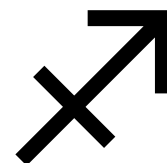
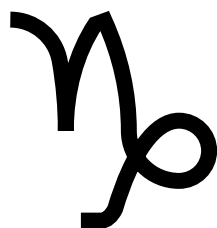
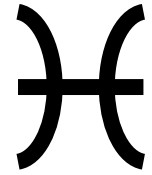
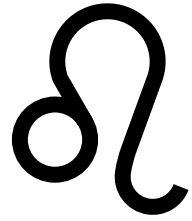
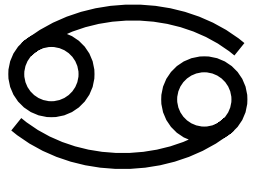
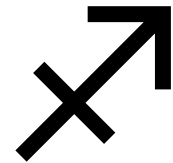
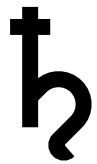


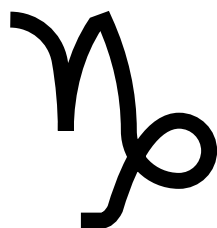
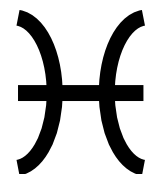
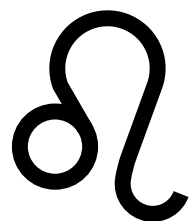
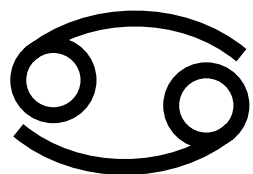
YOU (NOTES & SOULS)



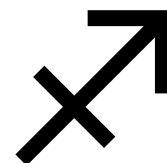


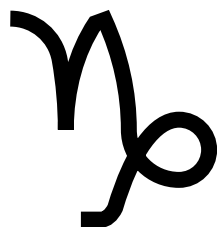
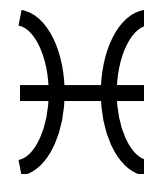
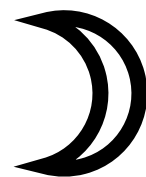
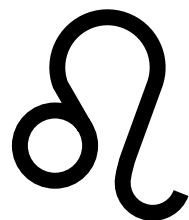
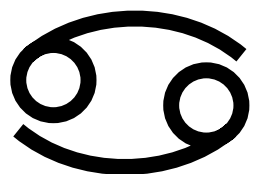
YOU (NOTES & SOULS)





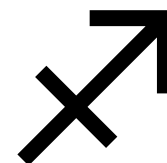
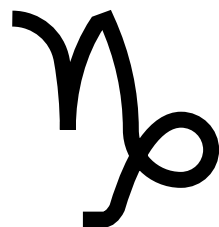
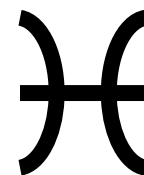
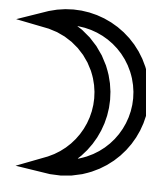
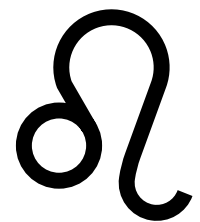
YOU (NOTES & SOULS)



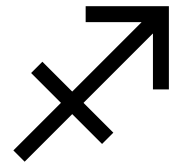
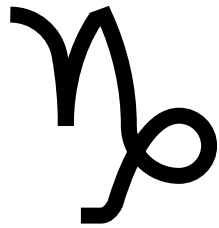
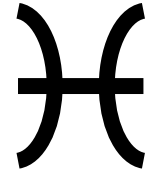
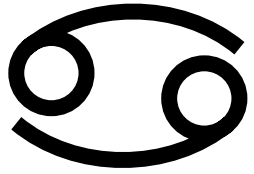


YOU (NOTES & SOULS)

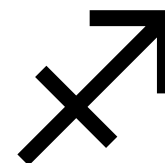
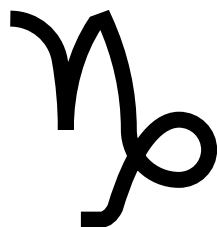
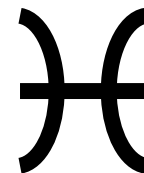
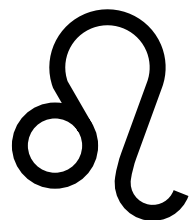
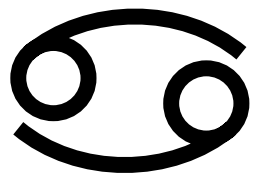
YOU (NOTES & SOULS)



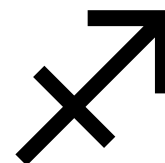
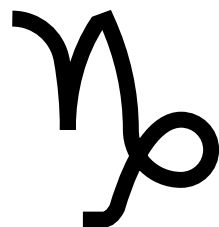
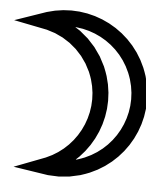
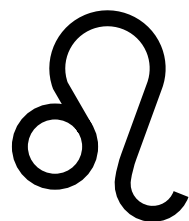
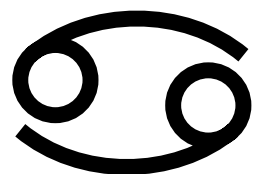
YOU (NOTES & SOULS)



YOU (NOTES & SOULS)



YOU (NOTES & SOULS)

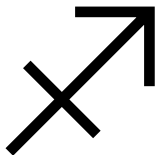


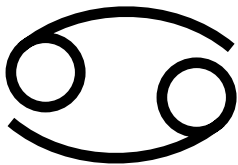


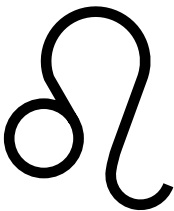
h

70

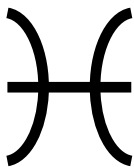














QUEER  
THROATSLITTING  
COLLECTIVE

“Our found family will find yours.”

QUEER  
THROATSLITTING  
COLLECTIVE

“Our found family will find yours.”

QUEER  
THROATSLITTING  
COLLECTIVE

“Our found family will find yours.”

QUEER  
THROATSLITTING  
COLLECTIVE

“Our found family will find yours.”

QUEER  
THROATSLITTING  
COLLECTIVE

“Our found family will find yours.”

QUEER  
THROATSLITTING  
COLLECTIVE

“Our found family will find yours.”

LEAGUE of  
INORDINATE  
REPROBATES

“Trouble caused is trouble reified.”

LEAGUE of  
INORDINATE  
REPROBATES

“Trouble caused is trouble reified.”



LEAGUE of  
INORDINATE  
REPROBATES

“Trouble caused is trouble reified.”

LEAGUE of  
INORDINATE  
REPROBATES

“Trouble caused is trouble reified.”

LEAGUE of  
INORDINATE  
REPROBATES

“Trouble caused is trouble reified.”

LEAGUE of  
INORDINATE  
REPROBATES

“Trouble caused is trouble reified.”

# CHURCH OF THE UNDYING ROSE

“Love heals all wounds, but  
we cause some of them.”

# CHURCH OF THE UNDYING ROSE

“Love heals all wounds, but  
we cause some of them.”

# CHURCH OF THE UNDYING ROSE

“Love heals all wounds, but  
we cause some of them.”

# CHURCH OF THE UNDYING ROSE

“Love heals all wounds, but  
we cause some of them.”



# CHURCH OF THE UNDYING ROSE

“Love heals all wounds, but  
we cause some of them.”

# CHURCH OF THE UNDYING ROSE

“Love heals all wounds, but  
we cause some of them.”

# VENGEFUL SACRIFICIUM

“Once burned, twice as petty.”

# VENGEFUL SACRIFICIUM

“Once burned, twice as petty.”

# VENGEFUL SACRIFICIUM

“Once burned, twice as petty.”

# VENGEFUL SACRIFICIUM

“Once burned, twice as petty.”

# VENGEFUL SACRIFICIUM

“Once burned, twice as petty.”

# VENGEFUL SACRIFICIUM

“Once burned, twice as petty.”



# YE BROTHERS JOYOUS

“Happiness, or oblivion.”

# YE BROTHERS JOYOUS

“Happiness, or oblivion.”

# YE BROTHERS JOYOUS

“Happiness, or oblivion.”

# YE BROTHERS JOYOUS

“Happiness, or oblivion.”

# YE BROTHERS JOYOUS

“Happiness, or oblivion.”

# YE BROTHERS JOYOUS

“Happiness, or oblivion.”

NIL

All players must immediately  
play a Stance card.

NIL

All players must immediately  
play a Stance card.



## CURIOSITY

All players holding at least one ♠ must raise their hands. You may swap any held Stance of yours for a ♠ of their choice.

## CURIOSITY

All players holding at least one ♠ must raise their hands. You may swap any held Stance of yours for a ♠ of their choice.

## CACOPHONY

All players must immediately reveal their Cacophony cards.

If there are 3 or fewer other Cacophony cards revealed, gain that many Souls. Otherwise, discard all your Action cards.

## CACOPHONY

All players must immediately reveal their Cacophony cards.

If there are 3 or fewer other Cacophony cards revealed, gain that many Souls. Otherwise, discard all your Action cards.

## CACOPHONY

All players must immediately reveal their Cacophony cards.

If there are 3 or fewer other Cacophony cards revealed, gain that many Souls. Otherwise, discard all your Action cards.

## CACOPHONY

All players must immediately reveal their Cacophony cards.

If there are 3 or fewer other Cacophony cards revealed, gain that many Souls. Otherwise, discard all your Action cards.

## CACOPHONY

All players must immediately reveal their Cacophony cards.

If there are 3 or fewer other Cacophony cards revealed, gain that many Souls. Otherwise, discard all your Action cards.

## CACOPHONY

All players must immediately reveal their Cacophony cards.

If there are 3 or fewer other Cacophony cards revealed, gain that many Souls. Otherwise, discard all your Action cards.



## CACOPHONY

All players must immediately reveal their Cacophony cards.

If there are 3 or fewer other Cacophony cards revealed, gain that many Souls. Otherwise, discard all your Action cards.

# MISERY

Persistent.

All other players discard  
2 Action cards. If Joy is  
in play, double this effect.

# MISERY

Persistent.

All other players discard  
2 Action cards. If Joy is  
in play, double this effect.

# JOY

Persistent.

You may play 2 Action cards immediately. If Misery has been played this round, you may play 3 Action cards immediately instead.

# JOY

Persistent.

You may play 2 Action cards immediately. If Misery has been played this round, you may play 3 Action cards immediately instead.

# IMPLOSION

Instant: At any point while  
a player is playing an Action.

Cancel the effects of  
another player's Action.

# IMPLOSION

Instant: At any point while  
a player is playing an Action.

Cancel the effects of  
another player's Action.

# IMPLOSION

Instant: At any point while  
a player is playing an Action.

Cancel the effects of  
another player's Action.



## THAT WHICH is UNSEEN

You may look at the Action draw deck. You may order it or shuffle it in any way you wish before putting it back.

## THAT WHICH is UNSEEN

You may look at the Action draw deck. You may order it or shuffle it in any way you wish before putting it back.

# PARANOIA

All players holding at least one ♡ must raise their hands. You may swap any held Stance of yours with a ♡ of their choice.

# PARANOIA

All players holding at least one ♡ must raise their hands. You may swap any held Stance of yours with a ♡ of their choice.

## DUPLICITY

You may swap two of  
your played Stance cards.

## DUPLICITY

You may swap two of  
your played Stance cards.

## BURNING TRUTH

Choose any player who must reveal their held Stance cards to everyone, then give that player this Burning Truth card instead of discarding it.

# LANDMINE

Instant: If a player tries to take or swap any of your held cards.

Negate that effect. The player must also discard all their Action cards.



# LANDMINE

Instant: If a player tries to take or swap any of your held cards.

Negate that effect. The player must also discard all their Action cards.

# TOXIC SHOCK

All other players must discard  
Action cards until they  
have one fewer than you.

# TOXIC SHOCK

All other players must discard  
Action cards until they  
have one fewer than you.

# SUBTERFUGE

You may look at the  
played Stance cards of  
any one other player.

# SUBTERFUGE

You may look at the  
played Stance cards of  
any one other player.

# FAMINE

Persistent.

While this card is in effect, no  
Action cards may be drawn.

# FAMINE

Persistent.

While this card is in effect, no  
Action cards may be drawn.

## ABUNDANCE

Remove Famine from play.

Draw as many Action cards as there are players, then give each player one card of your choosing.



## ABUNDANCE

Remove Famine from play.

Draw as many Action cards as there are players, then give each player one card of your choosing.

## ABUNDANCE

Remove Famine from play.

Draw as many Action cards as there are players, then give each player one card of your choosing.

## ABUNDANCE

Remove Famine from play.

Draw as many Action cards as there are players, then give each player one card of your choosing.

# AMNESIA

Remove all persistent  
Action cards from play.

# AMNESIA

Remove all persistent  
Action cards from play.

# HONESTY

You may turn any of your own  
played Stance cards face-up.

# HONESTY

You may turn any of your own  
played Stance cards face-up.

# FEAR

No effect. While you hold this card, you may not play any other Action cards.



# FEAR

No effect. While you hold this card, you may not play any other Action cards.

## LOVE

If another player has Love, they may reveal it and discard it, and you both gain 2 Souls. Only the first player to reveal will gain Souls. If no player reveals Love, you lose 2 Souls.

## LOVE

If another player has Love, they may reveal it and discard it, and you both gain 2 Souls. Only the first player to reveal will gain Souls. If no player reveals Love, you lose 2 Souls.

## LOVE

If another player has Love, they may reveal it and discard it, and you both gain 2 Souls. Only the first player to reveal will gain Souls. If no player reveals Love, you lose 2 Souls.

## LOVE

If another player has Love, they may reveal it and discard it, and you both gain 2 Souls. Only the first player to reveal will gain Souls. If no player reveals Love, you lose 2 Souls.

## LOVE

If another player has Love, they may reveal it and discard it, and you both gain 2 Souls. Only the first player to reveal will gain Souls. If no player reveals Love, you lose 2 Souls.

## TITHES

All players must give you one of their Action cards, of their choosing.

## TITHES

All players must give you one of their Action cards, of their choosing.



## PURIFICATION

All players, including yourself, must reveal one of their played Stance cards and then return it to their hand.

## PURIFICATION

All players, including yourself, must reveal one of their played Stance cards and then return it to their hand.

## PURIFICATION

All players, including yourself, must reveal one of their played Stance cards and then return it to their hand.

## PURIFICATION

All players, including yourself, must reveal one of their played Stance cards and then return it to their hand.

## TURNABOUT is FAIR PLAY

Instant: If an Action  
allows a player to take  
cards from your hand  
You may pick the card  
up and play it yourself  
immediately afterwards.

## TURNABOUT is FAIR PLAY

Instant: If an Action  
allows a player to take  
cards from your hand  
You may pick the card  
up and play it yourself  
immediately afterwards.

## SUCKER PUNCH

Instant: When a player plays a Stance against you Flip their Stance over and reveal it. If it is ♡, gain 1 Soul. If it is ♠, take 2 Souls from the player.

## SUCKER PUNCH

Instant: When a player plays a Stance against you Flip their Stance over and reveal it. If it is ♡, gain 1 Soul. If it is ♠, take 2 Souls from the player.



## SIDESWIPE

Instant: When you  
play an Action that  
targets another player

You may replay this  
Action against a different  
player afterwards.

## SIDESWIPE

Instant: When you  
play an Action that  
targets another player

You may replay this  
Action against a different  
player afterwards.

## SIDESTEP

Instant: When an  
Action targets you  
Deflect the effect of this Action  
to the player to your left.

## SIDESTEP

Instant: When an  
Action targets you  
Deflect the effect of this Action  
to the player to your left.

## CLIQUEY

Gain 1 Soul. All members of the Queer Throat-slitting Collective, except yourself, must reveal themselves.

## TATTLETALE

Gain 1 Soul. All members of the League of Inordinate Reprobates, except yourself, must reveal themselves.

# BOTANICAL ARSON

Gain 1 Soul. All members of  
the Church of the Undying  
Rose, except yourself,  
must reveal themselves.

## CYCLE of REVENGE

Gain 1 Soul. All members of the Vengeful Sacrificium, except yourself, must reveal themselves.



## VICIOUSNESS

Gain 1 Soul. All members of  
Ye Brothers Merry, except  
yourself, must reveal themselves.

## ALLEGATIONS

You may accuse another player of being a member of any group. If you are correct, they must reveal themselves and give you 2 Souls.

## ALLEGATIONS

You may accuse another player of being a member of any group. If you are correct, they must reveal themselves and give you 2 Souls.

# OPPORTUNISM

Instant: When a player is forced  
to reveal a card or their alliance  
Take 2 Souls from that player.

# OPPORTUNISM

Instant: When a player is forced  
to reveal a card or their alliance  
Take 2 Souls from that player.

# SAVOIR FAIRE

Instant: When a  
player draws an Action  
Take that Action for yourself,  
and draw another Action.

# SAVOIR FAIRE

Instant: When a  
player draws an Action  
Take that Action for yourself,  
and draw another Action.

# LOADSHEDDING

Persistent.

While this card is in effect,  
any effect that allows  
or forces a player to  
reveal a card is negated.



# LOADSHEDDING

Persistent.

While this card is in effect,  
any effect that allows  
or forces a player to  
reveal a card is negated.

# UNEXPECTED SURGE

Remove Loadshedding from play. The players with the most Action cards lose 2 Souls.

# UNEXPECTED SURGE

Remove Loadshedding from play. The players with the most Action cards lose 2 Souls.

## RALLYING CRY

Reveal one of your alliances.  
Other players in this alliance  
may also reveal themselves.

Each of you receives 1  
Soul per revealed player.

## SOLE SURVIVOR

Choose a player, who must reveal their alliance.

All other members of this alliance must reveal themselves and lose 1 Soul.

## POISON PILL

Instant: If this card gets passed to you by another player, you must play it

You must reveal 4 of your held Action cards.

## POISON PILL

Instant: If this card gets passed to you by another player, you must play it

You must reveal 4 of your held Action cards.



BARGAIN





BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN





BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN





BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN





BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN



BARGAIN





BARGAIN



BARGAIN



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL





BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL





BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL





BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL





BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



BETRAYAL



## SYMBIOSIS

♡: both players gain  
an additional 2 Soul.



## SYMBIOSIS

♡: both players gain  
an additional 2 Soul.



# EXCOMMUNICATION

This card must  
be played face-up.





# EXCOMMUNICATION

This card must  
be played face-up.



## QUID PRO QUO

At any time once played, this card can be flipped face-up to negate a player's Action.



## QUID PRO QUO

At any time once played, this card can be flipped face-up to negate a player's Action.



# ASSASSINATION

♥: the other player  
loses 2 additional Souls.



# ASSASSINATION

♥: the other player  
loses 2 additional Souls.



## FAIR DEAL

This card must  
be played face-up.



## FAIR DEAL

This card must  
be played face-up.



## COUP d'ETAT

If played against the  
player with the most Souls  
in the last round, they  
lose 2 additional Souls.





## COUP d'ETAT

If played against the  
player with the most Souls  
in the last round, they  
lose 2 additional Souls.



## CONTRACTUAL OBLIGATIONS

♠: the other player  
loses 3 Souls.



## CONTRACTUAL OBLIGATIONS

♠: the other player  
loses 3 Souls.



A TRUE NAME,  
SPOKEN SOFTLY



A TRUE NAME,  
SPOKEN SOFTLY



## PEACEKEEPING

♠: you may take all Action and Final cards of the other player.



## PEACEKEEPING

♠: you may take all Action and Final cards of the other player.



## “PEACEKEEPING”

♡: take all the Action  
cards of the other player.





## “PEACEKEEPING”

♥: take all the Action  
cards of the other player.



CAMERADERIE



CAMERADERIE



## BITTER TASTE

The other player must also redraw all their ♥ cards at the beginning of the next round.



## BITTER TASTE

The other player must also redraw all their ♥ cards at the beginning of the next round.



## LOVE-TACKLE

If a player reveals this card during the game, it is flipped face-up, and they must give you all their Action cards.



## LOVE-TACKLE

If a player reveals this card during the game, it is flipped face-up, and they must give you all their Action cards.



## THROWN to the LAMPREYS

This card must be played face-up and cannot be moved or interacted with. The player this card is played against must immediately play 2 of their Stance cards.





## THROWN to the LAMPREYS

This card must be played face-up and cannot be moved or interacted with. The player this card is played against must immediately play 2 of their Stance cards.



## QUISLING

♥: both players gain  
an additional 2 Souls.



## QUISLING

♥: both players gain  
an additional 2 Souls.



## TRUE LOVE

If this card is ♡ with another True Love, you do not lose any base Souls from ♠ in this round.



## TRUE LOVE

If this card is ♡ with another True Love, you do not lose any base Souls from ♥ in this round.



## TRUE LOVE

If this card is ♡ with another True Love, you do not lose any base Souls from ♥ in this round.



## ZERO SUM

Completely negate the Souls  
gained or lost by both  
players in this interaction.



## ZERO SUM

Completely negate the Souls  
gained or lost by both  
players in this interaction.





## SONNET

If this is played ♥♠,  
you may sing a song  
to avoid losing Souls.



## SONNET

If this is played ♥♠,  
you may sing a song  
to avoid losing Souls.



## HOSTILE TAKEOVER

Gain 1 Soul for every  
♡ you have played.



## HOSTILE TAKEOVER

Gain 1 Soul for every  
♡ you have played.



the SUBLIME



the SUBLIME



NIHILISM



NIHILISM





## GATEKEEPING

♥: The other player must reveal themselves if they are a member of the Queer Throat-slitting Collective.



## RATTED OUT

♥: if either player is a member of the League of Inordinate Reprobates, they must reveal themselves. If both are members, ♥ loses 3 extra points.



## CORPSES for ROSES

♠: If you are a member of the Church of the Undying Rose, you may reveal yourself and gain 4 Souls.



## BLOOD PRICE

The other player must reveal all their alliances. If they are in the Vengeful Sacrificium, you lose 2 Souls.



## JAUNTY TUNE

If either player is a  
member of Ye Brothers  
Merry, they may reveal  
themselves and gain 1 Soul.

0

## ENTROPY

Cancel the effects of all  
Final cards this round.

1

## CURSED DECK

Swap two played Stance cards between any two players other than yourself.

2

## STOIC HYMNAL

Your Stance cards cannot  
be changed by any future  
Final effects this round.



3

## VOW of VENGEANCE

If you have played a ♥♣,  
you may take all their held  
Action and Final cards.

## ACT of PENANCE

If you have played a ♠, you may change your stance to a ♥, if you are holding one. If you do so, the other player gains 2 extra Souls.

5

## LORD of the PIT

Gain 3 Souls for every time you  
have played a ♠ in this round.

6

## PIETY

Gain 3 Souls for each of  
your ♠ in this round.

7

## PERJURY

Replace one of your played  
Stance cards with one of the  
opposite Stance, if you hold one.

## MARTYRDOM

Choose another player.  
Both of you lose 5 Souls. If  
you are already the player  
with the lowest score before  
losing these Souls, only the  
other player loses 5 Souls.

9

## PANTHEON

If more than half the Final cards have already been resolved, gain 3 Souls. Otherwise, lose 1 Soul.

10

the ABYSS

The player of the next Final  
to resolve loses 4 Souls.



11

## FLAGELLATION

Lose 3 Souls. You may not lose any further Souls this round, for any reason.

12

## CHAOS

Pick up 4 played Stance cards, shuffle them, and randomly deal them back to where they were taken from before revealing them.

13

## FUNERAL PYRE

Take 3 Souls from one player, and give 3 Souls to a player other than yourself.

14

## INTERREGNUM

Choose another player. All other players vote for you, or for the other player. If you win a majority of votes, take 3 Souls from the other player. If you do not, give 3 Souls to them.

15

P'Zea-ia-Gwlfth

If this is the last Final  
to resolve, gain 5 Souls.

16

## ANARCHY

Every player gains 1 Soul for every ♡ they have played.  
You gain an extra Soul for each ♡ you have played.

17

## BURNT OFFERINGS

You may ignore any Souls  
lost due to any one ♠.

18

## MÓRRÍGAN

Gain 1 Soul for every  
♥♠ in this round.



19

## SACRIFICE

Gain 3 Souls and discard all of  
your Action and Final cards.

20

## CONTRITION

Ask a player you have played  
a ♠ against if they forgive  
you. If they do, you gain 3  
Souls, and they gain 1 Soul.

21

## HAND STUFF, UNDER THE TABLE

For each ♡ you have played,  
gain 1 Soul, and you may  
replace any played ♠  
with a ♠ from your hand.

100

## FINAL RITES

Select up to 2 pairs of ♥♠ and swap them. You may only select 1 interaction per player.