

Ability Name	Real Card Name
AbsorbCorruption	Absorb Wake Corruption
AbsorbMySoul	AbsorbMySoul
AcidSpit	Acid Spit
AltarHeal	Use Heal
Antidote	Antitoxin
ArbalestierArrow	Use HunterArrow
ArbalestierBarrage	Barrage
ArbalestierPoisonedTip	ArbalestierPoisonedTip
Bandage	Use Heal
Banish	Banish
Barrage	Use ArbalestierBarrage
BeaconOfHealing	Healing Ward
BeaconOfSmite	The Behemoth
BlindingLight	Blinding Light
Blink	Blink
BlockAbilities	Hymn of Obstruction
Bone	Bone
BossBerserkOnDeath	Boss Berserk On Death
BossShockwave	The Grand Rupture
CallCompanion	Call Companion
Charge	Charge
ChargeBarbarian	Use Charge
ChargeMove	Charge Move
CoinFlip	Use PanicFlip
Confuse	ScrollOfCharm
Corrupt	Corrupt
CorruptedDeathExplode	CorruptedDeathExplode
CorruptionBomb	CorruptionBomb
CorruptOneTurn	Corrupt One Turn
CursedDagger	Cursed Dagger
DamageResistPotion	Alag's Fighting Spirit
DeathBeam	Rift Beam
DeathDropJavelin	Drop Stolen Loot
DeathDropJeweledScarab	DeathDropJeweledScarab

DeathDropMagicPotion	DeathDropMagicPotion
DeathDropVortexDust	DeathDropVortexDust
DeathDropWaterBottle	DeathDropWaterBottle
DeathDropWoodBone	DeathDropWoodBone
DeathFlurry	Regal Burst
Deflect	Astral Barrier
Detox	Detox
DigRatsNest	Dig Rat's Nest
DiseasedBite	Poisonous Bite
DiseasedBiteKnockback	Diseased Bite Knockback
DivineLight	Divine Light
DrainingKiss	Draining Kiss
DrainLife	Drain Life
DropChest	Drop Chest
EarthShatter	Earth Shatter
Electricity	Thunderbolt
ElvenKingMeleeWhip	King's Bash
ElvenKingShockwaveChargeup	Use Overcharge
ElvenSummonerDeflect	Deflect Barrier
EmergencyTeleport	Teleportation
EnemyArrow	Use HunterArrow
EnemyArrowSnipe	Heavy Arrow
EnemyBossHandCharge	Rush
EnemyBossHandGoToHealingState	EnemyBossHandGoToHealingState
EnemyBossHandHeal	EnemyBossHandHeal
EnemyBossHandHealSelf	EnemyBossHandHealSelf
EnemyBossHandsIntro	EnemyBossHandsIntro
EnemyBossHandSmash	EnemyBossHandSmash
EnemyBossHandSpawnPiece	EnemyBossHandSpawnPiece
EnemyDropStolenGoods	EnemyDropStolenGoods
EnemyFireball	EnemyFireball
EnemyFlashbang	Use FlashBang

EnemyFrostball	EnemyFrostball
EnemyHeal	EnemyHeal
EnemyHealOne	EnemyHealOne
EnemyHumanHeal	EnemyHumanHeal
EnemyInvulnerability	Invulnerability
EnemyJavelin	EnemyJavelin
EnemyKnockbackMelee	EnemyKnockbackMelee
EnemyLowerBossHands	EnemyLowerBossHands
EnemyMelee	EnemyMelee
EnemyMeleeBleed	EnemyMeleeBleed
EnemyPikeMeleeAttack	EnemyPikeMeleeAttack
EnemyRaiseBossHands	EnemyRaiseBossHands
EnemySpawnLeftBossHand	EnemySpawnLeftBossHand
EnemySpawnRightBossHand	EnemySpawnRightBossHand
EnemyStealCard	Steal Card
EnemyStealGold	Steal Gold
EnemyTelegraphBossHandCharge	EnemyTelegraphBossHandCharge
EnemyTelegraphBossHandSmash	EnemyTelegraphBossHandSmash
EnemyTownBossHeal	EnemyTownBossHeal
EnemyTurretDamageProjectile	EnemyTurretDamageProjectile
EnemyWoodBone	Wooden Bone
EnergyPotion	Energy Potion
Enrage	Enrage
ExplodingGasLamp	Launch Gas Lamp
ExplodingIceLamp	Launch Ice Lamp
ExplodingLampPlaceholder	A blank card used to store retrieved lamps
ExplodingOilLamp	Launch Oil Lamp
ExplodingVortexLamp	Launch Vortex Lamp
ExplodingWaterLamp	Launch Water Lamp
Explosion	Explosion
ExplosiveOrb	Explosive Orb
Exterminate	Hail Of Arrows
ExtraActionPotion	Focus (Potion)
EyeOfAvalon	Detect Enemies
Fireball	Fireball
FlashBang	Flash Bomb
FreeAP	OneMoreThing
Freeze	Freeze

FretsOfFire	Frets Of Fire
GasLamp	Gas Lamp
GoblinBruteCharge	GoblinBruteCharge
God	God
GodsFury	Heavens Fury
Grab	Pull
Grapple	Grappling Hook
GrapplingPush	Barbaric Chainwhip
GrapplingSmash	Talakk's Hookstrike
GrapplingTotem	The Leviathan
GrapplingTotemHook	Leviathan's Hooks
GuidingLight	Guiding Light
Heal	Healing Potion
HealingLight	Healing Light
HealingPowder	Healing Powder
HolyWater	HolyWater
HunterArrow	Arrow
HymnOfBattle	Use Hymn of Obstruction
HymnOfHealing	Hymn Of Healing
HymnOfIntimidation	Hymn Of Intimidation
IceExplosion	IceExplosion
IceLamp	Ice Lamp
Implode	Consuming Vortex
Implosion	Vortex
ImplosionExplosionRain	Vortex Storm
InvisibilityPotion	Potion of Invisibility
Invulnerability	AdamantPotion
Javelin	SigataurianJavelin
LastCrusade	LastCrusade
LaySpiderEgg	Lay Egg
Leap	Leap
LeapHeavy	Pit Fighters' Leap
LeechMelee	LeechMelee
LetItRain	Downpour

LightningBolt	Lightning Bolt
LongRangeSpearPoke	Spear Thrust
LuckPotion	Luck Potion
MagicMissile	Master's Call
MagicPotion	Magic Potion
MagicShield	Magic Shield
MagicWall	Magic Barrier
MarkOfAvalon	Hunters Mark
MarkOfVerga	Varga's Retribution
MarkTargetTile	Mark Target
MiniBarricade	Barricade
MinionCharge	Feral Charge
MinionMelee	MinionMelee
MinionRespawnInitiator	MinionRespawnInitiator
MissileSwarm	Astral Strike
MonsterBait	Lure
NaturesCall	Beast Whisperer
Net	Net
NotesOfConfusion	Piercing Voice
OilLamp	Oil Lamp
Overcharge	Use Overload
Overload	Overcharge
PanicFlip	Coin Flip
PanicPowderArrow	Panic Powder
Petrify	Petrify
PiercingSpear	Piercing Throw
PlayerLeap	Pit Fighters' Leap
PlayerMelee	Player Melee
PoisonedTip	Poisoned Tip
PoisonGas	Poison Gas
PoisonGasGrenade	Poison Bomb
Portal	Portal of Zozh
ProximityMine	BoobyTrap
PVPBarricade	PVPBarricade
PVPBeastWhisperer	PVPBeastWhisperer
PVPBlink	PVPBlink

PVPConfuse	PVPScrollOfCharm
PVPCursedDagger	PVPCursedDagger
PVPDamageResistPotion	PVPDamageResistPotion
PVPGasLamp	PVPGasLamp
PVPHuntersMark	PVPHuntersMark
PVPIceLamp	PVPIceLamp
PVPOilLamp	PVPOilLamp
PvPReplenishArmor	PvPReplenishArmor
PVPStealth	PVPStealth
PVPVortexLamp	PVPVortexLamp
RaiseRoots	Root Raiser
Rally	Rally
RalmasRevenge	Ralma's Revenge
RatFrenzy	Vermin Frenzy
RatKingRatBomb	Rat Bomb
RatsNest	Dig Rat's Nest
RatWhisperer	Beast Whisperer
Regroup	Regroup
Rejuvenation	Rejuvenation
ReleaseEnergy	ReleaseEnergy
RemoveCorruption	RemoveCorruption
RemoveScorpionFrenzy	RemoveScorpionFrenzy
ReplenishArmor	Repair Armour
ReplenishBarkArmor	Bark Armour
RevealPath	Reveal Path
Revive	Revive
RootWall	Root Wall
ScabRat	Spawn Scab Rat
ScarePowder	Panic Powder Arrow
ScrollCharm	Use Confuse
ScrollElectricity	Scroll of Lightning
ScrollTsunami	Scroll of Tsunami
SecondWind	Second Wind
ShatteringVoice	Shattering Voice
Shockwave	Shockwave
Shuffle	Shuffle
SnakeBossLongRange	SnakeBossLongRange
SnakeBossMeteorRain	Rain of Ends
SnakeBossOneshot	SnakeBossOneshot

SnakeBossShortRange	SnakeBossShortRange
SodiumHydroxide	Bottle Of Lye
SongOfRecovery	Song Of Recovery
SongOfResilience	Song Of Resilience
SpawnBossMinions	Summon Cultists
spawnCorruptionnode	Planting Wake
SpawnCultists	Summon Cultists
SpawnElvenSummonerDefenders	Summon Defense Rifts
SpawnEnemyTurret	Spawn Turret
SpawnExplodingBarrel	SpawnExplodingBarrel
SpawnGiantRat	Spawn Giant Rat
SpawnGiantSlime	Spawn Giant Slime
SpawnGoblinBrute	Spawn Goblin Brute
SpawnGoblinRanger	Spawn Goblin Ranger
SpawnGoldPile	SpawnGoldPile
SpawnGreaterMonster	SummonGreaterMonster
SpawnJeweledScarab	Jeweled Scarab
SpawnLargeSpider	SpawnLargeSpider
SpawnLesserMonster	SummonLesserMonster
SpawnMarauder	Spawn Marauder
SpawnMediumMonster	SummonMediumMonster
SpawnMoreUnseenOnDeath	Summon Cultists
SpawnMushrooms	Spawn Fungus Growth
SpawnRandomLamp	Spawn Random Lamp
SpawnRat	Spawn Rats
SpawnScarabSandPile	Spawn Scarab SandPile
SpawnSlime	Spawn Slime

SpawnSnakeBossAgain	SpawnSnakeBossAgain
SpawnSnakeTailBossAgain	SpawnSnakeTailBossAgain
SpawnSpiderlings	Spawn Spiderlings
SpawnSummoningRiftGreater	Summon Greater Rift
SpawnSummoningRiftLesser	Summon Minor Rift
SpawnSummoningRiftMedium	SpawnSummoningMediumRift
SpawnTombstone	Spawn Tombstone
Speed	Swiftness Potion
SpellPower	Power Potion
SpiderWebshot	Webshot
SplittingArrow	SplittingArrow
Stealth	Sneak
Strength	Strength Potion
StrengthenCourage	Courage Shanty
StrengthenMinion	Riftwalk
SummonElemental	Summon Elemental
SummoningRiftFusion	Rift Fusion
SummonMinion	Riftwalk
SwordOfAvalon	Repeating Ballista
SyncEmerge	Synchronized Emerge
TauntingScream	Howl of the Ancients
Telekinesis	Telekinesis
TelekineticBurst	Telekinetic Push
Teleport	Teleportation
TeleportEnemy	Teleport Ally
TeleportLamp	Lamp Teleport
TeleportRotateSit	TeleportRotateSit
TeleportToBattle	TeleportToBattle
ThornPowder	Thorn Arrow
TileBlock	TileBlock
TileUnblock	TileUnblock
TorchLight	Torch
Tornado	Hurricane Anthem
TornadoCharge	TornadoCharge

TownBossAddXWalls	TownBossAddXWalls
TownBossWallAbility	TownBossWallAbility
Tsunami	Tsunami
TurretDamageProjectile	TurretDamageProjectile
TurretHealProjectile	Healing Orb
TurretHighDamageProjectile	Cannonball
VenomousSting	VenomousSting
VerminFrenzy	Vermin Frenzy
VialOfFireImmunity	Fire Resistance
VialOfIceImmunity	Ice Resistance
VigorPotion	Vitality Potion
VortexDust	Vortex Dust
VortexLamp	Vortex Lamp
WallDestroy	Wall Destroy
WarCry	War Cry
WaterBottle	Water Flask
WaterDive	Puddle Teleport
WaterExplosion	Water Explosion
WaterLamp	Water Lamp
WaterSplashCorruption	Splash Recovery
Weaken	Weaken
WeakeningShout	Weakening Shout
WebBomb	Web Bomb
Whip	Root Whip
WhipSmall	Root Whip
WhirlWind	Whirlwind Attack
WizardBossFocusFire	Focus Fire
WizardBossShowHint	WizardBossShowHint
WizardBossShuffle	Doppelganger Shuffle
WizardBossSpawnDoppelgangers	Spawn Doppelgangers
WizardBossSqueeze	Squeeze
WizardBossZap	Salvo Corrupto
WoodBone	Wooden Bone
Zap	Zap
	Vortex Storm

Card Description	Card Displays	Comment
Spend 1 turn absorbing corruption – aborts upon damage	No	
	No	
Spits a large glob of acidic slime	No	
Restores a fair amount of health.	No	
Poison will not affect you...for a while	Yes	Online Reference is reversed
A ranged attack. 1 turn cooldown.	No	
Unleashes a hail of arrows (3)	Yes	
Releases a cloud of noxious poison fumes.	No	
Restores a fair amount of health.	No	
Teleport an enemy out of sight	Yes	
Unleashes a hail of arrows (3)	No	
Heals 1 random nearby player every turn	Yes	
Belches Fires and thunder at nearby enemies. AOE damage.	Yes	
Blinding Light	No	
Get in close and personal to deal massive damage	Yes	
Stop an enemy from using its special abilities	Yes	
Throw a juicy bone at your enemies to hurt and taunt them.	Yes	
	No	
	No	
Call a powerful friend from the wild to fight by your side (Verochka)	Yes	
Rush forward and knock all enemies out of your path	Yes	
Rush forward and knock all enemies out of your path	No	
Instant kill or complete miss. Bosses are immune.	No	
	Yes	
	No	
	No	
	No	
	No	
Wounds and weakens your target	Yes	
Absorb Alag's spirit and permanently resist 1 HP of damage.	Yes	
A beam of energy, several tiles long.	Yes	Works, Artword or description issue
When killed, stolen loot is dropped.	No	
	No	

	No	
	No	
	No	
	No	
A massive attack consisting of smaller strikes.	Yes	Works, Artword or description issue
Will deflect incoming spells and projectiles, bouncing back.	Yes	
Detox	Yes	Works, Artword or description issue
Digs a rat's nest that will continuously spawn rats	Yes	
A biting attack which poisons the target.	Yes	Works, Artword or description issue
	Yes	Works, Artword or description issue
	No	
Transfer health from an Enemy to an Ally.	No	
	Yes	Works, Artword or description issue
Drops a chest.	No	
Powerful ground pound causing rocks to fall.	No	
Inflicts damage and causes extra damage.	Yes	Works, Artword or description issue
A melee attack with knockback	Yes	Works, Artword or description issue
	No	
Spells and projectiles will bounce back.	No	
Teleports you to any tile of your choice.	No	
A ranged attack. 1 turn cooldown.	No	
Powerful arrow that causes knockback.	No	Actual callout is EnemyArrowSnipe, not EnemyHunterArrowSnipe
Rushes forwards, ploughing the board and causing damage.	Yes	Works, Artword or description issue
		Did not test
		Did not test
		Did not test
		Did not test
		Did not test
		Did not test
		Did not test
Shoots an explosive projectile	No	
Blinds nearby enemies for 1 turn	No	Works, Artword or description issue

		Did not test
		Did not test
		Did not test
		Did not test
Makes the receiver invulnerable	Yes	Works, Artword or description issue
		Did not test
		Did not test
		Did not test
		Did not test
		Did not test
		Did not test
		Did not test
		Did not test
		Did not test
Steals cards upon attack.	No	
Steals gold upon attack.	No	
		Did not test
		Did not test
		Did not test
		Did not test
Makes Root Hounds loyal, or throw it in water to spawn one.	No	
	No	
	No	
Launch a gas lamp with your hook. Burst on impact.	Yes	
Launch a ice lamp with your hook. Burst on impact.	Yes	
	Yes	
Launch an oil lamp with your hook. Busts on impact.	Yes	
Launch an vortex lamp with your hook. Busts on impact.	Yes	
Launch an water lamp with your hook. Busts on impact.	Yes	
	No	
Note:Appears to lay a big square of damage	Yes	Works, Artword or description issue
Blanket an area with deadly projectiles.	Yes	
Gain 1 Extra point for 3 Turns	Yes	
A beacon that temporarily reveals all enemies in its sight.	Yes	
Incinerates the center and burns the surrounding area.	Yes	
Blinds nearby enemies for 1 turn	Yes	
Lets you perform one additional action.	Yes	
Freeze your enemies solid with this icy spell.	yes	

Note: Large square damages enemy, not player	Yes	Works, Artword or description issue
Place a gas lamp. Gas is poisonous...	Yes	
	No	
Cause the sky to come crashing down.	Yes	
Pulls an enemy close	No	Works, Artword or description issue
Pulls foes and objects towards you or travel by hook.	Yes	
Use your hooks's chain to whip enemies away.	Yes	
An old technique that deals high damage and drains health.	Yes	
Mechanical device that pulls enemies close.	Yes	
Will disperse hooks that pull enemies in.	Yes	
Summon a bright orb that shows the way forward	Yes	
Restores a fair amount of health.	Yes	
	No	
	No	
	No	
A ranged attack. 1 turn cooldown.	Yes	
	Yes	
	No	Works, Artword or description issue
	No	Works, Artword or description issue
No description	Yes	Works, Artword or description issue
Place an ice lamp. Ice is freezing...	Yes	
Cause an enemy at half HP to implode. Bosses are immune.	Yes	
Manifest a vortex which pulls enemies toward it.	Yes	
Drops several vortexes from above, causing damage.	Yes	Works, Artword or description issue
Drink it, and become invisible for awhile.	Yes	
Makes you invulnerable for three turns	Yes	
A mighty weapon used by Sigataurs...hard to come by.	Yes	
	No	
Lay a spider egg that hatches when destroyed.	Yes	
Jumps to a tile - shock with knockback upon landing.	Yes	
Leap to attack or overcome obstacles.	Yes	
Steals health from the attacked unit.	Yes	Works, Artword or description issue
Heals Rootling's and turn Root Vines into Root Creepers	Yes	Works, Artword or description issue

Unleashes a magic bolt of lightning.	Yes	
A long-ranged melee attack that knocks players back.	Yes	Works, Artword or description issue
	Yes	
Fire a magical projectile and instruct Cana what to do.	Yes	
Increases magical damage by +1	Yes	
Reduce damage on any attack by half for 3 turns.	Yes	
Manifest a blocking wall 3 tiles wide.	Yes	
A marked enemy takes more damage and is always visible.	Yes	
Drain foes to amass bonus damage for future attacks.	Yes	
	No	
Place a barricade 1 tile wide	Yes	
Command Cana to charge, attacking all in her path.	Yes	
A magical strike, firing a flurry of projectiles at foes.	Yes	
Place a decoy to attract curious enemies.	Yes	
Summon lesser beasts to fight for you	Yes	
Place an oil lamp. Oil is flammable...	Yes	
	No	
Overcharge yourself with electric energy.	Yes	
Instant kill or complete miss. Bosses are immune.	Yes	
Causes a single enemy to panic.	Yes	
Turns you to stone.	Yes	Works, Artword or description issue
Damage all enemies in a straight line with this throw.	Yes	
Leap to attack or overcome obstacles.	Yes	
	No	Works, Artword or description issue
Shoot a high-damage arrow with a poisoning effect.	Yes	
	No	Works, Artword or description issue
Releases a cloud of noxious poison fumes.	Yes	Online Reference is reversed
Place an exit portal anywhere, then use the entrance portal.	Yes	
A trap that explodes on enemy contact.	Yes	
		Did not test
		Did not test
		Did not test

		Did not test
		Did not test
		Did not test
		Did not test
		Did not test
		Did not test
		Did not test
		Did not test
		Did not test
		Did not test
		Did not test
Makes Root Vines rise from the ground.	Yes	Works, Artword or description issue
		Works, Artword or description issue
Invoke Ralma...	Yes	
Coordinate a rat attack, targeting one Champion.	Yes	
Cluster of vermin that inflicts damage and spawns rats	Yes	Works, Artword or description issue
Digs a rat's nest that will continuously spawn rats.	Yes	
Summon lesser beasts to fight for you	Yes	
Make your teammates join you...wherever you are.	Yes	
Full heals all party members.	Yes	
Replenish some of your armour. 1 Turn cooldown.	Yes	
Protective armour that limits the damage		Works, Artword or description issue
Reveals the key holder and dungeon exit	Yes	
		Did not test
		Did not test
Make a friend!	Yes	
Panic Powder Arrow	No	
	No	
Blast your enemies with magical lightning.	Yes	
Unleash a magical, destructive tsunami.	Yes	
	No	
	No	
Pounds the ground, creating a powerful shockwave.	Yes	
Swap place with all players in line of sight.	Yes	Works, Artword or description issue
		Did not test
Rain of ends	Yes	
		Did not test

		Did not test
This powerful solvent can cause poisonous chemical burns.	Yes	
Make allies recover health over time. Cleanses all ailments.	Yes	
Summons magical armour that protect your allies.	Yes	
Summons three devoted Allies	Yes	
Spreads corruption across the ground	Yes	Works, Artword or description issue
Summons three devoted Allies. (not the same as spawnbossminions)	Yes	Works, Artword or description issue
Will spawn several Summoning Rifts as a defense.	Yes	Works, Artword or description issue
Places a fixed defense that fires at players every turn	Yes	Works, Artword or description issue
Make a friend!	Yes	Works, Artword or description issue
Make a friend!	Yes	Works, Artword or description issue
Make a friend!	Yes	Works, Artword or description issue
Make a friend!	Yes	Works, Artword or description issue
Make a friend!	Yes	Works, Artword or description issue
		Did not test
		Did not test
A Jewelled Scarab, highly coveted and valuable.	Yes	Works, Artword or description issue
		Did not test
		Did not test
Make a friend!	Yes	
		Did not test
Summons three devoted allies	Yes	Works, Artword or description issue
Spore fungus spawning	Yes	Works, Artword or description issue
	Yes	Works, Artword or description issue
Spawns a number of rats	Yes	Works, Artword or description issue
	Yes	Works, Artword or description issue
Spawns a small slime	Yes	

Will spawn spiderlings if destroyed	Yes	Works, Artword or description issue
Will spawn a greater summoning rift	Yes	Works, Artword or description issue
Will spawn a miner summoning rift	Yes	
Will spawn a summoning rift	Yes	
Note: Drops a tombstone	Yes	
Increases movement range by +1	Yes	
Note: Cast on Character	Yes	
Shoots a spider web that will entangle the target	Yes	Works, Artword or description issue
		Did not test
Lets you move about unseen. No replensh while stealthed.	Yes	
Increases physical damage by +1	yes	
Strengthen the courage of an ally in 3 phases.	Yes	
Summons enemies.	Yes	Works, Artword or description issue
Summons a powerful elemental to fight for you.	Yes	
Fuse with another rift.	No	
Summons enemies.	Yes	Works, Artword or description issue
A repeating ballista which shoots 3 bolts every turn.	Yes	
As a Scorpion emerges, others within range will follow.	Yes	Online reference missing
A scream so strong it wekens your enemies.	Yes	
	No	
A massive push, causing knockback and damage.	Yes	
Teleports you to any tile of your choice.	Yes	Online Reference is reversed
Teleports an ally closer to the threat	Yes	
Pick up and drops lamps on the player using telekinesis	No	
Note: Not sure what this does	Yes	Works, Artword or description issue
Hurricane Route	Yes	
Ranged attack that causes thorns	Yes	
		Did not test
		Did not test
Improve your vision or light up an area.	Yes	
Summon a chaotic hurricane that moves at random.	Yes	

An orb that can heal damage.	Yes	Works, Artword or description issue
Shoots an explosive cannonball	Yes	
Coordinate a rat attack, targeting one Champion.	Yes	
Resist all fire damage...for a while	Yes	
Resist all ice damage...for a while	Yes	
Increase your max health by +3	Yes	
Manifest a minor vortex which pulls all enemies towards it.	Yes	
Place a vortex lamp. Vortexes are strong...	Yes	
	Yes	Works, Artword or description issue
Causes enemies to flee in panic.	Yes	
Drink to heal or throw it to drench a target or the ground	Yes	
Teleports from one wet tile to another	No	
No Description	No	
Place a water lamp. Water is wet...	Yes	
Heals Root Hounds and might cause tiles to get wet!	No	
A debuff that causes the victim to become weaker.	No	
No Description -	No	
Explodes in a sticky mess and entangles multiple foes.	Yes	
Players too close to mother Cy will be thrashed	No	
Players too close to mother Cy will be thrashed	Yes	Works, Artword or description issue
A spinning sweep that damages all adjacent enemies.	Yes	
Synmchronized doppelganger attack	No	
	No	
Shuffles doppelgangers around.	No	
Spawning Umbal doppelgangers	No	
A doppelganger squeeze attack, pinching a player	No	
A magical attack stemming from Rackarn's corruption.	Yes	
Makes Root Hounds loyal, or throw it in water to spawn one.	Yes	
Damages and stuns your foe. 1 turn cooldown.	Yes	