



1

EMOTION



Rue

-1 Point, or
9 points per set of: Rue,
Remembrance, Regret,
and Resolve.



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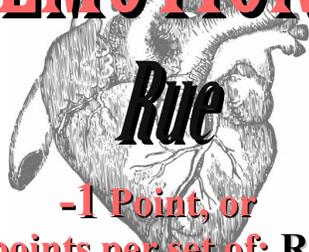


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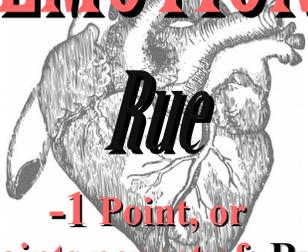


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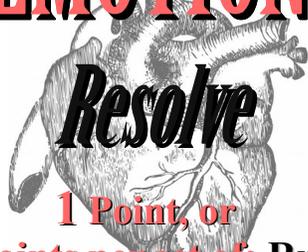
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Regret

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Remembrance

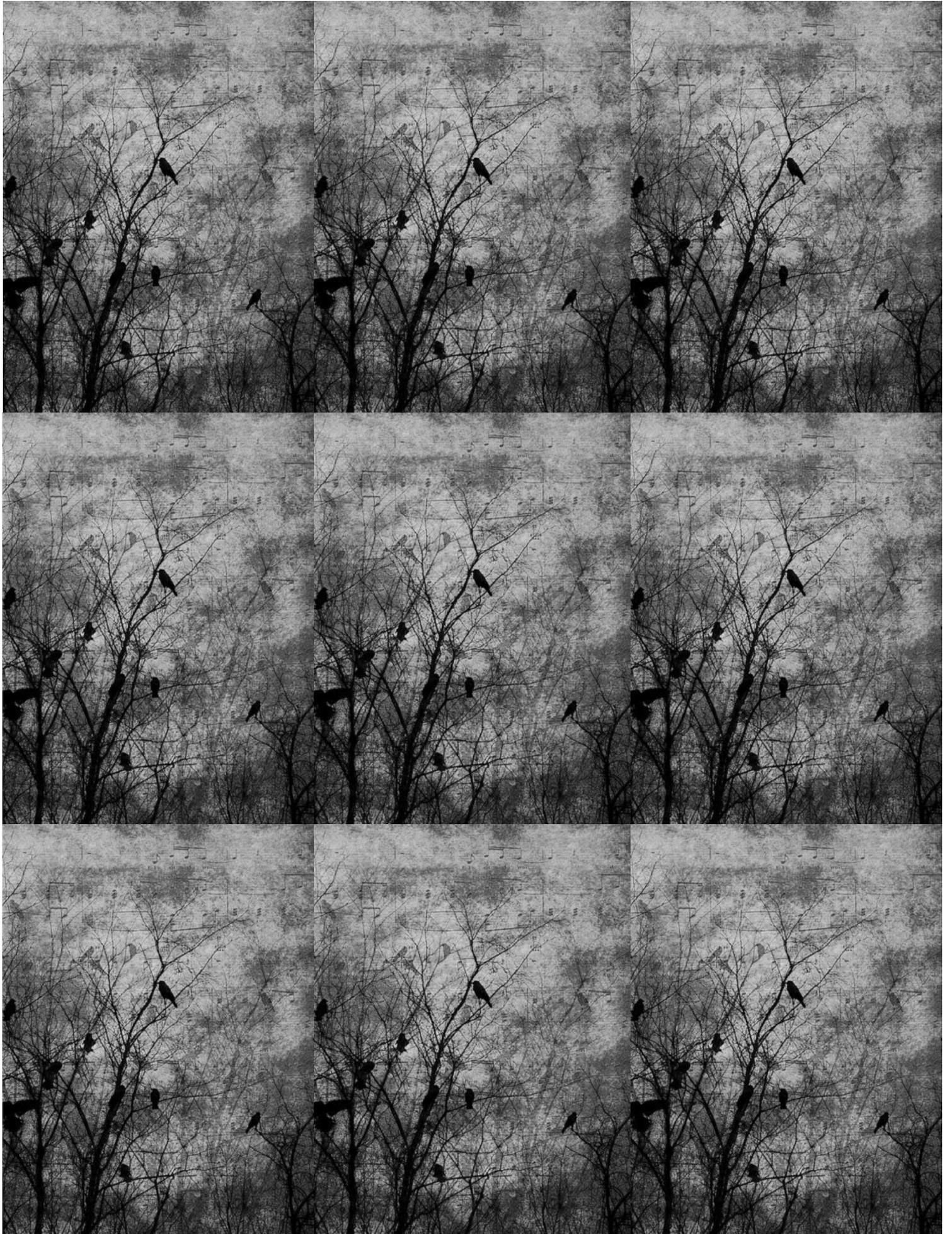
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TALENT

The More the Better.
Number of Talent:
1/2/3/4+
For
-3/-1/1/3 Points Each



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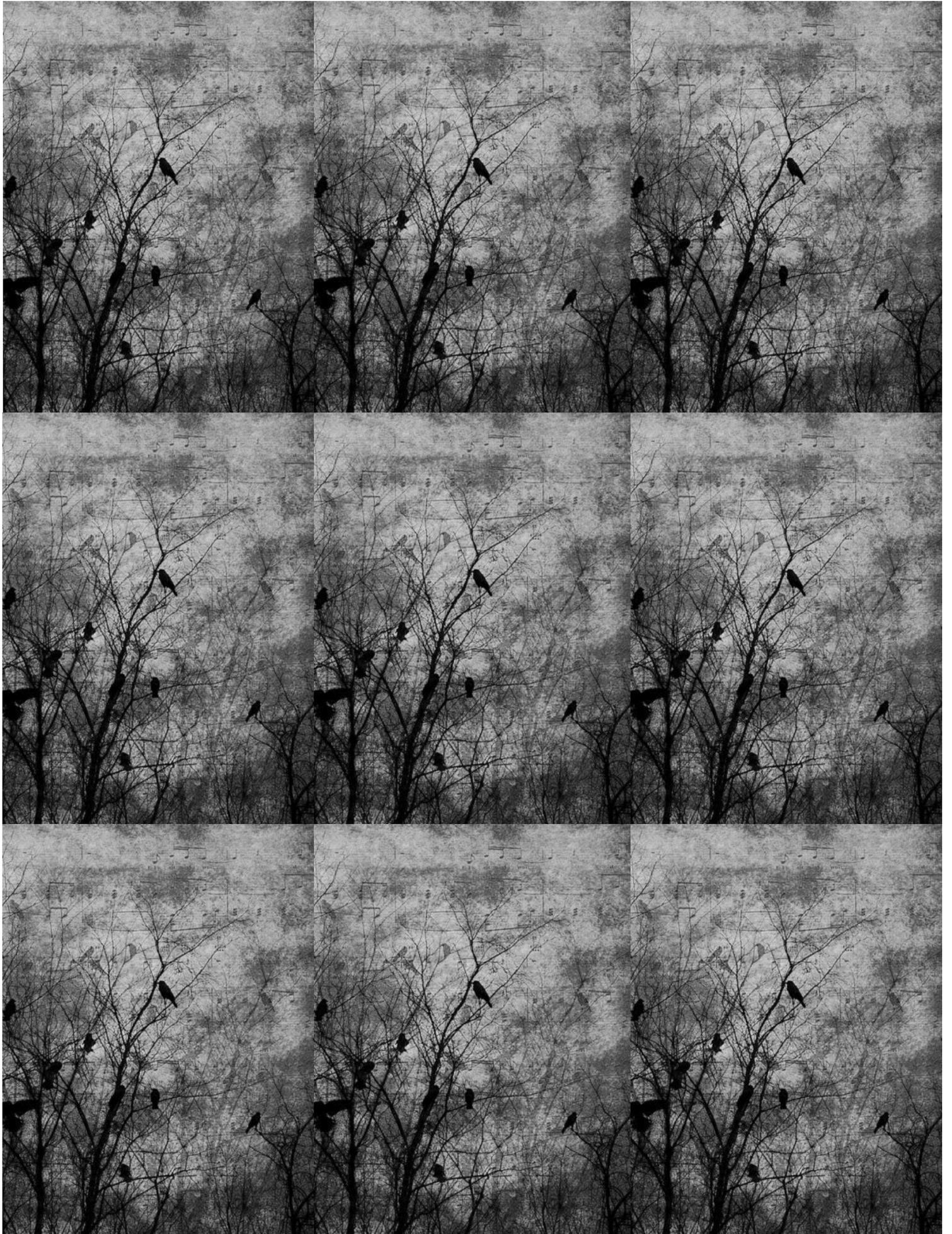
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HARMONY

Master Your Craft.
1 Point per Harmony
End Game Bonus:
Most Harmony: 6 Points
2nd Most: 3 Points
Least Harmony: -3 Points

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SORROW

ONE TIME USE.

SACRIFICE

When an Opponent is hit by Fate's Oppression you may take the punishment instead, and if you do, Gain 1 Inspiration Token.

"It's the thrill of the fight,
Rising up to the challenge of our rival."

0

SILENCE

Place Silence in your Song.
Do Not Roll Fate's Oppression.

-1 Point

SORROW

ONE TIME USE.

MIMIC

When an opponent plays a Song Card you may search the discard pile for a copy of that card and take it into your hand.

"It's the terror of knowing
What this world is about"

SORROW

ONE TIME USE.

Flourish

When an Opponent plays a Harmony card you may take a card from the Discard Pile (if available).

"Heartache to heartache we stand.
No promises, no demands"

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SORROW

ONE TIME USE.

Subtlety

When an Opponent plays a card you may trade it for one from your song, but you are affected by the Fate's Oppression as well.

"It's the terror of knowing
What this world is about"

HOPE

16 Points

Must Have 3 or more other cards in hand, AND Less Than 2 Points in your song.

Discard all but 1 Card from your hand, play Hope to your song, and roll Fate's Oppression. On a Hit, Discard Hope from game.

Cannot Pass or choose to Discard, and is unaffected by Sorrow cards

If Hope is all you have left when forced to discard a card, flip the top card from the deck and play it for Free. You're Dead.

0

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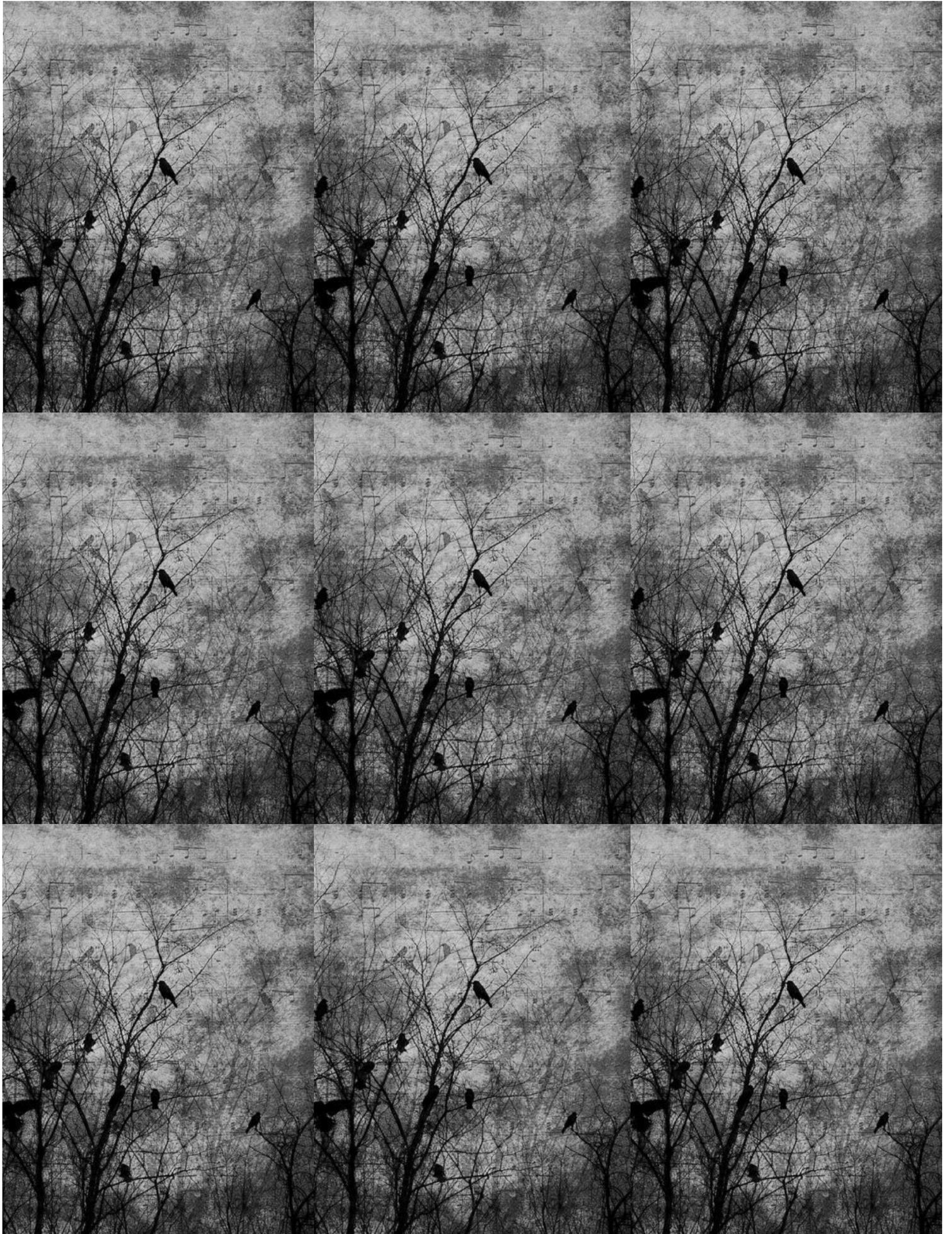
SORROW

ONE TIME USE.

Prayer

When an opponent passes you cards you may keep up to 3 of the cards without passing them along.

"We've gotta hold on ready or not
You live for the fight when it's all that you've got"



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2

RHYTHM



Keep it Together.

Paired with **Talent**: +3 Points

Not Paired: -2

2

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RHYTHM



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Paired with **Talent**: +3 Points

Not Paired: -2



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RHYTHM



Keep it Together.

Paired with **Emotion**: +3 Points

Not Paired: -2

2

RHYTHM



Keep it Together.

Paired with **Emotion**: +3 Points

Not Paired: -2

2

RHYTHM



Keep it Together.

Paired with **Harmony**: +3 Points

Not Paired: -2



2

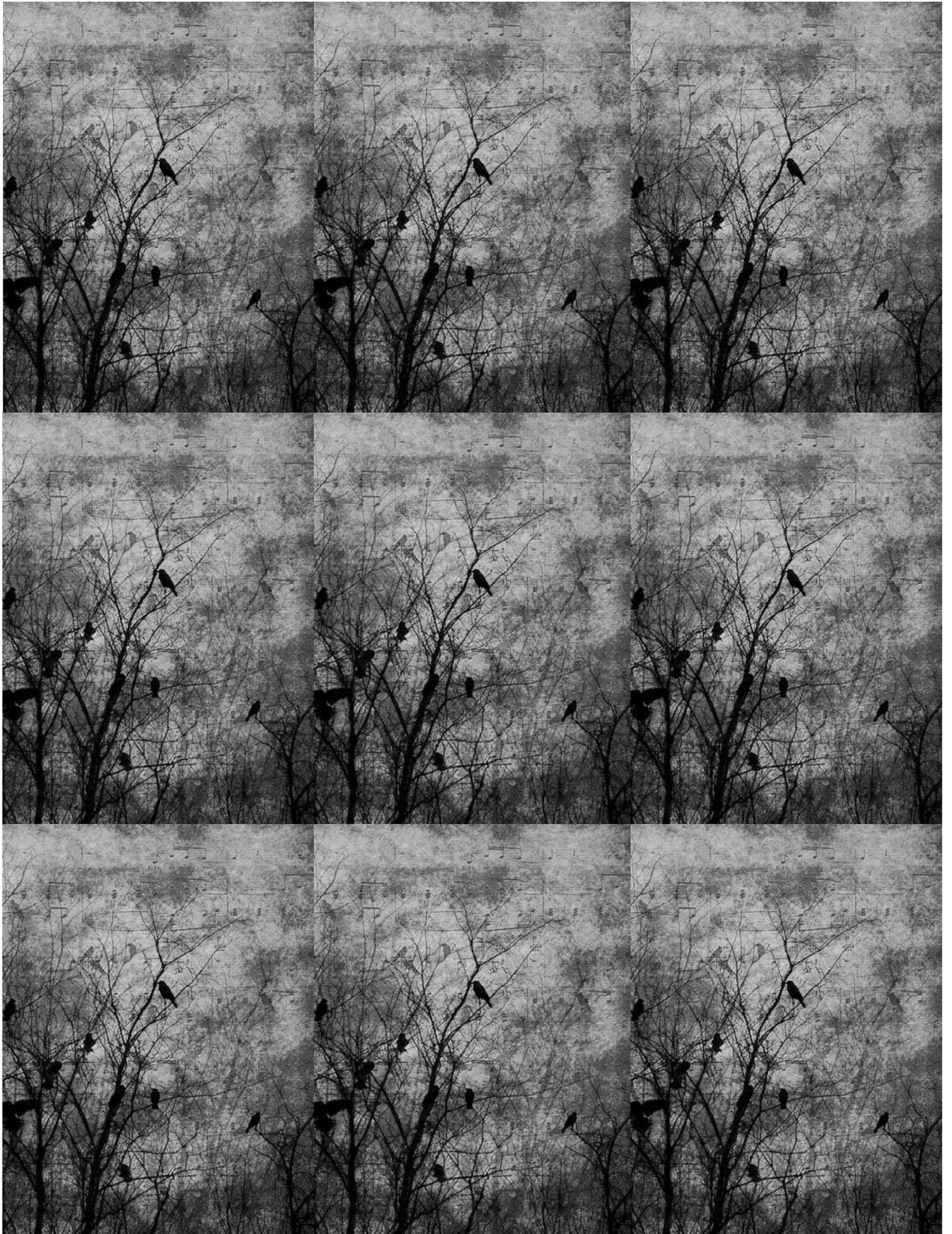
RHYTHM



Keep it Together.

Paired with **Harmony**: +3 Points

Not Paired: -2



PIPES

Harmony Card Proficiency:
+1 to all Harmony Cards in
your song.



VOCALS

Don't just Whisper:
+5 points if you have 5 or
more Song Cards of 1 Type.



DRUMS

Rhythm Card Proficiency:
+2 to all PAIRED Rhythm
Cards in your song.



DANCE

Gyrate Away:
+5 points if you have 1 of each
type of Song Card (Harmony,
Rhythm, Talent & Emotion).



LYRE

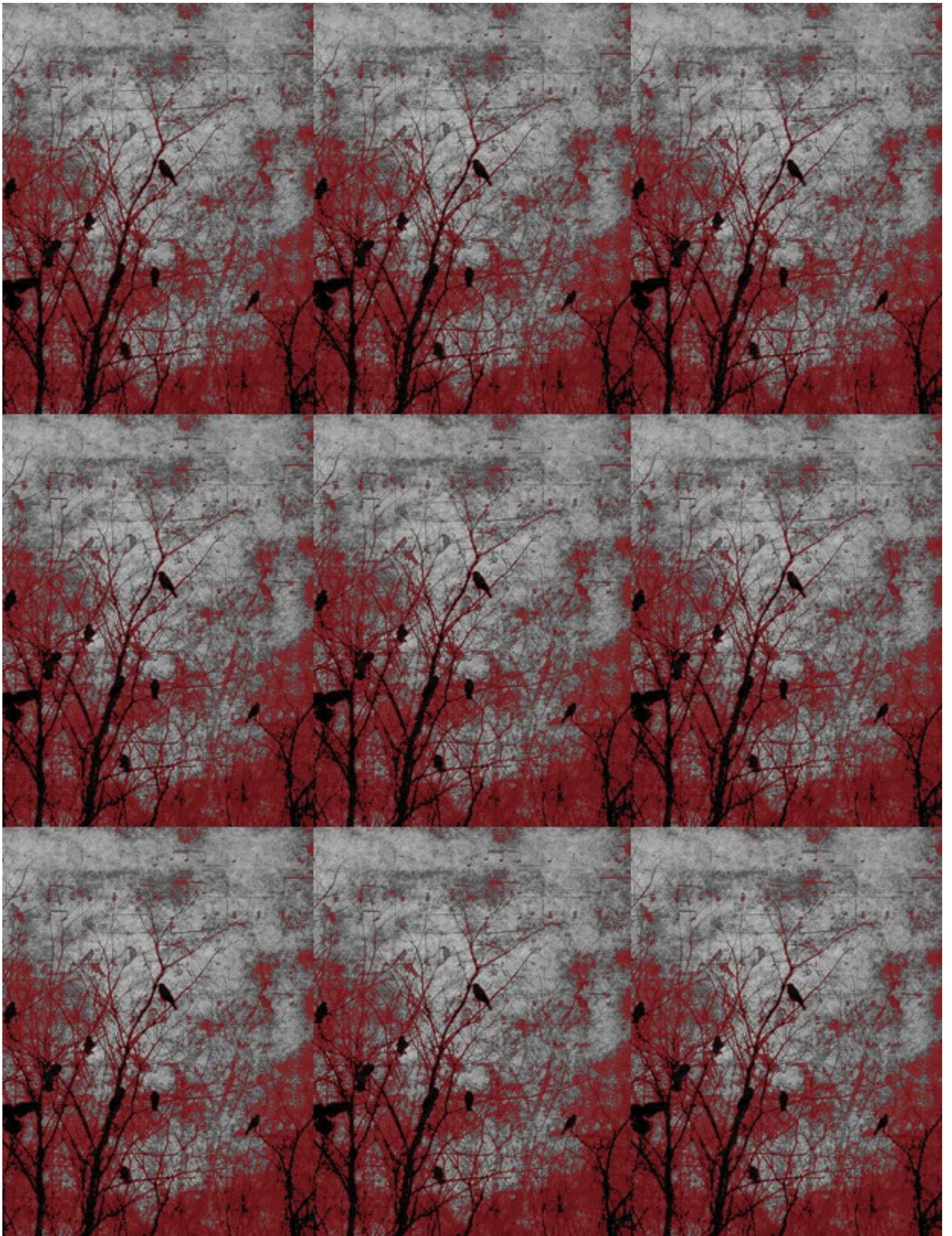
Talent Card Proficiency:
+2 to all Talent Cards in your
song.



FIDDLE

Emotion Card Proficiency:
+1 to all Emotion Cards in
your song.

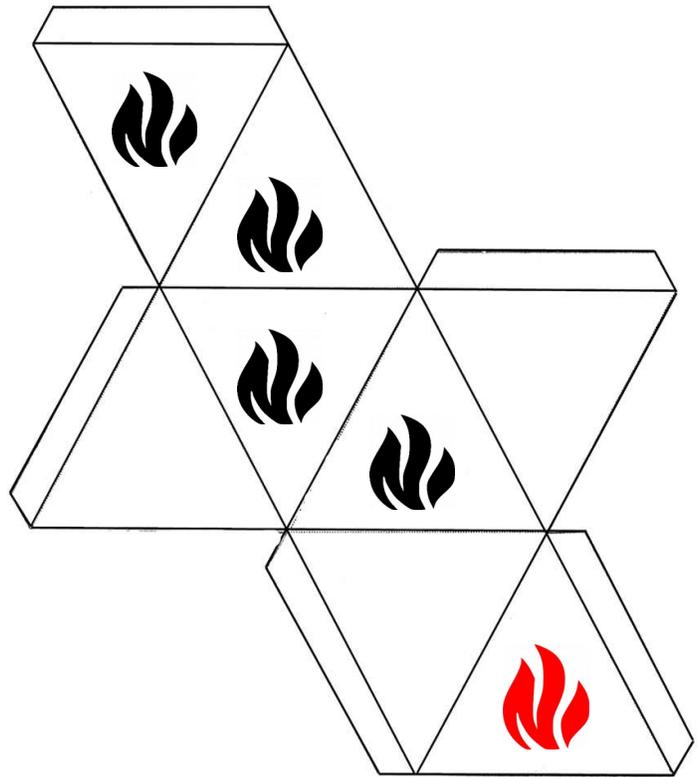




Sacrifice Marker



D8 Layout



Inspiration Tokens

