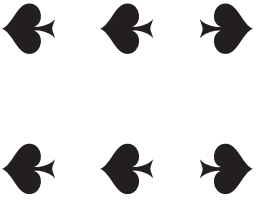
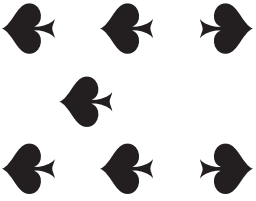


6
A hard bargain



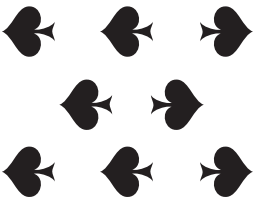
Demand respect

7
A good deal



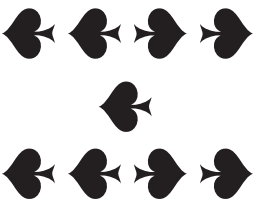
Seek obedience

8
A gathering



Demand show of trust

9
A foolish scheme



Lodge grievance

2
Assign blame



A search

2

3
Demand information



A petty distraction

3

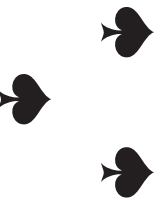
4
Punish



A nuisance

4

5
Show disrespect



A lucky break

5

XIOTH
HILLFOLK

XIOTH
HILLFOLK

XIOTH
HILLFOLK

XIOTH
HILLFOLK

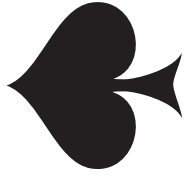
XIOTH
HILLFOLK

XIOTH
HILLFOLK

XIOTH
HILLFOLK

XIOTH
HILLFOLK

A
A blunder



A

2
An old friend



2

3
An old enemy



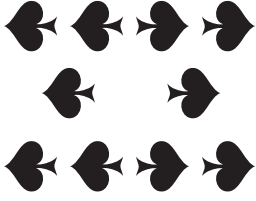
3

4
An old debt



4

10
Fight boredom



A fool gains power

10

J
Show assurance



A delegation

J

Q
Demand apology



A crime

Q

K
Show annoyance



A close call

K



KITCHEN
HILFOLK

KITCHEN
HILFOLK

KITCHEN
HILFOLK

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KITCHEN
HILFOLK

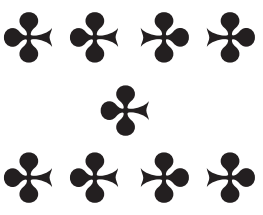
KITCHEN
HILFOLK

KITCHEN
HILFOLK

KITCHEN
HILFOLK

9

A trap

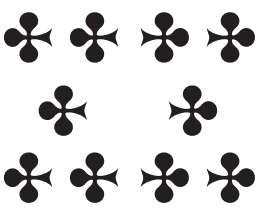


Show obedience

6

10

A terrible discovery



Provoke excitement

10

J

A surprise return



Seek comfort

J

Q

A stranger appears

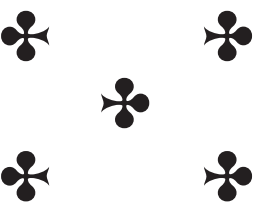


Seek attention

Q

5

Evade blame

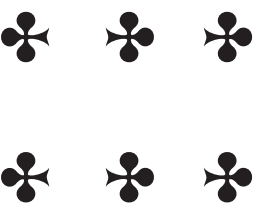


An offer of help

5

6

Seek information

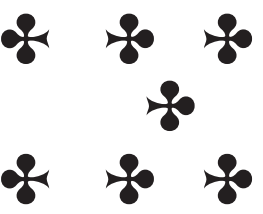


An accident

6

7

Seek sympathy

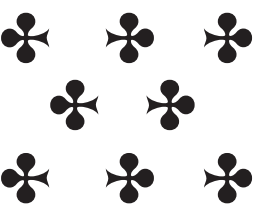


Ambush

7

8

Seek respect



A welcome discovery

8

XIOTH
HILFOLK

XIOTH
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4

Ill omens



5

Gossip spreads



6

Fracas




7

Fear of outsiders



4

Display trust



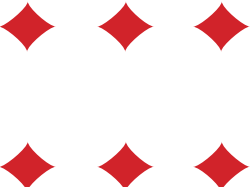
5

Mollify grievance



9

Offer favor



7

Extend forgiveness



K

Needle



A

Provoke anger



2

Seek punishment



3

Show respect



K

A sight



A

A show of strength



2

Loyalty disregarded



3

Laxness



XIOTH
HILLFOLK

XIOTH
HILLFOLK

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XIOTH
HILLFOLK

Q

Calm before storm



Show affection

Q

K

Betrayal



Extend admiration

K

A

Assertion of authority



Offer acceptance

A

2

Threats from outside

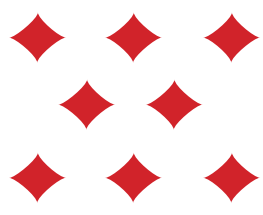


Relent

2

8

Soothe

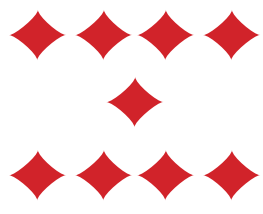


False hope

8

9

Pay heed

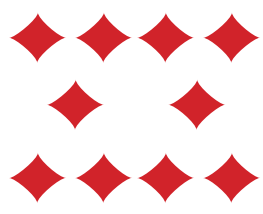


Discension in the ranks

9

10

Offer assurance

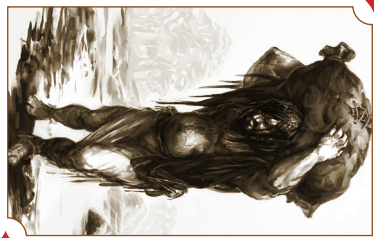


Danger on the horizon

10

J

Offer apology



Celebration

J

XIOTH
HILFOLK

XIOTH
HILFOLK

XIOTH
HILFOLK

XIOTH
HILFOLK

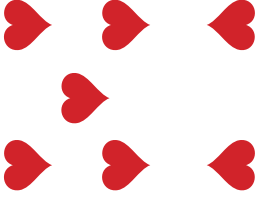
XIOTH
HILFOLK

XIOTH
HILFOLK

XIOTH
HILFOLK

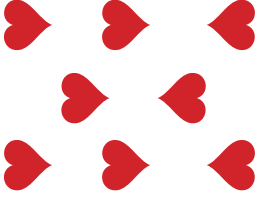
XIOTH
HILFOLK

7
Shift in allegiance



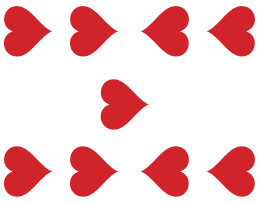
7
Seek favor

8
Pursuit



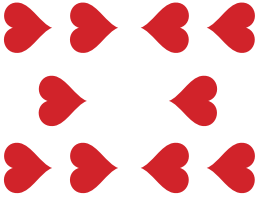
8
Seek forgiveness

9
Power vacuum



6
Seek acknowledgment

10
Plan gone awry



10
Seek assurance

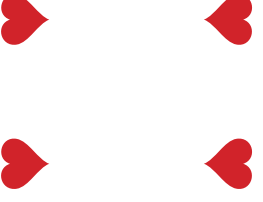
3
Offer advice



The price of salvation

3
3

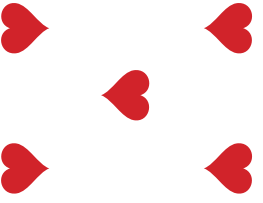
4
Share information



The past rears its head

4
4

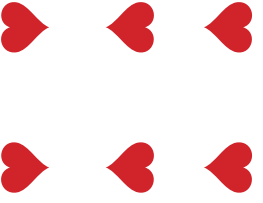
5
Extend sympathy



The lure of gold

5
5

6
Establish trust

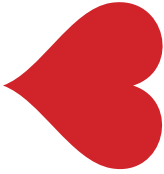


Social disapproval

6
9



Natural disaster



Seek acceptance



News from afar



Gain admiration



Out of supplies



Gain affection



Peace offer



Offer mediation



SPENDING BENNIES

Spend a bennie to:

- gain a drama token
- gain a procedural token of any color
- draw an additional card in a procedural scene
- jump the caller queue.
- burn one token held by another participant
- crash a scene
- block another player's attempt to crash a scene you've called

SPENDING DRAMA TOKENS

- To force an unwilling granter to make a significant concession to you, spend 2 drama tokens.
- To block a force, spend 3 drama tokens.
- As a player, you may spend 1 drama token to:
 - call a scene in which your character does not appear
 - duck a scene
 - crash a scene whose caller did not include you
 - prevent a player from crashing a scene you called

