

NIL

All players must immediately play a **Stance** card.

CURIOSITY

All players holding at least one ♠ must raise their hands. You may swap any held **Stance** of yours for a ♠ of their choice.

CACOPHONY

All players must immediately reveal their **Cacophony** cards.

If there are 3 or fewer other **Cacophony** cards revealed, gain that many points. Otherwise, discard all your **Action** cards.

CACOPHONY

All players must immediately reveal their **Cacophony** cards.

If there are 3 or fewer other **Cacophony** cards revealed, gain that many points. Otherwise, discard all your **Action** cards.

CACOPHONY

All players must immediately reveal their **Cacophony** cards.

If there are 3 or fewer other **Cacophony** cards revealed, gain that many points. Otherwise, discard all your **Action** cards.

CACOPHONY

All players must immediately reveal their **Cacophony** cards.

If there are 3 or fewer other **Cacophony** cards revealed, gain that many points. Otherwise, discard all your **Action** cards.

CACOPHONY

All players must immediately reveal their **Cacophony** cards.

If there are 3 or fewer other **Cacophony** cards revealed, gain that many points. Otherwise, discard all your **Action** cards.

MISERY

Persistent.

All other players discard
2 **Action** cards. If **Joy** is
in play, double this effect.

JOY

Persistent.

You may play 3 **Action** cards immediately. If **Misery** has been played this round, you may play 3 **Action** cards immediately instead.

IMPLOSION

Instant *At any point while a player is playing an **Action**.*

Cancel the effects of another player's **Action**.

THAT WHICH is UNSEEN

You may look at the **Action** draw deck. You may order it or shuffle it in any way you wish before putting it back.

PARANOIA

All players holding at least one ♡ must raise their hands. You may swap any held **Stance** of yours with a ♡ of their choice.

DUPLICITY

You may swap two of
your played **Stance** cards.

BURNING TRUTH

Choose any player who must reveal their held **Stance** cards to everyone, then give that player this **Burning Truth** card instead of discarding it.

LANDMINE

Instant *If a player tries to take or swap any of your held cards.*

Negate that effect. The player must also discard all their **Action** cards.

TOXIC SHOCK

All other players must
discard 2 **Action** cards.

SUBTERFUGE

You may look at the
played **Stance** cards of
any one other player.

FAMINE

Persistent.

While this card is in effect, no
Action cards may be drawn.

ABUNDANCE

Remove **Famine** from play.

Draw as many **Action** cards as there are players, then give each player one card of your choosing.

AMNESIA

Remove all persistent **Action** cards from play.

HONESTY

You may turn any of your own played **Stance** cards face-up.

FEAR

While you hold this card, you may not play any other **Action** cards.

LOVE

If another player has **Love**, they may reveal it and discard it, and you both gain 2 points. Only the first player to reveal will gain points. If no player reveals **Love**, you lose 2 points.

LOVE

If another player has **Love**, they may reveal it and discard it, and you both gain 2 points. Only the first player to reveal will gain points. If no player reveals **Love**, you lose 2 points.

LOVE

If another player has **Love**, they may reveal it and discard it, and you both gain 2 points. Only the first player to reveal will gain points. If no player reveals **Love**, you lose 2 points.

TITHES

All players must give you one of their **Action** cards, of their choosing.

PURIFICATION

All players, including yourself, must reveal one of their played **Stance** cards and then return it to their hand.

TURNABOUT is FAIR PLAY

Instant *If an Action allows a player to take cards from your hand*

You may pick the card up and play it yourself immediately afterwards.



BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



SYMBIOSIS

♥: both players gain
an additional 2 points.



EXCOMMUNICATION

This card must be played face-up.



QUID PRO QUO

At any time once played, this card can be flipped face-up to negate a player's **Action**.



ASSASSINATION

♥: the other player loses
2 additional points.



FAIR DEAL

This card must be played face-up.



COUP d'ETAT

If played against the player with the most points in the last round, they lose 2 additional points.



CONTRACTUAL OBLIGATIONS

♠: the other player loses 3 points.



A TRUE NAME,
SPOKEN SOFTLY



PEACEKEEPING

♠: you may take all **Action** and **Final** cards of the other player.



“PEACEKEEPING”

♥: take all the **Action**
cards of the other player.



CAMERADERIE



BITTER TASTE

The other player must also redraw all their ♥ cards at the beginning of the next round.



LOVE-TACKLE

If a player reveals this card during the game, it is flipped face-up, and they must give you all their **Action** cards.



THROWN to the LAMPREYS

This card must be played face-up and cannot be moved or interacted with. The player this card is played against must immediately play 2 of their **Stance** cards.

ENTROPY

0

Cancel the effects of all
Final cards this round.

CURSED DECK 1

Swap two played **Stance**
cards between any two
players other than yourself.

STOIC HYMNAL 2

Your **Stance** cards cannot
be changed by any future
Final effects this round.

VOW of VENGEANCE

3

If you have played a ♥ against
a ♠, you may take all their
held **Action** and **Final** cards.

ACT of PENANCE4

If you have played a ♠ against a ♥, you may change your stance to a ♥, if you are holding one. If you do so, the other player gains 2 extra points.

LORD of the PIT 5

Gain 3 points for every
time you have played a ♠
against a ♠ in this round.

PIETY

6

Gain 3 points for every
time you have played a ♥
against a ♠ in this round.

PERJURY

7

Replace one of your played
Stance cards with one of the
opposite **Stance**, if you hold one.

MARTYRDOM 8

Choose another player. Both of you lose 5 points. If you are already the player with the lowest score before losing these points, only the other player loses 5 points.

PANTHEON

9

If more than half the **Final** cards have already been resolved, gain 3 points. Otherwise, lose 1 point.

the ABYSS

10

The player of the next **Final**
to resolve loses 4 points.

FLAGELLATION11

Lose 3 points. You may not lose any further points this round, for any reason.

CHAOS

12

Pick up 4 played **Stance** cards, shuffle them, and randomly deal them back to where they were taken from before revealing them.

FUNERAL PYRE13

Take 3 points from one player, and give 3 points to a player other than yourself.

INTERREGNUM 14

Choose another player. All other players vote for you, or for the other player. If you win a majority of votes, take 3 points from the other player. If you do not, give 3 points to them.

P'Zea-ia-Gwlfth 15

If this is the last **Final** to
resolve, gain 5 points.

ANARCHY

16

Every player gains 1 point
for every ♥ they have played.

BURNT OFFER- INGS 17

You may ignore any points
lost due to any one ♠.

MÓRRÍGAN

18

Gain 1 point for every
time a player played a ♠
against a ♥ in this round.

SACRIFICE

19

Gain 3 points and discard all of
your **Action** and **Final** cards.

CONTRITION 20

Ask a player you have played a ♠ against if they forgive you. If they do, you gain 3 points, and they gain 1 point.

FINAL RITES 100

Select 3 pairs of ♥/♠ and swap them. You may only select 1 interaction involving yourself.