

## Flashback

Describe something that already happened, adding a detail that changes the meaning or is now suddenly important.

## Changing Battlefield

Play during combat.  
Add a new terrain feature to the Battlefield.

## Collateral Damage

Play when you use a Burnout Power.  
Destroy terrain features in a Burst 2, centered somewhere in the area of effect of the power.

## The Third Party

Play at the start of combat. Add a basic monster of your choice to the battlefield. That monster acts during the Hero Phase, controlled by you, and during the Monster Phase, controlled by the DM.

## Challenge Accepted

Describe and add a Hazard to the adventure.

## Inevitable Betrayal

Declare that a friendly NPC has betrayed the party and is now a villain!

## Love is a Battlefield

Declare that a character - PC or NPC - has fallen madly in love with another character.

## Meanwhile...

Describe a short scene featuring NPCs not present in the current adventure.

## We Shall Meet Again!

Play during combat.  
Name an enemy if it is unnamed, and that enemy becomes your Rival.

## Heroes are like Natural Disasters

Play at the conclusion of an adventure.  
Describe how the Hero's actions have permanently (and probably destructively) altered the location of the adventure

## Uncertain Death

Play at the conclusion of an adventure.  
Describe how a NPC who seemed to have died lived, or an NPC who lived dies due to the events of the adventure.

## Winning Friends *Through Superior Firepower*

Play after combat.  
Name a defeated enemy if it is unnamed, and it becomes your Ally.

## Driven to Distraction

Change your character's Drive.  
What in a current or recent adventure has seized their attention?  
How do they declare their new quest to the world?

## New Territory

Add a new location to the World Map.  
Select it's position and write down it's name.  
What relevance does this place hold to the adventures and NPCs encountered thus far?

## Legends Retold

Describe the current scene as it will be retold by future generations - possibly in song or verse!  
How do the less heroic folk of Exploding Kingdoms see what you've been up to?

## Forethought

Declare that you had planned ahead for the exact threat that you are currently facing or about to face, no matter how surprising it was.  
What stratagem have you or your allies put in motion?

## A Secret Society

Play this card to 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.

## A Mark of Loyalty

Play this card to declare an NPC is loyal to a faction or another NPC.  
If the NPC is already working for an NPC or faction, this can mean they belong to more than one.

## Dreams in Darkness

Play this card when you are not in combat, or while you are in Crisis State.  
You have prophetic and possibly horrifying dreams or visions of the future.  
Describe them, or ask the DM or another player to do so.

## A Fitting Epithet

Play when a Hero does something particularly memorable and glorious.  
Give them a new Epithet based on what they have just accomplished.

## Sins of the Past

Describe how a rivalry or disagreement of legends in the past - parents or mentors, perhaps - leads to and echo of the same strife occurring in the present.

## Envy is Such an Ugly Word

Describe how a PC or NPC covets something that another character has. Be specific to the object of envy - be it a Boon, Lover, Epithet, or...?

## Myth of Creation

Describe how the current location was created, and what fantastical events brought it's existence about.

## The Tangled Web

Play this card to declare that two NPCs or NPC factions are Rivals or Allies with each other.  
Describe how and why this came about.