

<div>Curse</div> <div>One</div>	<div>Curse</div> <div>Two</div>	<div>Curse</div> <div>Three</div>
<div>Destroy Upgrade</div>	<div>Destroy Upgrade</div>	<div>Destroy Upgrade</div>
<div>Curse</div> <div>Four</div>	<div>Curse</div> <div>Five</div>	<div>Curse</div> <div>Six</div>
<div>Destroy Upgrade</div>	<div>Destroy Upgrade</div>	<div>Target Tower</div>
		<div>Target tower loses 10 armor</div>
<div>Curse</div> <div>Seven</div>	<div>Curse</div> <div>Eight</div>	<div>Curse</div> <div>Nine</div>
<div>Target Tower</div>	<div>Target Tower</div>	<div>Target Tower</div>
<div>Stays on field. Target tower cannot go to zone 3</div>	<div>Stays on field. Can only target power tower. Target tower loses 3 power</div>	<div>Target tower deals no damage until end of turn</div>

<p>Curse</p> <p>Ten</p>	<p>Curse</p> <p>Eleven</p>	<p>Curse</p> <p>Twelve</p>
<p>Target Tower</p> <p>Stays on field. Target tower cannot be upgraded</p>	<p>Target Minion</p> <p>Destroy target minion</p>	<p>Target Minion</p> <p>Stays on field. Target minion loses 3 power</p>
<p>Curse</p> <p>Thirteen</p>	<p>Curse</p> <p>Fourteen</p>	<p>Curse</p> <p>Fifteen</p>
<p>Target Minion</p> <p>Stays on field. Target minion cannot be assigned to zone 1</p>	<p>Target Minion</p> <p>Stays on field. Target minion deals no damage to support towers</p>	<p>Target Minion</p> <p>Return target minion to its controllers hand</p>
<p>Curse</p> <p>Sixteen</p>	<p>Curse</p> <p>Seventeen</p>	<p>Curse</p> <p>Eighteen</p>
<p>Target Minion</p> <p>Stays on field. Target minion must attack</p>	<p>Target Tower</p> <p>Target tower loses 10 armor</p>	<p>Target Player</p> <p>Stays on Field. Decrease target player's minion count by one. When ~ enters the battlefield, that player sacrifices down to that number</p>

Curse	Curse	Curse
Nineteen	Twenty	Twenty-One
Target Player	Target Minion	Field Effect
Target Player sacrifices a minion	Destroy target minion	Deal 2 damage to all minions
Curse	Curse	Curse
Twenty-Two	Twenty3	Twenty-Four
Target Player	Target Player	Target Player
Stays on field. Target Player cannot evolve his or her minions. That player must sacrifice minions down to their maximum minion limit	Stays on field. At the beginning of target player's turn, each of that player's opponents bank the top card of any deck	Stays on field. At the beginning of target player's turn, each of that player's opponents' towers gain +1 armor
Curse	Curse	Curse
Twenty-Five	Twenty-Six	Twenty7
Target Minion	Target Player	Target Multi
Stays on field. At the start of target minion's controller's turn, deal 1 damage to that minion	At the start of target player's turn, that player discards a random card from their bank	Deal 4 damage to target minion and target tower

Curse

Twenty8

Field Effect

Return all minions to
their controller's hands.
Destroy all Curses and
Upgrades