

REFERENCE

GLOSSARY

- +♥ - Gives you additional max health. Think of these as heart containers. The extra health is full when you get it. If you lose this bonus while damaged, you simply lose the "empty" heart container
- +/- - Affects how much damage you do with combat damage. Your bonus is checked as combat damage resolves, not when it is put on the stack.
- +/- to Rolls - Dice modifiers that add or subtract to all of your dice rolls are applied to all of your rolls. This modifier is applied when a dice roll would resolve. See **Dice Rolls**.
- Active Player** - The player whose turn it is.
- Activated** - Items turned sideways are considered activated and can't be activated until recharged. Paid effects are not activated effects.
- Additional Attacks** - If you are forced to attack again, you must declare an attack at the first possible time (during your action phase while the stack is empty). If the effect says "this turn," the attacks don't need to happen immediately but does need to happen before leaving the action phase (i.e. you can't pass priority during your action phase until you've made the attack).
- ¢ - There are only 100¢ available. When these run out, players need to spend or lose ¢ to increase the supply. Used for purchasing, bartering, and to pay the costs of some paid items.
- Counters** - Counters are markers you place on specific cards that ask for them. They can be represented by anything you'd like (stone, dice, coin, etc.). If a card with counters is stolen, the counters stay on it.
- Damage Prevention** - Damage prevention is used to prevent incoming damage to a target. You don't take damage that is prevented. Unused instances of prevention last until the end of the turn, but the entire instance is used on any incoming damage, even if there is more prevention than damage at the time.
- Death** - Monsters and Players can die when reduced to 0 HP or killed by an effect. If a player or monster is killed by damage, put any effects that trigger on damage on the stack first, followed by the death. Think of the check for damage coming before the check for 0 health.
- Destroy** - When a card is destroyed, it is placed in the appropriate discard pile. Destroying an active monster is the same as killing it. Destroying a player is the same as killing them.
- Discard** - Send to the appropriate discard pile. The final part of a loot card or non-monster card resolving is that card being put into its discard pile. Discarding active monsters yields no rewards. When a shop item or active monster is discarded, replace them if the slot they were in becomes empty (see **Refilling**). Unless an effect says otherwise, a player being forced to discard loot or soul cards gets to choose which cards to discard.
- Expand** - Effects can expand the shop or the number of monster slots. Fill the new slots from the top of the correct deck.
- Healing** - Effects that heal cannot put a player's or monster's health above its current maximum.

In Play - Items owned by players, items in the shop, and active monsters are all considered in play.

Loot X - Draw X cards from the loot deck.

Next Player - The next player in turn order.

GLOSSARY (CONTINUED)

Priority - The person with priority is the only person at any given moment who can play effects or take actions like purchasing or attacking. Once everyone has passed priority in succession, the top of the stack resolves.

The Stack - The place where loot cards, effects, and other game events wait to resolve. When something happens and that something uses the stack, it is placed on top of the stack, and the active player gets priority.

Steal/swap - Unless an effect says otherwise, the stealing/ swapping player chooses what to steal/swap. Counters stay on stolen/swapped items.

TREASURE ERRATA

Flush* - Put all shop items **not being purchased** on the bottom...

Dad's Lost Coin - When anyone **would roll** a 1, you may force that player to reroll it instead.

The Dead Cat - Each time you **would** take damage...

Guppy's Collar - Each time you **would** die, roll...

Jawbone - Steal **up to** 3¢ from a player.

The Missing Page - When anyone **would roll** a 5, you may force that player to reroll it instead.

Oujia Board - ... You may **force the active player** to play one non-monster card revealed this way...

Sacred Heart - Each time you **would** roll a 1, you may turn it into a 6 instead..

Void* - Discard an active monster that is not being attacked or a shop item **not being purchased**.

LOOT ERRATA

Broken Ankh - Each time you **would** die, roll...

Guppy's Hairball - Each time you **would** take damage, roll...

MONSTER ERRATA

Curse cards - ~~When revealed~~ Give this curse to any player...

Duke of Flies - When this **would** take damage...

We Need To Go Deeper - ... **back on top of the monster deck** in any order.



*These errata don't quite fit once the concept of priority is added to the game, but I have included them for completeness.