

Two dead cats and a frog...

with an invisible cultist...
and no space for a penguin.

Catherine Matheu
Philip Proulx
Marta Viader
Oriol Ribas

Necromancer



Starts with:

- 1 Frog
- 1 Cat
- 1 Monkey
- 2 
- 2 

SPECIAL ABILITY

1 free **Kill** when performing **Kill Action**

Witch



Starts with:

- 1 Frog
- 1 Cat
- 1 
- 1 
- 2 

SPECIAL ABILITY

1 free **move** when performing **move action**

Druid



Starts with:

- 2 Frog
- 1 Owl
- 2 
- 2 




SPECIAL ABILITY

1 free **Capture** when performing **Capture Action**

Invisible Cultist



Starts with:

- 1 Frog
- 1 Cat
- 1 Owl
- 1 
- 2 
- 1 

SPECIAL ABILITY

+1 **Item** when performing **Gain Action**

Astrologer



Starts with:

- 1 Cat
- 1 Owl
- 1 Monkey
- 1 
- 3 

SPECIAL ABILITY

+1 Dice when rolling for **action**

Chaman



Starts with:

- 1 Frog
- 2 Cats
- 1 
- 3 

SPECIAL ABILITY

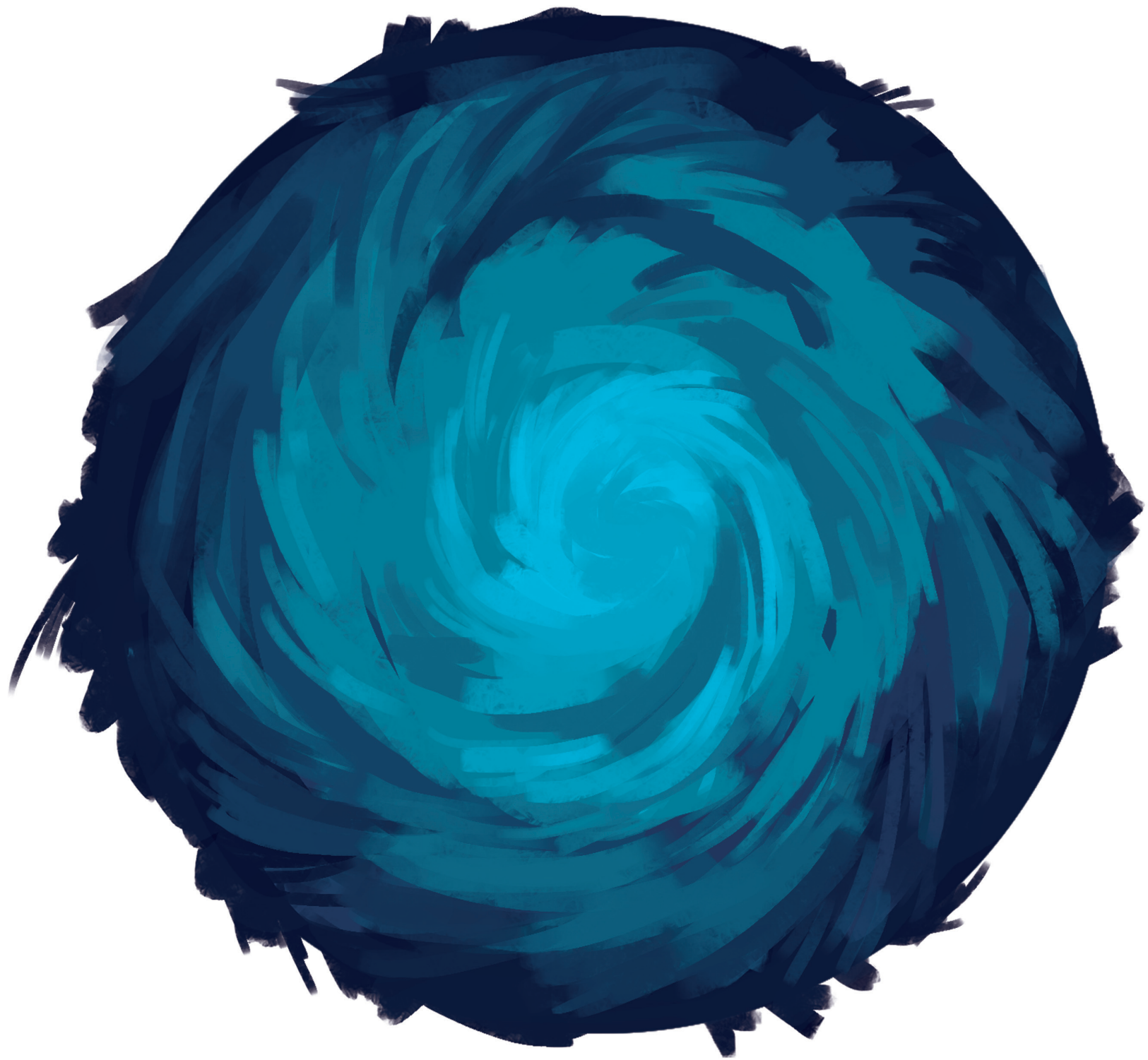
+1 **Item** when performing **steal action**











Sacrifice


- 2 Alive frogs
- 1 Cat
- 1 Dead owl

Give 2 animals to other player(s) if possible

This cannot be your last sacrifice

Sacrifice


- 3 Alive frogs
- 2 Dead cats

Revive cost 1 more  when performing [offer action](#)

This cannot be your last sacrifice

Sacrifice

- 2 Frogs
- 1 Cat
- 1 Owl

Move cost 1 more  when performing [offer action](#)

This cannot be your last sacrifice

Sacrifice


- 1 Dead frog
- 1 Dead cat
- 1 Alive cat

Give 2 animals to other player(s) if possible

This cannot be your last sacrifice

Sacrifice


- 4 Alive frogs

Move cost 1 more  when performing [offer action](#)

This cannot be your last sacrifice

Sacrifice

- 3 Dead frogs
- 1 Cat

Kill cost 1 more  when performing [offer action](#)

This cannot be your last sacrifice

Sacrifice


- 2 Alive Frogs
- 1 Alive Cat
- 1 Dead Cat
- 1 Owl

Lose 2 animals of your choice if possible

Sacrifice

- 2 Alive frogs
- 2 Alive cats
- 1 Owl

Reroll one dice when rolling double with action dice

Revive cost 1 more  when performing [offer action](#)

Sacrifice

- 2 Alive frogs
- 1 Dead frog
- 2 Owls

Reroll one dice when rolling double with action dice

This cannot be your last sacrifice

Sacrifice

- 4 Alive animals
- 2 Dead animals

Play another turn immediately

Lose 2 animals of your choice if possible

Sacrifice

- 2 Alive frogs
- 1 Dead cat
- 1 Dead monkey

All player lose all **items** of one type of your choice

Sacrifice

- 2 Alive frogs
- 1 Dead cat
- 1 Dead owl

All player lose all **items** of one type of your choice

Sacrifice

- 4 Frogs
- 3 Cats

Cats and frogs are the same for you

Lose 3 **items** of your choice if possible

Sacrifice

- 1 Dead frog
- 1 Dead cat
- 1 Dead monkey

Gain 2 **Items** of your choice

You need at least 3 on Capture dice to get a frog

Sacrifice

- 3 Alive cats
- 1 Dead owl
- 1 Owl

Gain 2 **Items** of your choice

You need at least 3 on capture dice to get a Frog

Sacrifice

- 4 Dead frogs
- 2 Cats

Play another turn immediately

Lose 3 **items** of your choice if possible

Sacrifice

- 3 Alive cats
- 1 Dead owl

Owls and cats are the same for you

Sacrifice

- 2 Alive cats
- 1 Owl
- 1 Alive monkey

Pick 1 additional sacrifice card

Sacrifice

- 4 Alive cats
- 3 Owls

Owls and cats are the same for you


Sacrifice

- 5 Alive animals
- 3 Dead animals

Pick 1 additional sacrifice card


Sacrifice

- 2 Alive cats
- 1 Owl
- 1 Dead monkey

Revive cost 1 less  when performing offer action


Sacrifice

- 3 Cats
- 2 Dead monkeys

Move cost 1 less  when performing offer action


Sacrifice

- 3 Cats
- 2 Owls
- 1 Monkey

Move cost 1 less  when performing offer action


Sacrifice

- 1 Dead cat
- 1 Dead owl
- 1 Dead monkey

Kill cost 1 less  when performing offer action


Sacrifice

4 Alice cats
2 Dead owls

Revive cost 1 less
when performing
[offer action](#) 

Sacrifice

3 Dead cats
1 Owl

Kill cost 1 less 
when performing
[offer action](#)

Sacrifice

2 Alive cats
1 Dead owl
1 Owl
1 Monkey

+1 on dice result
when performing [cap-
ture action](#)

Sacrifice

2 Alice cats
2 Alive owls
1 Monkey

+1 on dice result
when performing [cap-
ture action](#)

Sacrifice

3 Alive owls
2 Monkeys

Capture gives +1
animal when perform-
ing [offer action](#)

Sacrifice

6 Alive animals
4 Dead animals

Capture gives +1
animal when perform-
ing [offer action](#)