

## *Better Part of Valour*

- Score this card when your party opts to leave the field of battle instead of fighting on to eliminate every opponent.
- Gain XP as if all remaining opponents were in fact defeated, plus Minion XP.

## *Double Team*

- Score this card when you use a readied action such that you and an ally attack with flanking on the same enemy on the same initiative count.
- Gain Minion XP.

## *Dunno About You, But I'm Still Good!*

- Score this card when you reach a milestone.
- Gain Minion XP, or Monster XP if this is at least your second milestone since the party's last Extended Rest.

## *Forgot the Safeword*

- Score this card when you are Bloodied or when you are knocked unconscious.
- Gain Minion XP if scored for Bloodied, Monster XP if scored for going unconscious.

## *Running the Gauntlet*

### **or, "I'll Take You Down With Me"**

- Score this card when you suffer three or more Opportunity Attacks in a single turn.
- Gain Minion XP, or Monster XP if the attacks bloody you or knock you unconscious.

## *Walk the Plank!*

- Score this card when you cause an enemy to take falling damage from forced movement.
- Gain Minion XP, or Monster XP if the damage reduces the creature to 0 or fewer hit points.

## *Warband Saviour*

- Score this card when you revive two or more allies from unconsciousness in the same combat (or the same ally two or more times).
- Gain Monster XP.

## *You Almost Had It That Time*

- Score this card when you or an ally either miss by 1, or spend an Action Point to attack and miss, or miss with a daily power, or roll minimum damage on an attack.
- Gain Minion XP per condition fulfilled. (Yes, you can get all four at once. Good luck.)

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**!**

- Reveal this card when a combat encounter is laid out or initiative is rolled. The party may attempt a Physical Skill Challenge to try to avoid the combat.
- Gain Minion XP if you fail and must fight anyway, or normal skill challenge XP for other outcomes.

***...And It Sucked***

- Reveal this card instead of making a Religion skill check to learn background information. Rather than roll and hear the DM's take, make it up yourself. At least some of the information you impart will be true.
- Gain Minion XP for a titbit, or Monster XP for a fleshed-out tale.

***A Plague O' Both  
Your Houses!***

- Reveal this card to declare that two extant factions are embroiled in a bitter feud.
- Gain Minion XP; +Minion XP if you elaborate on the source of the feud; +Minion XP per involved faction with whom the party has built 5 or more influence successes.

***Because I Could Kill  
You, That's Why***

- Reveal this card instead of making an Intimidate check with a nonzero chance of success. Don't roll—narrate what happens.
- Gain Minion XP for simply claiming success, or Monster XP for entertaining the table with your bravado and/or the NPC's reaction to it.

***Bring Down the  
Chandelier***

- Reveal this card in combat. You introduce a Physical Skill Challenge that, if completed, will gain the party some advantage (such as a one-off blast attack, creating or clearing a hazard, etc.).
- Gain Minion XP.

***But Soft! What Light  
from Yonder  
Window...***

- Reveal this card to fall in love with another character (PC or NPC).
- Gain Minion XP if this results in flirtatious roleplay, or Monster XP if you immediately take a Personal Quest to bed or wed that character.

***Can't We Talk About  
This?***

- Reveal this card when a combat encounter is laid out or initiative is rolled. The party may attempt a Social Skill Challenge to try to avoid the combat.
- Gain Minion XP if you fail and must fight anyway, or normal Skill Challenge XP for other outcomes.

***Death Save Centre:  
Under the Scythe***

- Reveal this card instead of making a Heal check with a nonzero chance of success. Don't roll; narrate what happens.
- Gain Minion XP for simply claiming success, or Monster XP for entertaining the table or introducing new information with your description.

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## *Didn't You Notice The Tattoo On His Arm?*

- Reveal this card to declare that an extant NPC is a representative of a faction. If the NPC is already a known faction member, this can make them a representative of both factions, possibly as a double agent.
- Gain Minion XP if the NPC's new faction is an existing one, or Monster XP if you invent a new faction for the purpose.

## *Don't I Know You From Somewhere?*

- Reveal this card when you meet a new NPC. That character becomes part of your backstory—you've been friends, or comrades in arms, or enemies, or the like at some point in the past.
- Gain Minion XP if you leave the connection to the DM to define, or Monster XP if you explain how you know him/her.

## *Don't Worry, I Know Just the Place*

- Reveal this card when your party needs/wants to go to an establishment of some kind—tavern, weapons shop, brothel, guildhall, etc. That location now exists.
- Gain Minion XP if you just define what the place is, or Monster XP if you give it a name, and the name and some detail about its proprietor/proprietress.

## *Eh, I've Had Worse*

- Reveal this card instead of making an Endurance skill check with a nonzero chance of success. Don't roll; narrate what happens.
- Gain Minion XP for simply claiming success, or Monster XP for impressing the table with description of your grit and hardiness.

## *Flattery Will Get You Everywhere*

- Reveal this card instead of making a Diplomacy check with a nonzero chance of success. Don't roll; narrate what happens.
- Gain Minion XP for simply claiming success, or Monster XP for entertaining the table with your description of your wiles and/or the NPC's response.

## *Graceful as a Moose*

- Reveal this card when you fail a skill check, or to turn a successful skill check into a failure. Provide a colourful description of what happens instead of your character's intent.
- Gain Minion XP, or Monster XP if what you do brings additional trouble down upon the party (describe how).

## *Here's the Catch*

- Reveal this card when fulfilling or turning in a quest. Narrate a complication or reversal that leaves the business of the quest not fully resolved.
- Gain Minion XP if this merely delays your reward, or Monster XP if it chains the quest into a new one as a result of the plot twist.

## *I Am the Rumour Mill*

- Reveal this card instead of making a Streetwise roll to investigate the local talk. Rather than roll and hear the DM's take, make it up yourself. At least some of what you "hear" will be true.
- Gain Minion XP for a titbit, or Monster XP for juicy gossip rich with potential.

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## *I Don't Like Your Tone, Drifter*

- Reveal this card when interacting with an NPC. That NPC takes an intense, personal dislike of you. You can at any time undertake a Minor Personal Quest to regain the NPC's good opinion, ending this effect when fulfilled... or just live with it!
- Gain Minion XP, or Monster XP if the NPC is an ally critical to the party's success in some way.

## *I Find Bloodspattered Armour Sexy*

- Reveal this card when interacting with an NPC. That NPC falls in love with your character. You may at any time undertake a Minor Personal Quest to break the NPC's heart, ending the attraction when fulfilled... or just go with it!
- Gain Minion XP, or Monster XP if the NPC is hostile to the party (you can't fulfil the above quest if you kill him/her).

## *I Have A Cunning Plan!*

- Reveal this card when a combat encounter is laid out or initiative is rolled. The party may attempt a Mental Skill Challenge to try to avoid the combat.
- Gain Minion XP if you fail and must fight anyway, or normal Skill Challenge XP for other outcomes.

## *I Know These Woods Like The Back Of Your...*

**(Ass?!?)**

- Reveal this card instead of making a Nature skill check to gather information about a wilderness location. Rather than roll and hear the DM's take on the result, describe the wild area yourself. At least some of the information you impart will be true.
- Gain Minion XP for a titbit, or Monster XP for an elaborate, DM-useful description.

## *I Minored in Kuo-Toa Cultural Studies*

- Reveal this card instead of making a History skill check to learn background information. Rather than roll and hear the DM's take on the result, make it up yourself. At least some of the information you impart will be true.
- Gain Minion XP for a titbit, or Monster XP for a lengthy and entertaining tale.

## *In the Third Chapter of the Necronomicon...*

- Reveal this card instead of making an Arcana skill check to learn background information. Rather than roll and hear the DM's take on the result, make it up yourself. At least some of the information you impart will be true.
- Gain Minion XP for a titbit, or Monster XP for a full and entertaining lecture.

## *I Went to School There*

- Reveal this card when interacting with the world map. Add a location to the map.
- Gain Minion XP if you name it, or Monster XP if you also immediately invent a quest involving that location.

## *Leap of Faith*

- Reveal this card instead of making an Athletics check with a nonzero chance of success. Don't roll; narrate what happens.
- Gain Minion XP for simply claiming success, or Monster XP for entertaining the table with your stuntwork.

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## *Like a Shadow, I Am*

- Reveal this card instead of making a Stealth check with a nonzero chance of success. Don't roll—narrate what happens.
- Gain Minion XP for simply claiming success, or Monster XP for entertaining the table with description of your sneakiness.

## *Limit Break Cutscene*

- Reveal this card when you hit with an encounter or daily attack power or use an encounter or daily utility power. Narrate its effects in detail.
- Gain Minion XP for brief "flavour text," or Monster XP for entertaining the table with your mighty power.

## *Meant to Do That*

- Reveal this card when you miss with an attack, or to turn a hit into a miss. Provide a colourful description of what happens instead of your character's intent.
- Gain Minion XP, or Monster XP if you choose to have the attack strike an ally.

## *My Nose Is Keener Than Your Eyes Will Ever Be*

- Reveal this card instead of making a Perception check to assess your surroundings. Rather than roll and hear the DM's take, make it up yourself. All reasonable scene description will become reality.
- Gain Minion XP for a bit of local colour, or Monster XP for full description with secrets and potential danger.

## *My Gods, Look Out Behind You!*

- Reveal this card in combat to introduce a new environmental hazard (trap, threatening terrain such as a fire or rockfall, dangerous weather, etc.). The DM assigns its stats based on your description.
- Gain Minion XP if it is placed/acts to the party's advantage, or Monster XP if it endangers them.

## *Yeah, They Totally Are*

- Reveal this card to declare that two extant NPCs are lovers. (They totally are.)
- Gain Minion XP, +Minion XP per PC who is in love with or romantically involved with either NPC, +Minion XP per active quest involving either NPC.

## *Ooh, Shiny!*

- Reveal this card when a skill check to search an area (usually Perception) fails to turn up anything interesting.
- Gain Minion XP and find a treasure parcel anyway.

## *Out With It, Already!*

- Reveal this card instead of making a social skill check (Bluff/Diplomacy/Intimidate) to get an NPC to divulge information. Take control of the NPC and spill the beans however you see fit. At least some of the NPC's information will be true.
- Gain Minion XP for a brief utterance or two, or Monster XP for elaborate plots and revelations.

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## *Saved by Kitty Litter*

- Reveal this card when a new map is drawn or laid out. Add new terrain features (difficult terrain, blocking terrain, concealing terrain, elevation changes, interactable objects like barrels...) to up to 10 squares.
- Gain Minion XP.

## *Say That Again, You Pestilent Cur*

- Reveal this card and take deep offense at something another character has said to you.
- Gain Minion XP if you spit/bristle/throw a barb in return, or Monster XP if you challenge them to a duel or something similarly drastic.

## *Spelunky Hax*

- Reveal this card instead of making a Dungeoneering skill check to gather information about a delve location. Rather than roll and hear the DM's take on the result, describe the dungeon features yourself. At least some of the information you impart will be true.
- Gain Minion XP for a titbit, or Monster XP for elaborate, DM-useful description.

## *Strange Bedfellows*

- Reveal this card to declare that two extant factions are allied.
- Gain Minion XP, or Monster XP if you also detail the particular project or common enemy that brought them together.

## *The Cavalry Has Arrived!*

- Reveal this card in combat to deploy a force of minions, a number of them equal to the size of the party. They immediately roll initiative, and act next turn if they roll above the present initiative count.
- Gain Minion XP, +Minion XP if you explain who they are and how/why they managed to arrive when they did.

## *There's Always a Malcontent*

- Reveal this card during combat. You introduce an in-combat Social Skill Challenge that, if completed, will gain your party some advantage (such as the desertion or defection of an opponent).
- Gain Minion XP.

## *The Subtle Art of Fate-Baiting*

- Reveal this card and utter something prophetic about what will happen next scene. E.g. "I sure hope there's not a beholder behind that door." Some aspect of what you say will come true.
- Gain Minion XP for something cute or beneficial, or Monster XP for something dangerous or with truly portentous implications.

## *This Reminds Me Of That Time When...*

- Reveal this card and recount (in character) a tale of your exploits from before you joined the party.
- Gain Minion XP, or Monster XP if in the telling you introduce an NPC, quest, faction, or location to be used later.

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## *Uphill in the Razor Sand (Both Ways)*

- Reveal this card and describe (in character) some aspect of your homeland's culture or an anecdote from "back home."
- Gain Minion XP for a quip or factoid, or Monster XP for detail that introduces new themes, plot hooks, or ideas relevant to the situation at hand.

## *We Must Not Let Them Interrupt the Ritual!*

- Reveal this card in combat. You introduce an in-combat Mental Skill Challenge that, if completed, will gain the party some advantage (such as warding an area, banishing or damaging a monster, or providing an attack boost).
- Gain Minion XP.

## *We Will Meet Again*

- Reveal this card when you reduce an enemy to 0 or fewer hit points. Instead of killing that creature or knocking it unconscious, you allow it to escape the battle with a few parting words.
- Gain Minion XP for an ordinary monster, or Monster XP for a "named" or "boss" enemy.

## *What Evil Lurks in the Hearts of Halflings?*

- Reveal this card instead of making an Insight skill check to glean information about an NPC's motives, alignment, personality, etc. Rather than roll and hear the DM's take, make it up yourself. At least some of the information you impart will be true.
- Gain Minion XP for a glimpse, or Monster XP for a detailed character study.

## *Wire Fu*

- Reveal this card instead of making an Acrobatics check with a nonzero chance of success. Narrate what happens instead of rolling and having the DM tell the result.
- Gain Minion XP for simply claiming success, or Monster XP for entertaining the table with your stuntwork.

## *Would I Lie to You?*

- Reveal this card instead of making a Bluff check with a nonzero chance of success. Don't roll—narrate what happens.
- Gain Minion XP for simply claiming success, or Monster XP for entertaining the table with your guile and/or the NPC's response to it.

## *Yoink!*

- Reveal this card instead of making a Thievery check with a nonzero chance of success. Don't roll—narrate what happens.
- Gain Minion XP for simply claiming success, or Monster XP for entertaining the table with description of your craftiness.

## *You Fools! It Was I, All Along!*

- Reveal this card to declare that an NPC in the scene is in fact someone else, in disguise. The revealed identity can be an existing character or a new one.
- Gain Minion XP for naming the person, or Monster XP if you then explain the reason behind the impersonation.

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