

Regret



Curse

Unplayable. At the end of your turn, lose 1 HP for each card in your hand.

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Decay



Curse

Unplayable. At the end of your turn, take 1 **damage**.

Decay



Curse

Unplayable. At the end of your turn, take 1 **damage**.

Decay



Curse

Unplayable. At the end of your turn, take 1 **damage**.

Burn



Status

Unplayable. At the end of your turn, take 1 **damage**.

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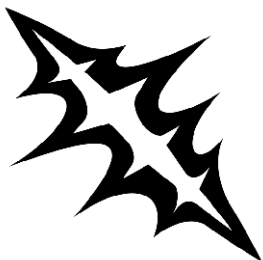
Burn



Status

Unplayable. At the end of your turn, take 1 **damage**.

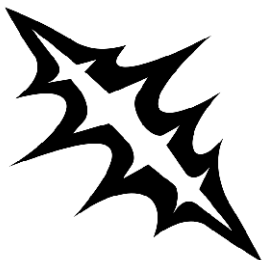
Wound



Status

Unplayable.

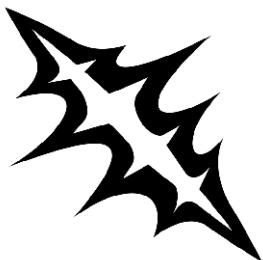
Wound



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Unplayable.

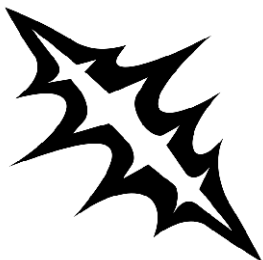
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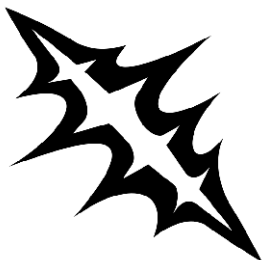
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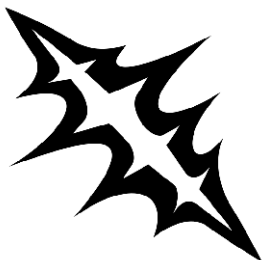
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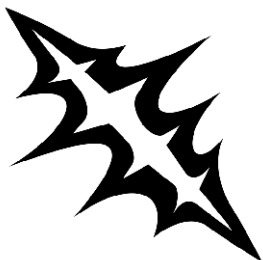
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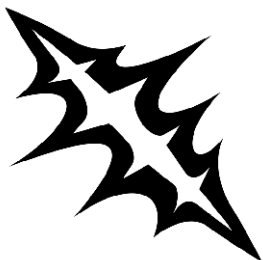
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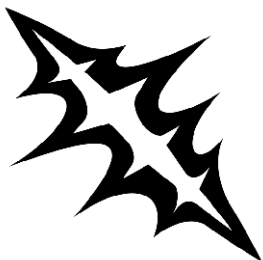
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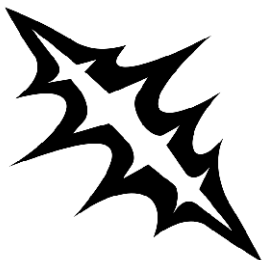
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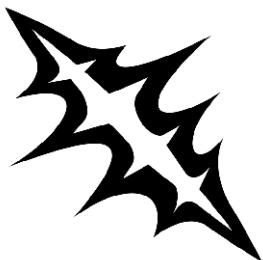
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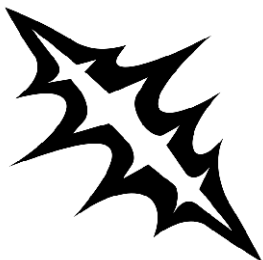
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Normality



Curse

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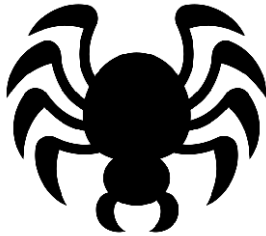
Normality



Curse

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play more than 3 cards this
turn.

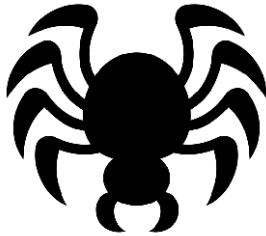
Parasite



Curse

Unplayable. You cannot
remove this card from your
deck.

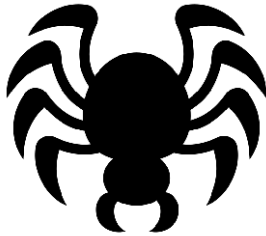
Parasite



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Clumsy



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Unplayable. Exhaust at the
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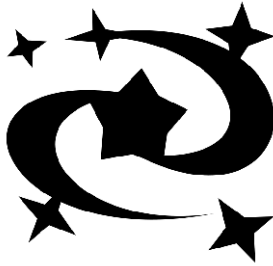
Clumsy



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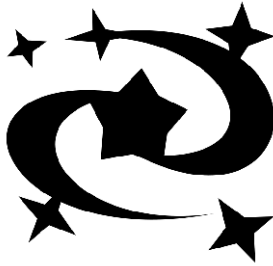
Dazed



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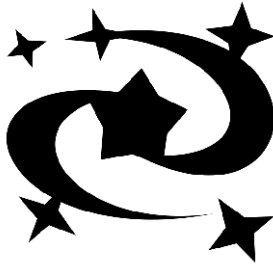
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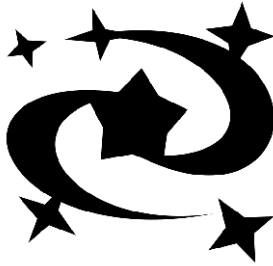
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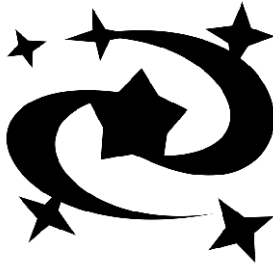
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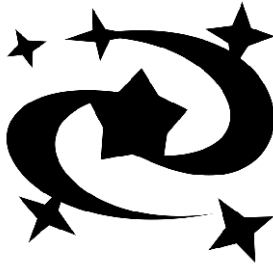
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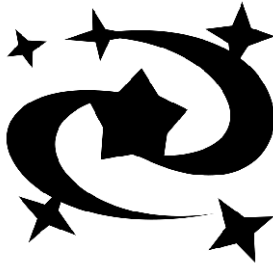
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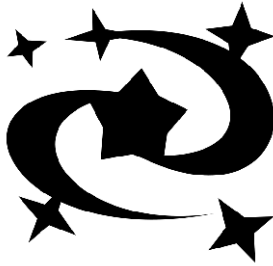
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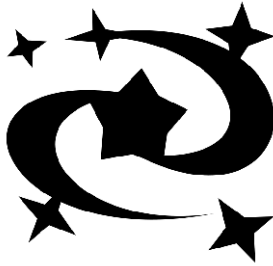
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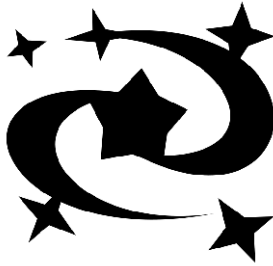
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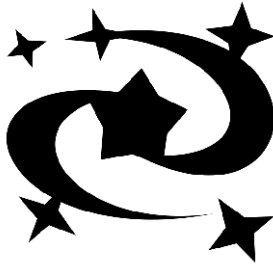
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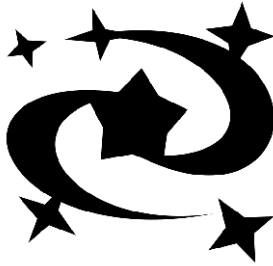
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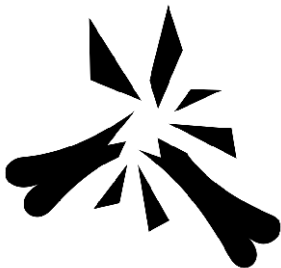
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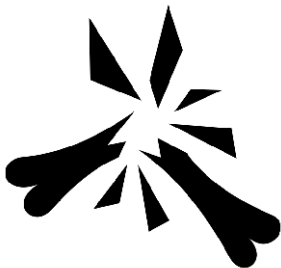
Injury



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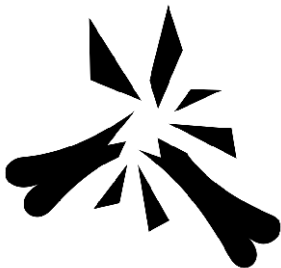
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