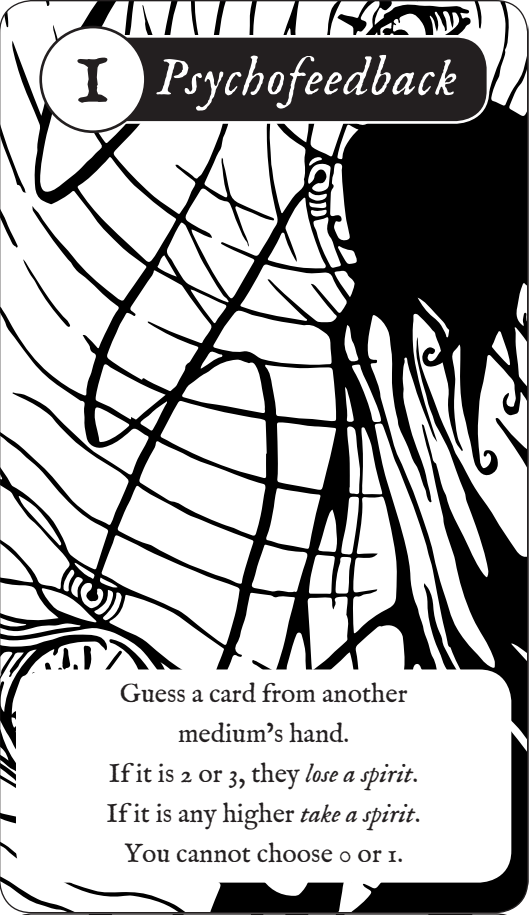


I

Psychofeedback



Guess a card from another medium's hand.

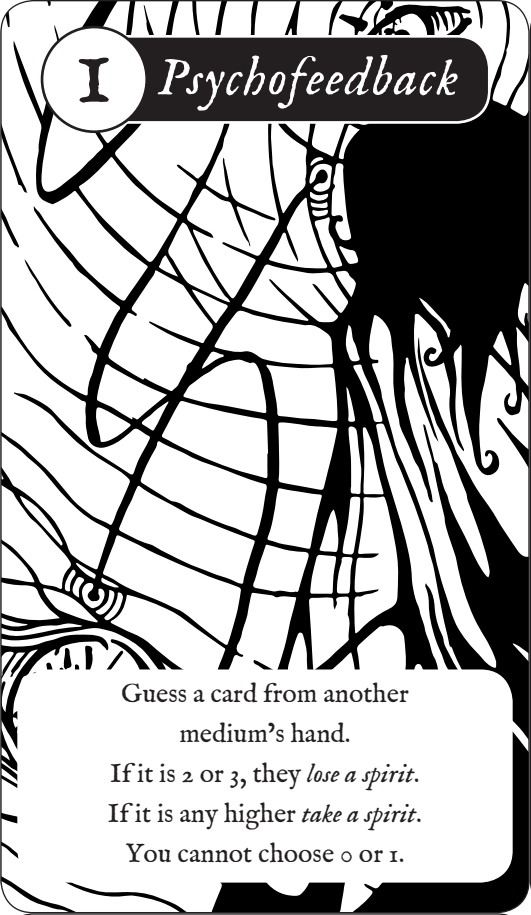
If it is 2 or 3, they *lose a spirit*.

If it is any higher *take a spirit*.

You cannot choose 0 or 1.

I

Psychofeedback



Guess a card from another medium's hand.

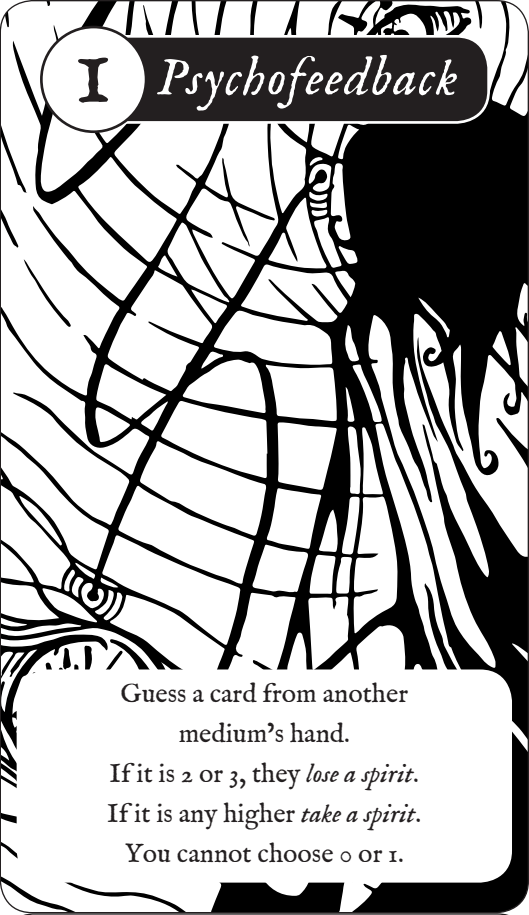
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Psychofeedback



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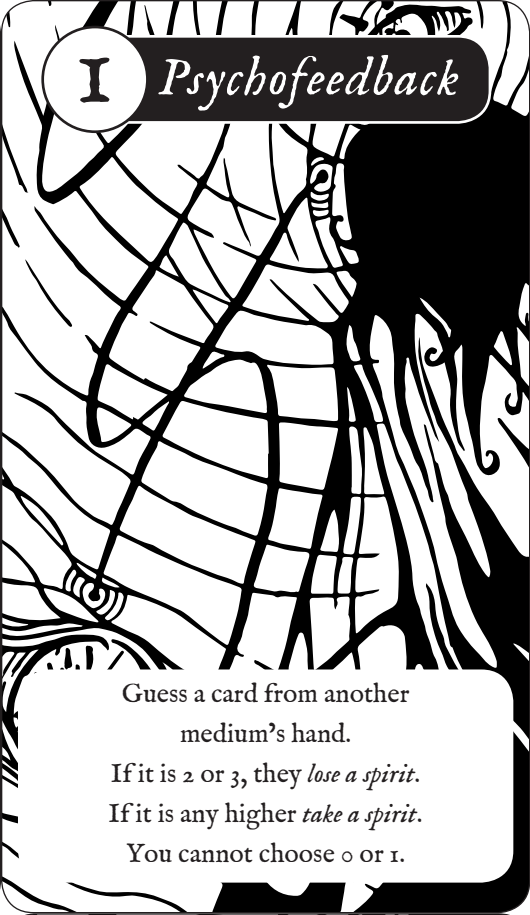
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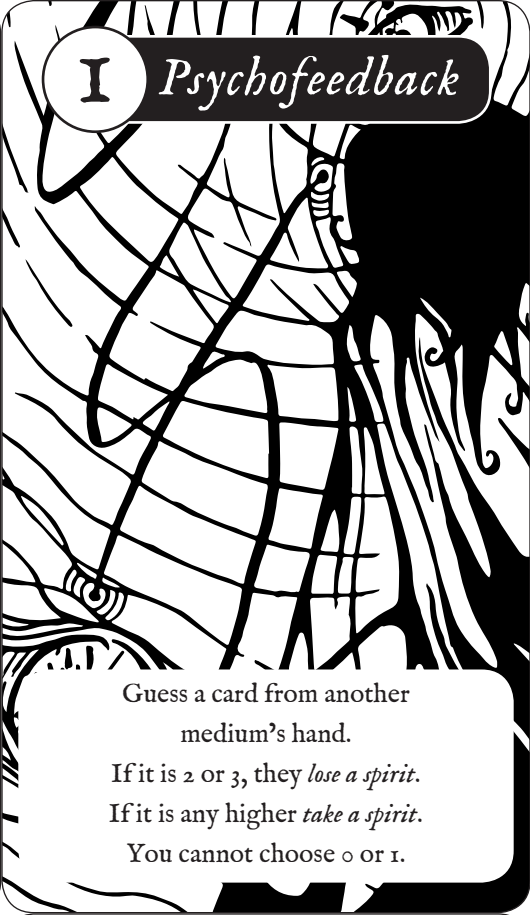
If it is 2 or 3, they *lose a spirit*.

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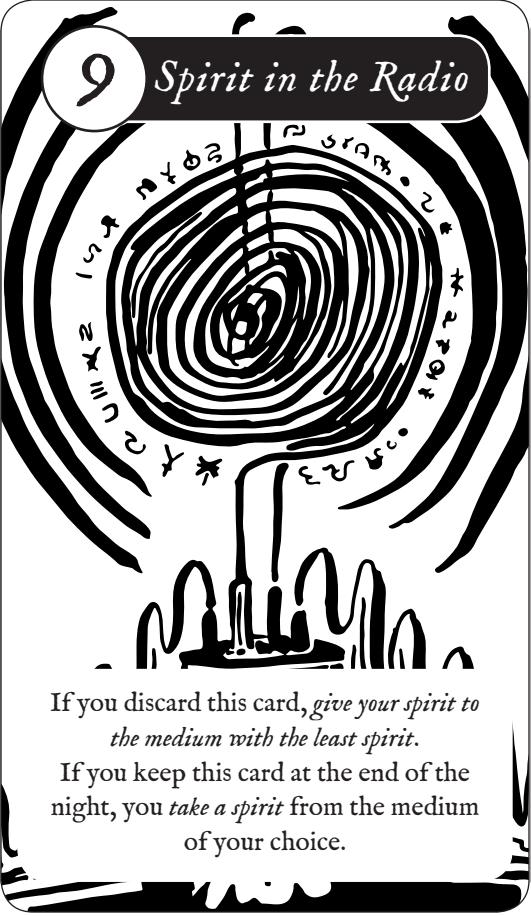
Speaker Shriek



If another medium targets you with a card, and this is your card, you *take that medium's spirit*. If you play this card, nothing happens.

9

Spirit in the Radio



If you discard this card, *give your spirit to the medium with the least spirit*.

If you keep this card at the end of the night, you *take a spirit* from the medium of your choice.

8

Make Contact

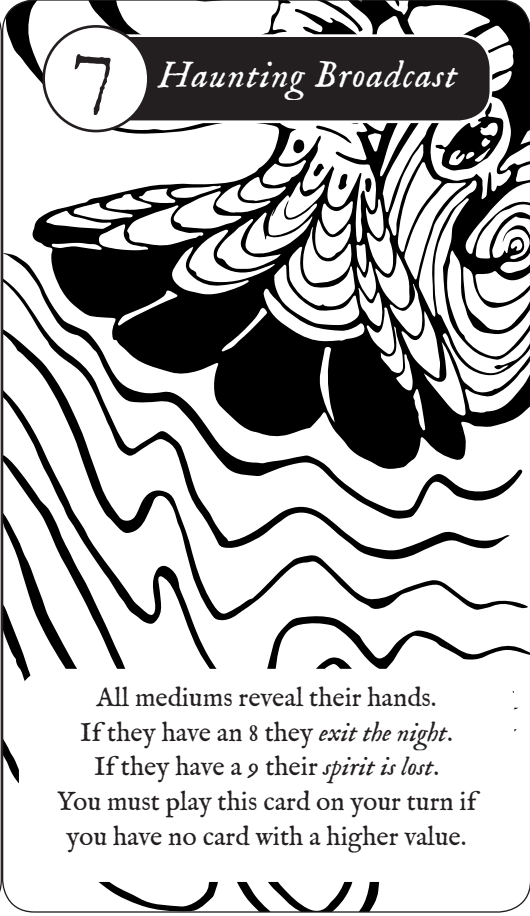


All remaining mediums return their hands to the deck.

The deck is shuffled then all mediums draw a card.

7

Haunting Broadcast



All mediums reveal their hands.

If they have an 8 they *exit the night*.

If they have a 9 their *spirit is lost*.

You must play this card on your turn if you have no card with a higher value.

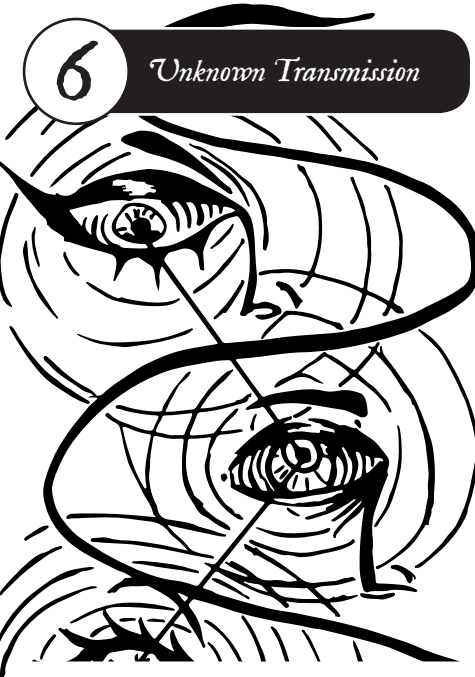
6

Unknown Transmission



You and another medium trade hands.

6 *Unknown Transmission*



You and another medium trade hands.

5 *Moon Song*



Play a card from the discard pile.

5 *Moon Song*



Play a card from the discard pile.

4 *Interference*



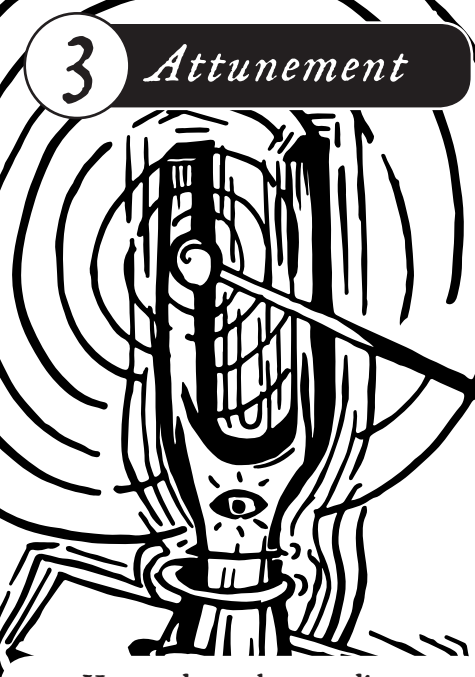
Until the end of this medium's next turn, they cannot be targeted by cards

4 *Interference*



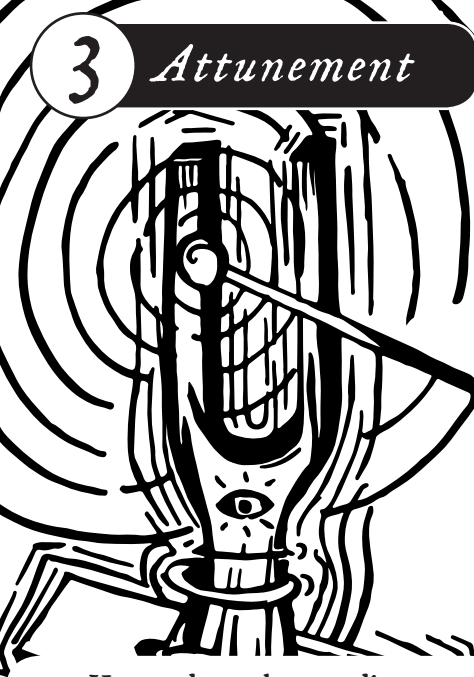
Until the end of this medium's next turn, they cannot be targeted by cards

3 *Attunement*



You and another medium secretly compare hands. The medium with the lesser value has their *spirit* taken.

3 *Attunement*



You and another medium secretly compare hands. The medium with the lesser value has their *spirit* taken.

2 *Telewave Pickup*



Look at another medium's hand.

2 *Telewave Pickup*



Look at another medium's hand.

1 *Psychofeedback*



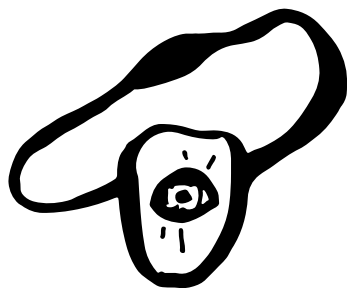
Guess a card from another medium's hand.
If it is 2 or 3, they *lose a spirit*.
If it is any higher *take a spirit*.
You cannot choose 0 or 1.



The Architect

POWER :

When someone is declared a target of a card effect, choose another medium to be that target instead.



The Visionary

POWER :

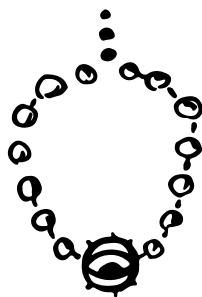
Instead of drawing, look at the top 3 cards of the deck, take any one card, then rearrange the rest.



The Psychopomp

POWER :

Negate any card targeted at a medium
- OR -
Reduce a card's value to 0 when it is being compared or summed.



The Whisperer

POWER :

When you have your *soul taken*, prevent it.
The medium that did so must reveal their hand.



The Wilder

POWER :

Instead of taking your turn, everyone passes their hand to the right.



