

Player may discard One (1) Magic Ally card from their hand to use ANY Magic cards for a turn.



SINS

GAUNTLET

Play at any time. Player is able to neutralize One (1) Magic Special card.





Necromancy



Player may take any Ally or Character card from the Discard pile and place in their Action Zone.





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At the beginning of their turn, the Player may discard two cards and sacrifice their turn to add one card to their Health cards with no maximum.



SINS



SINOS



Play at any time. Randomly choose two cards from an Opponent's hand. Discard one and play the other in your Health cards.







Play at the draw phase of your turn to draw an additional two cards.









Once per turn, the Player may discard two cards to force another Player to give them all cards drawn at the beginning of their turn.





Player may force the exchange of one card from their hand for two cards from any other player.





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At any time, Player may discard any two same card types to draw one of any type from the Discard pile.



