

MONSTER DEATH

When a monster is reduced to 0 health or killed by an effect:



1. Put its death on the stack; when it resolves, continue. The active player gets priority.
2. The monster card is moved to the stack, then the reward is put on the stack, then any on-death triggered effects from the monster are put on the stack; when they resolve, continue. The active player gets priority.
3. The active player gains the monster card as a soul card if it is a boss, or discards it if it is a basic monster. If the monster slot is empty, trigger a refill of that monster slot (see **Refilling**).

REFILLING

Monster slots must be filled when empty. Think of each slot as having a triggered ability that reads "When this slot becomes empty, refill it." Whenever this happens:



1. Put the refill effect on the stack; when it resolves, continue. The active player gets priority.
2. The active player reveals the top card of the monster deck. If it is a monster card, put it into the empty monster slot. The refill is done. If it is a non-monster, the active player plays it, then gains priority. Once that card resolves, repeat this step.

Shop items also need to be replaced when there is an empty slot. Follow the steps above, ignoring step 2 because there are no cards that are played from the shop deck.

Whenever a deck runs out of cards, instantly shuffle its discard pile and make it the deck. This can happen in the middle of an effect resolving and does not use the stack.



PLAYER DEATH

When you are reduced to 0 health or killed by an effect:



1. Put your death on the stack; continue when it has resolved. The active player gets priority.
2. Discard any curses afflicting you, then The Death Penalty is put on the stack, then "before paying penalties..." and "when a player dies" effects trigger; The active player gets priority.

To pay **The Death Penalty** you discard a loot card, lose 1¢, destroy one non-eternal item you control, **deactivate** (turn sideways without using) your items and character card, and end your turn if you are the active player.

You can only die once per turn, and you will heal to full health at the next ending phase. When your death is prevented, your health is returned to what it was before you took lethal damage or were killed by an effect. A dead player will sometimes need to refill a monster slot and play non-monster cards.

OTHER RULES

BARTERING

Players are encouraged to trade for favors or nefarious acts. When bartering, a player can pay another player any amount of ¢ for practically any favor. Players can't trade items or loot in this fashion. Players can give ¢ away without getting anything in return, but the receiving player must agree to it. Bartering does not use the stack.



Once paid, promises don't have to be kept. Be warned: if you go back on your promises, it will be hard for others to trust you.

FIZZLING

Cards like No! and Butter Bean! cancel effects. When something is canceled it is removed from the stack without resolving then discarded if it is a card. Effects and game events can also be canceled for a variety of reasons due to a change in game state. This is called **fizzling**. Below are some common fizzles:



Invalid Targets - Players must declare targets when playing effects. If the target leaves play or becomes untargetable for any other reason, the effect fizzles.

Condition Not Met - Some effects require a condition to trigger and/or resolve. The effect will fizzle on resolution if the condition is false. Examples: Eden's Blessing, Sacred Heart, etc.

Attack Fizzle - If the target of your attack declaration is an active monster and it leaves play, the declaration will fizzle and the attack won't start. You do not lose your attack (it didn't happen) and you can simply declare another attack.

Purchase Fizzle - If the target of your purchase declaration leaves play, the declaration will fizzle and the purchase won't happen. A purchase declaration will fizzle on resolution (be canceled instead of resolving) if you don't have enough ¢ when your declaration resolves. In either case, you do not lose your purchase (it didn't happen) and you can simply declare another purchase.

Leaving Combat - If a player or monster leaves an attack for any reason, any attack roll or combat damage on the stack fizzles. This can be from the player or monster dying, an effect canceling the attack, or an effect ending the turn.

