

You can print out this page and cut out the final boss cards to use as a reference whilst you play, if you wish. There is also a **challenge card** - this serves as a reminder of the global modifiers of the challenge, and can also be printed out, if you wish. These cards are also available digitally at foursouls.com.

DEVOUT MOM!

THIS CAN'T BE ATTACKED.

IF THIS WOULD DIE, INSTEAD THE ACTIVE PLAYER GAINS THE TOP 2 CARDS OF THE MOM DECK, CANCELS THEIR ATTACK, AND THIS HEALS TO FULL.

AS EACH TURN STARTS, THE ACTIVE PLAYER ROLLS-

- 1: MOM PEEKS, THEN MONSTERS GAIN +1¹ TILL END OF TURN.
- 2: MOM PEEKS, THEN MONSTERS GAIN +1¹ TILL END OF TURN.
- 3: MOM GRABS, THEN EACH PLAYER DISCARDS A LOOT CARD.
- 4: MOM GRABS, THEN THE ACTIVE PLAYER PUTS A RANDOM NON-ETERNAL ITEM THEY CONTROL UNDER A RANDOM MOM'S HAND IN PLAY.
- 5: MOM STOMPS, THEN EACH PLAYER TAKES 1 DAMAGE.
- 6: MOM DESTROYS A RANDOM NON-ETERNAL ITEM THEY CONTROL.

♥: 5 | 🎲: 4+ | 🍀: 2

+1 TREASURE



MOTHERLY LOVE

EACH TIME A PLAYER DIES, PUT THE TOP CARD OF THE TREASURE DECK ON TOP OF THE MOM DECK.

EACH TIME A MOM'S EYE DIES, THE ACTIVE PLAYER MAY LOOK AT THE TOP CARD OF THE MOM DECK.

EACH TIME A MOM'S HAND DIES, THE ACTIVE PLAYER GAINS ANY ITEMS UNDER IT AND MAY PUT THE TOP CARD OF THE MOM DECK ON THE BOTTOM.

EACH TIME A PLAYER GAINS A SOUL, THEY GAIN THE TOP CARD OF THE MOM DECK.

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MINIONS HAVE +1¹.

AS EACH TURN STARTS, THE ACTIVE PLAYER ROLLS-

- 1: MOM PEEKS, THEN MONSTERS GAIN +1¹ TILL END OF TURN FOR EACH MOM'S EYE IN PLAY.
- 2: MOM PEEKS, THEN MONSTERS GAIN +1¹ TILL END OF TURN FOR EACH MOM'S EYE IN PLAY.
- 3: MOM GRABS, THEN EACH PLAYER DISCARDS A LOOT CARD FOR EACH MOM'S HAND IN PLAY.
- 4: MOM GRABS, THEN THE ACTIVE PLAYER PUTS A RANDOM NON-ETERNAL ITEM THEY CONTROL UNDER A RANDOM MOM'S HAND IN PLAY FOR EACH MOM'S HAND IN PLAY.
- 5: MOM STOMPS, THEN EACH PLAYER TAKES 1 DAMAGE.
- 6: MOM DESTROYS A RANDOM NON-ETERNAL ITEM THEY CONTROL.

♥: 6 | 🎲: 4+ | 🍀: 2

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