

TAROT CARDS (BY NUMERAL, CONTINUED)

IX. The Hermit - Look at the top 10 cards of the treasure deck. Put 8 on the bottom of the deck and 2 back on top in any order.

X. Wheel of Fortune - Roll:

- 1: Gain 2¢.
- 2: Take 4 damage.
- 3: Loot 6.
- 4: Lose 8¢.
- 5: Gain 10¢.
- 6: Gain +2 treasure.

XI. Strength - A player gains +2 attack till the end of turn and may attack two additional times.

XII. The Hanged Man - Look at the top card of all decks. You may put those cards on the bottom of their decks, then loot 4.

XIII. Death - Doubling has no effect.

XIV. The Tower - Roll:

- 1-2: All players take 2 damage.
- 3-4: All monsters take 2 damage.
- 5-6: All players take 4 damage.

XV. The Devil - Doubling has no effect.

XVI. Temperance - Choose one:

- Take 2 damage: gain 8¢.
- Take 4 damage: gain 16¢.

XVII. The Stars - Gain +2 treasure.

XVIII. The Moon - Look at the top 10 cards of the loot deck. Put 8 on the bottom of the deck and 2 back on top in any order.

XIX. The Sun - If it is your turn, gain two additional turns after this one. Put this card on the bottom of the loot deck.

XX. Judgement - Choose the player with the most souls or tied for the most souls. That player discards two soul cards they control.

XXI. The World - Look at all player's hands, then loot 4.



VARIANTS

2 PLAYER MINI DRAFT

Setup the game as normal. Once a player is chosen to go first, that player takes the top 3 cards of the treasure deck and places them face up on the table so both players can see. The player going first chooses one of the 3 items, then the player going second chooses one out of the 2 remaining items. The 3rd item is placed at the bottom of the treasure deck. Repeat this process, alternating who picks first until both players have taken 2 items each in addition to their starting eternal item. Play the game as normal.

ENHANCED BARTERING

Loot cards and Items can be traded as well as ¢. Bartering with items cannot be done while dead or during an attack. You still don't have to keep your promises and you can't trade souls.

SOULS ARE \$\$\$

Starting items that aren't being used are shuffled into a deck. During your action phase, you have an additional action: Soul Purchase - You can discard a soul card to gain 5¢, draw 1 loot card, and gain the top card of the starting item deck.

CASINO MODE

Everybody starts with an Eternal copy of Portable Slot Machine. Use an unused character card or starting item card to denote this copy.



SELECTABLE CHARACTERS

Pick your character! Select from all available characters, or deal out two characters to choose from to each player.

REWARDS FOR EVERYONE!

When a monster dies all non-active players get the reward, but the active player gets double the reward.

SUPER SHOP

Whenever a player gains a soul, every other player gains 5¢ and the shop is expanded by 1.

MINIONS DIE FIRST

You can't attack a Boss monsters while there is an active Basic monster.