








# Rotting Poison



Your next  can place  in that room instead of inflicting .  
You may immediately  1 and .

Inflict  to all models in the target room, then place  there.



Rotting Poison

# Unstable Fire



Remove ❶ of yours from the target room, then place ❷ in an adjacent room.

Place ❷ in the target room, then ❶ in the same room.



# Unstable Fire

# Obscure Ray



Inflict **1** to the target mage,  
then place **1** in his/her room for  
each evocation he/she owns.

Inflict **2** to the target mage, then  
place **2** in the room of one of his/  
her evocations.



Obscure Ray

# Arcane Illusion



Earn ① for each model in the target room (Excluding yourself and your evocations. Max ③)





Shift the target model to any room in the Lodge, earn ①.



# Arcane Illusion


# Jester's Shoes



Earn , then the target mage move  
 1 under your control.

# Jester's Shoes






Earn , then the target mage loses  
a Physical Action.

# Bone Helm



Ignore the next , then earn .


Reduce the next  suffered  
by , then earn .





# Bone Helm

# Chilling Grasp



Inflict  to the target model.

Inflict  to the target mage, he/she then loses .





Chilling Grasp






# Electric Ray



Inflict  to all models in the target room, then you may  1.



Inflict  to the target model.  
Inflict  to a different model  
 1 from yourself.



# Electric Ray



# Ichabod the Spoiled Cat



Inflict **1** to all models in the target room, then summon **Ichabod** in the same room. **Ichabod** may act immediately.


Shift a **Beast** you control to the target room. It may immediately act.





Ichabod the Spoiled Cat

# Magic Trapdoor



Reveal one of your  that has as a room activation objective.

You may shift to that room and immediately .


Shift to the target room and  even if it already was activated.






# Magic Trapdoor

# Modify the Present and the Past



☼ 1  from the current moon or the previous.



1 of your , look at the first 2  of the current moon and ☼ 1 .  
Re-shuffle the other  in that deck.



Modify the Present  
and the Past

# Alter the Plot



target room twice.

Modify the Element of any 2 spells  
you have cast this turn, then earn



# Alter the Plot