

ultra, quod est nati

♥ 3 ✨ 3 ♦ 40

LUST



Player may discard an Ally card from their hand or Action Zone to neutralize any other Ally card.



SINS
VENTALS

MAGIC

SIN01

ditus, ut imaginatio venturi saeculi. de, ad, vel supra vel

De pertinencius vel alio mundo de

ultra quod est naturalis a dnormes.

UNNATURAL BEAUTY



SINS
VENTALS

MAGIC

SIN0101

ditus, ut imaginatio venturi saeculi. de, ad, vel supra vel

De perincitiosus vel alio mundo de

ultra quod est naturalis ad normas.

SEDUCTION



Player is able to neutralize the highest value Ally card during a single Attack.



SINS
VENTALS

MAGIC

SIN0102

ditus, ut imaginatio venturi saeculi. de, ad, vel supra vel

De perincitios vel alio mundo de

ultra, quod est nati

♥ 3 ✨ 3 ♦ 35

Greed



Once a draw phase, the Player may either draw one card from either the draw pile or another Player's Action Zone.



SINS
VENTALS

MAGIC

SIN02

ditus, ut imaginatio venturi sacculi. de, ad, vel supra vel

De perincitiosus vel alio mundo de

ultra quod est naturalis ad normas.

PICKPOCKET



Play at any time. Player is able to steal any One (1) card being played during an attack.



SINS
VENIALS

MAGIC

SIN0101

ditus, ut imaginatio venturi saeculi. de, ad, vel supra vel

De pertinentibus vel alio mundo de

ultra quod est naturalis ad normas.

THEFT



Play at any time. Player is able to steal any Two (2) cards from an Opponent's hand and immediately play them..



SINS
VENTALS

MAGIC

SIN0102

ditus, ut imaginatio venturi sacculi. de, ad, vel supra vel

De perincitios vel alio mundo de

ultra, quod est nati

♥ 4 ✨ 2 ♦ 25

Sloth



Player may double all Defend cards for a turn if Player does not Attack or play any Special cards..



SINS
VENTALS

MAGIC

SIN03

ditus, ut imaginatio venturi saeculi. de, ad, vel supra vel

De pertinencius vel alio mundo de

ultra quod est naturalis ad normas.

MEH.



This card remains in Player's Action Zone until they lose a battle. Players Skill points are double for Defense only.



SINS
VENTALS

MAGIC

SIN0301

ditus, ut imaginatio venturi saeculi. de, ad, vel supra vel

De pertinentibus vel alio mundo de

ultra quod est naturalis ad normas.

MEH!



This card remains in Player's Action Zone until they lose a battle. Player regains one (1) Health for every turn this card is in the Action Zone.



SINS
VENTALS

MAGIC

SIN0302

ditus, ut imaginatio venturi saeculi. de, ad, vel supra vel

De pertinentibus vel alio mundo de