

## Chaos

Once per Night when a player gains half a heart of a color. He gains half a heart of the opposite color instead.

This card cannot be activated on even numbered Nights.

## Vantage

When a player activates Avenge, Raiding player doesn't lose a cube. Take a cube from the Raided player.

Return this card to its deck afterwards.

## Bane

Once per Night, prevent a player from gaining a cube.

## Vex

Once per Night, target a player. On that player's next turn, he must Raid.

This card cannot be activated on even numbered Nights.

## Plague

Once per Night, prevent a card effect that returns itself to its deck

## Reversal

Once per Night when another player activates an ability card, cancel its activation (the deactivated card will still return to its deck if it says it will).