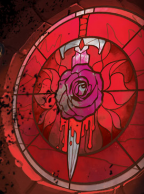




Scarlet Flower

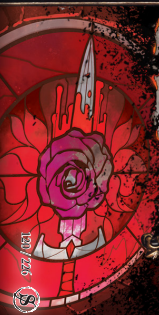


Next defeated mage:

Inflict  and assign 1 **Poison** to all models in adjacent rooms.

Next defeated mage:

each **Poison** he/she has also counts as  from you when calculating the biggest contributor to the defeat



Scarlet Flower

Kernabog



Inflict to the target mage then
 under your control. If you move him/
her into:

- Inflict to all models in the room;
- Inflict to him/her.



Inflict to all models in the target
room, if the target room is:

- Inflict an additional to that mage
- move all the hit models .
- all mages in the room must .





Kernabog

Flood



Summon **Flooding** in the target room
until the end of the turn.

Move a Room Status  1, then
inflict  to all models in that
room.



Flood

Animate Objects



Summon **Animated Objects** until the end of the turn. It acts immediately.

Place ③ in a room with a **Room Status**.



Animate Objects

Kantasia



Summon **Pink Elephants** until the
end of the turn.

Remove a **Room Status**, then
you may play a spell from your hand.

Gain ①.





Kantasia

Animate Broom



Summon **Nimbo** in the target room,
then move up to ② from this room to
an adjacent room.



Up to 2 of your evocations may  1.
You may  with one of them.



Animate Broom

Tidy Up



Divide and distribute all the ● in this room between any of the adjacent rooms.



Remove ② from the target room to earn 1P.





Up Tidy



Witchcraft





Move all the mages in the  rooms by  1.

Earn  1 for each Mage that was affected (Max  3)



Move all the mages in the  rooms by  1.

Earn  1 for each Mage that was affected (Max  3)



Witchcraft

Bucket Spell



Summon **Buckets** under the control
of the target mage.

Steal 1 from the target Mage.



Move the target mage 1, then
he/she loses 1.



If the target is carrying the **Buckets**
you may shift him/her in a room with
a **Room Status**.




Bucket Spell

Dry up



Remove one of your Evocations.
Choose a  spell that you played and
add it to your hand. Earn .

Remove the target Room Status.
Earn .



Dry up

Axe Slashes



Inflict ② to the target, then place ② in target's room.



Inflict ② to the target; if you are in the same room as the target, inflict an additional ② and earn ①.






Axe Slashes

Submissiveness



Until the end of the turn, ignore the effects of the target mage's ⚡ spells. The target ignores the effects of your ⚡ spells.





All mages in play that have more  than you lose . You gain .




Submissiveness

Sweep the Floor



A mage enters a room adjacent to one of your **Room Statuses**: that **Room Status** can  1 and .

A mage enters the room you are in: you may immediately shift that mage to any room in the Lodge. Earn .



Sweep the Floor