


✓  
DIATH WOODROW

**KEEPER**

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Diath Woodrow



✓  
STRIX BEESTINGER

**KEEPER**

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Strix Beesting




✓  
EVELYN MARTHAIN

**KEEPER**

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Evelyn Marthain



✓  
PAULTIN SEPPA

**KEEPER**

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Paultin Seppa



✓  
MOURNING GLORY

**KEEPER**

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Mourning Glory

✓  
DRAGONBAIT

**KEEPER**

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Dragonbait

✓  
STRAHD VON CHAIROVICH

**KEEPER**

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Strahd Von Chairovich

✓  
WARRINGTON MUNT

**KEEPER**

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Warrington Munt

✓  
THE WAFFLEFAM

**KEEPER**

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The WaffleFam



✓  
MR. SHAMBLEFACE

**KEEPER**  
Mr. Shambleface

✓  
TODD

**KEEPER**  
Todd

✓  
THE IRON FLASK

**KEEPER**  
The Iron Flask

✓  
STINKY & JUNIPER

**KEEPER**  
Stinky & Juniper

✓  
CHAIR RICHTEN

**KEEPER**  
Chair Richten

✓  
BAG OF NAILS

**KEEPER**  
Bag of Nails




✓  
DEE (DEEDRA)

**KEEPER**  
Dee (Deedra)




✓  
MIRANDA MOONWHISPER

**KEEPER**  
Miranda  
Moonwhisper



✓  
CHUMBA & WUMBA

**KEEPER**  
Chumba & Wumba







✓  
XOPA

**KEEPER**

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Xopa




✓  
KOZIN XORLARRIN

**KEEPER**

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Kozin Xorlarrin



✓  
LATHANDER

**KEEPER**

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Lathander

✓  
NAT, JENKS, & SQUIDDLY

**KEEPER**

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Nat, Jenks, & Squiddly

✓  
SIMON

**KEEPER**

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Simon

✓  
THE RING OF WINTER

**KEEPER**

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The Ring of Winter

☹️  
THE AWFUL CREW

**CREEPER**

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**The Awful Crew**  
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 discard all Waffle Crew cards in play and this.

☹️  
DENDAR THE NIGHT SERPENT

**CREEPER**

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**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 discard both Evelyn and this.

☹️  
STRAHD VON ZAROVICH

**CREEPER**

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**Strahd von 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 discard 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 discard both it and this.

ACERERAK

## 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 discard both one Waffle Crew card and this.

KLAUTH

## CREEPER

### Klauth

Immediately place + redraw

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

If Bag of Nails is anywhere on the table, during your turn you may discard 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 discard this and make every player discard one played card of your choice.

RUDOLPH VAN RICHTEN

## 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 discard both Paultin and this.

IZEK STRAZNI

## 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 discard 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 discard both Diath and this.

THE SOULMONGER

## 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 discard pile into your hand.

DUKE ZALTO

## 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 discard both Maegara and this.









XANATHAR

## CREEPER

### Xanathar

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 discard both one Waffle Crew card and this.



DOPPLEGANGER ENCOUNTER

## GOAL

### Doppleganger Encounter

The Awful Crew + one Waffle Crew card



DENDAR'S NIGHTMARE

## GOAL

### Dendar's Nightmare

Dendar the Night Serpent + one Waffle Crew card



"HOW CAN I HELP YOU, MY BOY?"

## GOAL

### "How Can I Help You, My Boy?"

Diath + Shemeshka



"GIVE THE DEVIL MY

## GOAL

### "Give the Devil My Regards"

Paultin + Rudolph van Richten



THE FAST AND THE FURRIEST

## GOAL

### The Fast and the Furriest

Nat, Jenks, & Squiddly + Waffles



ANIMALS IN HEAT

## GOAL

### Animals in Heat

Stinky & Juniper + Waffles



TOMB OF ANIHILATION

## GOAL

### Tomb of Anihilation

Acererak + The Soulmonger



TORTLE RECALL

## GOAL

### Tortle Recall

Xopa + one Waffle Crew card





CHAIR FIGHT

## GOAL

### Chair Fight

Strahd Von Chairovich +  
Chair Richten

MOUNTAIN OF ASHES

## GOAL

### Mountain of Ashes

Diath + Maegara + The Iron  
Flask

THIS IS AKWARD

## GOAL

### This is Akward

Paultin + Todd

RICTAVIO'S TRAVELING

## GOAL

### Rictavio's Traveling Circus

Dee (Deedra) + Rudolph  
van Richten

"TODAY IS A GOOD DAY TO DIE!"

## GOAL

### "Today is a Good Day to Die!"

Bag of Nails + Klauth

KOZIN WINKS

## GOAL

### Kozin Winks

Kozin Xorlarrin + one Waffle  
Crew card

MIRANDA TRIUMPHANT

## GOAL

### Miranda Triumphant

Miranda Moonwhisper +  
The Ring of Winter

"THANK YOU FOR YOUR SMILE"

## GOAL

### "Thank You for Your Smile"

Evelyn + Todd

"I LOVE HORSES!"

## GOAL

### "I Love Horses!"

Evelyn + Mourning Glory







"ICE TO SEE YOU"

## GOAL

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**"Ice to See You"**

Paultin + The Ring of Winter



ASHTOWN CONCORDANCE

## GOAL

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**Ashtown  
Concordance**

Diath + Strix



"CRYING IS A FREE ACTION"

## GOAL

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**"Crying is a Free  
Action"**

Chris Perkins + one Waffle  
Crew card



TRAPPING THE DARK ONE

## GOAL

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**Trapping the Dark  
One**

Mr. Shambleface + Strahd  
von Zarovich



"MY SON"

## GOAL

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**"My Son"**

Paultin + Simon



50 YEARS IN BAROVIA

## GOAL

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**50 Years in  
Barovia**

Strix + Simon + Waffles



"YOU SMELL HAM"

## GOAL

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**"You Smell Ham"**

Chumba & Wumba +  
Dragonbait



"CAN'T HURT SUNSHINE!"

## GOAL

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**"Can't Hurt  
Sunshine!"**

Evelyn + Lathander



"I SAY. RIGHT-O"

## GOAL

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**"I Say. Right-O"**

Warrington Munt + one  
Waffle Crew card





THE VONINDROD

## GOAL

### The Vonindrod

Duke Zalto + Maegara

FAMILY TROUBLES

## GOAL

### Family Troubles

Strix + Izek Strazni

"I AM THE XANATHAR"

## GOAL

### "I Am the Xanathar"

Diath + Xanathar

I SHIP THEM

## GOAL

### I Ship Them

The WaffleFam + two Waffle Crew cards

THE WORM INSIDE THE

## GOAL

### The Worm Inside the Apple

Evelyn + The Soulmonger

CHICKEN FOOT COVEN

## GOAL

### Chicken Foot Coven

The WaffleFam + Strix

"YOU CAN CERTAINLY TRY"

## ACTION

### "You Can Certainly Try"

Discard your choice of up to half (rounded up) of the New Rule cards currently in play.

A GIFT FROM LATHANDAR

## ACTION

### A Gift From Lathandar

Choose 1 card from the discard pile and put it into your hand.

AN EVIL CLONE

## ACTION

### 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.





“WHERE WERE WE?”

## 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 Goal.

SPLIT THE PARTY

## 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.



“UNCANNY DODGE!”

## ACTION

### “UNCANNY DODGE!”

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

CHRIS READS THE SUBREDDIT

## 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.

BACK TO BAROVIA

## 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.

EVERYTHING'S FINE

## ACTION

### Everything's Fine

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

POSSESSION

## ACTION

### Possession

Trade your hand with the hand of another player.

THE DM IS ALWAYS RIGHT

## ACTION

### The DM is Always Right

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

“NOT WITH THAT ATTITUDE”

## 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.





INTO THE WAFFLE HUT

## ACTION

### Into the Waffle Hut

All Creepers in play are discarded.

NEW ALLIES

## ACTION

### New 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.

"WE HAVE MONEY?"

## ACTION

### "We Have Money?"

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.

LOOT THE BODY

## 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

Play 1 Card

\* NPC SACRIFICE

## 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 win.

Lathander 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.

\* HAND LIMIT 1

## 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.

\* HAND LIMIT 2

## 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.





**DRAW 3** \*

## **NEW RULE**

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### **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.

**DRAW 4** \*

## **NEW RULE**

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### **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.

**DRAW 5** \*

## **NEW RULE**

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### **Draw 5**

#### **Replaces Draw Rule**

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

**PLAY 2** \*

## **NEW RULE**

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### **Play 2**

#### **Replaces Play Rule**

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

**PLAY 3** \*

## **NEW RULE**

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### **Play 3**

#### **Replaces Play Rule**

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

**PLAY 4** \*

## **NEW RULE**

---

### **Play 4**

#### **Replaces Play Rule**

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

**PLAY ALL** \*

## **NEW RULE**

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### **Play All**

#### **Replaces Play Rule**

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

**EPISODE RECAP** \*

## **NEW RULE**

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### **Episode Recap**

#### **Free Action**

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

**SIDE QUEST** \*

## **NEW RULE**

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### **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.





HAND LIMIT 3 \*

## 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.

DRAW 2 \*

## 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.

"CRYING IS A FREE ACTION" \*

## NEW RULE

### "Crying is a Free Action"

#### Takes Instant Effect

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.

CHANGE OF PLANS ⚡

## SURPRISE

### 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.

COUNTERSPELL ⚡

## 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.

PICKPOCKET ⚡

## 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 front of you.

Pickpocket can also cancel another Surprise.

SURPRISE ROUND ⚡

## SURPRISE

### Surprise Round

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

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

Surprise Round can also cancel another Surprise.

"DISTRACTION FORCE!" ⚡

## 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.

"WEE WOO" ⚡

## 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.

