

# Event Ability

	Get 1 Treasure
	Get 1 Treasure for each knocked out player
	Steal 1 Treasure from each player in game
	Remove 1 Treasure from each other players in game
	Choose a player that will get 2 Treasures
	If you have the most Treasures in game, get 2 additional
	If you have the fewest Treasures in game, get 3 additional
	Draw 1 card
	Draw 2 cards and choose 1 to keep
	Draw 1 card and play it immediately
	Play 2 additional cards (only the Abilities takes place)
	Play 2 additional cards (only the Effects takes place)
	Discard 1 Handed card at random from any player
	Discard 1 Tabled card from any player
	Take up to your Hand 1 of your Tabled cards
	Draw the top card from the Discard pile onto your Hand
	Trade 1 Handed card with another player
	Trade 1 Tabled card with another player that goes onto each Hand
	Choose two other players that must trade 1 Handed card
	Another player must play 1 Handed card as your own (in addition to this card)
	Swap your Handed cards with another player (only swap equal to the lowest amount among you)
	Rearrange the Tabled Buddies (Every player must have the same amount as before)
	Draw 1 random card from another players Hand. Play it immediately as your own
	Choose one player who immediately plays 1 card from your Hand (you choose)
	Activate the Effect from the top Event in the Discard Pile
	Activate the Ability from the top Event in the Discard Pile
	Cancel the Effect on the next Event that gets played
	Cancel the Ability on the next Event that gets played
	The Effect on the next Event that gets played, happens twice
	The Ability on the next Event that gets played, happens twice
	Steal 1 Life from another player (use your Life cards)
	Downgrade a Stat from another player by 1
	Replace 1 Stat on your Character card
	Perform 1 additional action
	Jump over the next player
	Reverse the turn order

Choose another player that will get a free turn right after you
Perform the action from any Tabled Buddy (if they contain actions)

All players must	give another player 1 of their Treasures
	choose another player that gets 1 Treasure
	draw a card, look at it and give it to another player
	give 1 of their Tabled cards to another player's Hand
	give away 1 Handed card to another player
	draw a random card from the Discard Pile
	Scrap their cards
	choose another player that gets 1 Stat

All other players must	lose 1 Treasure
	discard 1 Handed card
	discard 1 Tabled card
	give 1 Handed card to another player
	draw 1 card, look at it and give it to another player
	discard 1 Tabled Buddy
	discard their Hands and draw the same amount back up

When forced away from you,	get 3 Treasures
	get 1 Treasure from all players
	lose 2 Treasures
	draw 2 cards
	immediately Refill
	lose 1 Tabled Buddy
	draw 1 card from all players Hands at random
	you cannot use Shield before your next turn
	get 1 Life
	lose 1 Life
	boost 1 Stat

When forced away from you, the current player in turn must	give you 1 Treasure
	give you 1 Handed or Tabled card
	discard this and another Handed card
	discard 1 Handed card at random
	discard 1 Tabled Buddy at random
	lose 1 Life
	downgrade 1 Stat
	give you 1 owned Stat
	stand over 1 round

After getting Treasure	as an Effect, you may play this card
After Attacking	
After Healing	
After boosting Stats	
After Stealing	
After Sharing	
After Shadowing	

	Lose 1 Treasure
	Lose 2 Treasures
	Lose 1 Handed card at random
	Lose 1 Tabled Buddy at random
	Give a Handed card to another player
	Give a Tabled card to another player (as Tabled)
	You cannot play Shield before your next turn
	Lose 1 Life
	Lose 1 Stat
	Stand over your next turn

Treasure	21 %
Cards	32 %
Ability/Effect on cards	9 %
Attack/Shield	7 %
Heal	9 %
Stats	10 %
Other	10 %

## Buddy Ability

	You cannot lose Treasures
	Have 4 additional Treasures
	When a player gets knocked out, get 1 additional Treasure
	When a player gets knocked out, other players do not get Treasures
	Double your Treasures when you are knocked out
	Each time another player gets Treasure, get 1 Treasure
	Double your Treasure gained when playing a Treasure Effect
	Immediately discard Events you play
	Do not Scrap on your turn
	This card must be gone before any other of your Tabled Buddies can be influenced
	When you get Stolen from, Steal from another player not your thief
	Your Share Effect happens to yourself instead of another player
	Other players cannot play Shield against you
	Ignore an attack that would knock you out (then give this card to another player)
	When you Refill, choose a player that is jumped over before your next turn

Merchant action:	Pay 1 Treasure. Draw 4 cards
Rob action:	Discard 1 of your Handed cards to steal 2 Treasures from another player
Sacrifice action:	Lose 1 Life and get 3 Treasures
Treasure Hunt action:	Get 1 Treasure
Gift action:	Give this card, Tabled, to another player and get 3 Treasures
Scrap action:	All players must Scrap immediately
Grave Digger action:	Draw the top card from the Discard Pile onto your Hand
Forsake action:	Choose a player that must discard 2 Handed cards
Preparation action:	Rearrange the top 3 cards of the Draw deck or discard them
Chairman action:	Until your next turn, when players draw cards from the Draw pile, you look at the top 2 cards and choose the 1 they get
Trade action:	Give away 1 Handed card to any player and get 2 in return
Shield Action:	Pay 1 Treasure to get 1 Shield (find token)

Insurance action:	Pay 2 Treasures to get 1 Life
Career action:	Lose 1 Life and Refill to double amount
Resting action:	Discard your Hand to get 1 Life
Another Gift action:	Give this card, Tabled, to another player and get 1 Life
Stat action:	Rearrange your Stat buffs
Wealth action:	Pay 1 Treasure to increase a Stat by 1
Mercy action:	When having 0 cards on Hand, increase a Stat by 1
Identity action:	Change your Character Card with a random one not picked for this game (you keep your Stats and Treasures)

			get 1 Treasure
			draw 1 card
			take the top card from the Discard pile onto your Hand
			upgrade a Stat by 1
			perform 1 additional action on your next turn
			get 1 Treasure
			draw 1 card
			perform the Ability from the top Event in the Discard pile
			upgrade a Stat by 1
			perform another action
			get 1 Treasure
			draw 1 card
			take the top card from the Discard pile onto your Hand
			upgrade a Stat by 1
			perform 1 additional action on your next turn

## Character card Ability

	If you get knocked out first, get Treasures equal to the amount of players
	Get 3 additional Treasures for each player you knock out
	You may Refill 1 more card than normal
	You may have 1 more Tabled Buddy than normal
	If you have 0 cards on Hand, immediately draw 1 card
	Get 1 Treasure when Attacking
	Get 2 Treasures when Shielding
	Get 1 Treasure when gaining any Life
	Ignore the word "random" on cards you play

		by having 5 Treasures
		with all other players having 3 additional Treasures
		with 8 cards on Hand
		by looking at 10 cards and choose 5 of them to keep
		by attacking up to three other players once
		with 2 Shields (find tokens)
		with 1 more Life than normal
		with 2 Stats increased by 1 (You may choose the same Stat twice)
		by increasing a Stat that cannot get removed, either Buddy or Refill limit

		remove 3 Treasures from every other player still in the game
		remove a card from the game after it gets played (before any Ability takes place)
		take the top card of the Discard pile, even if it is not your turn
		play 1 card not on your turn (between turns)
		play the same Shadow card twice in a row on your turn
		attack twice when using an Attack Effect
		ignore an attack that would knock you out
		Heal 3 Lives when playing a Healing Effect
		get 1 Life not on your turn (between turns)
		perform 3 actions on the same turn

		have 5 more Treasures for each full Stat
		Tabled cards cannot be Stolen from you
		Handed cards cannot be Stolen from you
		your Shield attacks the attacker as well
		your Attack Effect can be used as a Shield instead (its Ability will be ignored)
		your Shadow Effect makes the Ability happen 3 times
		your Steal Effect happen twice
		ignore any Share Effect you play
		downgrade another players Stat by 1 each time you upgrade one of your other Stats (you choose)
		and are attacked, downgrade a Stat from the attacking player by 1
		make 2 actions each turn