**About Time You Showed Up**

Play this card and narrate help coming in an unexpected fashion or from an unexpected source. It could be circumstantial (fog rolling in to cloak the party’s movements) or overt (an allied NPC joining the fight).

Gain Minion XP,  
or Monster XP if the aid has a price or arrives on the enemy’s side.

**All or Nothing**

Play this card when you must make a d20 roll in an important, dramatic, or life-threatening situation. Instead of rolling a d20, flip a coin. If it lands heads, treat it as a natural 20. If it lands tails, treat it as a natural 1.

Gain Minion XP for heads,  
Monster XP for tails.

**Anybody Want a Peanut?**

Play this card when you make a groanworthy pun or insult.

Gain Minion XP, and one creature that can understand the language you spoke in is annoyed by you. They are marked by you and take a penalty to all d20 rolls that begins at -4. After each such roll, the penalty is reduced by one point.

**Authentic Frontier Gibberish**

A crazy old \_\_\_ of \_\_\_ race appears and imparts important information to you. The DM will make a speech in “authentic \_\_\_\_ gibberish”, which your character just happens to be fluent in. Translate what they said to the rest of the party. At least part of what you said will be true.

Gain Minion XP for a brief piece of news or a useful tip,   
or Monster XP for a highly entertaining or problematic speech.

**Aww, He’s All Right, We Can Trust Him**

Play this card when called upon to make an Insight check. You fail the check, but get to narrate the consequences of your failure.

Gain Monster XP,  
+Minion XP for entertaining description or landing yourself or the party in deeper trouble.

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

Play 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 your audience’s reaction to it.

**Because They Are a SECRET Society**

Play this card and introduce a new faction to the setting. You may introduce a representative NPC, have the party discover writings about it, narrate a cut scene of a faction meeting, etc.—anything to establish their existence in the world.

Gain Monster XP,  
+Minion XP if the faction’s nature or agenda is likely to be a complicating factor for the party.

**Be Inspired!**

Play this card when an ally makes a d20 roll, and describe your character shouting encouragement. Without rolling or using any actions, you count as aiding their action (+2 to their roll). If their roll was an attack, the damage gains Brutal 2.

Gain Minion XP,  
or Monster XP for acting out a truly inspiring war-cry.

**BOOM! Headshot!**

Play this card before an attack and describe how your character aims the shot or blow. If the attack hits, the enemy suffers an additional consequence until the end of your next turn (such as daze, immobilize, etc.) as adjudicated by the DM.

Gain Minion XP,  
+Minion XP for clever description of your called shot,  
+Minion XP as consolation if you happen to miss.

**Bring Down the Chandelier**

Play 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 Barstool Breaks**

Play this card and have your character 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,  
+Minion XP (to either option) if the NPC is hostile to the party.

**Butter Fingers**

Play this card when called upon to make a Thievery check. You fail the check, but may narrate the consequences of your failure.

Gain Monster XP,  
+Minion XP for entertaining description or landing yourself or the party in deeper trouble.

**But You Promised!**

Play this card and narrate how trust placed in someone or something turns out to be misplaced. A faithful ally betrays the party, a sturdy 50' rope breaks, etc.

Gain Minion XP,  
or Monster XP if this broken trust hinders you or the party in a significant way.

**The Cavalry Has Arrived!**

Play this card in combat to deploy a force of allied 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 or why they managed to arrive when they did.

**Change of Scenery**

Play this card while an encounter map is present. The encounter environment changes dramatically.

Gain Minion XP, +Minion XP for describing how this happens,  
+2x Minion XP if you help the DM make a new and entertaining encounter setup.

**Clash of Steel**

Play this card when an enemy within your melee or ranged basic attack range makes the same kind of attack (melee or ranged) against you or an adjacent ally. Make that basic attack vs. the enemy’s attack roll. If you hit, the enemy’s attack is canceled, and the enemy takes your basic attack damage. If you miss, the enemy’s attack hits you.  
  
Gain Minion XP, or Monster XP if you provide a stunning or suspenseful description of the duel.

**Clatto Verata Necktie**

Play this card when called upon to make an Arcana check. You fail the check, but get to narrate the consequences of your failure.

Gain Monster XP,  
+Minion XP for entertaining description or landing yourself or the party in deeper trouble.

**Cocked!**

Play this card and narrate someone getting a second chance in some way. A character thought dead is merely wounded, an opponent leaves a chance for a follow-up strike, or the like. This may allow a reroll on a check, saving throw, attack, etc.

Gain Minion XP,  
or Monster XP for particularly clever description or granting the second chance to an enemy.

**Conveniently Placed Zip Line**

Play this card to add a handy movement-enabling device to the encounter.

Gain Minion XP, and you may use a move action to shift to any space in the encounter area you have line of effect to.

**Cough, Hack, Wheeze**

Play this card when called upon to make an Endurance check. You fail the check, but may narrate the consequences of your failure.

Gain Monster XP,  
+Minion XP for entertaining description or landing yourself or the party in deeper trouble.

**Crit II: Crit Harder**

Play this card when someone scores a critical hit. The crit inflicts additional effects based on the attack’s keywords. Collaborate with the DM to determine the exact effects.

Gain Minion XP,  
or Monster XP if you play this card on an enemy’s crit.

**Dammit, Butterfly, Why You Gotta Flap Your Wings Like That**

Play this card and narrate an unexpected, or perhaps even unexplained, consequence of a character’s actions.

Gain Minion XP,  
or Monster XP if this ripple effect causes problems for you or the party.

**Dark One’s Own Luck**

Reroll a failed skill check, attack roll, or saving throw with a bonus equal to your Charisma modifier. However, your extraordinary fortune comes from a dark source, and carries with it a price: you describe the intervening power and what it asks of you.

Gain Minion XP if the cost is a minor hindrance,  
or Monster XP if it will truly drag you closer to a black fate.

**Death Save Center: Under the Scythe**

Play 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 important new information with your description.

**Didn’t You Notice the Tattoo on His Arm?**

Play this card and declare that an NPC is a representative of a faction. If the NPC is already a faction representative, this can mean they belong to more than one faction, possibly playing one or both sides in some scheme.

Gain Minion XP for an existing, friendly faction,  
or Monster XP for detailing a new faction or turning a friendly NPC into a member of a hostile faction.

**Does Not Handle Frustration Well**

Play this card during combat. Each time you miss, narrate your character’s mounting ire at the situation and add to a count (tokens, tick marks, etc.). Once during this encounter, as a free action, you can apply a bonus to attack and damage on an attack equal to the count.

Gain Minion XP,  
+Minion XP for entertaining roleplay of your rage.

**Don’t I Know You from Somewhere?**

Play this card when you meet a new NPC. That character becomes part of your backstory—you’ve been lovers, or comrades in arms, or enemies, etc. 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 Let It End Like This**

Play this card when bloodied or unconscious. Describe how you grit yourself against the pain or claw your way back to life, and spend a healing surge as No Action.

Gain Minion XP,  
or Monster XP for entertaining and dramatic portrayal of your will to fight on.

**Don’t Mind Me, Just Killin’ Some Cows**

Play this card when called upon to make a Religion check. You fail the check, but get to narrate the consequences of your failure.

Gain Monster XP,  
+Minion XP for entertaining description or landing yourself or the party in deeper trouble.

**Don’t Worry, I Know a Place**

Play this card when the party needs or 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.

**Double Jeopardy**

Play this card when a skill check or skill challenge is failed and the DM or player describes the consequences. Narrate additional nastiness resulting from the failure.

Gain Monster XP,  
+Minion XP for entertaining description or a particularly twisted twist.

**Draw a Blank**

Write something on a blank note card, then play this card along with the note. This card has the effect you invented.

Gain Monster XP,  
+Monster XP if your idea ends up as a new purple card for the deck.

**Drawing Aggro**

Play this card when you hit with a powerful or obnoxious attack, or issue a challenge or taunt. You mark all enemies until the end of your next turn. You may sustain this effect from round to round if you continue to *top* your prior efforts in power or obnoxiousness, or in the drama or incisiveness of your taunt, on your turn.

Gain Minion XP each round the effect is in play.

**Dreams in Darkness**

Play this card during a short or extended rest. You have a prophetic and possibly horrifying dream or vision of the future. You may describe the dream yourself or ask the DM or another player. What is prophesied may or may not come true.

Gain Minion XP, or Monster XP for particularly harrowing and dangerous portents. If you can reincorporate something from the dream into a later scene during this game session, gain additional Minion XP and you may reroll one d20 that scene.

**Dungeons and DJs**

Play this card and narrate the tables turning for someone: a sudden reversal where an advantage turns into a disadvantage, or vice versa, in a surprising fashion.

Gain Minion XP,  
or Monster XP for clever description or a reversal in favor of an enemy.

**Eh, I’ve Had Worse**

Play 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.

**Eyes Shut, In Case of Medusas!**

Play this card when called upon to make a Perception check. You fail the check, but get to narrate the consequences of your failure.

Gain Monster XP,  
+Minion XP for entertaining description or landing yourself or the party in deeper trouble.

**Failed Your Sanity Check**

Play this card after failing a saving throw. The horror of adventuring has weakened your mind. Add a new character quirk, paranoia, or insanity to your character.

Gain Minion XP for an innocuous eccentricity,  
or Monster XP for something substantial and transformative.

**Flattery Will Get You Everywhere**

Play 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 your audience’s response.

**Freaky Friday**

Play this card and swap roles with someone. You take control of an NPC and the DM takes control of your PC, or switch PCs with another willing player.

Gain Minion XP for a scene, Monster XP for a session,  
+Minion XP if your portrayal(s) make the table laugh with trueness to character.

**The Gazebo Effect**

Play this card and describe how something previously thought harmless becomes a dangerous threat.

Gain Monster XP. You also gain any added XP for the threat when you defeat or overcome it.

**Good Night, Sleep Well, I’ll Probably Kill You in the Morning**

Play this card and narrate a change of heart, a turn of feelings that alters a character’s decision. A pirate spares a prisoner, the crowded inn makes room for you, etc.

Gain Minion XP,  
or Monster XP if the change is particularly startling or gets you or the party into trouble.

**Got a Good Selection of Things on Sale, Stranger!**

Play this card and narrate the arrival of a traveling merchant. The DM determines the exact nature of the wares available.

Gain Minion XP,  
or Monster XP if you provide an entertaining characterization or origin for the NPC.

**Graceful as a Moose**

Play this card when you fail a skill check. Provide a colorful description of what happens instead of your intent.

Gain Minion XP,  
or Monster XP if what you do brings additional trouble down upon yourself or the party.

**Greed: It’s Not Just for Dwarves Anymore**

Play this card and narrate someone (your PC or an NPC) being distracted by the desire for wealth. The object can be specific (a famous diamond) or general (gold!).

Gain Minion XP,  
or Monster XP if this leads to a quest or causes trouble for you or the party.

**Hahahaha… Huh?**

Play this card and describe a hitch, complication, or revelation that would ruin a character’s plans.

Gain Minion XP,  
or Monster XP if the plans ruined are yours or a party member’s,  
+Minion XP for entertaining the table with the unforeseen shift of circumstance.

**Haunted**

A spectre appears to you, and will not leave you alone. Narrate who the spectre is, and what quest must be undertaken to free them. No one can see or hear the specter but you.

The spectre has one trained skill, you can allow the spectre to possess you to make rolls using that skill as if trained. When the spectre is freed, gain Quest XP appropriate to your level and the complexity of the task you devised.

**Here’s the Catch**

Play 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.

**Hey Dave, I Think That Barbarian in the Corner Wants Another Drink**

Introduce a new NPC in a humorous manner.

Gain Minion XP for a generic NPC,  
or Monster XP for a colorful character with name and backstory.

**His Face is on the Electrum Piece, I Think**

Play this card when called upon to make a History check. You fail the check, but get to narrate the consequences of your failure.

Gain Monster XP,  
+Minion XP for entertaining description or landing yourself or the party in deeper trouble.

**A House Divided**

Play this card and describe internal conflict in a group. The source and nature of this strife are up to you.

Gain Minion XP,  
or Monster XP for discord in an allied faction or that disrupts your or the party’s situation in some way.

**How Many XP is a Green-Eyed Monster Worth?**

Play this card and declare that a character (your PC or an NPC) is jealous of another character. The cause and severity of this envy are up to you.

Gain Minion XP,  
or Monster XP if this prompts action from the jealous character that proves dramatic or inconvenient.

**I Am the Rumor Mill**

Play this card instead of making a Streetwise check. Instead of rolling and getting the DM’s take on the result, provide the description yourself.

Gain Minion XP for simply claiming success or giving minor info,  
or Monster XP for entertaining description or information rich with gossip and potential.

**Ich Bin Ein Berliner**

Play this card when called upon to make a Diplomacy check. You fail the check, but get to narrate the consequences of your failure.

Gain Monster XP,  
+Minion XP for entertaining description or landing yourself or the party in deeper trouble.

**I Don’t Like Your Tone, Drifter**

Play this card when interacting with an NPC. That NPC takes an intense, personal dislike of your character. You can at any time undertake a 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 Armor Sexy**

Play this card when interacting with an NPC. That NPC falls in love with your character. You may at any time undertake a 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 (though you can’t fulfill the above quest by killing him or her).

**If We Only Had a Wheelbarrow**

Play this card to find a needed piece of mundane equipment.

Gain Minion XP,  
or Monster XP if you include an amusing tale of how you happened to have that piece of gear at this point in time.

**If You Hit Anything Hard Enough…**

Play this card when you attack an object or feature on the encounter map (trap, magical device, large boulder, etc.). The target of your attack *explodes,* removing it from the map and making an attack vs. DM’s option of defense against all creatures in a burst 5 centered on it. The attack does moderate damage and knocks prone on a hit, half damage on a miss.

Gain Minion XP,  
or Monster XP if one or more party members are caught in the blast.

**I Know These Woods Like the Back of Your Ass**

Play this card instead of making a Nature skill check. Instead of rolling and hearing the DM’s take on the result, narrate what happens or provide the description yourself.

Gain Minion XP for just claiming success or providing minor info,  
or Monster XP for entertaining description or detail that adds to the background of the world.

**And I’ll Form the Head!**

Play this card when two or more heroes are back to back in the initiative order. (You can use delayed or readied actions to help facilitate this.) Collaborate to describe how you perform a coordinated attack on an opponent. All participating heroes take their turns to attack the same target, gaining a bonus to their attack and damage rolls equal to the number of characters making this team attack.

Gain Minion XP for each participating hero,  
+Minion XP for each daily power used in the assault.

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

Play this card instead of making a History skill check. Instead of rolling and getting the DM’s take on the result, provide the description yourself.

Gain Minion XP for simply claiming success,  
or Monster XP for an entertaining tale that adds to the background of the world.

**I’m Not Left-Handed Either**

Play this card and explain how your character manages to remain unhindered from an effect or condition currently afflicting them.

Gain Minion XP and ignore the effect for a round.

**I’m Not With Them**

Play this card when the party takes actions you don’t agree with, or wish to disassociate yourself from.

Gain Minion XP, and you are not considered an ally or an enemy to either side of the conflict until you choose a side to align yourself with.

**In the Third Chapter of the Necronomicon…**

Play this card instead of making an Arcana check with a nonzero chance of success. Don’t roll and wait for the DM’s take; narrate what happens, or provide the sought magical knowledge yourself.

Gain Minion XP for simply claiming success,  
or Monster XP for entertaining description or a piece of occult truth that adds to the background of the world.

**I Saw You Die!**

Play this card to reveal that a character once thought dead is apparently still alive.

Gain Minion XP,  
or Monster XP for explaining *how* the death was faked, averted, or reversed,   
+Minion XP if the revelation is not to your advantage.

**Is That a Spleen?**

Play this card when called upon to make a Heal check. You fail the check, but get to narrate the consequences of your failure.

Gain Monster XP,  
+Minion XP for entertaining description or landing yourself or the party in deeper trouble.

**I Think I Sprained Something**

Play this card when called upon to make an Athletics check. You fail the check, but get to narrate the consequences of your failure.

Gain Monster XP,  
+Minion XP for entertaining description or landing yourself or the party in deeper trouble.

**It Seemed Like a Good Idea at the Time**

Play this card and narrate someone (your PC or an NPC) making an error of judgment.

Gain Minion XP,  
or Monster XP for a particularly egregious choice or one that causes trouble for you or the party.

**It’s Never Done THAT Before**

Play this card and narrate something (magic item, spell, etc.) or someone (your PC or an NPC) behaving in a wild, erratic fashion.

Gain Minion XP,  
or Monster XP if this unexpected behavior causes complications for you or the party.

**It’s Not What It Looks Like! (No, Really)**

Play this card and declare that something is not what it seems. The party has been lied to, an illusion blankets the scene, a character is disguised, etc. If desired, pass this secretly to the DM with the details on a separate notecard.

Gain Minion XP,  
or Monster XP if the thwarted expectation is to your or the party’s disadvantage.

**It Was In My Way**

Play this card when you miss with an attack or use an area or close attack power. Destroy one terrain or environmental feature within the reach/range/area of your attack.

Gain Minion XP,  
+Minion XP for entertaining description of the collateral damage.

**I Waste the Messenger with My Crossbow**

Play this card and narrate the arrival of bad news. Your PC can deliver it, or it can come via an NPC.

Gain Minion XP,  
or Monster XP for particularly awful tidings or ones that disrupt your or the party’s plans.

**I Went to School There**

Play 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 immediately invent a quest involving that location.

**I Would, But My Girlfriend Is In the Car**

Play this card and declare that your character was distracted by something, and failed to arrive on the scene when they should have.

Gain Minion XP if this is a mere inconvenience,  
or Monster XP if the party was depending on you for some crucial purpose,   
+Minion XP per combat round missed (for either option).

**Joxer Maneuver**

Play this card when you roll a natural 1. Describe how the opponents are caught off guard by your complete lack of ability/pants falling down/etc., and take another standard action.

Gain Minion XP,  
or Monster XP if you entertain the party with the details of your pratfall.

**Just When I Thought I Couldn’t Hate You Any Harder**

Play this card and narrate an escalation of ill will between two or more characters. It can involve your PC, NPCs, or a combination.

Gain Minion XP,  
or Monster XP for an entertaining fit of rage or a situation that makes things worse for you or the party.

**Koona T’chuta, Solo?**

Play this card and introduce a new NPC who will hinder the party at their current task.

Gain Minion XP, or Monster XP if you supply the NPC with a name and history with one or more PCs.

**A Leaf on the Wind**

Play this card during any encounter. You gain resist 10 all, a bonus to attack and skill rolls equal to one-half your level, and a bonus to damage rolls equal to your level. You automatically save against any ongoing effects at the end of each of your turns. You *die* at the end of the encounter.  
  
Gain Elite XP.

**Leap of Faith**

Play 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.

**Like a Cat, I Always Land on My Face**

Play this card when called upon to make an Acrobatics check. You fail the check, but get to narrate the consequences of your failure.

Gain Monster XP,  
+Minion XP for entertaining description or landing yourself or the party in deeper trouble.

**Like a Shadow, I Am**

Play 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**

Play 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 “color text,”  
or Monster XP for entertaining the table with your mighty power.

**Mah Bad Knee’s Achin’**

Play this card and narrate a change in conditions or circumstances: a character’s mood shifts, the weather changes, a portal opens onto a new destination, etc.

Gain Minion XP,  
or Monster XP for conditions that harm or inconvenience you or the party.

**man what**

Play this card and narrate an event with no apparent cause or meaning. The more startling and arbitrary without breaking the mood entirely, the better.

Gain Minion XP,  
or Monster XP for giving the other players a good laugh or a double-take.

**Meant to Do That**

Play this card when you miss with an attack. Provide a colorful description of what happens instead of your intent.

Gain Minion XP.  
or Monster XP for particularly entertaining narration or if you choose to have the attack strike an ally instead of its intended target.

**Mind If I Cut In?**

Play this card and narrate the arrival of something or someone that causes chagrin to one or more characters in the scene.

Gain Minion XP,  
or Monster XP if the arrival has particularly inopportune timing, potentially disastrous for you or the party.

**Mistaken Identity**

Play this card and describe how an NPC mistakes you for someone else.

Gain Minion XP if this is to your benefit,  
or Monster XP if the mistake is not a pleasant one.

**Mopping Up**

Play this card when all enemies in a combat are defeated, bloodied standard creatures (i.e., not Elite or Solo), or minions. The remainder of the combat is immediately resolved with the party as the victor, with no further resources expended. You decide if any remaining enemies escape.  
  
Gain Minion XP (in addition to the encounter’s full value).

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

Play 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 game-mechanical effects based on your description.

Gain Minion XP if it is placed to the party’s advantage,  
or Monster XP if it endangers them.

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

Play this card instead of making a Perception check. Instead of rolling and hearing the DM’s take on the result, provide the description yourself.

Gain Minion XP for a bit of local color,  
or Monster XP for a full description with secrets and potential danger.

**My Precioussss**

Play this card and declare that a character (your PC or an NPC) covets something that another character has. Be specific as to the object of envy, be it an artifact, a lover, etc.

Gain Minion XP,  
or Monster XP if it’s an NPC wanting a PC’s item/romantic interest, or if you take a Personal Quest to obtain an NPC’s item/romantic interest.

**My Ways Are Not Your Ways, My Thoughts Not Your Thoughts**

Play this card and declare that a character (your PC or an NPC) has ulterior motives for acting the way they do, for aiding the party, etc. If desired, you may play this card secretly, writing the details on a note card passed with it to the DM.

Gain Minion XP,  
or Monster XP if this heralds a betrayal or inconvenience to you or the party from an NPC.

**Nothing Disappears Without a Trace, Mulder**

Play this card and narrate something missing that should have been present. An artifact has been stolen, a villain has escaped through a back door, a contact doesn’t make rendezvous, etc.

Gain Minion XP,  
or Monster XP if the disappearance throws a wrench into your or the party’s plans in some way.

**Ogres Are Like Onions**

Play this card and narrate an outpouring of emotion from a character (your PC or an NPC). Anger, sorrow, joy, you name it.

Gain Minion XP,  
or Monster XP for a particularly dramatic portrayal or an emotion inappropriate or problematic for the situation.

**Oh, Good, You’re Not a Shoe**

Play this card and turn back time—up to two turns in combat, or a few minutes on noncombat time. All affected characters must take a different course of action, conversational tack, etc. the second go around. This becomes the true story of events.

Gain Monster XP,  
+Minion XP if the new continuity turns out worse for you or the party than the original.

**Oh Yeah, They Totally Are**

Play 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.

**Once More, With Feeling**

Play this card when hit by an attack. Narrate a cunning evasion and turn that hit into a miss.

Gain Minion XP,  
or Monster XP if you grant the attacker another standard action to try again “with feeling this time!”

**Only Made Tenderfoot, Sorry**

Play this card when called upon to make a Nature check. You fail the check, but get to narrate the consequences of your failure.

Gain Monster XP,  
+Minion XP for entertaining description or landing yourself or the party in deeper trouble.

**Out With It, Already!**

Play this card in a situation when an NPC has an opportunity to divulge information. Take control of the NPC and spill the beans however you see fit. This can take the place of a social skill check used to read or question someone.

Gain Minion XP for a brief utterance or two,  
or Monster XP for elaborate plots and revelations.

**Over Nine THOUSAAAND**

Play this card when you hit with an encounter or daily attack power. Your unleashed energy causes massive collateral damage—cracking floors, toppling columns, etc. Describe it and modify the terrain accordingly. Secondary attacks may go off, using the DM’s attack and damage by level table.  
  
Gain Minion XP,  
or Monster XP for entertaining description of your power level,  
+Minion XP if the devastation hits innocent bystanders or inconveniences the party.

**A Plague o’ Both Your Houses**

Play 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 is intimately involved (50% or better completion or concordance).

**rawr**

Play this card when called upon to make an Intimidate check. You fail the check, but get to narrate the consequences of your failure.

Gain Monster XP,  
+Minion XP for entertaining description or landing yourself or the party in deeper trouble.

**Rosencrantz and Guildenstern**

Play this card and declare that an NPC (or two) not present in the scene is dead. You may narrate the arrival of this news to the party, cut away to the character’s death scene and describe it, etc.—anything to establish their demise in the fiction.

Gain Minion XP, or Monster XP for offing a friend or ally of the party, +Minion XP for an entertaining or frightening description of how it happened.

**Sacrificial Defense**

Play this card when an ally within (your speed) squares takes damage that would reduce them to 0 or fewer hit points.

Gain Monster XP, and as an immediate interrupt, move your speed until you are adjacent to that ally and take the damage instead of them.

**Saved by Kitty Litter**

Play this card when a combat map is laid out. Add new terrain features (difficult terrain, blocking terrain, concealing terrain, elevation changes, interactable objects like barrels…) to the map.

Gain Minion XP.

**Say That Again, You Pestilent Cur**

Play this card and have your character take deep offense at something another character has just said.

Gain Minion XP if you spit, bristle, or throw a barb in return,  
or Monster XP if you challenge them to a duel or something similarly drastic.

**Slow Motion Shot**

Play this card and “zoom in” on the current action or scene, describing the event or surroundings in vivid detail.

Gain Minion XP,  
or Monster XP for description that the other players appreciate for getting them into the perspective.

**So Long, Farewell, Auf Wiedersehen, Goodbye**

Play this card and narrate a character or possession taking his/her/its leave of the party. It should be unclear whether or not this departure is permanent.

Gain Minion XP,  
or Monster XP if this parting is a desertion or otherwise inconvenient to you or the party.

**Spelunky Hax**

Play this card when called upon to make a Dungeoneering check. Instead of rolling and getting the DM’s take on the result, provide the description yourself.

Gain Minion XP for simply claiming success,  
or Monster XP for entertaining description fraught with danger, secrets, traps, and the like!

**A Stonebreaker!**

Play this card and narrate an ordinary success turning into a spectacular one. This makes a normal skill success or attack roll into a crit.

Gain Minion XP,  
or Monster XP for entertaining description or granting this crit to an opponent.

**Strange Bedfellows**

Play 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 Subtle Art of Fate-Baiting**

Play this card and utter something prophetic about what is about to happen. 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.

**Suddenly, Everything is Normal**

Play this card and narrate someone or something reverting to the way it used to be. A changed attitude reasserts itself, a detour swerves back to the main path, etc.

Gain Minion XP,  
or Monster XP if this sudden reversion is in some way inconvenient to you/the party.

**It’s Super Effective!**

Play this card and explain how an enemy type in this encounter is vulnerable to a particular mode of attack (energy type, weapon category, etc.). That enemy gains vulnerable 5/tier as described. You can forgo 5 of this vulnerability to add an additional effect when the enemy suffers that damage, such as slowed, prone, etc.

Gain Minion XP,  
+Minion XP for a particularly entertaining or apropos rationale.

**Take It From the Top**

Play this card in combat to have the party reroll initiative. At your option, opponents must also reroll. The combat continues with the new initiative order.

Gain Minion XP.

**That Can’t Be a Good Sign**

Play this card and narrate some omen or portent of future doom. The particular event foreshadowed need not be clear, but the detail you add must not bode well.

Gain Minion XP,  
or Monster XP for truly creepy signs that make other players feel dread.

**That’s Gonna Leave a Mark**

Play this card and narrate how recent events leave a lasting impression on someone (your PC, an NPC, or a group), emotionally, mentally, or physically.

Gain Minion XP,  
or Monster XP for poignant description or a lasting impact that could prove problematic later.

**And Then I Found Five Dollars**

Play this card when a search of an area fails to turn up anything interesting, or the tally of spoils has been made and the scene is about to close. You find (another) treasure parcel.

Gain Minion XP.

**There’s Always a Malcontent**

Play 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.

**They Were Both Poisoned**

Describe a series of events from your character’s backstory that grant you a weakness or resistance to an enemy’s attack or a status effect you are under. Reroll a saving throw.

Gain Minion XP if you rerolled a failed save. Gain Monster XP if you rerolled a successful save.

**This… Is My BOOMSTICK!**

Play this card to initiate combat immediately. Your character benefits from a surprise round with weapon or implement already in hand.

Gain Minion XP, or Monster XP if this is actually a bad tactical move.

**This Reminds Me of That Time When…**

Play 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 hook, faction, or location to be used later.

**To a Paladin, Everything’s a Miracle**

Play this card and narrate a bizarre coincidence. The stick you’ve been whittling on resembles the god of the primitive cult about to capture you, two hostile factions meet by chance at the party’s location, etc.

Gain Minion XP,  
or Monster XP for a particularly clever confluence or one that proves problematic for you or the party.

**Touché!**

Play this card when you insult an opponent.

Gain Minion XP,  
or if your taunt makes the other players laugh, upgrade to Monster XP and gain combat advantage against that enemy on your next attack.

**Two Roads Diverged in a Yellow Wood**

Play this card and narrate a character (normally your PC or an NPC, but a well engineered circumstance could put this on a fellow PC) faced with a decision of far-reaching importance. Consider leaving the final choice in the DM’s hands, for NPCs.

Gain Monster XP,  
+Minion XP for hamming up your PC’s quandary or putting an NPC in a situation with problematic consequences.

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

Play 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 an entertaining tale that adds to the background of the world or provides fruitful ideas for the situation at hand.

**Wait, What NOW?**

Play this card and narrate an abrupt change of events. An alliance shifts, a secret is revealed, the plan has changed, etc.

Gain Minion XP,  
or Monster XP for a particularly stunning shift or one that causes trouble for you or the party.

***War* Kittens?**

Play this card and narrate the daring intervention of someone’s familiar/animal companion/mount/etc., or if none such is at hand, a wandering small animal of your choosing. The creature might trip someone up, claw someone’s face as a distraction, or the like.

Gain Minion XP,  
or Monster XP for particularly entertaining description or for an intervention not in the party’s favor.

**Was It Two Lefts and a Right, or Two Rights and a Left?**

Play this card when called upon to make a Dungeoneering check. You fail the check, but get to narrate the consequences of your failure.

Gain Monster XP,  
+Minion XP for entertaining description or landing yourself or the party in deeper trouble.

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

Play 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’re All Fine Here Now, Thank You. How Are You?**

Play this card when called upon to make a Bluff check. You fail the check, but get to narrate the consequences of your failure.

Gain Monster XP,  
+Minion XP for entertaining description or landing yourself or the party in deeper trouble.

**We Totally Have a Two-Headed Kuo-Toa Mini, Why Didn’t You Bring It?**

Play this card and narrate the arrival of an additional unit to the battlefield. The new creature rolls initiative and acts whenever that point in the order next arrives.

Gain Minion XP, or Monster XP if the new arrival is an enemy,  
+Minion XP for a shocking or amusing explanation of the new arrival’s appearance or motivations,  
+Monster XP if it survives the battle to become a recurring NPC.

**We Will Meet Again**

Play 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. (You still gain normal XP for your victory.)

**WHAT? Did You Say BE QUIET?**

Play this card when called upon to make a Stealth check. You fail the check, but get to narrate the consequences of your failure.

Gain Monster XP,  
+Minion XP for entertaining description or landing yourself or the party in deeper trouble.

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

Play this card instead of making an Insight check. Rather than roll and hear the DM’s take on the result, describe the information you glean yourself.

Gain Minion XP for a glimpse,  
or Monster XP for a detailed character study.

**Whazzup, Home Fries?**

Play this card when called upon to make a Streetwise check. You fail the check, but get to narrate the consequences of your failure.

Gain Monster XP,  
+Minion XP for entertaining description or landing yourself or the party in deeper trouble.

**Where’d You Learn That Trick?**

Make an attack that is not covered by one of your powers, or use one of your powers in an original way. Gain a +3 to this attack roll.

Gain Minion XP,   
or Monster XP if you entertain the table with the description and inventiveness of your improvised move.

**Which Evil Is the Lesser One, Anyway?**

Play this card and narrate a character (normally your PC or an NPC, but a well engineered circumstance could put this on a fellow PC) facing a moral dilemma. Consider leaving the final decision in the DM’s hands, for NPCs.

Gain Monster XP,  
+Minion XP for hamming up your character’s quandary or putting an NPC in a situation with bad possibilities for the party.

**…Which Sucked**

Play this card instead of making a Religion check. Rather than roll and hear the DM’s take on the result, provide the description yourself.

Gain Minion XP for simply claiming success,  
or Monster XP for entertaining description or adding new information about the world.

**Wire Fu**

Play this card instead of making an Acrobatics 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.

**A Wizard Did It**

Play this card to introduce a strange and irrational spell effect (surge of wild magic, overcomplicated magical death trap, etc.) or monster without any sane reason for existence (owlbear, flail snail, etc.).

Gain Minion XP, or Monster XP if this eldritch madness causes particular trouble for the party.

**Would I Lie to You?**

Play 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 your audience’s response to it.

**Wrong Lever, Kronk**

Play this card during an enemy’s turn. That enemy takes a wrong action—commits a tactical blunder, drinks a poison instead of a potion, etc. Collaborate with the DM to determine exactly what wrong move is made.

Gain Minion XP,  
or Monster XP if the result is particularly entertaining.

**Xanatos Gambit**

Play this card and choose an enemy. That enemy falls for a trap of your own design. You may take as long as you like to design this trap, and the trap is treated as if it was set long before.

Gain Minion XP,  
or Monster XP for an entertaining and believable trick.

**Yoink!**

Play 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 Dirty Rat… You Killed My Brother!**

Play this card when you or a party member kills an enemy. All remaining creatures of the same named type (or if that creature was the last of its type on the field, choose one creature randomly) add +1d8 to damage rolls, but take a -2 penalty to attack rolls.

Gain Minion XP.

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

Play this card and declare that an NPC in the scene, or your PC, is in fact someone else in disguise. The revealed identity can be an existing character or a new one.

Gain Minion XP for simply naming the person,  
or Monster XP if you then explain the reason behind the impersonation.

**You Sly Dog! You Got Me Monologuing!**

Play this card when an enemy has the opportunity to address the party. They begin detailing their cunning plans. If the party then initiates combat, they may attempt Bluff checks to achieve a surprise round (hard DC) or combat advantage (easy DC).

Gain Minion XP,  
or Monster XP if you step up to play the villain’s role and perform the monologue yourself!

**That’s Why They Call It “The City of Doors”**

Play this card and declare that an aperture of some kind (door, window, dumb waiter, etc.) is a portal.

Gain Minion XP for naming the target plane,  
or Monster XP for the specific destination and information on the portal’s key,  
+Minion XP if the portal appears at an inopportune moment.