

**First Turn** Decide what the initial stauts is.

**Your Turn** Draw two cards and describe what happens.

**Suit meaning** Each suit has a meaning to drive your descriptions.

◇ Calm, Stagnancy, Wait, Resistence, Aid, Friensdhip, **Summer**

♠ Depletion, Decay, Extinction, Doom, End, Inhibition, **Winter**

♡ Growth, Prosperity, Resourcefulness, Begin, Blossom, Birth, **Spring**

♣ Unexpected, Treason, Trial, Action, Solution-Force, Aggressivity, **Autumn**

**Rank meaning** Each rank has a power to drive your descriptions.

1 Animal Tribe.

2 Beast Tribe.

3 Humanoids (small).

4 Humanoids (large).

5 Magical Beasts (small).

6 Magical Beasts (large).

7 Aberrations.

8 Über-Creatures.

9 Unique-Creature.

Vallet Warrior, Hero, Leader, Soldier, Brute.

Queen Saint, Holy, Blaspheme, Abyssal, Envoy.

King Great-Ruler, God-like.

Joker Choose whatever you like.

**Fight** Clashes can take place. They are resolved as follows.

- Draw one card.
- Add to indiviudal power half the value of the card rounded down.
- Figure always wins against non-figures.
- Compare combined individual power.
- The higher value wins.
- Defenders win ties.

**Rules** There are some simple rules you may want to know.

- You can add/subtract cards power one another.
- No figure can be obtained/tamed in this manner.
- Extreme calls can be made by drawing +1 cards, but all must be accepted.  
Mind the consequences.

Facet	Meaning
Goose	Seduction (Charisma)/Shallowness (Voluptivity, Illusion, Lust)
Autumn	Plenty (Satisfaction, Wellness)/Want (Quest)
Spring	Rebirth (Change)/Effimerity (Childhood, Inexperience)
Jackal	Fight (Clash, Strife)/Pillage (Brutality)
Boar	Family (Protection)/Blind fury (Fanatism, Shortsighted)
Law	Justice/Punishment
Queen	Splendor (Beauty)/Pride (Hybriss)
Coin	Bargain (Pact, Exchange)/Bribe (Compromise)
Dice	Luck (Favor, Fate)/Chaos
King	Order (Duty, Loyalty)/Tiranny (Cohercition, Control, Compulsion)
Hermit	Divine (Contemplation)/Isolation
Winter	Envy/Rest (Peace, Pause)
Death	Loss/Accomplishment (End)
Priestess	Virtue/Waste (Inactivity, Sloth)
Star	Guidance (Opportunity)/Distance (Difficulty, Fatigue, Exahustion, Ban)
Key	Secret (Darkness)/Truth revealed
Unicorn	Purity (Miracle, Mend)/Sacrifice
Old Man	Memory/Decay (Wound, Sorrow, Weakness)
Chimera	Danger (Mutation, Abomination)/Dream (Ideal)
Basilisk	Life (Strength)/Poison (Treachery)