

1

 Nature

Old Magic

If an Elemental would win the current round, this card wins instead.

2

 Nature

Divination

Peek at the top card on the Character Deck, then return it to the top of the deck.

3

 Nature

Free Lunch

You may gain an extra point this round.

4

 Nature

Short Circuit

All Technology cards in the current round lose -2 strength.

5

 Nature

Herd Immunity

All other Nature cards in the current round gain +2 strength.

6

 Nature

Counter

Negate the effect of one other card. It can still win the round based on its strength.

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Herd Immunity

All other Nature cards in the current round gain +2 strength.

6

 Nature

Counter

Negate the effect of one other card. It can still win the round based on its strength.

7

 Nature

Reality Inversion

The card with the lowest number wins this round.

8

 Nature

9

 Nature

10

 Nature