

MYTHOS

Roll under MYTHOS to grab an enemy smaller than a truck in Melee range, then immediately:

Catch! Throw them at another enemy. Both enemies take 1/2 DAMAGE and are knocked back.

6 Ft Under: Smash them into the ground. They take MYTHOS damage, and only attack you.

Space Oddity: Launch the enemy impossibly high into the air. They don't land until the end of your next turn and take 5 damage.

Hey Batter: Toss them towards an ally, who may immediately attack with their weapon (They don't need to roll).

ACCURACY

Roll under Accuracy to attack with your Weapon.

Whatever: Anything that you grab and wield becomes a deadly weapon.

Barbed Chain: Attack an enemy at Shout range, and yank them into melee range.

Chaos Axe: Roll two dice added together and deal that amount of damage.

CloudBuster: This hilariously oversized weapon hits all targets in melee range. Attacks deal 1/2 DAMAGE.

DEFENSE

Gain a powerful Bonus. These Bonuses are in effect until this card changes.

You can grab, throw, or grapple anything slightly larger than a school bus.

You always deal at least 6 damage and can't take less than 4 damage

When you attack an enemy larger than a school bus with your weapon, you can't miss.

When you Sprint in a straight line, smash through anything in your way, dealing 4 damage to whatever you hit.

DAMAGE

Flaws negatively affect you. Learn to work around them.

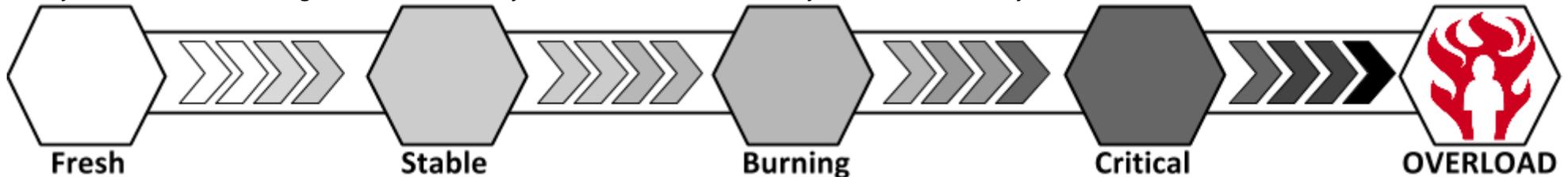
Proud: You don't need help from anyone! You refuse any and all assistance from your allies.

Hot-Headed: Whenever you take damage, move down the Stability Track. You can overload this way.

Merciful: There's a soft spot in that heart of yours. You refuse to kill, and cannot reduce an enemy below 1 HP.

Annoying: All enemies within Melee range are only interested in attacking you.

Move your token or coin along the track after every **Action** or **Reaction**. When you **Overload**, clear your Mat, and reset to "Fresh".



Actions you can take on your turn

- ▶ Attack with **Weapon** (Roll ACCURACY)
- ▶ **Grab** an Enemy (Roll MYTHOS)
- ▶ **Sprint:** Move up to Shout Range
- ▶ **Vent:** Discard 2 cards from your Mat, place 2 in bottom of Deck. Draw 4 cards, set to Fresh. Protected until next turn.

Reactions to a Threat

- ▶ **Dodge:** Roll under DEFENSE, avoid all damage
- ▶ **Block:** Reduce damage taken by DEFENSE
- ▶ **Take the Hit:** Full damage, don't move tracker

Face Card Values

Ace: 8
Jack: 9
Queen: 10
King: 11



Is it heavy? I throw it. Is it solid? I smash through it. Are they many? LET THEM COME.
 I toss my foes, smash the earth, and split the sky asunder. **I am the Brute!**

MYTHOS

Spend one turn preparing a trap, And your next turn unleashing it. Traps don't miss, no rolls required.

Delayed Trap: Trap damage depends on when you unleash:

-  *Fresh:* 12 damage
- Stable:* 14 damage
- Burning:* 16 damage
- Critical:* 18 damage

 **Stable Trap:** Deal MYTHOS + 5 damage, reset your Track to Stable.

 **Dark Trap:** Catches 2 enemies in Shout range, dealing MYTHOS damage to both.

 **Shadow Trap:** Appear anywhere there is shadow, deal damage equal to DAMAGE or MYTHOS.

ACCURACY

Roll under Accuracy to attack with your Weapon.

 **First Strike Slicer:** If this is the first attack made against an enemy, it deals 9 damage.

 **Backstab Bleeder:** If target has not yet attacked you, deal an additional 4 damage.

 **Late Blade:** Deals an additional 5 damage if you act last in this round.

 **Royal Stiletto:** Deal an additional 2 damage for every Face card on your Mat.

DEFENSE

Gain a powerful Bonus. These Bonuses are in effect until this card changes.

 Your Traps do not take a turn to prepare, but require you to roll a 5 or lower to unleash.

 After you prepare a Trap, you cannot be seen until you cause harm to an enemy.

 Take your action at any time in the turn order. You may even interrupt an enemy.

 When you deliver the killing blow to a foe, all allies recover 2 cards.

DAMAGE

Flaws negatively affect you. Learn to work around them.

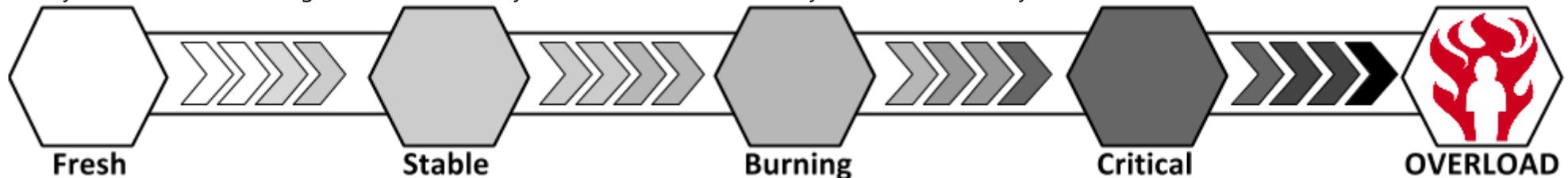
 **Gambler:** For any attack or ability, rolling a 6, 7, 8 is a success. Rolling anything else is a failure.

 **Rebel:** All face cards have a value of 4 for you.

 **Prolific:** After you attack an enemy, you must attack a different enemy next, if possible.

 **Showoff:** If your attack or Trap would not kill an enemy, then it does 4 less damage.

Move your token or coin along the track after every **Action** or **Reaction**. When you **Overload**, clear your Mat, and reset to "Fresh".



Actions you can take on your turn

- ▶ Attack with **Weapon** (Roll ACCURACY)
- ▶ Prepare, Unleash a **Trap** (2 Turns)
- ▶ **Sprint:** Move up to Shout Range
- ▶ **Vent:** Discard 2 cards from your Mat, place 2 in bottom of Deck. Draw 4 cards, set to Fresh. Protected until next turn.

Reactions to a Threat

- ▶ **Dodge:** Roll under DEFENSE, avoid damage
- ▶ **Block:** Reduce damage taken by DEFENSE
- ▶ **Take the Hit:** Full damage, don't move tracker

Face Card Values

- Ace:** 8
- Jack:** 9
- Queen:** 10
- King:** 11



Sneak

Patience and darkness are my allies. By the time you see me, my blades will be in your back. And if you step into one of my traps, then we'll never meet at all. No introduction is necessary, for **I am the Sneak!**

MYTHOS

Roll under MYTHOS to use these Abilities

-  **Careful Aim:** No Roll Required. Deal ½ MYTHOS damage to an enemy in Shout range.
-  **Cupid's Crossbow:** Target an ally in Shout range. That ally immediately recovers 4 cards.
-  **Aggressive Shot:** A lance of energy hits a foe in Shout range. That target immediately turns and attacks the closest creature to it.
-  **Wide Spread Pain:** Inflict ½ MYTHOS damage on up to 3 enemies in Sight range.

ACCURACY

Roll under Accuracy to attack with your Weapon.

-  **Light Bow:** Attack an enemy in Sight range. If this longbow is upgraded by Wind, it deals 10 damage.
-  **Shotgun:** Only has two shots. Each shot deals 6 damage. Both shots can be fired at once.
-  **Rapid Bolter:** Fire 3 shots, each doing 2 damage. Split shots between any number of targets in Shout range.
-  **Ghost Rifle:** You can target and hit enemies in Shout range through any wall or material.

DEFENSE

Weapon Elemental Bonus
(Doesn't affect Mythos abilities)

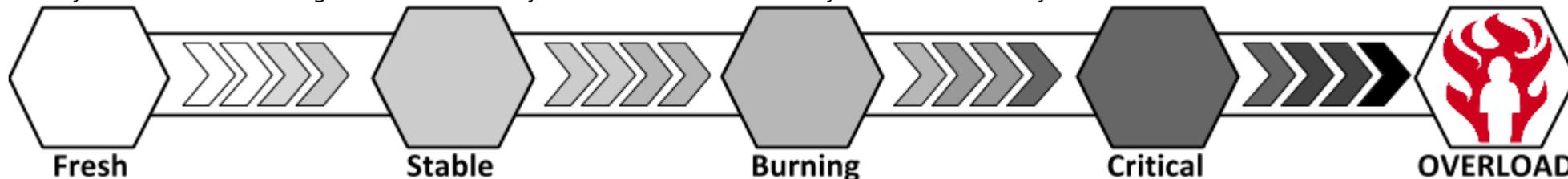
-  Shots explode in a ball of **Fire**, knocking back everything in melee range of the target. Knocks back up to Shout range.
-  Shots cover targets with **Earth** sludge, pinning them in place until your next turn.
-  Your shots ride the **Wind**, increasing their range one tier.
-  Your shots freeze foes with **Ice**. The next attack made against that foe deals an additional 4 damage.

DAMAGE

Flaws negatively affect you. Learn to work around them.

-  **Stubborn:** You pride yourself on your skill with ranged weapons, and refuse to move.
-  **Confused:** You must roll your dice OVER slot values, instead of under them.
-  **Feel Lucky?** When you roll a 5 or a 6, you Overload immediately.
-  **Lazy:** Why do all the work when other people can do it? You go last in the turn order each round.

Move your token or coin along the track after every **Action** or **Reaction**. When you **Overload**, clear your Mat, and reset to "Fresh".



Actions you can take on your turn

- ▶ Attack with **Weapon** (Roll ACCURACY)
- ▶ Use a **Mythos** ability (Roll MYTHOS)
- ▶ **Sprint:** Move up to Shout Range
- ▶ **Vent:** Discard 2 cards from your Mat, place 2 in bottom of Deck. Draw 4 cards, set to Fresh. Protected until next turn.

Reactions to a Threat

- ▶ **Dodge:** Roll under DEFENSE, avoid damage
- ▶ **Block:** Reduce damage taken by DEFENSE
- ▶ **Take the Hit:** Full damage, don't move tracker

Face Card Values

Ace: 8
Jack: 9
Queen: 10
King: 11



My eyes are sharp, my hands are steady, and my aim is true. I wield a variety of ranged weapons, and deal death from afar. With a freezing chill or a fiery explosion my shots channel the elements. **I am the Hunter.**

MYTHOS

Roll under MYTHOS to Toss a Drink you have access to

♣ Underhand: Toss two Drinks to two targets in Melee range. *(You count as a target)*

♦ Happy Hour: Throw a Drink to all targets in Shout range. You must throw the same kind of Drink to all targets.

♥ Relief Pitcher: Replace one of the cards on your Mat with a card from your Discard pile. Then throw one Drink to any target in Shout range.

♠ WHAT ARE YOU DOING!?
Combine tea and beer into a new Drink that **only** deals 10 damage. Throw at a target in Shout range. If you fail this roll, suffer 2 damage.

ACCURACY

Roll under Accuracy to attack with your Weapon

♣ Stirring Staff: Your staff has some leftovers. Attacks also deal effects of one of your Drinks.

♦ Bouncing Barrel: When you hit with this weapon, you can't be attacked until the next round.

♥ Molotov: A target in Shout range suffers full DAMAGE. All enemies in melee range of the target suffer 2 damage.

♠ Side Effects: Draw a card, deal damage equal to its value to a foe in Shout range. Replace a card on your mat with this card.

DEFENSE

You always have access to at least 2 kinds of Drinks

♣ Jasmine Tea Target gains 4 health.
Amber Ale Target takes 4 damage.

♦ Jade Tea Next damage taken is halved.
Puerh Tea Ally sets Track to "Stable".

♥ Earl Grey Tea Target's next attack won't miss.
Irish Stout Sets the target's Mythos to 2 until their next turn.

♠ Pale Lager Target can't move until attacked.
Sticky Ale The target immediately panics and attacks the closest target.

DAMAGE

Flaws negatively affect you. Learn to work around them.

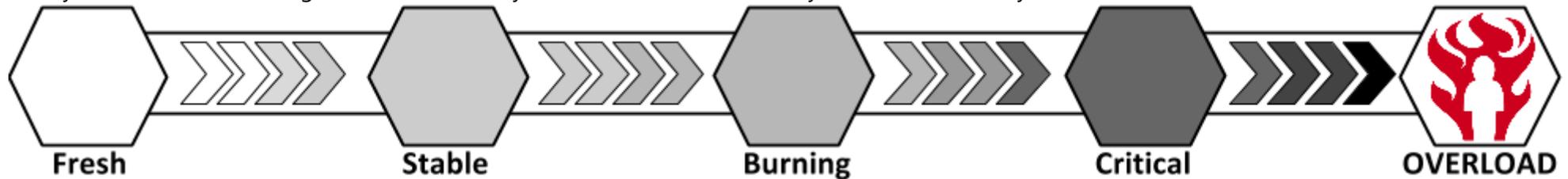
♣ Caffeinated: Move the tracker twice for every Action, once for every Reaction.

♦ Mad Scientist: You gain access to ALL Drinks, but you take 2 damage when you toss one.

♥ Thirsty: If you ever fail a roll, then you immediately take a swig from both Drinks.

♠ Bathroom Break: After an ally drinks one of your Drinks, they must immediately switch 2 cards on their mat.

Move your token or coin along the track after every **Action** or **Reaction**. When you **Overload**, clear your Mat, and reset to "Fresh".



Actions you can take on your turn

- ▶ Attack with **Weapon** (Roll ACCURACY)
- ▶ Toss **Drinks** (Roll MYTHOS)
- ▶ **Sprint:** Move up to Shout Range
- ▶ **Vent:** Discard 2 cards from your Mat, place 2 in bottom of Deck. Draw 4 cards, set to Fresh. Protected until next turn.

Reactions to a Threat

- ▶ **Dodge:** Roll under DEFENSE, avoid damage
- ▶ **Block:** Reduce damage taken by DEFENSE
- ▶ **Take the Hit:** Full damage, don't move tracker

Face Card Values

Ace: 8
Jack: 9
Queen: 10
King: 11



If you're lucky, then the jar I'm tossing to you is full of life-giving tea. If not, then rest assured my deadly beers will solve ALL of your problems. Now lie back and drink deep. **I am the Brewer!**

MYTHOS

When attacked, roll under MYTHOS to use one of the Reactions below instead of Dodge or Block

-  **Enter the Arena:** Suffer ½ damage and transport both you and your attacker to an ethereal dueling arena. The survivor returns to the real world.
-  **Ace in the Hole:** Suffer ½ damage and flip over a card on your Mat. That card has a value of 10 and counts for any suit.
-  **Mark Target:** Suffer ½ damage, and then deal ½ MYTHOS damage to that enemy. They are your new Rival.
-  **Crush Counter:** If your Rival attacks you, suffer full damage, and then deal twice the damage taken.

ACCURACY

Roll under Accuracy to attack with your Weapon

-  **Dual Blades:** You may attack up to 2 targets in melee range, dealing ½ DAMAGE to each.
-  **Sword Breaker:** Target's next attack deals ½ damage.
-  **Seeking Sabre:** This sword, when thrown will always hit the enemy with the most HP in Shout range. No roll required.
-  **Blink Dagger:** Teleport next to your rival, and deal full DAMAGE.

DEFENSE

After you Vent or Overload, pick a foe to be your Rival

If you kill your Rival, you gain an immediate benefit

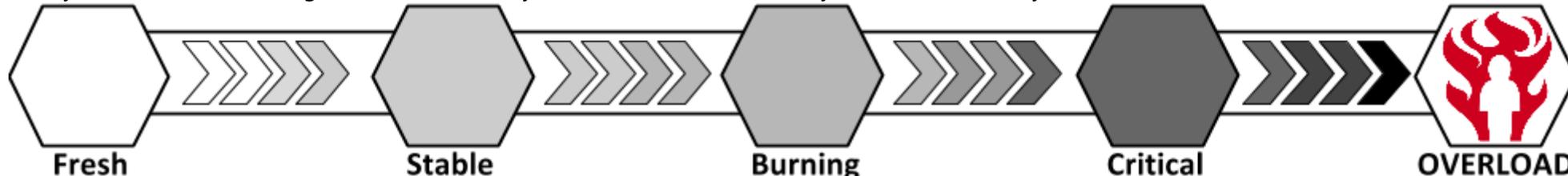
-  **Repetitive Fury:** Immediately flip over a card on your Mat. That card has a value of 10 and counts for any suit.
-  **Second Wind:** Immediately set your Track to "Fresh".
-  **High Combo:** Immediately deal ½ DAMAGE to the closest enemy. They are your new Rival.
-  **Round 2:** Immediately recover two cards.

DAMAGE

Your Rival gains a new bonus when this card changes

-  **White Whale:** Your Rival immediately gains 10 health. *Health remains even when this card changes.*
-  **Enraged:** Your Rival deals an additional 3 damage with all of its attacks. *Doesn't stack.*
-  **Ex-Best Friend:** You cannot deal more than 7 damage to your Rival per round.
-  **They're Mine!** If your rival dies by any other hand but yours, suffer 10 damage.

Move your token or coin along the Track after every **Action** or **Reaction**. When you **Overload**, clear your Mat, and reset to "Fresh".



Actions you can take on your turn

- ▶ Attack with **Weapon** (Roll ACCURACY)
- ▶ **Sprint:** Move up to Shout Range
- ▶ **Vent:** Discard 2 cards from your Mat, place 2 in bottom of Deck. Draw 4 cards, set to Fresh. Protected until next turn.

Reactions to a Threat

- ▶ **Dodge:** Roll under DEFENSE, avoid damage
- ▶ **Block:** Reduce damage taken by DEFENSE
- ▶ **Take the Hit:** Full damage, don't move tracker
- ▶ Use a **Mythos Reaction** (Roll under MYTHOS)

Face Card Values

- Ace:** 8
- Jack:** 9
- Queen:** 10
- King:** 11



No man or monster can stand against me in honorable combat. If you face me alone, then you are already dead. When the sounds of battle die down, and the dust settles, only I shall remain. **I am the Duelist!**

MYTHOS

Roll under MYTHOS to use these Abilities. Afterward, discard this card, draw another to replace it.

-  **Charge Up:** All allies and enemies suffer 4 damage. All allies recover 4 cards, and place them on the TOP of their deck.
-  **Mythos Missile:** Deal MYTHOS +5 damage to the enemy with the highest Mythos.
-  **Succor:** One ally and one enemy both gain MYTHOS health.
-  **Fresh Start:** Deal MYTHOS damage to an enemy. All allies immediately set their stability track to "Stable".

ACCURACY

Roll under ACCURACY to use these Abilities

-  **Chain Lightning:** Attack any number of enemies in Shout range, splitting your DAMAGE between them. *Damage need not be split equally.*
-  **Sympathetic Link:** Create a link between two targets. Any damage that either target takes is split between the two of them.
-  **+1d6:** Deal ½ DAMAGE to an enemy. If this hits, roll a die, deal that much extra damage.
-  **Friend Bomb:** Target an ally. They Vent, deal ½ DAMAGE to all foes in melee range of that ally.

DEFENSE

Gain a magical bonus in the form of a familiar

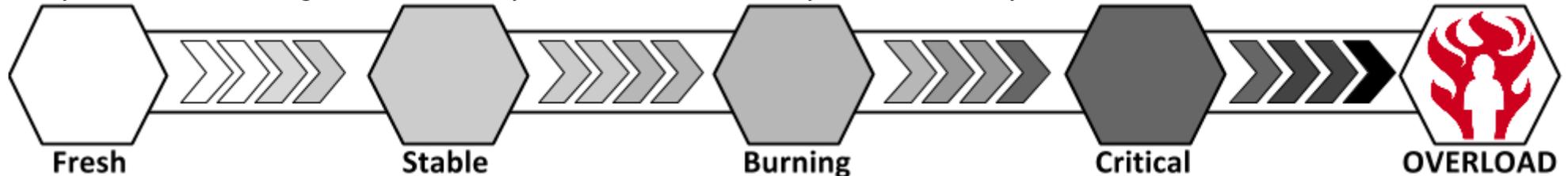
-  **Hungry Crow:** At the start of your turn, you may suffer 2 damage to set all slots to 10 until the end of this round.
-  **Wizard Lizard:** At the end of your turn, lizard deals 2 damage to all targets in melee range.
-  **Solid Snake:** When you block, both you and the enemy suffer any remaining damage.
-  **Energy Owl:** At the end of your turn, suffer 2 damage, and then recover 2 cards.

DAMAGE

Flaws negatively affect you. Learn to work around them.

-  **Ritualistic:** When you next Overload or Vent, place your cards down in the order drawn, from Mythos to Damage.
-  **Fifth:** You suffer 1 damage for every 5 damage you inflict.
-  **Superstitious:** After every action or reaction you must switch two of the cards on your Mat.
-  **Frailty:** Your body is frail, and you cannot dodge attacks, nor can you sprint.

Move your token or coin along the track after every **Action** or **Reaction**. When you Overload, clear your Mat, and reset to "Fresh".



Actions you can take on your turn

- ▶ Use an **Accuracy** ability (Roll ACCURACY)
- ▶ Use a **Mythos** ability (Roll MYTHOS)
- ▶ **Sprint:** Move up to Shout Range
- ▶ **Vent:** Discard 2 cards from your Mat, place 2 in bottom of Deck. Draw 4 cards, set to Fresh. Protected until next turn.

Reactions to a Threat

- ▶ **Dodge:** Roll under DEFENSE, avoid damage
- ▶ **Block:** Reduce damage taken by DEFENSE
- ▶ **Take the Hit:** Full damage, don't move tracker

Face Card Values

- Ace:** 8
- Jack:** 9
- Queen:** 10
- King:** 11



I know all secrets, both ancient and modern. Heat, energy, motion, gravity, and more are unraveled within my mind. I know them as well as I know myself. Soon my foes will know this also: **I am the Magus!**

MAIN SLOT

The Suit of this card determines your Form. The Value replaces "X".

You only have one Slot. After you Overload, draw three cards, place one, discard the others.

Special Ability

Roll under Mythos to use

Attack Appendage

Roll under Accuracy to use

Flaws negatively affect you. Learn to work around them.



Bear

Mythos: 7 Defense: 9
Accuracy: X Damage: 3

Teddy-Tanky Bear: The closest enemy immediately attacks you, dealing full damage. An ally then recovers 10 cards.

Claws: Your claws send foes flying up to shout range, dealing an additional 4 damage if they strike a solid object. The object is then destroyed.

Big Target: You cannot dodge, only block.



Wolf

Mythos: X Defense: 6
Accuracy: 5 Damage: 8

Personal Space: Howl loudly, blasting all allies away from you up to shout range. Recover 2 cards for every ally blasted.

Paws: As long as no allies are in melee range, your attacks don't miss.

Loner: Being alone has its downsides. Allies cannot buff or heal you.



Cobra

Mythos: 6 Defense: X
Accuracy: 10 Damage: 3

Late to Their Own Funeral: Spray venom at a foe in Shout range. They take 10 damage at the end of their next turn.

Super Fang: Your strikes cut an enemy's remaining health in half.

Slippery: You rely on your speed, and can't Block.



Spider

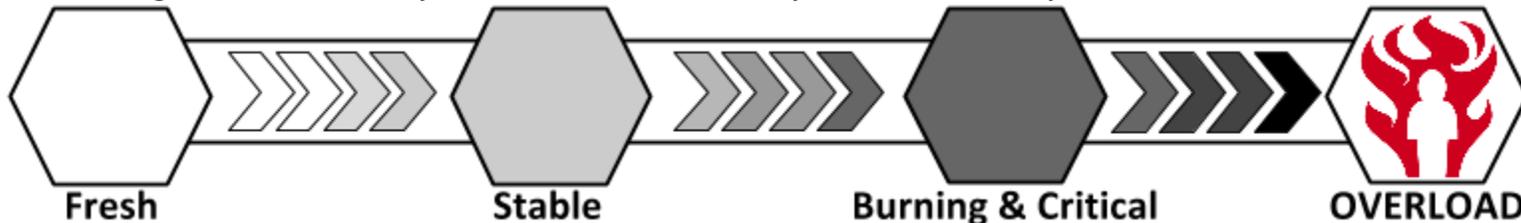
Mythos: 7 Defense: 6
Accuracy: 6 Damage: X

Spider Goo: Cover an enemy with sticky goo. They can't move during their next turn, and suffer 6 damage.

Gross Hairy Legs: If your attack reduces an enemy to 6 or less health, they give up and run away screaming.

Eye Can't Even: When you fail an attack, it hits a nearby ally, dealing 5 damage.

Move your token or coin along the track after every **Action** or **Reaction**. When you Overload, clear your Mat, and reset to "Fresh".



Actions you can take on your turn

- ▶ Attack with **Appendage** (Roll ACCURACY)
- ▶ Use **Special Ability** (Roll MYTHOS)
- ▶ **Sprint:** Move up to Shout Range

You cannot Vent.

Reactions to a Threat

- ▶ **Dodge:** Roll under DEFENSE, avoid damage
- ▶ **Block:** Reduce damage taken by DEFENSE
- ▶ **Take the Hit:** Full damage, don't move tracker

Face Card Values

Ace: 8
Jack: 9
Queen: 10
King: 11



The strength of the bear, ferocity of the wolf, poison of the cobra, and cleverness of the spider are mine to command. Fear my terrible forms, for **I am the Shifter!**



Ancient Power

Play as a minor god, spirit, or power that aids the players. Although you aren't a player, you can still influence the battle! Don't be a jerk. Sometimes you have to play a Curse to make room in your hand; but don't forget that your main job is to support the players!

Choose

Your Craving

As soon as you get your Mat, draw 4 cards from your deck and hold them in your hand.

Your max hand size is 6. If you already have 6 cards in your hand, you can't draw any more cards.

Pick one of the Four Natures:

- Growth** – At the beginning of each Round, draw two cards.
- Chaos** – Draw a card whenever:
 - Something deals 10+ dmg
 - Something dies
 - A Hero Overloads
 - A Hero rolls a Critical
- Loss** – Draw a card whenever a player discards a Face Card.
- Balance** – Your max hand size is four instead of the usual six. After you play a card, you may immediately draw another one.

You have no "health"

You do have your own deck of cards.

At any time, you can play cards for immediate effects.

Combos:

Cards must be played all at once to activate a combo.

- **Three of a kind (ex. 9,9,9)**
All Heroes recover 4 cards.
- **Three in a row (ex. 6,7,8)**
All Heroes have +2 to their slots for the rest of the current round.
- **One of each suit (ex. ♥♦♠♣)**
For one round, give a Hero access to ALL of their suits. (Flaws not included)
- **Two Pair (ex. 3,3,K,K)**
Teleport a Hero to anywhere on the battlefield.
- **Single Pair (ex. 5,5)**
Set a Hero's track to "Fresh".
- **Single Card (ex. 10)**
See the column to the right.

Singles:

You can play some cards on their own for reduced effects.

♥ Heart

A Hero of your choice recovers 1 card.

♠ Spade

Deal 2 damage to an enemy.

♦ Diamond

Look through your Deck, and move a card of your choice to the top of the Deck.

♣ Club

You cannot play a single Club. See the column to the right for more info about Clubs.

Clubs Are Curses!

Get Rid of Them!

If you can get rid of clubs as part of another combo, they have no effect. Otherwise, they'll fill up your hand. The more you play at once, the less powerful the curses are.

1 Club ♣

You cannot play a single Club.

2 Clubs ♣♣

All Heroes must immediately make a Mythos roll, or else they suffer 4 damage. Draw 2 cards.

3 Clubs ♣♣♣

All enemies gain 5 HP. Draw 3 cards.

4 Clubs ♣♣♣♣

Nothing happens. Curse averted. Draw 4 cards.