's Bones</p> <p>2 random plrs. Roll d6 until 1st player passes 21. Loss = -1 hp. Bust = death!</p>
<p>Baldur's Dice</p> <p>Choose another random plr. Roll d20+5 and they roll d20. Lower roll, if no tie, loses 1 HP.</p>	<p>Baldur's Dice</p> <p>Choose another random plr. Roll d20+5 and they roll d20. Lower roll, if no tie, loses 1 HP.</p>	<p>DND Campaign</p> <p>Roll a d20 + number of players alive. -1 hp if lower than 10. Else, choose one plr -2 hp.</p>

<p>DND Campaign</p> <p>Roll a d20 + number of players alive. -1 hp if lower than 10. Else, choose one plr -2 hp.</p>	<p>Shuffle</p> <p>Gain 1 gold. Discard all cards and redraw same number of cards. End turn.</p>	<p>Shuffle</p> <p>Gain 1 gold. Discard all cards and redraw same number of cards. End turn.</p>
<p>Shuffle</p> <p>Gain 1 gold. Discard all cards and redraw same number of cards. End turn.</p>	<p>Shuffle</p> <p>Gain 1 gold. Discard all cards and redraw same number of cards. End turn.</p>	<p>Jester</p> <p>Random plr is jester. The jester will be informed. If this plr dies by someone else's card, they win.</p>
<p>Jester</p> <p>Random plr is jester. The jester will be informed. If this plr dies by someone else's card, they win.</p>	<p>Executioner</p> <p>Passive: Receive rand target for rest of game. If you kill them with a card, you win. (Chain effects count.)</p>	<p>Executioner</p> <p>Passive: Receive rand target for rest of game. If you kill them with a card, you win. (Chain effects count.)</p>
<p>Executioner</p> <p>Passive: Receive rand target for rest of game. If you kill them with a card, you win. (Chain effects count.)</p>	<p>Executioner</p> <p>Passive: Receive rand target for rest of game. If you kill them with a card, you win. (Chain effects count.)</p>	<p>Executioner</p> <p>Passive: Receive rand target for rest of game. If you kill them with a card, you win. (Chain effects count.)</p>

<p>Half Even</p> <p>Every even numbered player dies.</p>	<p>Half Odd</p> <p>Every odd numbered player dies.</p>	<p>Death</p> <p>You die if you play this card.</p>
<p>Death</p> <p>You die if you play this card.</p>	<p>Death</p> <p>You die if you play this card.</p>	<p>Death</p> <p>You die if you play this card.</p>
<p>Death</p> <p>You die if you play this card.</p>	<p>Death</p> <p>You die if you play this card.</p>	<p>Super Death</p> <p>You SUPER die if you play this card.</p>
<p>Super Death</p> <p>You SUPER die if you play this card.</p>	<p>Armageddon</p> <p>2 random plrs die. Game ends on the end of your next next turn.</p>	<p>Demonetized</p> <p>(Passive): Lose one item or one HP at end of turn.</p>

<p>Demonetized</p> <p>(Passive): Lose one item or one HP at end of turn.</p>	<p>Demonetized</p> <p>(Passive): Lose one item or one HP at end of turn.</p>	<p>Scuffed</p> <p>(Instant) You may add or subtract one from any number you see on any card.</p>
<p>Scuffed</p> <p>(Instant) You may add or subtract one from any number you see on any card.</p>	<p>Scuffed</p> <p>(Instant) You may add or subtract one from any number you see on any card.</p>	<p>Scuffed</p> <p>(Instant) You may add or subtract one from any number you see on any card.</p>
<p>Scuffed</p> <p>(Instant) You may add or subtract one from any number you see on any card.</p>	<p>Scuffed</p> <p>(Instant) You may add or subtract one from any number you see on any card.</p>	<p>One for you and one for me</p> <p>You and another plr (that you choose) take a random card from board/deck right now.</p>
<p>One for you and one for me</p> <p>You and another plr (that you choose) take a random card from board/deck right now.</p>	<p>One for you and one for me</p> <p>You and another plr (that you choose) take a random card from board/deck right now.</p>	<p>One for you and one for me</p> <p>You and another plr (that you choose) take a random card from board/deck right now.</p>

<p>Among Us Vote</p> <p>You start w/ 2 votes. Everyone gets one vote in order. Person w/ most votes, if no tie, dies.</p>	<p>Among Us Vote</p> <p>You start w/ 2 votes. Everyone gets one vote in order. Person w/ most votes, if no tie, dies.</p>	<p>Among Us Vote</p> <p>You start w/ 2 votes. Everyone gets one vote in order. Person w/ most votes, if no tie, dies.</p>
<p>Among Us Vote</p> <p>You start w/ 2 votes. Everyone gets one vote in order. Person w/ most votes, if no tie, dies.</p>	<p>Madness is like Gravity</p> <p>Starting with the next plr, and continuing around ending w/ you, everyone must play random cards.</p>	<p>Madness is like Gravity</p> <p>Starting with the next plr, and continuing around ending w/ you, everyone must play random cards.</p>
<p>Madness is like Gravity</p> <p>Starting with the next plr, and continuing around ending w/ you, everyone must play random cards.</p>	<p>Madness is like Gravity</p> <p>Starting with the next plr, and continuing around ending w/ you, everyone must play random cards.</p>	<p>Thus Always</p> <p>Target a player. They lose 1 HP. If they hold a cursed or evil item, or are the Dictator, they die.</p>
<p>Thus Always</p> <p>Target a player. They lose 1 HP. If they hold a cursed or evil item, or are the Dictator, they die.</p>	<p>Thus Always</p> <p>Target a player. They lose 1 HP. If they hold a cursed or evil item, or are the Dictator, they die.</p>	<p>Thus Always</p> <p>Target a player. They lose 1 HP. If they hold a cursed or evil item, or are the Dictator, they die.</p>

<p>Bribery</p> <p>Choose another plr, pay 2 Gold to them, look at their hand, and force them to play a card if they still have it on their turn.</p>	<p>Bribery</p> <p>Choose another plr, pay 2 Gold to them, look at their hand, and force them to play a card if they still have it on their turn.</p>	<p>Bribery</p> <p>Choose another plr, pay 2 Gold to them, look at their hand, and force them to play a card if they still have it on their turn.</p>
<p>Cult Sacrifice</p> <p>Sacrifice a player card that you have. Gain choice of 2 Gold, an extra turn, or player to kill.</p>	<p>Cult Sacrifice</p> <p>Sacrifice a player card that you have. Gain choice of 2 Gold, an extra turn, or player to kill.</p>	<p>Cult Sacrifice</p> <p>Sacrifice a player card that you have. Gain choice of 2 Gold, an extra turn, or player to kill.</p>
<p>Be Humble</p> <p>Every plr without items wins on the end of your next next turn.</p>	<p>Be Humble</p> <p>Every plr without items wins on the end of your next next turn.</p>	<p>Cornucopia</p> <p>Plrs w/ 4 food win.</p>
<p>Cornucopia</p> <p>Plrs w/ 4 food win.</p>	<p>Smaug</p> <p>Plrs w/ 4 gold win.</p>	<p>Smaug</p> <p>Plrs w/ 4 gold win.</p>

<p>Smaug</p> <p>Plrs w/ 4 gold win.</p>	<p>The One Ring Victory</p> <p>Play this and receive the One Ring item, if you don't own it.</p>	<p>The One Ring Victory</p> <p>Play this and receive the One Ring item, if you don't own it.</p>
<p>The One Ring Victory</p> <p>Play this and receive the One Ring item, if you don't own it.</p>	<p>Impostor Win</p> <p>First plr to reach 2 kills wins. (Chain effects do not count.)</p>	<p>Impostor Win</p> <p>First plr to reach 2 kills wins. (Chain effects do not count.)</p>
<p>Doctor Win</p> <p>Save 3 unique people. (Chain effects count.)</p>	<p>Doctor Win</p> <p>Save 3 unique people. (Chain effects count.)</p>	<p>Play 2</p> <p>Every plr plays 2 cards on the beginning of their turn.</p>
<p>You're the Worst</p> <p>Play extra card for yourself. Then, every plr is controlled by the next plr, cycling around.</p>	<p>You're the Worst</p> <p>Play extra card for yourself. Then, every plr is controlled by the next plr, cycling around.</p>	<p>You're the Worst</p> <p>Play extra card for yourself. Then, every plr is controlled by the next plr, cycling around.</p>

<p>You're the Worst</p> <p>Play extra card for yourself. Then, every plr is controlled by the next plr, cycling around.</p>	<p>California Drought</p> <p>You may only draw when you have 0 cards at the start of your turn.</p>	<p>California Drought</p> <p>You may only draw when you have 0 cards at the start of your turn.</p>
<p>California Drought</p> <p>You may only draw when you have 0 cards at the start of your turn.</p>	<p>California Drought</p> <p>You may only draw when you have 0 cards at the start of your turn.</p>	<p>Wiggity Wack</p> <p>When you play this card, say a phrase (3 words max). Before drawing, every player must say this phrase or lose 1 HP. If someone is hurt as a result of this card, say the phrase.</p>
<p>Wiggity Wack</p> <p>When you play this card, say a phrase (3 words max). Before drawing, every player must say this phrase or lose 1 HP. If someone is hurt as a result of this card, say the phrase.</p>	<p>Wiggity Wack</p> <p>When you play this card, say a phrase (3 words max). Before drawing, every player must say this phrase or lose 1 HP. If someone is hurt as a result of this card, say the phrase.</p>	<p>Wiggity Wack</p> <p>When you play this card, say a phrase (3 words max). Before drawing, every player must say this phrase or lose 1 HP. If someone is hurt as a result of this card, say the phrase.</p>
<p>The Green Deck</p> <p>Gain 2 gold. All damage is now doubled.</p>	<p>The Green Deck</p> <p>Gain 2 gold. All damage is now doubled.</p>	<p>The Green Deck</p> <p>Gain 2 gold. All damage is now doubled.</p>

<p>The Green Deck</p> <p>Gain 2 gold. All damage is now doubled.</p>	<p>The Black Deck</p> <p>Gain extra turn. After you, all players now get an extra draw and extra card play.</p>	<p>The Black Deck</p> <p>Gain extra turn. After you, all players now get an extra draw and extra card play.</p>
<p>Police Bounty</p> <p>Gain 1 gold. Choose random player to be target. Person other than target who hurts the target gains 2 gold and removes this card.</p>	<p>Police Bounty</p> <p>Gain 1 gold. Choose random player to be target. Person other than target who hurts the target gains 2 gold and removes this card.</p>	<p>Police Bounty</p> <p>Gain 1 gold. Choose random player to be target. Person other than target who hurts the target gains 2 gold and removes this card.</p>
<p>Hit List</p> <p>Choose plr to be target. Pay x gold; x is half target's HP rounded up. Person other than target who hurts the target gains x gold and removes this card.</p>	<p>Hit List</p> <p>Choose plr to be target. Pay x gold; x is half target's HP rounded up. Person other than target who hurts the target gains x gold and removes this card.</p>	<p>Hit List</p> <p>Choose plr to be target. Pay x gold; x is half target's HP rounded up. Person other than target who hurts the target gains x gold and removes this card.</p>
<p>Hit List</p> <p>Choose plr to be target. Pay x gold; x is half target's HP rounded up. Person other than target who hurts the target gains x gold and removes this card.</p>	<p>Hit List</p> <p>Choose plr to be target. Pay x gold; x is half target's HP rounded up. Person other than target who hurts the target gains x gold and removes this card.</p>	<p>Hit List</p> <p>Choose plr to be target. Pay x gold; x is half target's HP rounded up. Person other than target who hurts the target gains x gold and removes this card.</p>

<p>San Jose</p> <p>Play this and get 1 gold. No other effects.</p>	<p>LA</p> <p>Urban Sprawl: Every full turn (when the first alive plr starts action), one rand plr takes -1 HP.</p>	<p>Chicago</p> <p>Deep Dish: Any food item now does double the effect listed in (Eat)</p>
<p>San Francisco</p> <p>High Cost of Living: You can only have 2 items; destroy items if necessary. Everyone loses 2 gold now.</p>	<p>Discord</p> <p>VR: All items are now 'virtual'. You can never lose them. If someone takes them or you send them, they are copied instead.</p>	<p>The Midwest</p> <p>Spread Out: All numbers are halved (not ordinals), rounding down.</p>
<p>Barovia</p> <p>Vampiric Magic: All numbers (not ordinals) are negative.</p>	<p>Birthday Cake</p> <p>Eat: Gain 2 health.</p>	<p>Birthday Cake</p> <p>Eat: Gain 2 health.</p>
<p>Birthday Cake</p> <p>Eat: Gain 2 health.</p>	<p>Uncrustables</p> <p>Eat: Gain 1 health.</p>	<p>Uncrustables</p> <p>Eat: Gain 1 health.</p>

<p>Uncrustables</p> <p>Eat: Gain 1 health.</p>	<p>Butter</p> <p>Flammable. Eat: Lose 1 health.</p>	<p>Butter</p> <p>Flammable. Eat: Lose 1 health.</p>
<p>Butter</p> <p>Flammable. Eat: Lose 1 health.</p>	<p>Energy Drink</p> <p>Eat: Lose 1 health. Take an extra turn.</p>	<p>Energy Drink</p> <p>Eat: Lose 1 health. Take an extra turn.</p>
<p>Energy Drink</p> <p>Eat: Lose 1 health. Take an extra turn.</p>	<p>Vengeful Shadow</p> <p>Evil. On Death: Choose another plr. They can lose either 2 HP, or 1 item of your choice.</p>	<p>Vengeful Shadow</p> <p>Evil. On Death: Choose another plr. They can lose either 2 HP, or 1 item of your choice.</p>
<p>Vengeful Shadow</p> <p>Evil. On Death: Choose another plr. They can lose either 2 HP, or 1 item of your choice.</p>	<p>Vicious Cycle</p> <p>Evil. Send: Deal -1 HP to another plr, that plr then receives this card.</p>	<p>Vicious Cycle</p> <p>Evil. Send: Deal -1 HP to another plr, that plr then receives this card.</p>

<p>Vicious Cycle</p> <p>Evil. Send: Deal -1 HP to another plr, that plr then receives this card.</p>	<p>Trap Hole</p> <p>Evil. Use: A random card (after this one) on the board or the next five cards is now trapped. Playing the trapped card = -2 HP.</p>	<p>Trap Hole</p> <p>Evil. Use: A random card (after this one) on the board or the next five cards is now trapped. Playing the trapped card = -2 HP.</p>
<p>Trap Hole</p> <p>Evil. Use: A random card (after this one) on the board or the next five cards is now trapped. Playing the trapped card = -2 HP.</p>	<p>Beer Fund Tax</p> <p>Every other plr must lose 1 Gold, or 1 Beer. Otherwise, lose -1 HP.</p>	<p>Beer Fund Tax</p> <p>Every other plr must lose 1 Gold, or 1 Beer. Otherwise, lose -1 HP.</p>
<p>Beer Fund Tax</p> <p>Every other plr must lose 1 Gold, or 1 Beer. Otherwise, lose -1 HP.</p>	<p>Generous Gift</p> <p>Flammable. Use: You must give another plr 1 of your items. Next turn, you may play 2 cards.</p>	<p>Generous Gift</p> <p>Flammable. Use: You must give another plr 1 of your items. Next turn, you may play 2 cards.</p>
<p>Generous Gift</p> <p>Flammable. Use: You must give another plr 1 of your items. Next turn, you may play 2 cards.</p>	<p>Generous Gift</p> <p>Flammable. Use: You must give another plr 1 of your items. Next turn, you may play 2 cards.</p>	<p>Generous Gift</p> <p>Flammable. Use: You must give another plr 1 of your items. Next turn, you may play 2 cards.</p>

<p>Gold</p> <p>It's a pile of gold coins. Use: Pay 1 gold for extra card. 2 gold for an extra turn.</p>	<p>Gold</p> <p>It's a pile of gold coins. Use: Pay 1 gold for extra card. 2 gold for an extra turn.</p>	<p>Gold</p> <p>It's a pile of gold coins. Use: Pay 1 gold for extra card. 2 gold for an extra turn.</p>
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<p>Gold</p> <p>It's a pile of gold coins. Use: Pay 1 gold for extra card. 2 gold for an extra turn.</p>	<p>Weighted d20</p> <p>Nat 1 again?</p>	<p>Weighted d20</p> <p>Nat 1 again?</p>
<p>Weighted d20</p> <p>Nat 1 again?</p>	<p>Lagunitas Beer</p> <p>Official beer of the meetup group! Flammable. Eat: Gain 1 HP. Must play random card this turn.</p>	<p>Lagunitas Beer</p> <p>Official beer of the meetup group! Flammable. Eat: Gain 1 HP. Must play random card this turn.</p>
<p>Lagunitas Beer</p> <p>Official beer of the meetup group! Flammable. Eat: Gain 1 HP. Must play random card this turn.</p>	<p>Lagunitas Beer</p> <p>Official beer of the meetup group! Flammable. Eat: Gain 1 HP. Must play random card this turn.</p>	<p>Heineken Beer</p> <p>The 'Tsingtao' of Europe? That's racist. Flammable. Eat: Remove 1 rand item from inv. Apply reverse effect to someone.</p>

<p>Heineken Beer</p> <p>The 'Tsingtao' of Europe? That's racist. Flammable. Eat: Remove 1 rand item from inv. Apply reverse effect to someone.</p>	<p>Heineken Beer</p> <p>The 'Tsingtao' of Europe? That's racist. Flammable. Eat: Remove 1 rand item from inv. Apply reverse effect to someone.</p>	<p>Moscow Mule</p> <p>The official cocktail of the meetup group! Flammable. Eat: Gain 1 HP. Draw a card and discard a card.</p>
<p>Moscow Mule</p> <p>The official cocktail of the meetup group! Flammable. Eat: Gain 1 HP. Draw a card and discard a card.</p>	<p>Moscow Mule</p> <p>The official cocktail of the meetup group! Flammable. Eat: Gain 1 HP. Draw a card and discard a card.</p>	<p>One Night Werewolf</p> <p>Why is the Tanner trying to kill themselves?</p>
<p>One Night Werewolf</p> <p>Why is the Tanner trying to kill themselves?</p>	<p>One Night Werewolf</p> <p>Why is the Tanner trying to kill themselves?</p>	<p>Magic Deck</p> <p>Is this deck good enough? Passive: You may spend 2 gold or 1 item. Mill the deck showing to everyone, until you get an action, person, or evil card.</p>
<p>Magic Deck</p> <p>Is this deck good enough? Passive: You may spend 2 gold or 1 item. Mill the deck showing to everyone, until you get an action, person, or evil card.</p>	<p>Magic Deck</p> <p>Is this deck good enough? Passive: You may spend 2 gold or 1 item. Mill the deck showing to everyone, until you get an action, person, or evil card.</p>	<p>Lofi Hip-Hop Beats</p> <p>To relax to. Music.</p>

<p>Lofi Hip-Hop Beats</p> <p>To relax to. Music.</p>	<p>Lofi Hip-Hop Beats</p> <p>To relax to. Music.</p>	<p>Sessions Live</p> <p>We listen to Joe and other awesome artists. Music.</p>
<p>Sessions Live</p> <p>We listen to Joe and other awesome artists. Music.</p>	<p>Sessions Live</p> <p>We listen to Joe and other awesome artists. Music.</p>	<p>Hamilton</p> <p>Lin Manuel Miranda and the cast. Music.</p>
<p>Hamilton</p> <p>Lin Manuel Miranda and the cast. Music.</p>	<p>Hamilton</p> <p>Lin Manuel Miranda and the cast. Music.</p>	<p>Snollygoster</p> <p>Who poisoned the water?</p>
<p>Snollygoster</p> <p>Who poisoned the water?</p>	<p>Snollygoster</p> <p>Who poisoned the water?</p>	<p>Avalon</p> <p>It should only take 30 minutes, right?</p>

<p>Avalon</p> <p>It should only take 30 minutes, right?</p>	<p>Avalon</p> <p>It should only take 30 minutes, right?</p>	<p>Seven Wonders</p> <p>I need more bricks!</p>
<p>Seven Wonders</p> <p>I need more bricks!</p>	<p>Seven Wonders</p> <p>I need more bricks!</p>	<p>The Ship Game</p> <p>Aw, seven rats again!</p>
<p>The Ship Game</p> <p>Aw, seven rats again!</p>	<p>The Ship Game</p> <p>Aw, seven rats again!</p>	<p>Poison</p> <p>Who inspected the food last time? If you take this card, you die on your next turn.</p>
<p>Poison</p> <p>Who inspected the food last time? If you take this card, you die on your next turn.</p>	<p>Poison</p> <p>Who inspected the food last time? If you take this card, you die on your next turn.</p>	<p>Burn</p> <p>Destroy one of your flammable items. Someone of your choice loses 2 health.</p>

<p>Burn</p> <p>Destroy one of your flammable items. Someone of your choice loses 2 health.</p>	<p>Burn</p> <p>Destroy one of your flammable items. Someone of your choice loses 2 health.</p>	<p>Cat</p> <p>It's a cat. Passive: May eat one random item (not including this) in inventory to gain one extra card play</p>
<p>Cat</p> <p>It's a cat. Passive: May eat one random item (not including this) in inventory to gain one extra card play</p>	<p>Centaur</p> <p>Half horse, I think. Eat: Choose card to play now. Numbers doubled. (Ordinals don't count.)</p>	<p>Centaur</p> <p>Half horse, I think. Eat: Choose card to play now. Numbers doubled. (Ordinals don't count.)</p>
<p>Centaur</p> <p>Half horse, I think. Eat: Choose card to play now. Numbers doubled. (Ordinals don't count.)</p>	<p>Ramen</p>	<p>Ramen</p>
<p>Ramen</p>	<p>Bardic Inspiration</p> <p>While you hold this card, gain a +4 to all d20 'saves'.</p>	<p>Bardic Inspiration</p> <p>While you hold this card, gain a +4 to all d20 'saves'.</p>

<p>Bardic Inspiration</p> <p>While you hold this card, gain a +4 to all d20 'saves'.</p>	<p>Shield</p> <p>Instant Use: Sacrifice this to prevent any damage or death.</p>	<p>Shield</p> <p>Instant Use: Sacrifice this to prevent any damage or death.</p>
<p>Shield</p> <p>Instant Use: Sacrifice this to prevent any damage or death.</p>	<p>Shield</p> <p>Instant Use: Sacrifice this to prevent any damage or death.</p>	<p>Shield</p> <p>Instant Use: Sacrifice this to prevent any damage or death.</p>
<p>Shield</p> <p>Instant Use: Sacrifice this to prevent any damage or death.</p>	<p>Evil Djinn</p> <p>Evil. Eat: Kill 1 plr this turn. The person with this item on your next turn dies.</p>	<p>Evil Djinn</p> <p>Evil. Eat: Kill 1 plr this turn. The person with this item on your next turn dies.</p>
<p>Evil Djinn</p> <p>Evil. Eat: Kill 1 plr this turn. The person with this item on your next turn dies.</p>	<p>State Regime</p> <p>Evil. Curse: You are the Dictator. Dictator takes any 2 items (if not enough items, draw). Only Dictator can win. Death = destroy this card.</p>	<p>State Regime</p> <p>Evil. Curse: You are the Dictator. Dictator takes any 2 items (if not enough items, draw). Only Dictator can win. Death = destroy this card.</p>

<p>Misanthropy</p> <p>Evil. Curse: On every two hurtful actions (HP/item loss, death), sacrifice 1 item or 1 HP and draw 2 cards. Death = destroy this card.</p>	<p>Misanthropy</p> <p>Evil. Curse: On every two hurtful actions (HP/item loss, death), sacrifice 1 item or 1 HP and draw 2 cards. Death = destroy this card.</p>	<p>Vampirism</p> <p>Evil. Curse: Every time you deal damage to someone, add one counter to this card. If you reach four, you win.</p>
<p>Vampirism</p> <p>Evil. Curse: Every time you deal damage to someone, add one counter to this card. If you reach four, you win.</p>	<p>Vampirism</p> <p>Evil. Curse: Every time you deal damage to someone, add one counter to this card. If you reach four, you win.</p>	<p>Terrible Totem</p> <p>Evil. Passive: Once per turn, add your item to this totem, or for 1 HP, steal one. Remove 3 items to kill 1 plr. Death = destroy this card and items go to last victim, else plr to right.</p>
<p>Terrible Totem</p> <p>Evil. Passive: Once per turn, add your item to this totem, or for 1 HP, steal one. Remove 3 items to kill 1 plr. Death = destroy this card and items go to last victim, else plr to right.</p>	<p>Terrible Totem</p> <p>Evil. Passive: Once per turn, add your item to this totem, or for 1 HP, steal one. Remove 3 items to kill 1 plr. Death = destroy this card and items go to last victim, else plr to right.</p>	<p>The Dunce Hat</p> <p>Send: Give this item away, lose 1 HP. Curse: Only when visible, you are the dunce. You cannot win. Death: Rand plr gets this item.</p>
<p>The Dunce Hat</p> <p>Send: Give this item away, lose 1 HP. Curse: Only when visible, you are the dunce. You cannot win. Death: Rand plr gets this item.</p>	<p>The Dunce Hat</p> <p>Send: Give this item away, lose 1 HP. Curse: Only when visible, you are the dunce. You cannot win. Death: Rand plr gets this item.</p>	<p>Subjugation</p> <p>Evil. Passive: Declare a 'subject' person once for this item. Whoever owns this item is the ruler. The subject can only win if the ruler wins. Use: You may destroy this item.</p>

<p>Subjugation</p> <p>Evil. Passive: Declare a 'subject' person once for this item. Whoever owns this item is the ruler. The subject can only win if the ruler wins. Use: You may destroy this item.</p>	<p>Subjugation</p> <p>Evil. Passive: Declare a 'subject' person once for this item. Whoever owns this item is the ruler. The subject can only win if the ruler wins. Use: You may destroy this item.</p>	<p>Andrew Mao</p> <p>Youtube Growth: Play one more card this turn and 2 cards next turn.</p>
<p>Andrew Mao</p> <p>Youtube Growth: Play one more card this turn and 2 cards next turn.</p>	<p>Mitch</p> <p>Midwestern Charm (Instant): One plr on one of their turns, must do what you say. You may look at their hand.</p>	<p>Mitch</p> <p>Midwestern Charm (Instant): One plr on one of their turns, must do what you say. You may look at their hand.</p>
<p>Christina</p> <p>Defibrillator: Revive 1 plr to 1 HP. If they win, you win.</p>	<p>Christina</p> <p>Defibrillator: Revive 1 plr to 1 HP. If they win, you win.</p>	<p>Monica</p> <p>Impostor Vent: Kill one plr. Skip your next turn.</p>
<p>Monica</p> <p>Impostor Vent: Kill one plr. Skip your next turn.</p>	<p>Gary</p> <p>Guilty Gear: Choose two plrs. All damage they do to you is reflected on them too, and reflected before you are hurt.</p>	<p>Gary</p> <p>Guilty Gear: Choose two plrs. All damage they do to you is reflected on them too, and reflected before you are hurt.</p>

<p>Calvin</p> <p>Options Chaos: Discard all cards and redraw the same number of cards. Take another turn.</p>	<p>Calvin</p> <p>Options Chaos: Discard all cards and redraw the same number of cards. Take another turn.</p>	<p>Pravan</p> <p>Valorant X Ult Snipe: Remove all items from 2 players.</p>
<p>Pravan</p> <p>Valorant X Ult Snipe: Remove all items from 2 players.</p>	<p>Scott and Rachael</p> <p>Couple: Choose one plr. You two are now linked. Items are shared. If one dies, both die. If one wins, both win.</p>	<p>Scott and Rachael</p> <p>Couple: Choose one plr. You two are now linked. Items are shared. If one dies, both die. If one wins, both win.</p>
<p>Will</p> <p>Cake: Everyone gains one health and loses poisons. If you have food in your inventory, you die.</p>	<p>Will</p> <p>Cake: Everyone gains one health and loses poisons. If you have food in your inventory, you die.</p>	<p>Hector</p> <p>This Is The Way: Choose one card and add a copy of it to the hand.</p>
<p>Hector</p> <p>This Is The Way: Choose one card and add a copy of it to the hand.</p>	<p>Tess</p> <p>Negative Points: Anyone, not including you, with less than full health must skip their turn once.</p>	<p>Tess</p> <p>Negative Points: Anyone, not including you, with less than full health must skip their turn once.</p>

<p>Jess</p> <p>Cat Lover: If you have an animal in your inventory, you gain 1 HP per turn. This card is active for three turns.</p>	<p>Jess</p> <p>Cat Lover: If you have an animal in your inventory, you gain 1 HP per turn. This card is active for three turns.</p>	<p>Julia</p> <p>Menagerie Dance: The next three people (not you) gain 1 HP but must skip their turns. Repeated effects do not grant more than 1 HP total, but turns are still skipped.</p>
<p>Julia</p> <p>Menagerie Dance: The next three people (not you) gain 1 HP but must skip their turns. Repeated effects do not grant more than 1 HP total, but turns are still skipped.</p>	<p>Joe</p> <p>Guitar Riff: Gain 1 HP. Give 'Bardic Inspiration' to 2 other people.</p>	<p>Joe</p> <p>Guitar Riff: Gain 1 HP. Give 'Bardic Inspiration' to 2 other people.</p>
<p>Dante</p> <p>Aggressive Sarcasm: Take 1 card played in last turn, apply reverse effect to someone. (Cannot win.)</p>	<p>Dante</p> <p>Aggressive Sarcasm: Take 1 card played in last turn, apply reverse effect to someone. (Cannot win.)</p>	<p>Noel</p> <p>Hit the Book: Take one card you played before, play it again now.</p>
<p>Noel</p> <p>Hit the Book: Take one card you played before, play it again now.</p>	<p>Sophia</p> <p>Poot Poot (Instant Eat): You may choose any turn in the future. The turn never happened and ends.</p>	<p>Sophia</p> <p>Poot Poot (Instant Eat): You may choose any turn in the future. The turn never happened and ends.</p>

<p>Andrew Zhao</p> <p>Business Adventure: You may 'trade' once per turn on your turn, up to 3 times. A trade is any one of your cards/items for somebody else's.</p>	<p>Andrew Zhao</p> <p>Business Adventure: You may 'trade' once per turn on your turn, up to 3 times. A trade is any one of your cards/items for somebody else's.</p>	<p>Akshay</p> <p>Weed Company: Three times, you may force a player to play a random card.</p>
<p>Akshay</p> <p>Weed Company: Three times, you may force a player to play a random card.</p>	<p>Kevin</p> <p>Formula One Speed: Mill a card until you take one, up to 8 cards. You must take a card.</p>	<p>Kevin</p> <p>Formula One Speed: Mill a card until you take one, up to 8 cards. You must take a card.</p>
<p>Hector and Julia</p> <p>Newly Wed:</p>	<p>Hector and Julia</p> <p>Newly Wed:</p>	<p>Georgie</p> <p>Small Presence (Instant Eat): Player w/ this card may sacrifice this card to prevent dmg or death.</p>
<p>Georgie</p> <p>Small Presence (Instant Eat): Player w/ this card may sacrifice this card to prevent dmg or death.</p>	<p>Smaugy</p> <p>Passive: Eat another player's item. If the item has an effect, apply it next turn. Otherwise, return the item to them next turn.</p>	<p>Smaugy</p> <p>Passive: Eat another player's item. If the item has an effect, apply it next turn. Otherwise, return the item to them next turn.</p>

