APPENDIX

BLANK CARD

Multiple activations of Blank Card do not further multiply an effect. Blank Card cannot duplicate trinkets or Lost Soul. In general, this card doubles any countable quality of an effect. See below for specific interactions. The doubled effect is listed.

* These cards are from the upcoming expansion and have not been finalized as of now.

BASIC LOOT

2 Cents! - Gain 4¢.

3 Cents! - Gain 6¢.

4 Cents! - Gain 8¢.

A Dime!! - Gain 20¢.

A Nickel! - Gain 10¢.

A Penny! - Gain 2¢.

A Sack - Loot 6.

***Ansuz -** Look at the top 8 cads of any deck and put them back in any order.

***Black Rune -** Roll:
1-2: Deal 2 damage to all active monsters.
3-4: Destroy an item and replace it with the top card of the treasure deck.
5-6: Discard your hand then loot 6.

Blank Rune - Roll:
1: Everyone gains 2¢.
2: Everyone loots 4.
3: Everyone takes 6 damage.
4: Everyone gains 8¢.
5: Everyone loots 10.
6: Everyone gains 12¢.

Bomb! - Deal 2 damage to a monster or player.

Butter Bean! - Doubling has no effect.

Charged Penny - Gain 2¢, then recharge an item.

Credit Card - Doubling has no effect.

Dagaz - Choose one:
Destroy a Curse.
Prevent 2 damage to any player.

Dice Shard - Doubling has no effect.

Ehwaz - Doubling has no effect.

***Get Out of Jail Free Card -** Doubling has no effect.

Gold Bomb!! - Deal 6 damage to a monster or player.

***Gold Key -** Doubling has no effect.

Holy Card - Doubling has no effect.

Lil Battery - Doubling has no effect.

Jera - Loot 2 times X, where X is equal to the number of loot cards in your hand.

BASIC LOOT (CONTINUED)

Joker - Look at a player's hand, you may steal two loot cards from it.

Mega Battery - Doubling has no effect.

***Perthro -** Doubling has no effect.

***Pills! (black) -** Roll:
1-2: Deal 2 damage to a player.
3-4: Deal 2 damage to an active monster.
5-6: Take 2 damage.

Pills! (blue) - Roll:
1-2: Loot 2.
3-4: Loot 6.
5-6: Discard 2 loot.

Pills! (red) - Roll:
1-2: +2 attack till the end of turn.
3-4: +2 health till the end of turn.
5-6: Take 2 damage.

Pills! (yellow) - Roll:
1-2: Gain 8¢.
3-4: Gain 14¢.
5-6: Lose 8¢.

Pills! (purple) - Roll:
1-2: Recharge all of your items.
3-4: +2 to your dice rolls till the end of turn.
5-6: -4 to your dice rolls till the end of turn.

***Pills! (White) -** Roll:
1-2: Cancel the effect of any loot card being played.
3-4: All other players discard 2 loot cards.
5-6: Nothing.

***Pills! (White with spots) -** Roll:
1-2: Reroll two of your items.
3-4: Reroll any item.
5-6: Reroll all of your items.
(Reroll = destroy an item and replace it with the top card of the treasure deck.)

Soul Heart - Prevent 2 damage to any player.

Two of Diamonds - Quadruple the number of cents a player has.

***? Card -** Doubling has no effect.

TAROT CARDS (BY NUMERAL)

O. The Fool - Doubling has no effect.

I. The Magician - Doubling has no effect.

II. The High Priestess - Choose a player or monster, then roll:
Deal damage to that target equal to 2 times the number rolled.

III. The Empress - A player gains +2 attack and +2 to all dice rolls till the end of turn.

IV. The Emperor - Look at the top 10 cards of the monster deck. Put 8 on the bottom of the deck and 2 back on top in any order.

V. The Hierophant - Prevent up to 4 damage dealt to a player or monster.

VI. The Lovers - A player gains +4 health till the end of turn.

VII. The Chariot - A player gains +2 attack and +2 health till the end of turn.

VIII. Justice - Doubling has no effect.