

You may play two addtional Danmaku cards each round.

You can only have one Artifact at a time.

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Goal: Defeat all Stage Bosses and Partners, then defeat the Heroine.

Loot: If defeated by any player, that player draws 2 cards.



Goal: Defeat all Stage Bosses and the EX

Plot armor: Start the game with +1 max life and hand size.



PARTNER



Goal: Defeat all Stage Bosses and the EX Boss. Protect the Heroine.

Loot: If defeated by any player other than the Heroine, that player draws 2 cards.

Friendly Fire: If defeated by the Heroine, she must discard her hand and all Permaner in play.

STAGE BOSS



Goal: Defeat all Stage Bosses and the EX Boss. Protect the Heroine.

Loot: If defeated by any player other than the Heroine, that player draws 2 cards.

Friendly Fire: If defeated by the Heroine, she must discard her hand and all Permaner in play.



Goal: Defeat the Heroine.

Loot: If defeated by any player, that player draws 2 cards.



player draws 2 cards.

STAGE BOSS

CRISIS OF FAITH

When this incident enters play, each player except the Heroine takes turns revealing cards until they reveal an Autumn. That player swaps roles with the Heroine.

If the current Heroine is successfully attacked, she swaps roles with the previous Heroine.

Resolution: At the beginning of the incident step, if you are the Heroine, resolve this incident and gain 1 life.



Goal: Defeat the Heroine.

Loot: If defeated by any player, that

player draws 2 cards.

