

# CARDS

## TREASURE CARDS

Treasure cards are items you acquire. Place your items in front of you visible to everyone. You take 'treasure' from the top of the treasure deck. There are two types of treasure:



### Active Items

Active items have a gold border and describe **effects** you can **play**. There are two ways to use active items to play their effects and each corresponds to a special symbol:



### Activated effects

are preceded by a turning arrow symbol. You can play these effects by **activating** (turning sideways) the item. You must recharge the item before activating it again either through an effect or during your recharge step.



### Paid effects

are preceded by a \$ symbol. You can play these effects by paying the specified cost. You are not required to activate an item to use its paid effect, and you can use paid effects of an item that is activated.



### Passive Items

Passive items have a silver border and either modify your abilities or describe **triggered effects** (effects that are played automatically under certain conditions).

## LOOT CARDS

You draw loot cards and keep them in your hand until you play or discard them. **Loot x** means to draw x cards from the loot deck. You can activate your character card to play an additional loot card. There are three different kinds of loot cards:



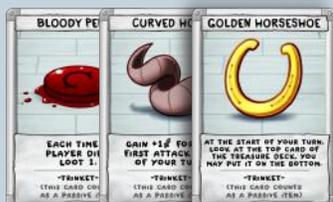
### Basic Loot

Basic loot is used to gain resources, aid in combat, or mess with other players.



### Tarot cards

Tarot cards are similar to basic loot, but have unique effects.



### Trinkets

Place played trinkets in front of you. They are passive items while in play.

## MONSTER CARDS

The monster deck is split into monsters and non-monsters. The **active player** (the player whose turn it is) gets rewards from monsters that are killed and encounters non-monster cards. There are two types of monsters and two types of non-monsters:



### Basic Monsters

Basic monsters are easier to kill and yield smaller rewards.



### Bosses

Bosses are harder to kill with bigger rewards that always include at least one soul. When a boss is killed, it becomes a soul card and the active player gains it.



### Bonus Cards

Non-monster cards that may help or hinder the active player.



### Curses

Non-monster cards that curse someone of the active player's choosing. Place curses near your character card. When you die, discard all curses afflicting you.

## MONSTER CARD BREAKDOWN



### HEALTH

Reduce to 0 to kill

### EVASION

Dice roll needed to hit

### ATTACK

Damage this deals if attacker misses

### EFFECT

Only effects on active monsters can trigger

### SOUL(S)

Awarded on death

### REWARD

Awarded on death

