

# The Big Book<sup>™</sup> of Madness

Cheat sheet  
for students looking for  
answers

version 1.3 - June 2016

## Frequently Asked Questions

### *Do all players draw back up to 6 cards during the Recuperation Phase?*

No: only the active player refills their hand at the end of their turn. Therefore it's possible that a player begins their turn with more or less than 6 cards (even none) if other players made them draw or play outside of their turn.

### *Can you discard a Madness card with the effect of a Spell or a Monster?*

Yes: it's possible to get rid of a Madness card in your hand when you must discard cards, except during the Recuperation Phase: if a player has more than 6 cards in hand at the end of their turn, they must discard Element cards to return to the 6 card limit. If they only have Madness cards in hand after that, they're eliminated from the game.

### *Do you have to apply all the Actions given to you by another player with a Spell?*

No: it's always possible to take only part of these actions and then pass.

### *Can you choose the order in which the Curse cards are placed?*

No: Curse cards are always placed in the order in which they appear on the Grimoire card, from left to right. Multi-Element Curse cards are always placed on the leftmost space(s) of the Invocation track (1 and 2), in the order they are drawn.

### *Does the round end as soon as the Monster is defeated (that is, once all Curses are destroyed)?*

No: a round always plays over 5 turns, even if there are no more Curses to destroy. Players can take advantage of this to prepare for the next round by acquiring new Elements, learning Spells from the Library, or even placing cards in the support pool.

### *Can you acquire two value-3 Elements by spending three value-2 cards?*

No: each of your actions must be made independently. In this specific case, it would be possible to acquire a value-3 Element by spending two cards, then a value-2 Element by spending the third.

### *Can you acquire a value-1 Element by spending a value-1 card?*

No: unused value-1 cards are removed from the game and put back in the box after making players' starting decks. However, it's completely possible to acquire a value-2 or 3 Element by spending an identical card, as long as there are some in the stack..

### *When you use Element cards to take different actions, are they discarded immediately or at the end of the turn?*

To take an Action, start by discarding the necessary cards. This means that the cards are already discarded when the Action is taken. They are available if the Action allows you to recover cards in your discard pile, and must be shuffled with the other cards if the Action allows you to draw, but the player's deck is empty.

### *Can a Spell targeting "① other player" be cast multiple times on the same player, or on the player that cast it?*

No: you cannot target yourself with a Spell like this, nor can you target the same player multiple times. In concrete terms, this means that it's useless to spend the cost of a Spell multiple times in a 2-player game.

### *Are you allowed to cast a Spell if you can't apply its effects (just to discard the Element cards)?*

Yes, you can cast a spell even if you can't apply its effects. You can't cast it and choose not to apply the effects if you can, though.



# Variants and Clarifications on Play Modes

## **TERROR**

*Each player starts with a Madness card.*

These cards are taken from the Madness stack after set up, then shuffled into players' decks before they draw their starting hand.

## **NIGHTMARE**

*Each player replaces their value-2 starting card with a value-1 card.*

Only the value changes, not the color! This play mode is added to the TERROR mode (add a Madness to your starting deck).

*The following variants are recommended for all 2-player games, as well as anyone who wants to spice up their games even more!*

## **BUNCH OF DUNCES**

*Do not receive a value-2 card when you destroy a Curse.*

You never receive a value-2 card when you take the Destroy a Curse action. This play mode can be played alone, or if you're courageous, in addition to the TERROR and NIGHTMARE modes.

## **UNENDING MADNESS**

*Madness cards cost 3 to cure.*

Follow the Level 3 Column, but when you want to cure a Madness with the Cure action, you must discard a total of 3 Elements of the same color. You can combine this difficulty level with the other play modes.

*The following variant is recommended for 5-player games only.*

## **THERE'S SOMETHING FOR EVERYONE...**

The last player of the round becomes the first player of the next round. They play 2 consecutive turns: one when the Invocation marker is on space 5, then another against the following Monster, when the marker is on space 1.



# Card details

## Magicians



### Female Water Magician

**You can have up to 4 cards in support.**

**ERRATA: You can have up to 5 cards in support.**



### Male Water Magician

**During your turn, you can treat one value-1 Air card as any Element of your choice.**

Only during your turn, and only once per turn. The 1 AIR card is momentarily considered to be a 1value EARTH, FIRE, or WATER card while taking an action. For all other players, this card is a 1 AIR: they cannot benefit from your power, even if they play during your turn or if they use one of your cards in Support.



### Female Fire Magician

**During your turn, you can refresh 1 exhausted Spell in front of you or another player.**

Only during your turn, and only once per turn. Doesn't allow you to get back a Spell neutralised by a Curse.



### Male Fire Magician

**During your turn, you can discard 1 Madness card from your hand and draw 1 card.**

Only during your turn, and only once per turn. If your deck is empty, gain 1 Madness, shuffle your discard pile to make a new deck, then draw 1 card. If you choose to use your power to discard a Madness, you must draw 1 card.



### Male Air Magician

**During your turn, you can draw 1 card. If it is a Madness card, cure it. Otherwise, discard it.**

Only during your turn, and only once per turn. The card drawn never goes in your hand. If your deck is empty, gain 1 Madness, shuffle your discard pile to make a new deck, then draw 1 card.



### Female Air Magician

**Draw 1 card each time you destroy 1 Curse.**

Draw 1 card even if it's during another player's turn. This power can be activated multiple times per turn, each time you destroy a Curse. If your deck is empty, gain 1 Madness, shuffle your discard pile to make a new deck, then draw 1 card.



### Male Earth Magician

**You can have up to 6 Spells.**

At all times.



### Female Earth Magician

**ERRATA: During your turn, you can exchange 1 or 2 cards in your hand with the same number of cards in the support pool.**

Only during your turn, and only once per turn. You can make 1 or 2 exchanges. You must replace 1 card in the support pool (in front of any player) with a card from your hand. You cannot only take a card from Support into your hand or only put a card into Support. If you make a second exchange, you cannot take an Action between the 2 exchanges. They must be made one immediately after the other. The same card can be used in 2 exchanges in the same turn.

## Monsters



### Arrival Effect

**Each player places the top 2 cards of their deck in their discard pile.**

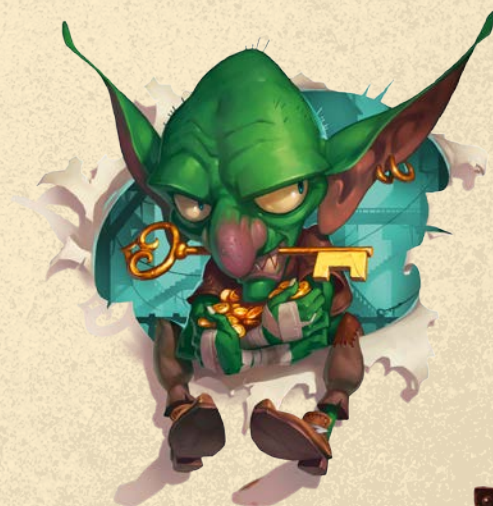
If a player has no deck, they take a Madness and shuffle their discard pile to make a new deck, then draw in order to discard.



### Arrival Effect

**Destroy as many Madness from the Madness stack as the number of players.**

Destroyed Madness are removed from the game and set aside with the other destroyed cards.





### **Arrival Effect**

**Each player receives 1 Madness in their support.**

Madness cards are added from the Madness stack. If a player has no available space in his Support, they choose a card from their Support to discard and add a Madness in its place.



### **Arrival Effect**

**Each player discards 1 card.**

Each player chooses the card to discard from their hand. Cards in the support pool cannot be discarded. If a player has no cards in hand, they simply ignore this effect.



### **Arrival Effect**

**Each player discards one value-3 card.**

Each player who has a value-3 card in hand must discard it. If a player has multiple value-3 cards, they choose which one to discard. Cards in the support pool cannot be discarded. If a player has no value-3 card in hand, they simply ignore this effect.

### **Success Bonus**

**Each player draws 1 card.**

If a targeted player has no deck, they take a Madness and shuffle their discard to make a new deck, then draw 1 card. Players only reset their hand to 6 cards at the end of their own turn; a player can therefore have more than 6 cards after this effect.

### **Failure Penalty**

**All players discard all Earth cards from their hands and support pool.**

All EARTH cards players have in their hands and in the support pool are placed in the discard pile of each player. At the end of this effect, no player can have EARTH cards in hand or in Support. If a player has no EARTH card in card or in Support, they simply ignore this effect.





### **Arrival Effect**

***Each player adds 1 Madness to their hand.***

If there are not enough Madness cards in the stack for each player, you immediately lose the game. Madness gained this way are put directly into players' hands, who can therefore have more than 6 cards after this effect.

### **Success Bonus**

***One player of your choice gains any 1 Spell in the Library.***

Players agree on which player gains the Spell. This player can choose which available Spell to take. If the chosen player already has 5 Spells (6 for the Male Earth Magician), they must destroy 1 before taking the new one. The player doesn't spend the Learning Cost of the new Spell. The next Spell is immediately revealed.

### **Failure Penalty**

***Destroy 4 Madness from the Madness stack.***

If there are less than 4 Madness cards in the Madness stack, you immediately lose the game. The destroyed Madness cards are removed from the game and set aside with the other destroyed cards.



### **Arrival Effect**

***Each player discards 2 cards.***

Each player chooses the cards to discard in their hand. Cards in the support pool cannot be discarded. If a player only has one card in hand, they discard it. If a player has no cards in hand, they simply ignore this effect.

### **Success Bonus**

**ERRATA:** *Each player may destroy 1 Element card from their discard pile. A player who does receives 1 higher-value card of the same Element into their hand.*

You cannot destroy Madness cards. For each destroyed card, the player receives 1 card of the same color with a value of plus 1. If there are no cards in the reserve immediately superior to the one discarded, the player can destroy a card but doesn't receive a new one.

### **Failure Penalty**

***Each player receives 1 Madness into their discard pile.***

If there not enough Madness cards in the stack for each player, you immediately lose the game.



### **Arrival Effect**

***Each player places 1 Madness on top of their deck.***

If there not enough Madness cards in the stack for each player, you immediately lose the game. Madness cards received this way are placed on top of each player's deck. If a player has no deck, this Madness card becomes the only card in their deck.

### **Success Bonus**

***Each player cures 1 or 2 Madness from their hand and/or the support pool.***

A player can cure a Madness in the support pool even if they have one in hand, or viseversa. A player can cure a Madness in any player's Support.

### **Failure Penalty**

***Each player discards their hand, then draws 5 cards.***

If a player has no deck, they take a Madness and shuffle their discard to make a new deck, then draw until they have 5 cards in hand. Cards in the support pool are not discarded.



### Arrival Effect

**Destroy all cards in the support pool.**

Each player destroys all the cards in his Support. If a player has no cards in Support, they simply ignore this effect. The cards are set aside with the other destroyed cards.

### Success Bonus

**Each player chooses up to 2 cards from their discard pile and places them on top of their deck.**

Cards placed this way become the top cards of each player's deck, in the order of his choice. If a player has no cards in his discard pile, they simply ignore this effect. If a player has no deck, cards placed this way become the only cards in their deck.

### Failure Penalty

**All players discard all Air cards from their hands and support pool.**

All AIR cards players have in their hands and in Support are placed in the discard pile of each player. At the end of this effect, no player can have AIR cards in hand or in Support. If a player has no AIR card in card or in Support, he simply ignores this effect.



### Arrival Effect

**Each player places all Madness from their discard pile and support on top of their deck.**

Madness placed this way become the top card of a player's deck. Madness in Support are placed on the decks of the corresponding players. If a player only has Madness in Support or only in his discard pile, they are still placed on his deck. If a player has no Madness in his Support or discard pile, he simply ignores this effect. If a player has no deck, cards placed this way become the only cards in his deck.

### Success Bonus

**Each player may discard one value-1 card. A player who does receives one value-3 card of the same Element on top of their deck.**

If a player has multiple value1 cards in hand, he chooses which one to discard. All players who have a value-1 card in hand must apply the effect. If a player has no value-1 cards, he simply ignores this effect and doesn't receive a value-3 card. If the corresponding value-3 card stack is empty, the player must still discard his value-1 card, but does not receive a value-3 card. If a player has no deck, cards placed this way become the only cards in his deck.

### Failure Penalty

**All players discard all Water cards from their hands and support pool.**

All WATER cards players have in their hands and in Support are placed in the discard pile of each player. At the end of this effect, no player can have WATER cards in hand or in Support. If a player has no WATER card in card or in Support, he simply ignores this effect.





### **Arrival Effect**

**One player of your choice discards all cards from their hand.**

The player must agree. A player who has no cards in hand can be chosen: simply ignore this effect. The chosen player only resets his hand to 6 cards at the end of his turn. He can therefore start his next turn with no cards in hand.

### **Success Bonus**

**Each player who has a free support slot places the top card of their deck in their support.**

The drawn card goes directly into the player's Support. If a player has no deck, he receives a Madness and shuffles his discard pile to make a new deck, then draws 1 card to put in Support.

### **Failure Penalty**

**Each player destroys the top 2 cards of their deck.**

If a player has no deck, he receives a Madness and shuffles his discard pile to make a new deck, then draws to destroy. The destroyed card is removed from the game and does not go back into the reserve.



### **Arrival Effect**

**Place 1 Madness under each Curse. The player who destroys the Curse places the Madness in their discard pile.**

Madness cards are added from the Madness stack, after this Monster's Curses are set up. If a player destroys a Curse, he immediately receives the Madness underneath, then a value2 card of his choice. If there are still Curses at the end of the 5th turn, the Madness underneath are destroyed.

### **Success Bonus**

**Cure all Madness in the support pool.**

Cure all Madness in all players' Support. If there are no Madness cards in the support pool, simply ignore this effect.

### **Failure Penalty**

**Shuffle all destroyed Element and Madness cards. Starting with the active player, deal them in clockwise order to the discard piles of each player (maximum 3 per player).**

Secretly shuffle all Madness and Element cards destroyed during this game, and deal 1 to each player until there are none left, or until each player has received 3. Dealt cards are then placed faceup in each player's discard pile. Cards are dealt in turn order, starting with the activeplayer.



### **Arrival Effect**

**Each player who has at least 1 Madness in hand or support adds 1 Madness to their hand.**

If a player has no Madness in hand and none in Support, he simply ignores this effect. If a player has multiple Madness in hand and/or in Support, he only adds one Madness to his hand.

### **Success Bonus**

**Each player may destroy as many cards from their hand and discard pile as desired, then draw the same number of cards.**

Only players who destroy at least one card can draw. If a player has no discard pile, he cannot destroy a card in his discard pile.

### **Failure Penalty**

**One player discards all their support cards, then receives 3 Madness into their support.**

The player must agree. A player who has no cards in Support can be chosen, but he still adds 3 Madness to his Support. Madness cards are added to the 3 slots of the player who discarded his Support. If you choose the Female Water Magician, she discards all the cards in her Support, but only receives 3 Madness.



### **Arrival Effect**

***Each player destroys the first 2 cards of their deck.***

If a player has no deck, he receives a Madness and shuffles his discard pile to make a new deck, then draws to destroy. The destroyed card is removed from the game, and doesn't go back in the reserve.

### **Success Bonus**

***Each player receives one value-2 card into their discard pile.***

You can take the value2 card in the color of your choice, as long as it's available in the reserve.

### **Failure Penalty**

***All players discard all Fire cards from their hands and support pool.***

All FIRE cards players have in their hands and in Support are placed in the discard pile of each player. At the end of this effect, no player can have FIRE cards in hand or in Support. If a player has no FIRE card in card or in Support, he simply ignores this effect.



### **Arrival Effect**

***Destroy a total of 3 Spells of the players' choice from all players' Spells.***

Spells destroyed are removed from the game. Players must agree on which Spells to remove. The Spells can belong to a single or different players.

### **Success Bonus**

***Each player cures all Madness from their discard pile.***

Cure all the Madness in each player's discard pile. If a player has no card in his discard pile, or if he has no Madness in his discard pile, he simply ignores this effect.

### **Failure Penalty**

***Each player places 1 Madness in their discard pile.***

If there are not enough Madness cards in the stack for each player, you immediately lose the game.



### **Arrival Effect**

***Each player discards their entire deck.***

Each player discards his entire deck. If a player has no deck, he puts a Madness in his discard pile, as if he made a new deck to then discard it.

### **Success Bonus**

***Each player who has a free support slot chooses 1 card from their discard pile and places it in their support.***

If a player has no empty slot in his Support, he simply ignores this effect. If a player has no card in his discard pile, he simply ignores this effect. In all other cases, the player must apply the effect.

### **Failure Penalty**

***Each player discards one value-2 card.***

Each player who has a value-2 card in hand must discard it. If a player has multiple value-2 cards, he chooses which one to discard. Cards in the support pool cannot be discarded. If a player has no value-2 cards in hand, he simply ignores this effect.

## Promo Cards



### Arrival Effect

**Silence! No player may speak until the next Monster arrives.**

If a player speaks even the slightest intelligible word, you immediately lose the game. Sounds and gestures are allowed. It's always forbidden to show your cards. The effect ends once the next monster appears, not when all the Curses are destroyed.

### Success Bonus

**Each player may immediately activate a Spell available for purchase without spending Elements.**

All players must agree on which Spell to cast. The Spell must be available in the Library, and it stays there. The next Spell is not revealed. A player does not have to have all the Elements necessary to cast the Spell. The Spell is always cast with a strength of 1. The Spell is not exhausted, it's still available for the "Learn a new Spell" action.

### Failure Penalty

**Shuffle all players' Spell cards. Starting with the active player, deal them in clockwise order, one at a time, until you run out of Spells.**

All Spells are refreshed. Spells are randomly and equally distributed between all players, no matter how many each player had or how good they were.



### Arrival Effect

**Add a second Multi-Element Curse card to space 2 on the Invocation track.**

On Space 2, add a MultiElement Curse on top of the first Curse, so that the effects of both Curses are visible. You must destroy the second Curse before you can destroy the one underneath. If the marker lands on this space and the 2 Curses are still present, you apply both effects.

### Success Bonus

**Each player draws up to 6 cards in their hand.**

If a player has no deck, he receives a Madness and shuffles his discard pile to make a new deck, then draws back up to 6 cards in hand. If a player already has 6 cards in hand, he simply ignores this effect.

### Failure Penalty

**Don't turn the page or move the Round marker. Do move the Invocation marker to space 1, apply the current Monster's Arrival effect, and draw three new Curses (or fill the spaces). The active player begins a new round.**

Use the same Curses that first appeared with the Monster, in the same order.



### Arrival Effect

**Shuffle all cards in the support pool and players' hands. Starting with the active player, deal them in clockwise order back to players' hands.**

Take all the cards in each player's Support, as well as all cards in their hands. The cards are randomly and equally distributed between all players, no matter how many each player had or how good they were. No card should be in the support pool at the end of this effect: all cards must be in players' hands. Therefore it's possible that players do not have the same number of cards in hand than before the effect, and potentially more than 6 cards in hand.

### Success Bonus

**Choose a player. Each other player places 1 card from their hand on top of the chosen player's deck in any order. Then, each player except the chosen one draws a card.**

The cards are placed on the player's deck in the order of his choice. If a player has no cards in hand, he simply ignores this effect (as long as he's the chosen player). The chosen player doesn't draw a card. If another player has no deck, he receives a Madness and shuffles his discard pile to make a new deck, then draws 1 card. Players wait until everyone has given their card before drawing.

### Failure Penalty

**Each player draws a random card from the player's hand to their right and places it on their own discard pile.**

The discarded card is not chosen, but taken randomly from your neighbor's hand. If a player has no cards in hand, he gives no card to the player on his left, but still receives one from the player on his right.

# Spells



## Combustion

**Destroy ① card from your hand.**

If you have no cards in hand, this Spell has no effect. Cards in the support pool cannot be discarded.



## Ice

**Place ① card from your hand in support.**

The card must come from your hand and goes in one of the empty slots of your Support. If you have no available slots, this Spell has no effect.



## Growth

**Draw ① card.**

If you have no deck, take a Madness and shuffle your discard pile to make a new deck, then draw.



## Telepathy

**One other player takes ① Action.**

A player takes his actions during your turn. The player must agree and be able to take the action of his choice. The targeted player doesn't refill his hand at the end of the current turn, but at the end of his own turn. If you make a player take multiple actions, you cannot take an action until he has completed all of these actions. Except in special cases, the power of your magician can only be used during your own turn.



## Power of the Inferno

**One player can discard ① card, then draw ① card.**

If the targeted player can discard multiple cards, he discards all of them before drawing. If the targeted player has no deck, he takes a Madness and shuffles his discard pile to make a new deck, then draws. If the targeted player doesn't have enough cards in hand to discard, he still draws all the cards indicated by the Spell.



## Concentration

**Destroy ① card from your discard pile.**

If you have no cards in your discard pile, this Spell has no effect.



## Warmblooded

**Discard ① Madness. Then, for each Madness you discarded, draw 2 cards.**

If you have no Madness in hand, this Spell has no effect. You cannot discard Madness in Support. If you have no deck, take a Madness and shuffle your discard pile to make a new deck, then draw. If you can discard multiple Madness cards, discard them all before drawing.





### Cauterization

ERRATA: **Cure up to 2 Madness from your discard pile or the support pool.**

You can cure fewer Madness cards than indicated by the Spell. You can cure Madness in your discard pile and your Support. Cured Madness can come from any player's Support, but only from your own discard pile (not those of other players).



### Regeneration

**One player cures 1 Madness from their hand, then draws 1 card.**

If the targeted player has no deck, he takes a Madness and shuffles his discard pile to make a new deck, then draws. If the targeted player has no Madness in hand, he still draws cards. If the targeted player can cure multiple Madness, he must do so before drawing. This Spell does not cure Madness in Support.



### Adrenaline

ERRATA: **Draw 2 cards, then cure 1 Madness from your hand or the support pool.**

If you have no deck, take a Madness and shuffle your discard pile to make a new deck, then draw. You can cure a Madness in Support, even if you have a Madness in hand. Cured Madness can come from any player's Support. If after drawing there's no Madness in your hand and in the support pool, simply ignore the second effect of the Spell.



### Aura of Fire

**Cure 1 Madness from your hand, then receive 1 value-3 Element in your discard pile.**

If you have no Madness in hand, you still receive a value-3 Element. You can choose the color of the Element card, as long as it's available in the reserve. This Spell does not cure Madness in Support.



### Circle of Fire

**Each player cures 1 Madness from their hand or the support pool.**

Each player can cure a Madness in his hand or anywhere in the support pool. If there are no Madness in Support, each player can only cure Madness in his hand.



### Purification

**1 other player cures all Madness from their hand.**

If no other player has Madness in hand, this Spell has no effect. This Spell does not cure Madness in Support.



### Torrential Rain

**1 player shuffles their discard pile and support into their deck.**

The player must agree. The targeted player does not take a Madness for shuffling his discard pile. At the end of the Spell, the player must have no cards in his Support or discard pile.



### Cool Head

**Place 1 card from your hand in support, then draw 1 card..**

If you have no free slots, don't place a card in Support, but still draw cards. If you have no deck, take 1 Madness and shuffle your discard pile to make a new deck, then draw. If you put multiple cards in Support, place them before drawing.



### Frost Mirror

**Place 1 card from your discard pile in support.**

You can place cards that you just used to cast this Spell in Support, since they are immediately discarded. If you have no empty Support slot, this Spell has no effect.



### Glaciation

**Destroy 1 card from the support pool, then replace it with 1 higher-value card.**

You can destroy cards in any player's support pool. If you destroy an Element card, put a card of the same color with 1 more strength in its place. If you destroy multiple cards, do it before replacing them with other cards: you cannot augment the same card multiple times. If there are no cards in Support, this Spell has no effect.



### Ice Touch

**1 other player draws 1 card, then places 1 card from their hand in support.**

The targeted player must agree. If the targeted player(s) has no deck, he takes a Madness and shuffles his discard pile to make a new deck, then draws 1 card. If a player has no empty support slot, he still draws 1 card.



### Raining Frogs

**1 other player shuffles their hand, support, and discard pile into their deck, then draws 5 cards.**

The targeted player must agree. The targeted player(s) do not take a Madness after shuffling their discard pile. At the end of this Spell, the targeted player(s) must have no cards in his Support or discard pile, and must only have 5 cards in hand.



### Arctic Circle

**Each player places 1 card in support, then draws 1 card.**

If a player doesn't have enough cards in hand, or not enough empty Support slots, he places the maximum number of cards in Support, then still draws the number of cards indicated by the Spell. If a player has no deck, he takes a Madness and shuffles his discard pile to make a new deck, then draws.



### Tsunami

**Each player who has at least one free support slot draws 1 card then puts it in support.**

Drawn cards go directly into your Support: never draw more cards than you have empty Support slots. If a player has no deck, he takes a Madness and shuffles his discard pile to make a new deck, then draws.



### Ice Cocoon

**Each player discards all Madness cards from their hand, then draws 1 card per Madness discarded.**

Each player draws cards according to the number of Madness he has discarded, independent of the number of Madness discarded by the other players. If a player has no Madness in hand, this Spell has no effect on him, but applies normally to the other players. If a player has no deck and has discarded one or more Madness, he takes 1 Madness and shuffles his discard pile to make a new deck, then draws. Players must discard all Madness they have in hand and draw the required number of cards.



### Sands of Time

**Choose 1 card from your discard pile, then place it on top of your deck.**

Cards placed this way become the first cards of your deck, in the order of your choosing, indeed the only cards if your deck is empty. You can place the cards you just used to cast this Spell on your deck, since they are immediately discarded. If you don't have enough cards in your discard pile, simply place all of the cards in your discard pile on your deck.



### Essence of the Earth

**1 other player chooses 1 card from their discard pile, then places it on top of their deck.**

If a targeted player has no discard pile, this Spell has no effect on him. The chosen card becomes the top card of the targeted player's deck, indeed the only card if his deck is empty.



### Stone Skin

**Destroy 1 card from your hand or the support pool, then receive 1 higher-value card to your discard pile.**

You can destroy cards from your hand and Support. You can destroy cards in any player's Support. If you destroy an Element card, take a card of the same color with 1 more strength. This card goes into your discard pile, even if the destroyed card was in the Support of another player. If you destroy a Madness, don't take an Element card. If there are no cards in the support pool or in your hand, this Spell has no effect.



### Abundance

**One other player draws 2 cards.**

If the targeted player has no deck, he takes a Madness and shuffles his discard pile to make a new deck, then draws. The targeted player can have more than 6 cards in hand at the end of your turn.



### Bark Skin

**1 player may destroy an identical pair of Element cards from their hand and/or the support pool, then add one value-2 card of the same Element to their hand.**

The targeted player must be able to destroy 2 identical cards (generally of value1) before taking a value2 card of the same color from the reserve directly into his hand. He can use any combination of cards from his hand or any player's Support.



### Taking Root

**Place 1 value-2 card on top of your deck.**

You can take the value-2 Element card in the color of your choice, as long as it's in the reserve. If you take multiple cards, they can be different colors. Cards received this way become the top cards of your deck, in the order of your choosing, indeed the only cards if your deck is empty.



### Telekinesis

**Each player draws ① card.**

If a targeted player has no deck, he takes a Madness and shuffles his discard pile to make a new deck, then draws. A targeted player can have more than 6 cards in hand at the end of your turn.



### Flowering

**Place ① value-3 card on top of your deck.**

The value-3 card can be any color, as long as it's in the reserve. If you take multiple cards, they can be different colors. The card(s) obtained this way becomes the first card of your deck, in the order of your choice, indeed the only card if your deck is empty.



### Earthquake

**Cure all Madness in the support pool, then draw ② cards.**

If you have no deck, take a Madness and shuffle your discard pile to make a new deck, then draw. Cure all Madness in all players' Support. If there are no Madness in the support pool, still draw the cards indicated by the Spell.



### Aspiration

**Receive ① card in your hand from another player's hand, or from the support pool.**

The player from whom you take one or more cards must agree, even if the card comes from his Support. If the card comes from the support pool, it can come from any player's Support, even your own. The card goes directly into your hand and can be played during this turn. If you take multiple cards, they can come from different places.



### Breath

**Give ① card from your hand or from the support pool to another player's hand.**

The player to whom you give one or more cards must agree. Cards given in this way go directly into the player's hand. If the card comes from the support pool, it can come from any player's Support, not just your own. The targeted player can have more than 6 cards in hand at the end of your turn.



### Mental Control

**① other player takes 1 Action, then draws 1 card.**

See **Telepathy**.

If you make multiple players play, you choose the order in which they play. Each one must draw directly after taking his action, before the next player takes an action.



### Levitation

**① other player draws up to six cards in their hand.**

If the targeted player already has 6 cards in hand, this Spell has no effect.



### **Tornado**

**Exchange 1 card with another player.**

The targeted player must agree on the cards to exchange. You cannot exchange cards in the support pool. You must make a complete exchange for each card: you cannot just give one card, or just receive one card. If you or the targeted player have no cards in hand, this Spell has no effect.



### **Eye of the Tornado**

**Each player discards 1 card from their hand, then draws 1 card.**

All players must agree and must apply this effect. If a player has no deck, he takes 1 Madness, shuffles his discard pile to make a new deck, then draws 1 card. If a player has no cards in hand, he doesn't discard, but still draws a card.



### **Daydream**

**Each other player chooses 1 card from their discard pile and puts it in their hand.**

If a player has no discard pile, this Spell doesn't affect him, but still applies to the other players. If a player doesn't have enough cards in his discard pile to completely apply this Spell, he simply gets back all the cards in his discard pile.



### **Avatar**

**Take 1 Action using only cards from the support pool, without discarding them.**

All Elements required by your Action must be in Support. Elements used can come from cards in any player's Support. Cards used are not moved and stay in their slot. If you take multiple actions, you can use the same cards multiple times for different actions.



### **Illusion**

**1 other player refreshes all their Spells, then takes 1 Action using their cards, without discarding them.**

The targeted player must agree. The targeted player must have all the cards necessary to take his Action in hand. The cards cannot come from Support. Cards used stay in the player's hand. Doesn't allow you to refresh a Spell neutralised by a Curse.

## **Curses**



**Each player discards 1 FIRE/AIR/EARTH/WATER card.**

Each player who has at least one card of the indicated Element in hand must choose one to discard. Cards in the support pool cannot be discarded. If a player doesn't have the indicated Element in hand, this Curse doesn't affect him.



***Each player places the top 2/3 cards of their deck in their discard pile.***

If a player doesn't have a deck, he takes a Madness and shuffles his discard pile to make a new deck, then draws to discard.



***Each player destroys the top (2) card(s) of their deck.***

If a player doesn't have a deck, he takes a Madness and shuffles his discard pile to make a new deck, then draws to destroy. The destroyed card is removed from the game and doesn't go back into the reserve.



***Each player receives 1 Madness in their discard pile.***

If there are not enough Madness cards in the stack for each player, you immediately lose the game.



***Each player places 1 Madness on top of their deck.***

If there are not enough Madness cards in the stack for each player, you immediately lose the game. Madness gained this way goes on top of each player's deck, and becomes the only card of their deck if it was empty.



***Each player places the top card of their deck into the discard pile of the player on their right.***

If a player doesn't have a deck, he takes a Madness and shuffles his discard pile to make a new deck, then draws to discard. The effect is simultaneous: first each player draws a card, then discards it at the same time as the player on their right. Each player must now have the top card of the player to their left's deck in their discard pile.





***Each player destroys one value-2 card of their choice.***

Each player who has at least one value-2 card in hand must choose and destroy one. The destroyed card is removed from the game and doesn't go back into the reserve. Cards in the support pool cannot be destroyed. If a player has no value-2 cards in hand, this Curse does not effect him.



***Each player discards one value-2 card of their choice.***

Each player who has at least one value-2 card in hand must choose and discard one. Cards in the support pool cannot be discarded. If a player has no value-2 cards in hand, this Curse does not effect him.



***Each player discards their entire deck.***

Each player discards their entire deck. If a player doesn't have a deck, he receives a Madness in his discard pile, as if he made a new deck to then discard it.



***Destroy 4 Madness from the Madness stack.***

If there are less than 4 Madness in the Madness stack, you immediately lose the game. Destroyed Madness are removed from the game and set aside with the other destroyed cards.



***Each player flips 1 of their Spells facedown.***

ERRATA : Ignore the text in parentheses.

When this Curse is Activated, each player flips one Spell of their choice facedown. Spells stay facedown until the next Monster appears: they are not refreshed when the Curse is destroyed, but only at the end of turn 5, when the Invocation marker moves to the Invocation space.



**Add 1 EARTH/WATER/FIRE/AIR token on all other Curses. Players must spend 1 additional EARTH/WATER/FIRE/AIR to destroy them.**

ERRATA : Ignore the last sentence of the card.

Do not remove the tokens if this Curse is destroyed: like other Curses, if its effect is activated, it's irreversible. All other Curses cost 1 additional Element depicted on the card to destroy them, until they are destroyed or the next Monster appears.



**Each player discards their hand, then draws 5 cards.**

If a player doesn't have a deck, he takes a Madness and shuffles his discard pile to make a new deck, then draws back up to 5 cards in hand. Cards in the support pool cannot be discarded.



**Shuffle all destroyed Element and Madness cards. Starting with the active player, deal them in clockwise order to the discard pile of each player.**

Secretly shuffle all Madness and Element cards destroyed during this game, and deal 1 to each player until there are none left, or until each player has received 3. Dealt cards are then placed faceup in each player's discard. Cards are dealt in turn order, starting with the active player.



**Each player discards all cards from their Support.**

Each player discards the cards in their Support to their discard pile. If a player has no cards in Support, this Curse doesn't affect them.

