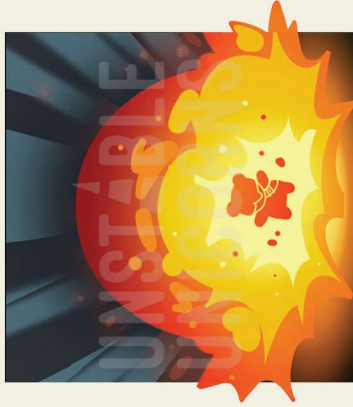
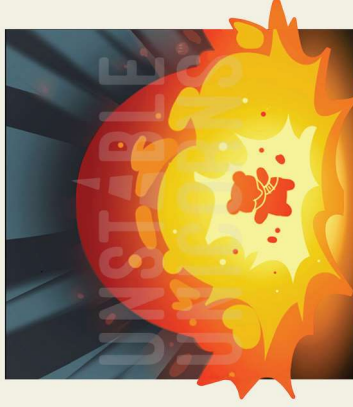


Destructive Spell
Magic



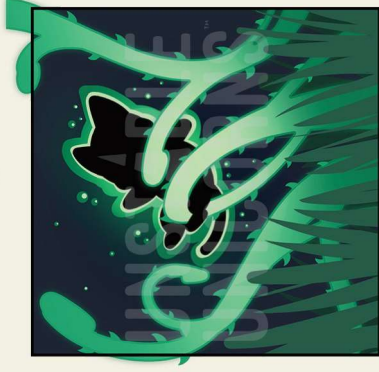
DISCARD a card, then DESTROY a Hero card.

Destructive Spell
Magic



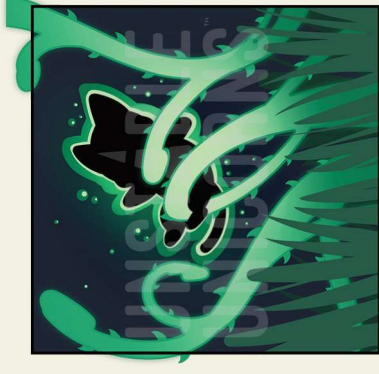
DISCARD a card, then DESTROY a Hero card.

Entangling Trap
Magic



DISCARD 2 cards, then STEAL a Hero card.

Entangling Trap
Magic



DISCARD 2 cards, then STEAL a Hero card.

Here To Slay

Critical Boost
Magic



DRAW 3 cards and DISCARD a card.

Critical Boost
Magic



DRAW 3 cards and DISCARD a card.

Print-and-play version

Enchanted Spell
Magic



+2 to all of your rolls until the end of your turn.

Enchanted Spell
Magic



+2 to all of your rolls until the end of your turn.