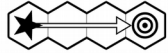


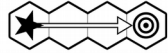
## FIRE BALL



### ATTACK

Victim loses a card

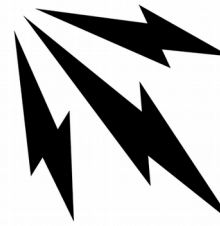
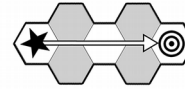
## FIRE BALL



### ATTACK

Victim loses a card

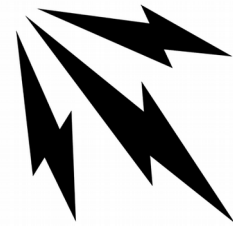
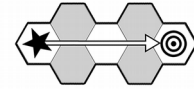
## SHOCK



### ATTACK + CURSE

Victim loses one card  
and returns home

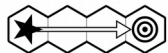
## SHOCK



### ATTACK + CURSE

Victim loses one card  
and returns home

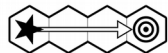
## FREEZE



### CURSE

Victim skips next turn

## FREEZE

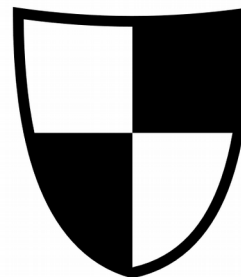


### CURSE

Victim skips next turn

## SHIELD

Reaction

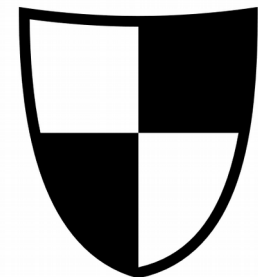


### VS. ATTACK

Nullifies attack's  
effect on you

## SHIELD

Reaction

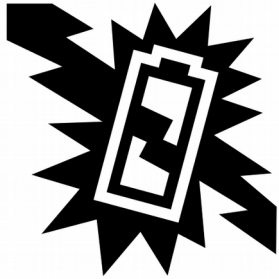


### VS. ATTACK

Nullifies attack's  
effect on you

## BOOST

Yourself

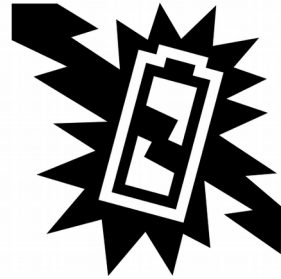


**+1 ACTION**

Does not cost an action to use

## BOOST

Yourself

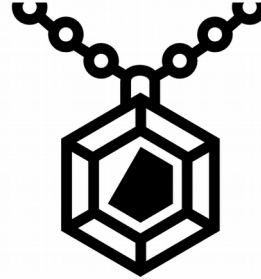


**+1 ACTION**

Does not cost an action to use

## AMULET

Reaction



**Vs. CURSE**

Nullifies curse's effect on you

## BANISH

Any player

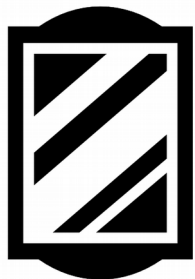


**CURSE**

Victim returns home

## MIRROR

Reaction



**Vs. ATTACK/CURSE**

Effect meant for you hits attacker instead

## POISON

Reaction

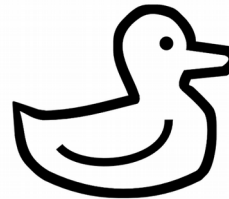


**Vs. THEFT**

Thief loses one card and returns home

## RUBBER DUCKY

Reaction



**Vs. THEFT**

Thief must choose the Rubber Ducky

## STORM

All players



**CURSE**

Everyone but you must return home

## TELEPORT

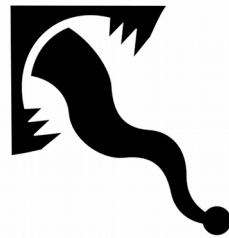
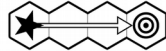
Any player



## CURSE

Switch places  
with victim

## TONGUE



## THEFT

Steal one card  
from victim

## THE PANTS!



## WIN THE GAME

(when time runs out)

-3

-3

+2

+2

+2

**-2**

**-2**

**-2**

**-2**

**+1**

**+1**

**+1**

**+1**

**-1**

**-1**

**-1**

**-1**

**-1**

**-1**

**-1**

**-1**

**-1**

**-1**

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**-1**

**-1**

**-1**

**-1**