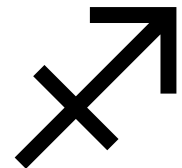
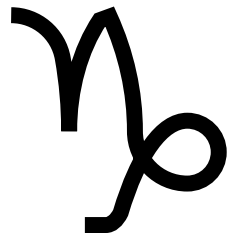
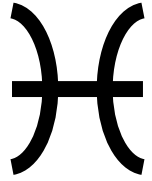
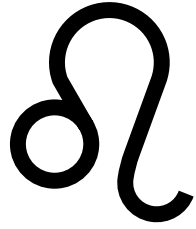
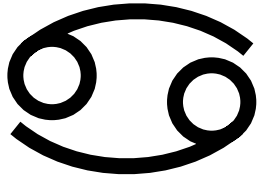
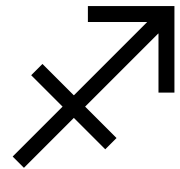


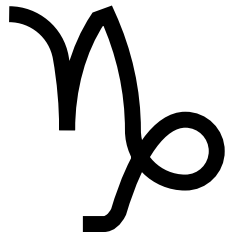
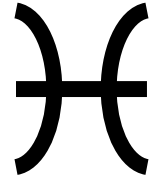
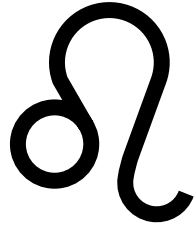
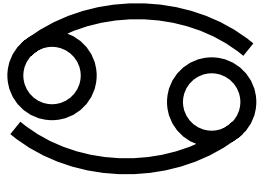
YOU (NOTES & SOULS)



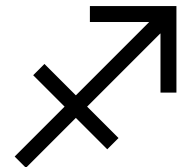


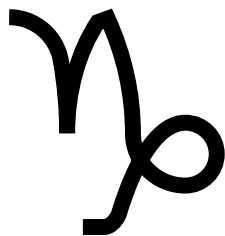
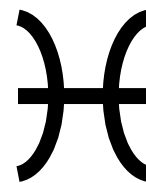
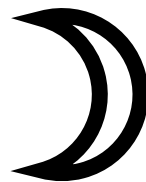
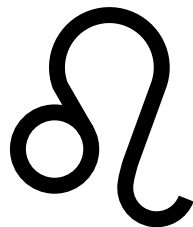
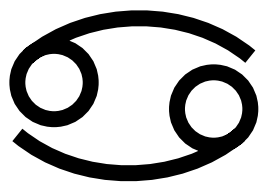
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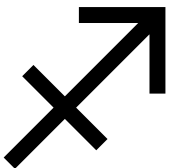
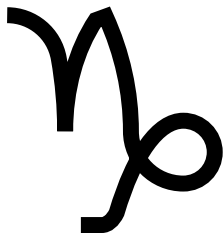
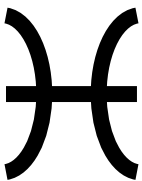
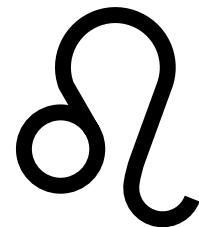
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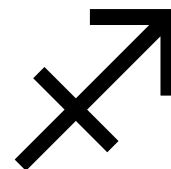
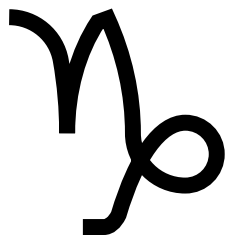
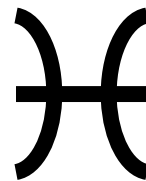
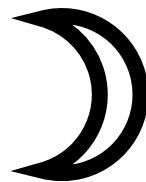
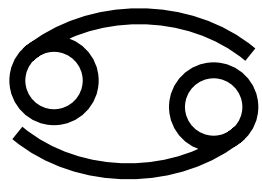


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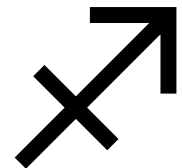
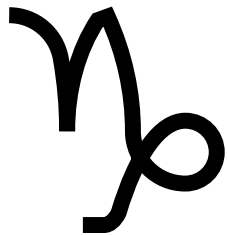
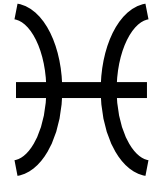
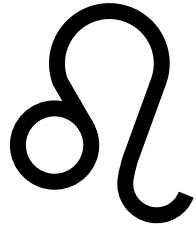
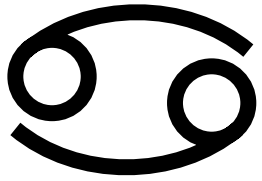
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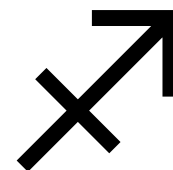
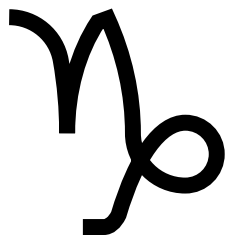
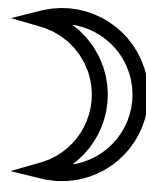
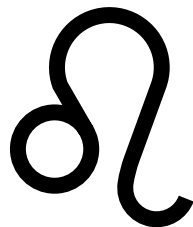
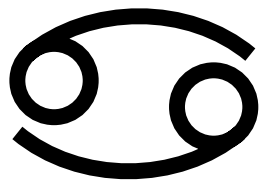
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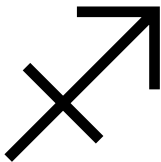
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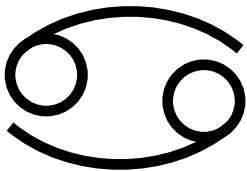


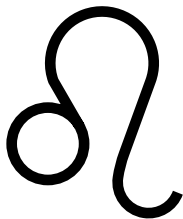
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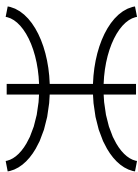












QUEER
THROATSLITTING
COLLECTIVE

“Our found family will find yours.”

QUEER
THROATSLITTING
COLLECTIVE

“Our found family will find yours.”

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COLLECTIVE

“Our found family will find yours.”

LEAGUE of INORDINATE REPROBATES

“Trouble caused is trouble reified.”

LEAGUE of INORDINATE REPROBATES

“Trouble caused is trouble reified.”

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LEAGUE of INORDINATE REPROBATES

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CHURCH of the UNDYING ROSE

*“Love heals all wounds. We
did cause some of them.”*

CHURCH of the UNDYING ROSE

*“Love heals all wounds. We
did cause some of them.”*

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*“Love heals all wounds. We
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VENGEFUL SACRIFICIUM

“Once burned, twice as petty.”

VENGEFUL SACRIFICIUM

“Once burned, twice as petty.”

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“Once burned, twice as petty.”

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“Once burned, twice as petty.”

VENGEFUL SACRIFICIUM

“Once burned, twice as petty.”

VENGEFUL SACRIFICIUM

“Once burned, twice as petty.”

YE BROTHERS JOYOUS

“Happiness or oblivion.”

YE BROTHERS JOYOUS

“Happiness or oblivion.”

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“Happiness or oblivion.”

YE BROTHERS JOYOUS

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“Happiness or oblivion.”

YE BROTHERS JOYOUS

“Happiness or oblivion.”

NIL

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

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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.

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 **Souls**. Otherwise, discard all your **Action** cards.

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

MISERY

Persistent.

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

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.

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**.

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

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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.

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.

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.

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.

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.

TOXIC SHOCK

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

SUBTERFUGE

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

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.

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.

ABUNDANCE

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

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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.

AMNESIA

Remove all persistent
Action cards from play.

HONESTY

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

HONESTY

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

FEAR

No effect. While you hold this card, you may not play any other **Action** cards.

FEAR

No effect. 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 **Souls**. Only the first player to reveal will gain **Souls**. If no player reveals **Love**, you lose 2 **Souls**.

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

TITHES

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

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.

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.

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.

SUCKER PUNCH

Instant: *When a player plays a **Stance** against you*

Flip their **Stance** over and reveal it. If it is ♡, gain 1 **Soul**. If it is ♠, take 2 **Souls** from the player.

SUCKER PUNCH

Instant: *When a player plays a **Stance** against you*

Flip their **Stance** over and reveal it. If it is ♡, gain 1 **Soul**. If it is ♠, take 2 **Souls** from the player.

CLIQUEY

All members of the **Queer Throatslitting Collective**, except yourself, must reveal themselves.

CLIQUEY

All members of the **Queer Throatslitting Collective**, except yourself, must reveal themselves.

TATTLETALE

All members of the **League of Inordinate Reprobates**, except yourself, must reveal themselves.

TATTLETALE

All members of the **League of Inordinate Reprobates**, except yourself, must reveal themselves.

BOTANICAL ARSON

All members of the **Church
of the Undying Rose**, except
yourself, must reveal themselves.

BOTANICAL ARSON

All members of the **Church
of the Undying Rose**, except
yourself, must reveal themselves.

CYCLE of REVENGE

All members of the **Vengeful Sacrificium**, except yourself, must reveal themselves.

CYCLE of REVENGE

All members of the **Vengeful Sacrificium**, except yourself, must reveal themselves.

VICIOUSNESS

All members of **Ye Brothers**
Merry, except yourself,
must reveal themselves.

VICIOUSNESS

All members of **Ye Brothers**
Merry, except yourself,
must reveal themselves.

ALLEGATIONS

You may accuse another player of being a member of any group. If you are correct, they must reveal themselves and give you 2 **Souls**.

ALLEGATIONS

You may accuse another player of being a member of any group. If you are correct, they must reveal themselves and give you 2 **Souls**.

SAVOIR FAIRE

Instant: *When a player is forcibly revealed to be a member of any group.*

Take 2 **Souls** from the player.

SAVOIR FAIRE

Instant: *When a player is forcibly revealed to be a member of any group.*

Take 2 **Souls** from the player.

LOADSHEDDING

Persistent.

While this card is in effect,
players do not have to
reveal their alliances.

LOADSHEDDING

Persistent.

While this card is in effect,
players do not have to
reveal their alliances.

UNEXPECTED SURGE

Remove **Loadshedding** from play.

Choose 3 players to reveal at least once of their alliances each.

UNEXPECTED SURGE

Remove **Loadshedding** from play.

Choose 3 players to reveal at least once of their alliances each.

RALLYING CRY

Reveal one of your alliances.
Other players in this alliance
may also reveal themselves.

Each of you receives 1
Soul per revealed player.

RALLYING CRY

Reveal one of your alliances.
Other players in this alliance
may also reveal themselves.

Each of you receives 1
Soul per revealed player.

SOLE SURVIVOR

Choose a player, who must reveal at least one of their alliances. All other members of this alliance must reveal themselves and lose 1 **Soul**.

SOLE SURVIVOR

Choose a player, who must reveal at least one of their alliances. All other members of this alliance must reveal themselves and lose 1 **Soul**.



BARGAIN



BARGAIN



BARGAIN



BARGAIN



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BETRAYAL



SYMBIOSIS

♡: both players gain
an additional 2 **Soul**.



SYMBIOSIS

♡: both players gain
an additional 2 **Soul**.



EXCOMMUNICATION

This card must be played face-up.



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**.



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 **Souls**.



ASSASSINATION

♥: the other player
loses 2 additional **Souls**.



FAIR DEAL

This card must be played face-up.



FAIR DEAL

This card must be played face-up.



COUP d'ETAT

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



COUP d'ETAT

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



CONTRACTUAL OBLIGATIONS

♠: the other player loses 3 **Souls**.



CONTRACTUAL OBLIGATIONS

♠: the other player loses 3 **Souls**.



A TRUE NAME,
SPOKEN SOFTLY



A TRUE NAME,
SPOKEN SOFTLY



PEACEKEEPING

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



PEACEKEEPING

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



“PEACEKEEPING”

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



“PEACEKEEPING”

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



CAMERADERIE



CAMERADERIE



BITTER TASTE

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



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.



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.



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QUISLING

♥: both players gain
an additional 2 **Souls**.



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TRUE LOVE

If this card is ♡ with another **True Love**, you do not lose any base **Souls** from ♠ in this round.



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ZERO SUM

Completely negate the **Souls**
gained or lost by both
players in this interaction.



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SONNET

If this is played ♥♠, you may sing
a song to avoid losing **Souls**.



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HOSTILE TAKEOVER

Gain 1 **Soul** for every
♡ you have played.



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the **SUBLIME**



the **SUBLIME**



NIHILISM



NIHILISM



GATEKEEPING

♥: The other player must reveal themselves if they are a member of the **Queer Throatslitting Collective**.



RATTED OUT

♥: if either player is a member of the **League of Inordinate Reprobates**, they must reveal themselves. If both are members, ♥ loses 3 extra points.



CORPSES for ROSES

♥: If you are a member of the **Church of the Undying Rose**, you may reveal yourself and gain 4 **Souls**.



BLOOD PRICE

The other player must
reveal all their alliances.

If they are in the **Vengeful
Sacrificium**, you lose 2 **Souls**.



JAUNTY TUNE

If either player is a member of
Ye Brothers Merry, they may
reveal themselves and gain 1 **Soul**.

0

ENTROPY

Cancel the effects of all
Final cards this round.

1

CURSED DECK

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

2

STOIC HYMNAL

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

3

VOW of VENGEANCE

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

4

ACT of PENANCE

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

5

LORD of the PIT

Gain 3 **Souls** for every time you
have played a ♠ in this round.

6

PIETY

Gain 3 **Souls** for each of
your ♡♠ in this round.

7

PERJURY

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

8

MARTYRDOM

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

9

PANTHEON

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

10

the ABYSS

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

11

FLAGELLATION

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

12

CHAOS

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

13

FUNERAL PYRE

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

14

INTERREGNUM

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

15

P'Zea-ia-Gwlfth

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

16

ANARCHY

Every player gains 1 **Soul**
for every ♡ they have played.
You gain an extra **Soul** for
each ♡ you have played.

17

BURNT OFFERINGS

You may ignore any **Souls**
lost due to any one ♠.

18

MÓRRÍGAN

Gain 1 **Soul** for every
♥♠ in this round.

19

SACRIFICE

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

20

CONTRITION

Ask a player you have played
a ♠ against if they forgive
you. If they do, you gain 3
Souls, and they gain 1 **Soul**.

100

FINAL RITES

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