

Molly House Item Cards Summary



Item Card Counts

| Item | Count | Brief Summary |
|--------------------|-----------|---|
| Bottle of Gin | 4 | Extra round at festivities |
| Bribe | 3 | Take card from gossip pile |
| Domino | 3 | Avoid indictments during raids |
| Dress of Cups | 1 | Modify Surprise Ball requirements |
| Dress of Fans | 1 | Modify Surprise Ball requirements |
| Dress of Hearts | 1 | Modify Surprise Ball requirements |
| Dress of Pentacles | 1 | Modify Surprise Ball requirements |
| Newspaper Notice | 3 | Place encounter token, become informer |
| Violin | 3 | Draw extra community cards at festivities |
| Total | 20 | |

Detailed Item Effects

Bottle of Gin

Timing: Play after the last card of a festivity is played but before the winning set is selected. **Effect:** All players (even those who passed) play an additional round. Do not play an additional card for the community. Players, including the runner, may pass during this additional round. Revealed informers who were previously barred from playing may play during this round as if the festivity were at another house.

Bribe

Timing: Play on your turn instead of taking an action

Effect: Examine the gossip pile and secretly add one card of your choice to your hand.

Domino

Timing: Play before revealing gossip during the Society Investigates phase at the end of the week. **Effect:** Your reputation is ignored if any houses are raided. Even if you have the most reputation in a specific house, you will take no indictment, and other players may receive the major and minor indictments instead.

Dress Cards (Cups, Fans, Hearts, Pentacles)

Timing: Play alongside a matching card during a festivity (when you play a card, you may also play the dress)

Effect: The requirement for a Surprise Ball for this festivity is now four desires of this suit rather than four sequential cards of any one suit. If multiple dresses are played, multiple suits may be used to build a Surprise Ball. Any played dresses are discarded at the end of the festivity, even if the set was not a Surprise Ball.

Newspaper Notice

Timing: Play on your turn instead of taking an action if your pawn is at an open molly house

Effect: Place one of your encounter tokens, face up, at this site. Add all cards in the market that match this molly house's

suit to the gossip pile, scoring 2 joy for each card if you placed a loyal encounter token. Any threats are resolved as if added to gossip by a market discard. Players often use this to become informers, becoming revealed informers immediately.

Violin

Timing: Play at any time during a festivity before the set is selected

Effect: Draw an additional two cards for the community. If the vice deck is empty, shuffle and draw from the gossip pile.

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