

# Events

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## List

Name	Rules
<b>A Chance to Begin Again</b>	Discard all the Modifiers on one living character.
<b>A Cunning Plan</b>	You may play one additional card of any type this round. If the card is a Myster, you may ignore one of the icon requirements.
<b>A Noble, Stupid Sacrifice</b>	As a response, cancel any one card as it is played. This card's player must then discard three cards from their hand.
<b>A Second Chance</b>	Cancel one Untimely Death as it is played or remove and discard an Untimely Death from a dead character.
<b>A Stormy Night</b>	Draw four cards. Play one card, then discard until you reach your current draw limit.
<b>A Tragic Misunderstanding</b>	Choose two living characters and swap their top Modifiers.
<b>An Unpleasant Surprise</b>	Remove the top Modifier from one living character and discard it.
<b>Body Thief</b>	Choose one of your living characters and any one dead character. Both are removed from play and provide no Pathos points.
<b>Dead Man's Party</b>	You may play one Modifier on a dead character.
<b>Digging Up the Past</b>	Search the discard pile and add any card of your choice to your hand.
<b>Fickle Friends</b>	Move one living Guest to a family of your choice.
<b>Haunted Housewarming</b>	Move one Guest, whether living or dead, to your family.
<b>Lucky Stiff</b>	Remove the top Modifier from one dead character and discard it.
<b>Misfortune Favors the Old</b>	You may play up to two additional cards this round. They must be Untimely Deaths or Modifiers with negative Pathos points.
<b>Smoke and Mirrors</b>	Cancel an Event as it is played.
<b>Suspicious Departure</b>	You may discard this card and a Guest attached to your family to cancel the effects of any card as it is played. The Guest is removed from the game.

<b>The Butler Did It</b>	Remove and discard the top Modifier from one living character. If you have a mystery icon character you may remove and discard the top Mystery from one Residence instead.
<b>The Malevolent Masquerade</b>	You may exchange all the Modifiers on any one living character with those on any one living Guest.
<b>The Root of All Evil</b>	Draw one card from each opponent's hand and immediately play those you wish, keep the rest. You must have a living character with the lucre icon to play this card.
<b>Those Meddling Kids</b>	Remove and discard the top Mystery from one Residence of your choice.
<b>Til Death Do Us Part</b>	Play as an Untimely death on any character with the marriage icon regardless of that character's Self Worth score.
<b>To Be or Not to Be</b>	Move one Untimely Death from a dead character to a living character with negative Self Worth score.
<b>Traveler's Troubles</b>	Draw two cards for each living Guest in your family. You may play any or all of these cards immediately, discarding any you don't use.
<b>Twist of Fate</b>	Replace the top Modifier on a character with one from your hand. Keep the Modifier you replace.
<b>Unfashionably Late</b>	Immediately add a Guest that is not being used this game to a family of your choice. If not able to, then move any one living Guest to your family.

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