

CARD RULINGS

CHARACTER CARDS

Eden - The two cards not selected are put on the bottom of the deck. Items with "destroy this: *effect*" don't function with Eden because the item gains eternal. Glass Cannon is an exception because destroying it is not a cost of initial activation. A roll 1-5 will not draw you loot.

TREASURE CARDS

9 Volt - You can use recharged items before the next turn (When the stack is empty, you can still add effects).

Baby Haunt - Despite being purple this is not a curse. It is an item; it stays in the shop when revealed and can be targeted by effects that target items.

Blank Card - See **Blank Card** in the **Appendix**.

Bum-bo! - You must put counters on this. The triggered effect that puts counters on Bum-bo! effectively keeps you from gaining ¢ from the supply, but you can still get ¢ from stealing or bartering. The effects can stack; if you have 25 or more counters, you have all three bonuses.

Contract From Below - One of the items destroyed can be itself.

Crystal Ball - This will fizzle if there is a roll on the stack. As with all effects that trigger on dice rolls, this triggers on a roll resolving, which includes any modifications to the roll.

Daddy Haunt - The effect adds 1 to the total damage you take. It isn't an additional instance of damage. Despite being purple this is not a curse. It is an item; it stays in the shop when revealed and can be targeted by effects that target items.

Diplopia/Modeling Clay - Copying an item with counters on it does not also copy the counters. Counters earned while copying persist after copying ends. Counters are generalized and can be used with any card that interacts with counters. Copying Dead Cat is a special case. If an item copies Dead Cat, the number of counters on it is set to 9. This happens each time you copy Dead Cat. Counters generated by copying Dead Cat are still generalized.

Glass Cannon - As with all effects that require a roll, the roll needs to be resolved before the effect to determine what the effect will be. If you put more than one activation on the stack (through recharges), the first instance of a 1-5 will fizzle the rest because glass cannon can't be recharged or destroyed.

Lemon Mishap - Lemon Mishap creates a triggered effect that isn't attached to any card in play. There can be multiple of these triggered effects active at once, and all of them will stop existing at the same time when effects that last until end of turn wear off.

Mom's Shovel - This will stay deactivated in the shop. This can be recharged while in the shop with an effect. Purchasing this does not recharge it.

Monster Manual - It forces the active player to make an attack against the specified monster at the next possible opportunity following normal attack timing. The forced attack can "use up" the players attach if it is the first attack of the turn. You can force an attack against the top of the monster deck. You can force additional attacks. This will fizzle if used against a player in

combat. This will fizzle if the active monster targeted is discarded before this resolves.

Remote Detonator - Vote in turn order starting with the active player.

Sacred Heart/Dad's Lost Coin/The Missing Page - They can fizzle if the roll is modified to a number that doesn't meet their condition when their effect resolves. See **Dice Rolling** and **Errata**.

Shadow - If there are more than one in play, they trigger in turn order, then whichever resolves last gets to choose/receive stuff.

Two of Clubs - Multiple activations of this do not further multiply an effect.

LOOT CARDS

Butter Bean! - When you cancel a loot card on the stack, the loot card is discarded first, then Butter Bean. Butter Bean can cancel trinkets and Lost Soul while they are on the stack because they are still loot cards (i.e., not items/a soul card) until they resolve. Butter bean will merely delay the use of an item like Mom's Shovel because destroying the item is part of the effect.

Counterfeit Penny - This only triggers when ¢ are gained from the supply (not when stealing/bartering). The effect adds 1 to the total ¢ gained; it is not an additional instance of gaining ¢.

O. The Fool - You can play this with your death on the stack to survive. The death effect fizzles and you still move to the ending phase. Fizzling death in this way is the same as preventing it; your health is returned to what it was before you took lethal damage or were killed by an effect.

VIII. Justice - You gain loot and ¢ equal to the difference between what you have and the target has. Imagine you have 2 cards and 3¢, and your opponent has 5 cards and 1¢. You play Justice and loot 3 cards (up to 5) but gain 0¢ (you had more).

MONSTER CARDS

Ambush - If your first attack is against the top of the deck and you pull Ambush, you only need to make one more attack against the top to make a total of two attacks for the turn.

Cursed and Holy monsters - Effects on these monsters can trigger outside of combat. Most other monster effects that trigger on dice rolls only trigger when you are attacking them.

Death's Head - If this is revealed when attacking the top of the monster deck, you still put it into a slot, but you can't attack it. You lose your attack.

Devil Deal - For the third option, you can't use the item before taking 2 damage.

Dinga - If you kill on a 6, roll once and double for the total ¢ gained.

The Haunt - The effect triggers for every 2 points of cumulative damage it takes in a turn. The damage does not have to be dealt in a single instance.

Ragman - Ragman's effect can undo getting the soul, potentially keeping a player from winning.

Satan - The active player must kill themselves if they are the last player alive.

Stoney - If this is revealed when attacking the top of the monster deck, you still put it into a slot, but you can't attack it. You lose your attack.