

<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 4 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 or defense 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. That player must sacrifice minions down to their maximum minion limit.</p>

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

Curse

Twenty8

Field Effect

Destroy all Minions,
Upgrades, and Curses.
Then immediately end
the turn.