

Black Cult

All players that gain half a black heart, gain a cube.

Fear Friday

Petrify doesn't consume the player's action but can only be played once per Night.

Dark Incentive

The top card of the Black Ability deck is shown upwards.

P for Paranoia

Players cannot be Idle unless by a card effect.

White Lies

When a player hones, he gains half a black heart unless by card effect

Bloodlust

All players that don't Raid lose a cube at the end of their turn.