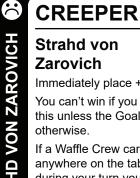


CREEPER Dendar the Night Serpent Immediately place + redraw You can't win if you have this unless the Goal says otherwise. If Evelyn is anywhere on the table, during your turn you may dicard both Evelyn and this.



Zarovich Immediately place + redraw You can't win if you have this unless the Goal says otherwise.

If a Waffle Crew card is anywhere on the table, during your turn you may dicard both one Waffle Crew card and this.





















MAEGARA

CREEPER

Maegara

Immediately place + redraw
You can't win if you have

this unless the Goal says otherwise.

If the Iron Flask is anywhere on the table, during your turn you may dicard both it and this.



CREEPER

Acererak

Immediately place + redraw

You can't win if you have this unless the Goal says otherwise.

If a Waffle Crew card is anywhere on the table, during your turn you may dicard both one Waffle Crew card and this.



CREEPER

Klauth

otherwise.

Immediately place + redraw You can't win if you have this unless the Goal says

If Bag of Nails is anywhere on the table, during your turn you may dicard both it and this.



CHRIS PERKINS

CREEPER

Chris Perkins

Immediately place + redraw

You can't win if you have this unless the Goal says otherwise.

During your turn you may dicard this and make every player discard one played card of your choice.



RICHTEN

RUDOLPH VAN

CREEPER

Rudolph van Richten

Immediately place + redraw

You can't win if you have this unless the Goal says otherwise.

If Paultin is anywhere on the table, during your turn you may dicard both Paultin and this.



CREEPER

Izek Strazni

Immediately place + redraw

You can't win if you have this unless the Goal says otherwise.

If Strix is anywhere on the table, during your turn you may dicard both Strix and this.



SHEMESHKA

CREEPER

Shemeshka

Immediately place + redraw

You can't win if you have this unless the Goal says otherwise.

If Diath is anywhere on the table, during your turn you may dicard both Diath and this.



CREEPER

The Soulmonger

Immediately place + redraw

You can't win if you have this unless the Goal says otherwise.

During your turn you may discard this card and place any two Keeper cards from the dicard pile into your hand.



CREEPER

Duke Zalto

Immediately place + redraw

You can't win if you have this unless the Goal says otherwise.

If Maegara is anywhere on the table, during your turn you may dicard both Maegara and this.









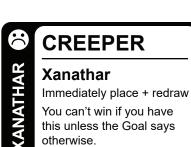




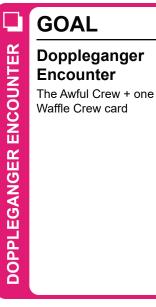




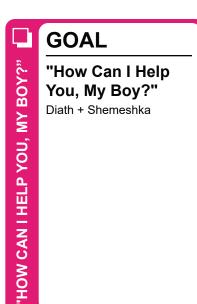


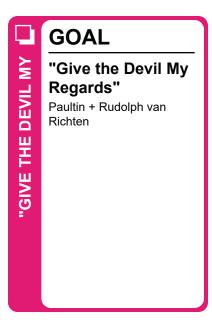


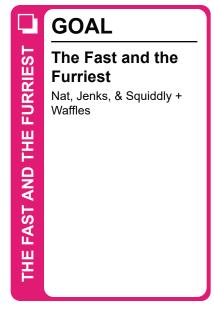
If a Waffle Crew card is anywhere on the table, during your turn you may dicard both one Waffle Crew card and this.

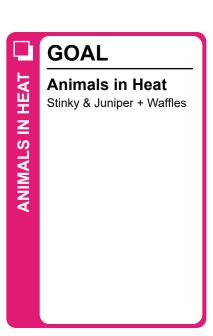


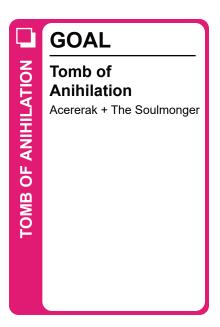
























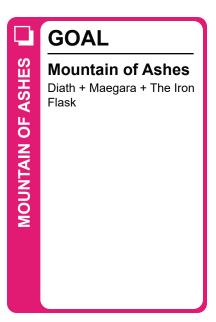


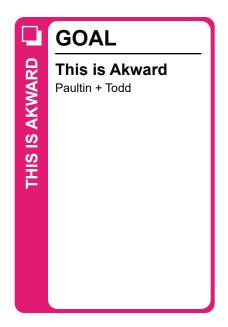


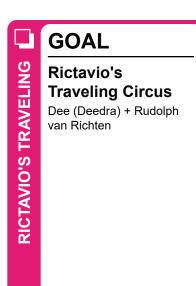


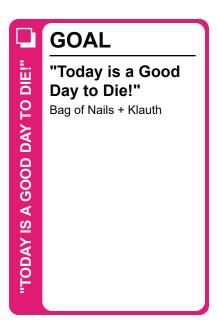


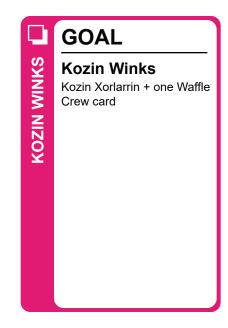






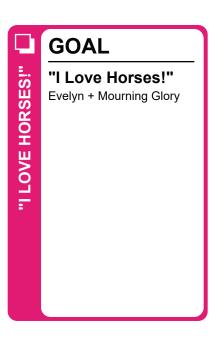




















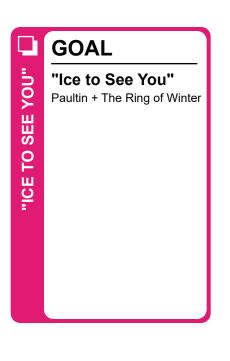


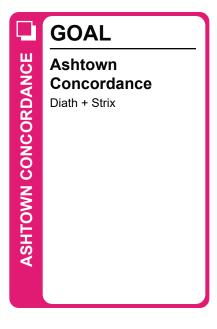


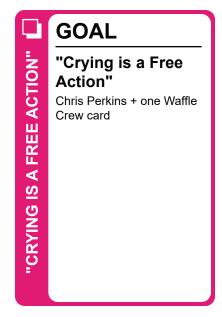


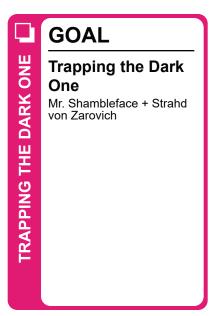


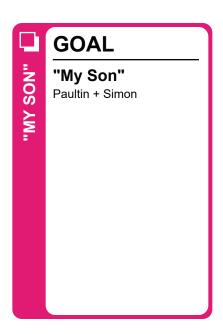


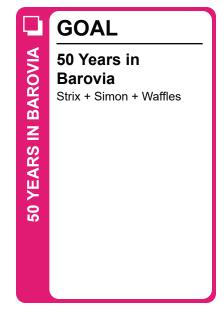


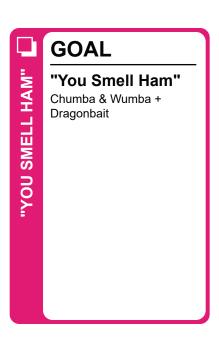
























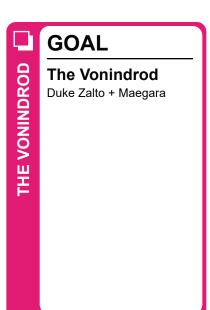


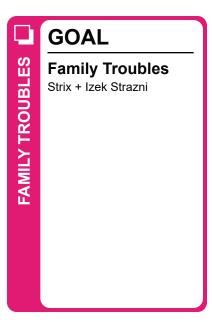


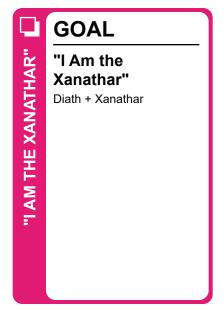




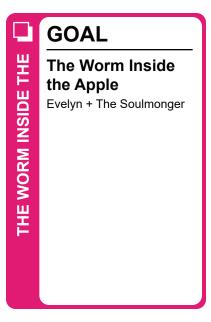














ACTION "You Can Certainly Try" Discard your choice of up to half (rounded up) of the New Rule cards currently in

"YOU CAN CERTAINLY TRY"

GIFT FROM LATHANDAR

ACTION A Gift From Lathandar Choose 1 card from the discard pile and put it into your hand.

EVIL CLONE & **An Evil Clone** All players must allow you to look at the cards in their hands. You then choose one Action card in any player's hand to duplicate. They keep the card, but you proceed as if you had just played that Action.

ACTION



















POSSESION 0

ACTION

"Where Were We?"

Reset to the Basic Rules. Discard all New Rule cards, and leave only the Basic Rules in play.

Don't discard the current

PARTY ш

ACTION

Split the Party

Gather up all Waffle Crew and Guest NPC cards from in front of all players and all such cards in the discard pile.

Shuffle and deal them back out to all players, one at a time, starting with yourself. Deal all cards face down.

Players reveal what they received all at once, and put them into play.





ACTION

"UNCANNY DODGE!"

FINE,

EVERYTHING'S

"NOT WITH THAT ATTITUD

"UNCANNY DODGE!"

Draw 5 extra cards. Add them to your hand, then discard 2 cards.



ACTION

Chris Reads the Subreddit

Gather up all Creepers from in front of all players and from the discard pile and deal them back out to all players, one at a time, starting with the player on your left.

BAROVIA

BACK TO

ACTION

Back to Barovia

Pick up either the discard pile ("the Past") or the draw pile (:the Future") and choose any non-Creeper card you wish. (Leave the order unchanged for the Past, and re-shuffle if you visit the Future.)

After revealing what you selected, the card goes into your hand and your turn ends immediately.

ACTION

Everything's Fine

Gather up all cards in players' hands, shuffle them togetehr, and deal them back out, starting with yourself.

ACTION

Possesion

Trade your hand with the hand of another player.

RIGHT **DM IS ALWAYS**

ACTION

The DM is Always Right

Select one of the New Rules cards in play and place it in the discard pile.

ACTION

"Not with that Attitude"

Take your choice of any Keeper or Creeper from in front of any player and put it on the discard pile. If no one has any Keepers or Creepers, nothing happens when you play this card.



















ACTION

Into the Waffle Hut

All Creepers in play are discarded.

ACTION

New Allies

EW ALLIES

Pick any one Keeper another player has on the table and exchange it for one you have on the table. If you have no Keepers in

play, or if no one else has a Keeper, nothing happens.

ACTION

HAVE MONE?", "We Have Money?"

ш

NPC SACRIFICE

Set your hand aside.

Draw 3 cards and play 2 of them. Discard the last card, then pick up your hand and continue with your turn.

This card, and all cards played because of it, are counted as single play.

ACTION

Loot the Body

Set your hand aside.

Draw 2 cards, play them in any order you choose, then pick up your hand and continue with your turn.

This card, and all cards played because of it, are counted as single play.

BASIC RULES

To begin, shuffle the deck and deal 3 cards to each player. Choose someone to go first. Keep this card on the table.

Draw 1 Card

Plav 1 Card

NEW RULE

NPC Sacrifice Takes Instant Effect

If a player has a Guest NPC in play a Creeper does not prevent that player from winning.



"PRAISE LATHANDER!"

NEW RULE

"PRAISE LATHANDER!"

Takes Instant Effect

Lathander must be in play in order for any player to

Lathender does not need to be in play in front of the winning player, for Lathander is with each of us in our own way.

This card does not count as a Draw or Play.

NEW RULE

Hand Limit 1 Replaces Hand Limit

You can only have 1 card in your hand. Discard extras immediately. During your turn this rule does not apply to you; discard at the end of your turn.

NEW RULE

Hand Limit 2 Replaces Hand Limit

You can only have 2 cards in your hand. Discard extras immediately. During your turn this rule does not apply to you; discard at the end of your turn.



















NEW RULE

Draw 3

Replaces Draw Rule

Draw 3 cards per turn. If you just played this card, draw extra cards as needed to reach 3 cards drawn.

NEW RULE

Draw 4

Replaces Draw Rule

Draw 4 cards per turn. If you just played this card, draw extra cards as needed to reach 4 cards drawn.

NEW RULE

Draw 5

DRAW

Replaces Draw Rule

Draw 5 cards per turn. If you just played this card, draw extra cards as needed to reach 5 cards drawn.

*

NEW RULE

Play 2

Replaces Play Rule

Play 2 cards per turn. If you have fewer than that, play all your cards.



NEW RULE

Play 3

Replaces Play Rule

Play 3 cards per turn. If you have fewer than that, play all your cards.



NEW RULE

Play 4

Replaces Play Rule

Play 4 cards per turn. If you have fewer than that, play all your cards.



NEW RULE

Play All

Replaces Play Rule

Play *all* of the cards in your hand on each turn.



NEW RULE

Episode Recap

Free Action

Once during your turn, discard as many of your Goal cards as you choose, then draw that many cards.



SIDE

NEW RULE

Side Quest

Free Action

Before your final play, if you are not empty handed, you may discard your entire hand and draw 3 cards. Your turn then ends immediately.



















NEW RULE

Hand Limit 3 Replaces Hand Limit

You can only have 3 cards in your hand. Discard extras immediately. During your turn this rule does not apply to you; discard at the end of your turn.

NEW RULE

Draw 2

Replaces Draw Rule

Draw 2 cards per turn. If you just played this card, draw extra cards as needed to reach 2 cards drawn.

NEW RULE

"Crying is a Free Action"

Takes Instant Effect

FREE ACTION"

⋖

<u>ග</u>

'CRYING

PICKPOCKET

"WEE WOO"

Once during your turn, you may take the top card from the draw pile and play it immediately. Repeat if you draw a Creeper. This is a free action that does not count as a Draw or Play.

SURPRISE CHANGE OF PLANS

Change of Plans

Out of turn: As soon as the current player's turn is finished, it will be your turn. After this extra turn, play resumes with the player who was about to go next.

During your turn: Take another turn as soon as you finish with this turn.

Change of Plans can also cancel another Surprise. The maximum number of turns you can take in a row using this card is two.

SURPRISE

Counterspell

Out of turn: Cancel an Action another player has just played.

During your turn: All other players must discard one Action, or a random card, from their hands.

Counterspell can also cancel another Surprise.

SURPRISE

Pickpocket

Out of turn: When another player plays a Keeper, it goes in front of you instead of them, possibly preventing their victory.

During your turn: Take another player's Keeper card and put it in fron of

Pickpocket can also cancel another Surprise.

SURPRISE

SURPRISE ROUND

Surprise Round

Out of turn: Discard a New Rule another player has just played, thus preventing it from taking effect.

During your turn: Discard tyour choice of up to 2 New Rules currently in play.

Surprise Round can also cancel another Surprise.

SURPRISE

"DISTRACTION FORCE!"

Out of turn: Discard a Goal another player has just played, thus preventing possible victory.

During your turn: Discard the current Goal(s). Also, all other players must discard a Goal, or a random card, from their hands.

Distraction Force can also cancel another Surprise.

SURPRISE

"Wee Woo"

Out of turn: Take any Creeper card in play and put it in front of any player (including yourself).

During your turn: Draw a Creeper card from the discard pile and put it front of any player (including yourself).

"Wee Woo" can also cancel another Surprise.

FORCE!" 'DISTRACTION

COUNTERSPELL

















