

2

Ritual

-

**POOR MAN'S CRUTCH**

Deal damage to target player equal to the amount of cards in that player's hand minus the amount of cards in your hand (after playing this card.)

2

Ritual

-

**POOR MAN'S CRUTCH**

Deal damage to target player equal to the amount of cards in that player's hand minus the amount of cards in your hand (after playing this card.)

1

Ritual

+2

**MEMENTO**

Add 1 card from the discard pile to your hand.

---

Add one additional card to your hand.

1

Ritual

+2

**MEMENTO**

Add 1 card from the discard pile to your hand.

---

Add one additional card to your hand.

2

Ritual

+2

**TIME TWIST**

Target player loses their free action during their next turn. You gain 1 action.

---

All other players lose their free action during their next turn.

2

Ritual

+2

**TIME TWIST**

Target player loses their free action during their next turn. You gain 1 action.

---

All other players lose their free action during their next turn.

0

Ritual

+12

**BABY'S NAIL**

Deal 1 damage. Instead of discarding Baby's Nail, add it back to your hand instead

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Deal 8 damage instead!!! Remove Baby's Nail from the game.





2

Ritual

+4



**MIRROR**

Cancel target ritual. Mirror can be used on any players turn and doesn't use an action.

Choose a new target for the cancelled ritual.

0

Ritual

+2



**HOURLASS**

Reverse the turn order.

Reverse it again at the end of the next player's turn.

0

Ritual

+2



**HOURLASS**

Reverse the turn order.

Reverse it again at the end of the next player's turn.

0

Ritual

+2



**BLOOD DRUNK VISIONS**

Look at target player's hand.

Choose a card from that player's hand and add it to your hand.

0

Ritual

+2



**BLOOD DRUNK VISIONS**

Look at target player's hand.

Choose a card from that player's hand and add it to your hand.

0

Ritual

+2



**BLOOD DRUNK VISIONS**

Look at target player's hand.

Choose a card from that player's hand and add it to your hand.

0

Ritual

+2



**BLOOD DRUNK VISIONS**

Look at target player's hand.

Choose a card from that player's hand and add it to your hand.

2

Ritual

+4



**PILFER**

Steal 2 cards from target player at random.

Steal 2 additional cards.

2

Ritual

+4



**PILFER**

Steal 2 cards from target player at random.

Steal 2 additional cards.