

Demise

On your turn, target a player.
He loses 2 cubes.

This consumes your action for
the turn.
Return this card to its deck
afterwards.

Punishing the Faithful

All players that gain
half a white heart,
lose a cube.

Hidden Armory

At the start of the
Night, all players draw
from an ability deck
(priority: starting player
then counterclockwise).
Hand limit +1.

Alien Artifact

At the start of a player's turn,
he can return any number of
Ability cards to its deck then
draw the same amount of the
Ability deck. This does not
consume the player's turn.