



**Event**

You approach with a lusty look in your eye.

1 > You want to feel their lips on yours.

5/25



**Event**

You throw down your glove. You spit at their feet.

1 > You want to best them in a duel of swords.

4/25



**Event**

You have something pressing on your soul. You need to tell someone.

1 > You want them to believe you and keep your secret.

2/25

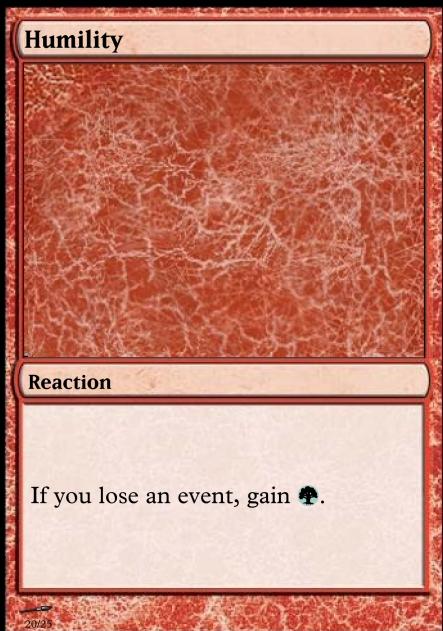


**Event**

The time is set, the flag drops. The engines around you roar.

1 > You want to outfly them in the airship race.

3/25



**Reaction**

If you lose an event, gain 1.

20/25

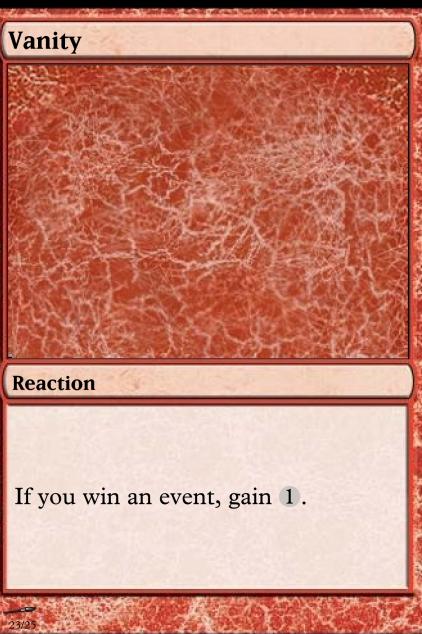


**Event**

You are working on some new potions in the lab, but require an extra pair of hands.

1 > You want them to help you and to conduct a successful experiment.

7/25



**Reaction**

If you win an event, gain 1.

23/25



**Reaction**

If your vote was in the majority, gain 1.

19/25



**Action**

Look at the top six cards of the event deck during the propose phase.

14/25

**Flexibilty****Action**

Draw two cards.

13/25

**Revisit****Action**

Choose an event that has already happened that you were involved in. You may repeat that event.

15/25

**Circulate****Action**

Acquire a relationship card from the middle of the table. That character is now one of your partners.

10/25

**Joseph Gordon-Diehard****Character**

*A fair young youth, quick to anger and mighty with a sword. Son of Sir Riggs Diehard.*

24/25

**Search for the Artifact****Event**

*Something filled with power calls to you, and you must answer it.*

*0 > You want to discover the artifact.*

8/25

**Threesome****Event**

*Your lusts can no longer be satiated by a single lover.*

*2 > You want to make love with them and for them to love on each other.*

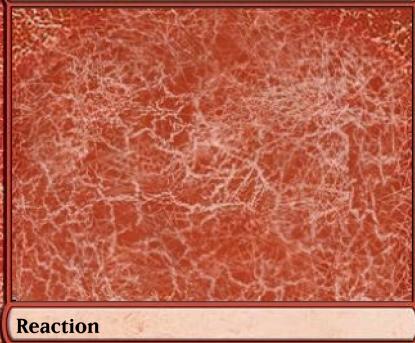
If you win this event, each player involved gains 3 .

9/25

**Spotlight****Action**

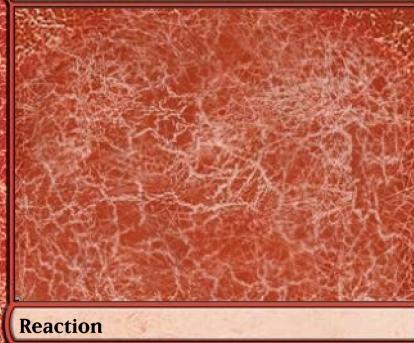
After everyone votes this round, you get an extra vote.

16/25

**Devil's Advocate****Reaction**

If your vote was in the minority, gain 1 .

17/25

**Greater Harmony****Reaction**

If your vote was in the majority, gain 2 .

18/25

### Climax



#### Action

Score double points this round.

11/25

### Fade Out



#### Action

The game will end in two rounds.

12/25

### Joseph Gordon-Diehard

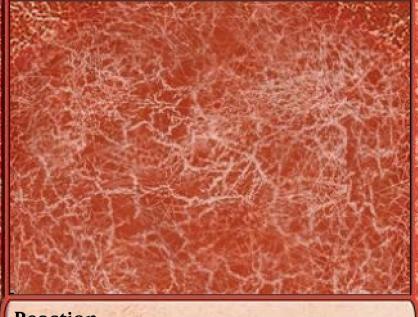


#### Relationship

You met Joseph Gordon-Diehard at an underground illegal cage fighting match. You both bet and won on the same underdog.

25/25

### Sporting

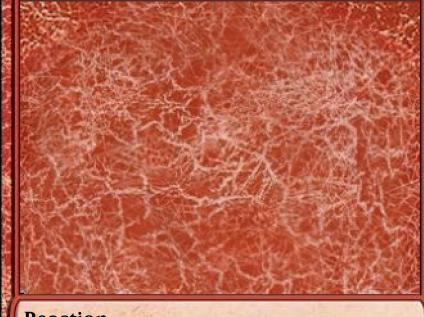


#### Reaction

If another player wins an event, gain  
1 or 1.

22/25

### Spite



#### Reaction

If another player loses an event, gain  
1.

21/25

### Heist



#### Event

The treasure is there, you've got the skills.

X > You want to steal the treasure.

If you win this event, each player you chose to involve gains X.

6/25

### Brawl



#### Event

Time for a good old fashioned slug fest.

X > You want to come out on top.

Each player involved loses 2  
(including you).

1/25