

| Disc Name | Effect |
|----------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Eagle | Players may attack each other from 2 additional space away |
| Jaguar | Players must now sacrifice 2 skulls to draw a card |
| Reed | Players draw double the amount of skulls from a space |
| Grass | No player battles. If a player lands on a space containing another player, they give that player 1 skull. |
| Monkey | Battles between players are determined by the flip of a coin. |
| Dog | Instead of rolling the die, players may only move up to 2 space, but may move in either direction. |
| Water | Card costs are now paid to the space instead of to the lake |
| Rabbit | Combat may be escaped by paying a skull to the lake and rolling 3+. A player must declare they want to escape before they roll for battle. |
| Deer | All card costs are doubled |
| Death | Discard all cards when the Apocalypse starts. Cards may be drawn as normal afterward. |
| Serpent | Rain cards may not be played. They may still be sacrificed |
| Lizard | Discard a card at the end of every turn. Ignore this effect if a player has no cards. |
| House | All cards are now drawn from the discard pile |
| Wind | When a player rolls the die to move, they may choose to move up to the number of spaces that they rolled. |
| Crocodile | All players involved in a battle must discard a card to the current space. |
| Flower | After winning a battle, a player must give a card to the loser |
| Rain | War cards may not be played. They may still be sacrificed |
| Flint | Every player must sacrifice at least 1 skull every turn. They do not receive a card for this sacrifice. |
| Quake | All players take two turns in a row. |
| Vulture | After losing a battle, a player must discard a skull to the lake. |
| Eagle | All players may now place roses up to one space away |
| Jaguar | <i>This player gains +1 in battle</i> |
| Reed | If a space already has a rose on it, any player may place 2 roses to remove 3 skulls |
| Grass | <i>When this player loses a battle, they gain a rose.</i> |
| Monkey | All players may sacrifice a rose to draw from the discard pile |
| Dog | <i>When this player loses a battle, they may sacrifice a rose to Mary instead of giving the victor a skull.</i> |
| Water | <i>This player may sacrifice a rose to draw a rain card.</i> |
| Rabbit | All players may sacrifice a rose to escape combat |
| Deer | All players may pay card costs with roses as well as skulls. |
| Death | <i>When this player loses a battle to other players, the other player loses their next collection phase. The victor still collects all victory awards from the loser.</i> |
| Serpent | All players may discard a war card to receive a rose. |
| Lizard | All players may chose to pay cards instead of skulls when losing a battle. |
| House | All players may now sacrifice a card to remove a skull from a space. This removes both the skull and card from play, but does not replace it with a rose. |
| Wind | All player may sacrifice a rose to move an additional space. |
| Crocodile | <i>When other players lose a battle to this player, they must discard a skull to the lake</i> |
| Flower | <i>When this player sacrifices 2 skulls to Mary, they receive 3 roses.</i> |
| Rain | All players may discard a rain card to receive a rose. |
| Flint | <i>This player may sacrifice a rose to draw a war card.</i> |
| Quake | <i>When other players lose a battle to this player, instead of losing a skull, they lose their next move phase.</i> |
| Vulture | <i>When this player wins a battle, they gain a rose.</i> |

| Cost | Category | Effect | Title | Flavor Text |
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| 2 | Battle/Reaction | Discard the number of skulls and negate it. | | |
| 1 | Battle/Reaction | Escape from a battle by moving to an empty neighboring space. | | |
| 1 | Battle/Reaction | Prevent another player's escape from a battle. | | |
| 1 | Action | Attack a player on an adjacent space. | | |
| 1 | Action | Take 1 skull from each player and sacrifice them to the god of your choice. Draw one card from that god. | | |
| 1 | Action | Take 1 card at random from a player of your choice. | | |
| 5 | Ongoing | You now win 2 skulls from battle instead of 1. If you ever roll a 1 during the movement phase, discard this card. | | |
| 3 | Ongoing | Add +1 to your roll during battle. If you ever roll below a 2 in battle, discard this card. | | |
| 1 | Ongoing | Battles are now determined by the flip of a coin. Must be played before the roll. After the battle is over, flip the coin again. If the same result comes up again (H, TT or HH), discard the card. | | |
| 0 | Reaction | Force a player to sacrifice a skull won in battle to the god of your choice. Can only be played after a battle. No other battle cards can be played after this. | | |
| 5 | Action | Target a player. If that player has any roses, take a card from that player for every rose that they have. If they don't have any cards, force them to sacrifice a skull to the god of your choice. You receive a card for every skull sacrificed in this way. | | |
| 5 | Action | Remove all the roses from a space. Replace them with an equal number of skulls from the lake. | | |
| 3 | Ongoing | Everytime you sacrifice to Hulttopochti, collect an additional card. When you do this, roll the die. If you roll 2 or below, discard the card. | | |
| X | Action | Play any number of skulls. For every skull spent, you may take one card from any player. | | |
| 2 | Reaction | After winning a battle, play this card to immediately move to a space occupied by another player. Do not collect any skulls, but immediately start a battle with that player where you are the attacker. | | |
| 0 | Action | Target a player. On their next turn, they do not move from the space they are on. On your next turn, you are attacked by Cortez's army. | | |
| 0 | Action | Target a player. Start a battle with that player no matter what space they are on where you are the attacker. Losers are oxidized. | | |
| 0 | Action | Target any number of players. Those players are immediately attacked by Cortez's army. If they lose, you may draw a card and gain a skull from the lake. Skip your move phase for a number of turns equal to the number of players targeted. | | |
| 1 | Action | Move any player 2 spaces in any direction. This movement does trigger a battle where the moved player is the defender. This does not allow the player to collect skulls from that square. | | |
| 1 | Action | Move to a space of your choice. Do not collect skulls from that space. This does trigger a battle in which you are the attacker. | | |
| 2 | Action | Move to a space occupied by another player. This triggers a battle where the moved player is the attacker. Do not collect skulls from that space. | | |
| 1 | Action | Force a player to take two skulls from their current space and sacrifice them to the god of your choice. Receive 2 cards from that god. No additional cards are received for the sacrifice. | | |
| 1 | Action | Force the player nearest to you to sacrifice 2 skulls to the god of your choice. No player receives cards for that sacrifice. | | |
| 1 | Move | Go to the Jaguar space. This movement does trigger a battle where the moved player is the attacker. You may not claim skulls for moving into this space. | | |
| 1 | Move | Go to the Reed space. This movement does trigger a battle where the moved player is the attacker. You may not claim skulls for moving into this space. | | |
| 1 | Move | Go to the Grass space. This movement does trigger a battle where the moved player is the attacker. You may not claim skulls for moving into this space. | | |
| 1 | Move | Go to the Monkey space. This movement does trigger a battle where the moved player is the attacker. You may not claim skulls for moving into this space. | | |
| 1 | Move | Go to the Dog space. This movement does trigger a battle where the moved player is the attacker. You may not claim skulls for moving into this space. | | |
| 1 | Move | Go to the Water space. This movement does trigger a battle where the moved player is the attacker. You may not claim skulls for moving into this space. | | |
| 1 | Move | Go to the Rabbit space. This movement does trigger a battle where the moved player is the attacker. You may not claim skulls for moving into this space. | | |
| 1 | Move | Go to the Deer space. This movement does trigger a battle where the moved player is the attacker. You may not claim skulls for moving into this space. | | |
| 1 | Move | Go to the Death space. This movement does trigger a battle where the moved player is the attacker. You may not claim skulls for moving into this space. | | |
| 1 | Move | Go to the Sergeant space. This movement does trigger a battle where the moved player is the attacker. You may not claim skulls for moving into this space. | | |
| 1 | Move | Go to the Lizard space. This movement does trigger a battle where the moved player is the attacker. You may not claim skulls for moving into this space. | | |
| 1 | Move | Go to the House space. This movement does trigger a battle where the moved player is the attacker. You may not claim skulls for moving into this space. | | |
| 1 | Move | Go to the Wind space. This movement does trigger a battle where the moved player is the attacker. You may not claim skulls for moving into this space. | | |
| 1 | Move | Go to the Crocodile space. This movement does trigger a battle where the moved player is the attacker. You may not claim skulls for moving into this space. | | |
| 1 | Move | Go to the Flower space. This movement does trigger a battle where the moved player is the attacker. You may not claim skulls for moving into this space. | | |
| 1 | Move | Go to the Rain space. This movement does trigger a battle where the moved player is the attacker. You may not claim skulls for moving into this space. | | |
| 1 | Move | Go to the Flint space. This movement does trigger a battle where the moved player is the attacker. You may not claim skulls for moving into this space. | | |
| 1 | Move | Go to the Quake space. This movement does trigger a battle where the moved player is the attacker. You may not claim skulls for moving into this space. | | |
| 1 | Move | Go to the Volcano space. This movement does trigger a battle where the moved player is the attacker. You may not claim skulls for moving into this space. | | |
| 1 | Reaction | Discard an ongoing effect. This card may be played on another player. | | |
| 1 | Action | In addition to the card cost, you may pay any number of skulls you choose. For each skull paid, remove two roses from the lake. Each player may only play this card once. Any additional skulls played this way are removed from play and may not be recovered. | | |

| Cost | Category | Effect | Title | Flavor Text | # in the deck |
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| 1 | Action | Take 1 skull from every player, including yourself. Add them all to the current space. This card may not be played if the current space does not have enough free space to add all the necessary skulls. | | | |
| 1 | Action | Take 1 skull from each player and add them to your total | | | |
| 1 | Action | Take 2 extra skulls from the current space and add them to your total | | | |
| 5 | Ongoing | When you move into a space, collect an additional skull. If you ever roll a 1 during the movement phase, discard this card. | | | |
| 3 | Action | Take all remaining skulls from this space. Instead of paying the cost of this card into the lake, place it onto the space after collecting all the remaining skulls. | | | |
| 3 | Ongoing | Everytime you sacrifice to Tlaoc, collect an additional card. When you do this, roll the die. If you roll 2 or below, discard this card. | | | |
| 1 | Action | Force a player to put 1 skull back onto a space of your choice | | | |
| 1 | Action | Draw 2 skulls from the lake. | | | |
| X | Action | Pay any number of skulls. You may pull twice that number from the lake and back on the board however you choose | | | |
| 1 | Action | You may place any number of your skulls back on the board however you choose | | | |
| 5 | Action | Refill a space of your choice up to 13 skulls. | | | |
| 5 | Ongoing | Collect 1 less skull during the collection phase. If you ever roll a 6 during the movement phase, discard this card. This card may be played on another player | | | |
| 2 | Action | Draw 4 skulls from the lake | | | |
| 0 | Reaction | When a player takes skulls from you, play this card to force that player to sacrifice one of those skulls to the God of your choice. you receive a card from that God. | | | |
| 3 | Action | Play this card to take another turn immediately after the current turn. | | | |
| 0 | Action | Target a player. Prevent that player from moving from the space they are on. Skip your next collection phase. | | | |
| 0 | Action | Target a player. You may look at that player's cards and choose two of them to take. After that, that player may take two of yours at random. | | | |
| 0 | Action | You may choose to draw up to three cards split between either god. For every card you draw, you may also pull up to four skulls from the lake and put them anywhere on the board. Skip your move phase for a number of turns equal to the number of cards you draw. You also draw one less skull for a number of turns equal to the number of cards you drew. | | | |
| 1 | Action | Move any player 2 spaces in any direction. This movement does not trigger a battle. This does allow the player to collect skulls from that square. | | | |
| 2 | Action | Move to a space of your choice. Collect 1 skull from the new space | | | |
| 1 | Action | Move to a space occupied by another player. This does not trigger a battle. | | | |
| 1 | Action | Take two skulls from the any space and sacrifice them to the god of your choice. Receive 2 cards from that god. No additional cards are received for the sacrifice. | | | |
| 1 | Action | Force the player nearest to you on the board to sacrifice 2 skulls to the god of their choice. You receive one card from that god. | | | |
| 1 | Move | Go to the Eagle space. Collect a skull from that space. If there is already a player at that space, do not fight a battle. | | | |
| 1 | Move | Go to the Jaguar space. Collect a skull from that space. If there is already a player at that space, do not fight a battle. | | | |
| 1 | Move | Go to the Reed space. Collect a skull from that space. If there is already a player at that space, do not fight a battle. | | | |
| 1 | Move | Go to the Grass space. Collect a skull from that space. If there is already a player at that space, do not fight a battle. | | | |
| 1 | Move | Go to the Monkey space. Collect a skull from that space. If there is already a player at that space, do not fight a battle. | | | |
| 1 | Move | Go to the Dog space. Collect a skull from that space. If there is already a player at that space, do not fight a battle. | | | |
| 1 | Move | Go to the Water space. Collect a skull from that space. If there is already a player at that space, do not fight a battle. | | | |
| 1 | Move | Go to the Rabbit space. Collect a skull from that space. If there is already a player at that space, do not fight a battle. | | | |
| 1 | Move | Go to the Deer space. Collect a skull from that space. If there is already a player at that space, do not fight a battle. | | | |
| 1 | Move | Go to the Death space. Collect a skull from that space. If there is already a player at that space, do not fight a battle. | | | |
| 1 | Move | Go to the Serpent space. Collect a skull from that space. If there is already a player at that space, do not fight a battle. | | | |
| 1 | Move | Go to the Lizard space. Collect a skull from that space. If there is already a player at that space, do not fight a battle. | | | |
| 1 | Move | Go to the House space. Collect a skull from that space. If there is already a player at that space, do not fight a battle. | | | |
| 1 | Move | Go to the Wind space. Collect a skull from that space. If there is already a player at that space, do not fight a battle. | | | |

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| 1 | Move | Go to the Crocodile space. Collect a skull from that space. If there is already a player at that space, do not fight a battle. | | | |
| 1 | Move | Go to the Flower space. Collect a skull from that space. If there is already a player at that space, do not fight a battle. | | | |
| 1 | Move | Go to the Rain space. Collect a skull from that space. If there is already a player at that space, do not fight a battle. | | | |
| 1 | Move | Go to the Flint space. Collect a skull from that space. If there is already a player at that space, do not fight a battle. | | | |
| 1 | Move | Go to the Quake space. Collect a skull from that space. If there is already a player at that space, do not fight a battle. | | | |
| 1 | Move | Go to the Vulture space. Collect a skull from that space. If there is already a player at that space, do not fight a battle. | | | |
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| 1 | Reaction | <i>Discard an ongoing effect. This card may be played on another player.</i> | | | |
| 1 | Action | <i>In addition to the card cost, you may pay any number of skulls you choose. For each skull paid, remove two roses from the board. Each player may only play this card once. Any additional skulls played this way are removed from play and may not be recovered.</i> | | | |

| Cost | Card Type | Category | Effect | Title | Flavor Text | | | |
|------|-----------|----------|-------------------------------------------------------------------------------------------------------------|-------|-------------|--|--|--|
| 1 | Common | Action | Take 2 skulls from the current space and sacrifice it to the god of your choice. Draw 2 cards from that god | | | | | |
| 1 | Common | Action | Move 2 spaces in any direction | | | | | |
| 1 | Common | Action | Move to a space occupied by another player. This does not trigger a battle. | | | | | |
| 2 | Common | Action | Move to a space of your choice | | | | | |
| 1 | Common | Action | The player nearest to you on the board must sacrifice 2 skulls to the god of their choice | | | | | |
| 1 | Common | Action | Roll 1D if the value is 4+ take a skull from the current space. If it's 3- add a skull to the current space | | | | | |
| 1 | Common | Action | Force a player of your choice to discard a card of their choice. | | | | | |
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| 1 | Common | Move | Go to the Eagle space | | | | | |
| 1 | Common | Move | Go to the Jaguar space | | | | | |
| 1 | Common | Move | Go to the Reed space | | | | | |
| 1 | Common | Move | Go to the Grass space | | | | | |
| 1 | Common | Move | Go to the Monkey space | | | | | |
| 1 | Common | Move | Go to the Dog space | | | | | |
| 1 | Common | Move | Go to the Water space | | | | | |
| 1 | Common | Move | Go to the Rabbit space | | | | | |
| 1 | Common | Move | Go to the Deer space | | | | | |
| 1 | Common | Move | Go to the Death space | | | | | |
| 1 | Common | Move | Go to the Serpent space | | | | | |
| 1 | Common | Move | Go to the Lizard space | | | | | |
| 1 | Common | Move | Go to the House space | | | | | |
| 1 | Common | Move | Go to the Wind space | | | | | |
| 1 | Common | Move | Go to the Crocodile space | | | | | |
| 1 | Common | Move | Go to the Flower space | | | | | |
| 1 | Common | Move | Go to the Rain space | | | | | |
| 1 | Common | Move | Go to the Flint space | | | | | |
| 1 | Common | Move | Go to the Quake space | | | | | |
| 1 | Common | Move | Go to the Vulture space | | | | | |

| Cost | God | Card Type | Category | Title | Flavor Text | Effect |
|------|-----------------|-----------|----------|------------------------------|------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Huitzilopochtli | Rain | Action | Flower War | Each Tribe Contributes a Warrior | Take 1 skull from each player |
| 0 | Tlaloc | War | Effect | Tlaloc's Tears | Tears Increase the Harvest | You now win 2 skulls from battle instead of 1. Sacrifice 5 skulls to Tlaloc to play this card. This bonus stacks with all other bonuses. |
| 1 | Tlaloc | War | Action | Tlaloc's Gift | He Who Makes Things Sprout | Add the cost of this card to the current space |
| 1 | Tlaloc | War | Action | Tlaloc's Bounty | The Tears of Tlaloc Bear Fruit | Take all of the remaining skulls from the current space |
| 1 | Tlaloc | War | Action | Planting Season | Planting the Seeds of Tlaloc | Take 1 skull from every player, including yourself! Add them all to the current space. This card may not be played if the current space does not have enough free space to add all the necessary skulls. |
| 1 | Both | Common | Action | Ozomahitl's Mischief | The Monkey's Tail | Take a random card from another player |
| 1 | Tlaloc | War | Action | Mazatl's Escape | Live to See Another Day | Escape from a battle by moving to an empty neighboring space |
| 1 | Tlaloc | War | Counter | Malinaltl's Strength | The Grass Grows Quietly | Prevent another player's escape from a battle |
| 2 | Tlaloc | War | Action | Cipactli's Hunger | Every Joint on its Body Has a Mouth | |
| 1 | Tlaloc | War | Effect | Tezcatlipoca's Challenge | Take the Heart from a Skeleton | Grants D+2 to the player's defense. If you lose, pay them double the winnings. If you win, they pay the normal rate. |
| 2 | Both | Common | Action | Dance of Tezcatlipoca | Dance to your Death | |
| 1 | Tlaloc | War | Action | Malinalxochitl's Sacrifice | Sacrifice One to Save All | The nearest player must sacrifice two of their skulls to the god of their choice |
| 0 | | | Effect | Obsidian Blades | The Dark Place of Eternal Stillness | Grants A+1 to the player's attack (discard after one battle) |
| 1 | | | Effect | Huitzilopochtli's Vision | Sacrifice Everything | Pick up 1 extra skull from a space until your next battle. Sacrifice 5 skulls to Huitzilopochtli to play this card. This bonus stacks with other bonuses. |
| 4 | | | Action | Copli's Revenge | Tenochtitlan was Built on Copli's Heart | |
| 1 | Huitzilopochtli | Rain | Action | Tlacopan's Alliance | Tlacopan Sends a Tribute | Take two extra skulls from the current space |
| 1 | Tlaloc | War | Effect | The Promise of Cozcacuauhtli | Vultures Will Come | The defeated player must pay two extra skulls to the victor after losing a battle (discard after one battle) |
| 1 | Tlaloc | War | Action | Tlaloc's Mercy | Tlaloc Hears Your Prayers | Receive a card from Tlaloc |
| 2 | | | Action | Cuauhcoatl | Jaguar Warriors Attack | Gain or lose double the number of skulls from your next battle (applied after all other modifiers) |
| | | | Action | Neighboring Allies | Visit a Neighboring Tribe | Move to a square occupied by another player. This does not trigger a battle. |
| 1 | | | Action | The Wind Blows | Ehecatl Gives His Grace | Move up to two spaces in either direction |
| | | | Effect | The Safety of Calli | Dust Gathers at the Threshold | Lose no skulls in battle (discard after one battle) |
| | | | Action | The Harvest of Chicomecoatl | Harvest Before the Frost | Collect 1 extra skull from the current space |
| | | | Action | Atlatl | Extend the Range of your Attack | Attack a player on an adjacent space |
| | | | Effect | Second Sacrifice | A Second Sacrifice is Demanded | Win 1 extra skull from battle (may be played after the battle) (discard after one battle) |
| | | | Effect | The Smoking Mirror | He Carries an Obsidian Mirror | Switch results with your opponent in battle. Must be played after the roll. (discard after one battle) |
| 1 | | | Effect | Tonatiuh's Demand | An offering to the Turquoise Lord | Take 2 skulls from the current space and sacrifice it to the God of your choice. Draw 2 cards |
| | | | Effect | Chalchiuhtlicue | She Who Wears a Green Skirt | Chalchiuhtlicue turns you into a fish |
| | | | Effect | Xipe Totec | Our Lord the Flayed One | Sacrifice 2 skulls, and take 2 cards. Pick 1 skull from the current space |
| | | | Effect | Macalcozacoahuatl | The God of Gluttony | Take 1 skull from the player who has the highest number of skulls |
| | | | Effect | Macalcozotl's Gamble | | Roll 1D if the value is 4+ take a skull from the current space. If it's 3- add a skull to the current space |
| | | | Effect | The Shield of Patecatl | Father of the 400 Gods of Pulque | Grants D+1 to the player's defense (discard after one battle) |
| | | | Effect | Iztacuhca-Cinteotl | God of White Maize | Move to the West starting square - Quetzalcoatl |
| | | | Effect | Tlatauhca-Cinteotl | God of Red Maize | Move to the East starting square - Tezcatlipoca |
| | | | Effect | Cozauhca-Cinteotl | God of Yellow Maize | Move to the South starting square - Huitzilopochtli |
| | | | Effect | Yayauhca-Cinteotl | God of Black Maize | Move to the North starting square - Tezcatlipoca |
| | | | Effect | Cipactonal | Daylight Comes | |
| | | | Effect | Tezcatlipoca | Lord of the Darkness | |
| | | | Effect | Painal | God of Battles | Win 1 extra skull in battle (discard after one battle) |
| | | | Effect | Tepeyollotl | God of Echoes and Earthquakes | After a just-completed battle, battle the same player again. Both results stand. (discard after one battle) |
| | | | Effect | Izcaque | Starts a War for His own Amusement | Move to the same space as another player and start a battle with that player. |
| | | | Effect | God of Illness | Chalchitlotliah absolves humans of guilt | Put 1 skull back onto the current space |
| | | | Effect | Ixquilecatl | God of Sorcerers | Go to the space of your choice. If you move to a space with another player, this does not trigger a battle. |
| | | | Effect | Tezcatlipoca | Blindfolded Justice | The battle is determined by a coin flip instead of a dice roll |
| | | | Effect | Macuilteotl | The Weapons of War | Attack is increased by 2 for one battle |
| | | | Effect | Itztl | Stone and Sacrifice | Defence is increased by 2 for one battle |
| | | | Effect | Mictlantécutli | The God of Death | Take 2 skulls after winning a battle (discard after one battle) |
| | | | Effect | Atlaua | Protector of Fishermen | Put 1 skull out of the lake |
| | | | Effect | Opechtl | Discoverer of the Harpoon and the Net | Put 2 skulls out of the lake |
| 1 | Huitzilopochtli | | Effect | Shield Flower | She shall be left as she is | The target player must sacrifice at least 1 skull to Huitzilopochtli |

Possible Card Effects

| Base Effect | Permutation 1 | Permutation 2 | Permutation 3 |
|-------------------|-------------------------------|----------------------|------------------|
| Move player token | Self | Specific space | |
| | Other Player | Certain # of spaces | |
| | All | | |
| Modify Board | Change # of tokens on space | Add Tokens | All |
| | | Remove Tokens | Certain # |
| | Prevent changes to space | All changes | Forever |
| | | Adding tokens | Limited time |
| Modify Battle | Modify Stats | Change Attack | Self |
| | | Change Defense | Other player |
| | Modify Die roll | Add to result | Self |
| | | Subtract from result | Other player |
| | | Replace result | |
| | Change whether battle happens | Escape | Self |
| | | Prevent escape | Other |
| | Modify Outcome | Add tokens | To winner |
| | | | To loser |
| | | Add cards | To everyone |
| Remove cards | | | |
| Force Battle | Self | At cost | |
| | Other | For Free | |
| Affect Range | Self | | |
| | Other | | |
| | All | | |
| Affect Cards | Draw Cards | Draw 1 card | For free |
| | | Draw multiple cards | at a cost |
| | Exchange cards | From deck | 1:1 |
| | | From other players | 0:1 |
| | Discard cards | | Some other ratio |
| | | Self | At a cost |
| Other player | | Free | |
| Affect Skulls | Change # player has | All | |
| | | Add | Self |
| | Force Sacrifice | Remove | Other |
| | | Self | No benefit |
| | | Other | Some benefit |
| | Place on board | All | |
| | | Self | Some benefit |
| | | Other | No benefit |
| All | | | |
| Affects Sacrifice | Self | Changes Ratio | |

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| | | Other | |
| | | All | |