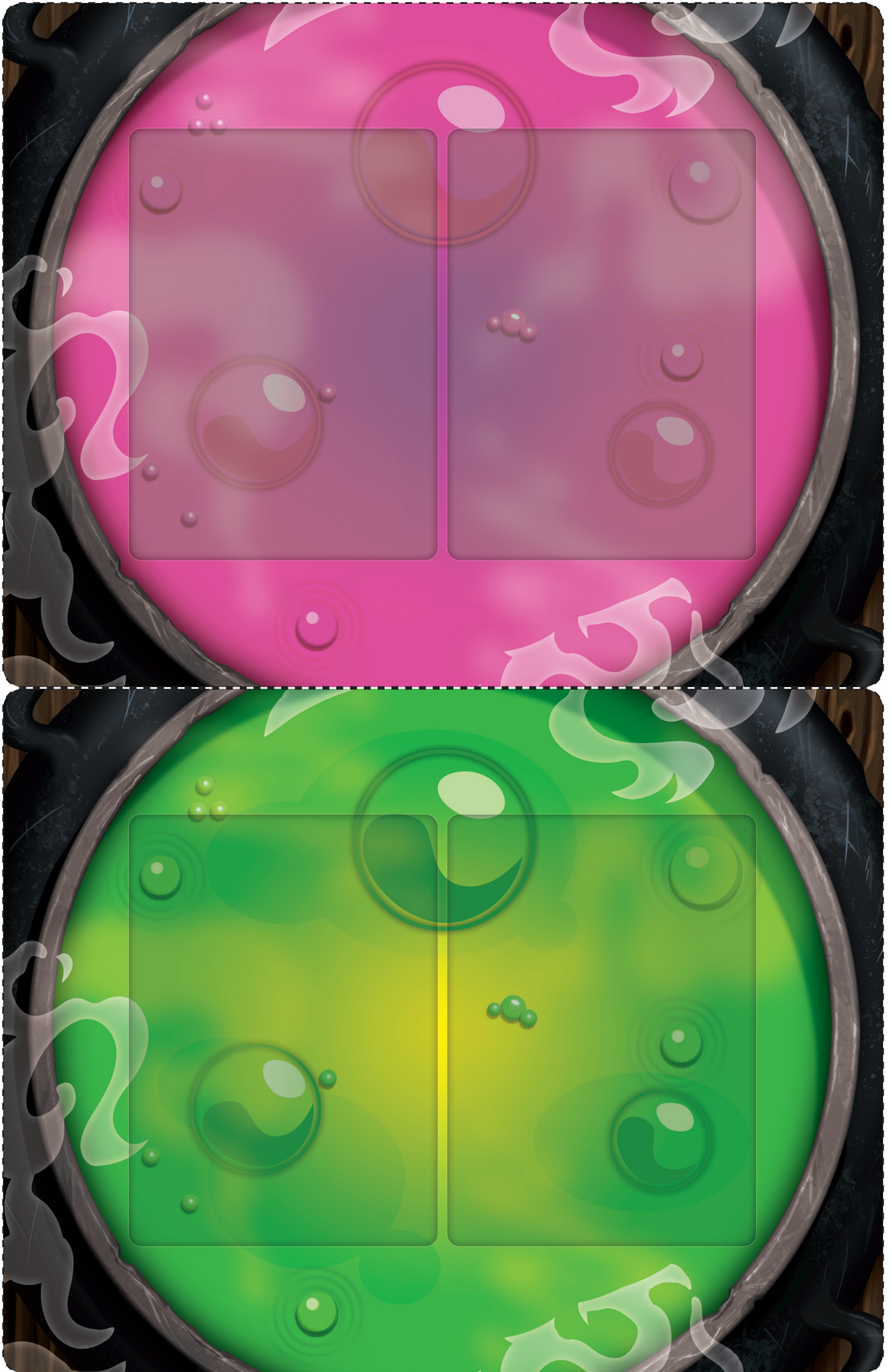


FRONT



FRONT

**Dunce Cap**



Choose a student.  
They discard 1 

**Dunce Cap**



Choose a student.  
They discard 1 

**Teacher's Favorite**



Win 1 

**Teacher's Favorite**



Win 1 

**Satchel Exchange**



Choose 2 students.  
They exchange all the  in their hands.

**Satchel Exchange**



Choose 2 students.  
They exchange all the  in their hands.

**Bootlicking**



Choose a student.  
They cannot play  until the end of the turn.

**Bootlicking**



Choose a student.  
They cannot play  until the end of the turn.

**Bootlicking**



Choose a student.  
They cannot play  until the end of the turn.



BACK

 I'll tell the Teacher



Cancel 1 

 I'll tell the Teacher



Cancel 1 

 I'll tell the Teacher



Cancel 1 

 I'll tell the Teacher



Cancel 1 

 Mistake



Replace 1  in a student's cauldron with the first  from the draw pile

 Mistake



Replace 1  in a student's cauldron with the first  from the draw pile

 Athanor's Breakdown



All  played are discarded, the turn is over

 Back to the Reserve



Draw 1 

 Back to the Reserve



Draw 1 




BACK




Class Clown



Draw 2 


Class Clown



Draw 2 


Class Clown



Draw 2 


Salt



During the Transmutation Phase, win 1 additional 


Salt



During the Transmutation Phase, win 1 additional 


Salt



During the Transmutation Phase, win 1 additional 


Sugar



Choose a student. During the Transmutation Phase, they win 1 additional 


Sugar



Choose a student. During the Transmutation Phase, they win 1 additional 

Sugar



Choose a student. During the Transmutation Phase, they win 1 additional 



BACK



**Substitution**

Choose 2 students.  
They exchange  
their full cauldrons

**Substitution**

Choose 2 students.  
They exchange  
their full cauldrons

**Substitution**

Choose 2 students.  
They exchange  
their full cauldrons

**Thief**

Choose a student.  
Randomly draw 1   
from their hand

**Thief**

Choose a student.  
Randomly draw 1   
from their hand

**Thief**

Choose a student.  
Randomly draw 1   
from their hand

**Thief**

Choose a student.  
Randomly draw 1   
from their hand

**Back to the Reserve**

Draw 1 

**Collective Punishment**

All other students need  
to discard 1 



BACK

Unicorn Hair



+  = 

+  = 

+  /  = 

Unicorn Hair



+  = 

+  = 

+  /  = 

Unicorn Hair



+  = 

+  = 

+  /  = 

Phoenix Feather



+  = 

+  /  = 

+  = 

Phoenix Feather



+  = 

+  /  = 

+  = 

Phoenix Feather



+  = 

+  /  = 

+  = 

Phoenix Feather



+  = 

+  /  = 

+  = 

Dragon Scales



+  /  = 

+  = 

+  = 

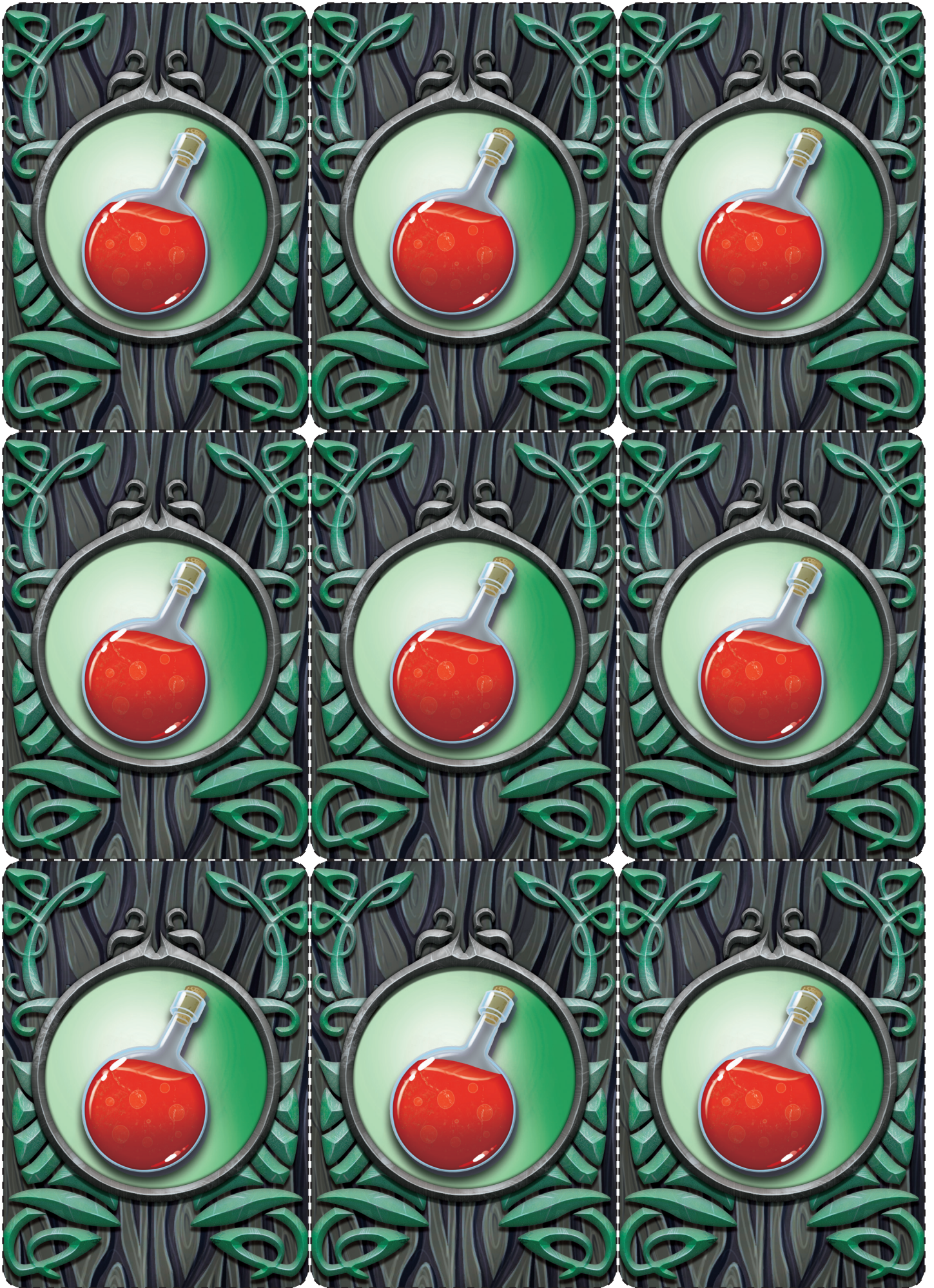
Dragon Scales



+  /  = 

+  = 

+  = 



BACK

**Dragon Scales**

+ / = 
  
+ = 
  
+ =

**Dragon Scales**

+ / = 
  
+ = 
  
+ =

**Dragon Scales**

+ / = 
  
+ = 
  
+ =

**Quicksilver**

+ = 
  
+ = 
  
+ / =

**Quicksilver**

+ = 
  
+ = 
  
+ / =

**Quicksilver**

+ = 
  
+ = 
  
+ / =

**Lead**

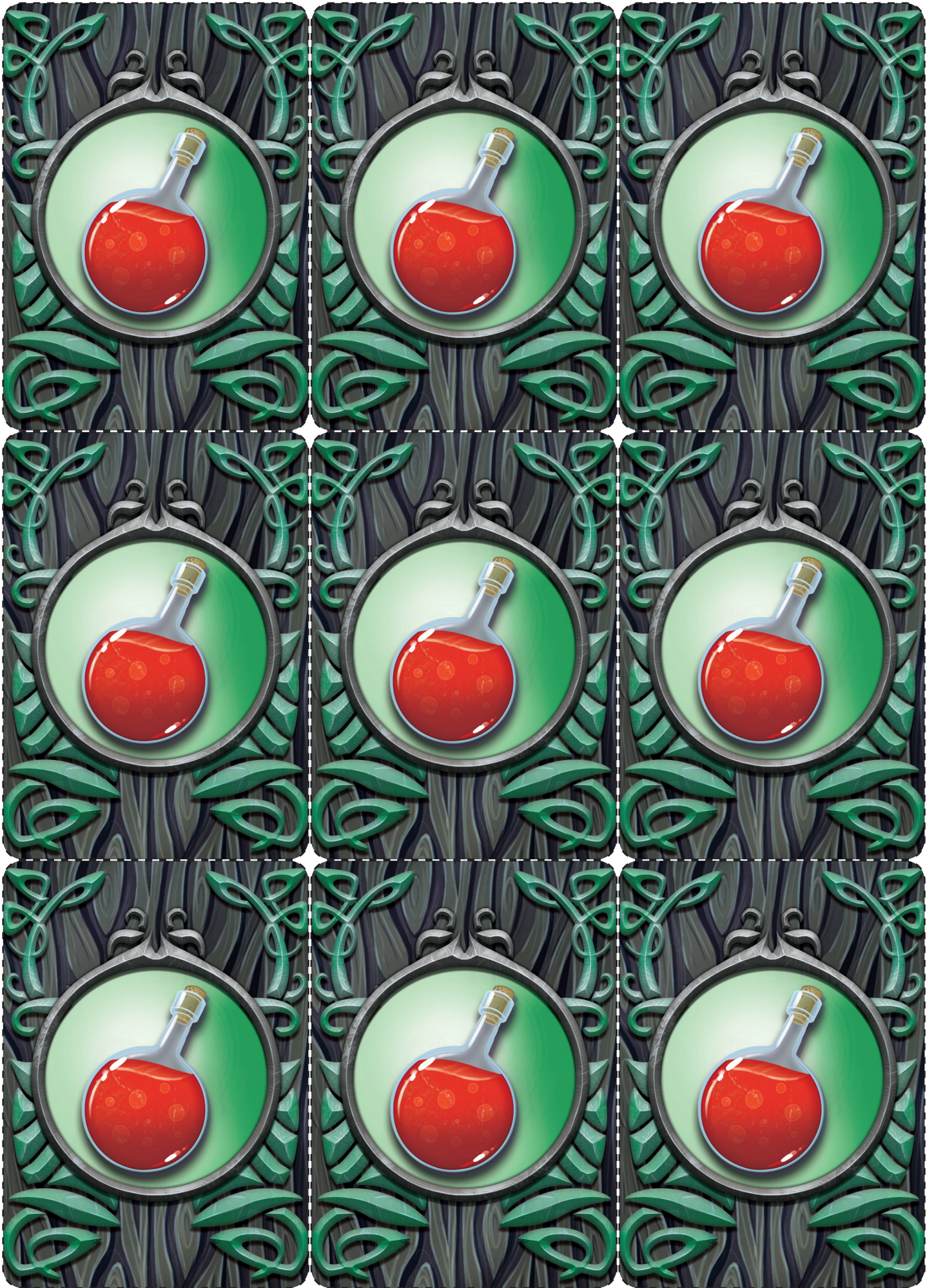
+ = 
  
+ / = 
  
+ =

**Lead**

+ = 
  
+ / = 
  
+ =

**Lead**

+ = 
  
+ / = 
  
+ =



BACK

**Lead**



+  = 

+  /  = 

+  = 

**Sulfur**



+  /  = 

+  = 

+  = 

**Sulfur**



+  /  = 

+  = 

+  = 

**Sulfur**



+  /  = 

+  = 

+  = 

**Sulfur**



+  /  = 

+  = 

+  = 

**Sulfur**



+  /  = 

+  = 

+  = 

**Mag McMush**



+  = 

+  = 

+  /  = 

**Mag McMush**



+  = 

+  = 

+  /  = 

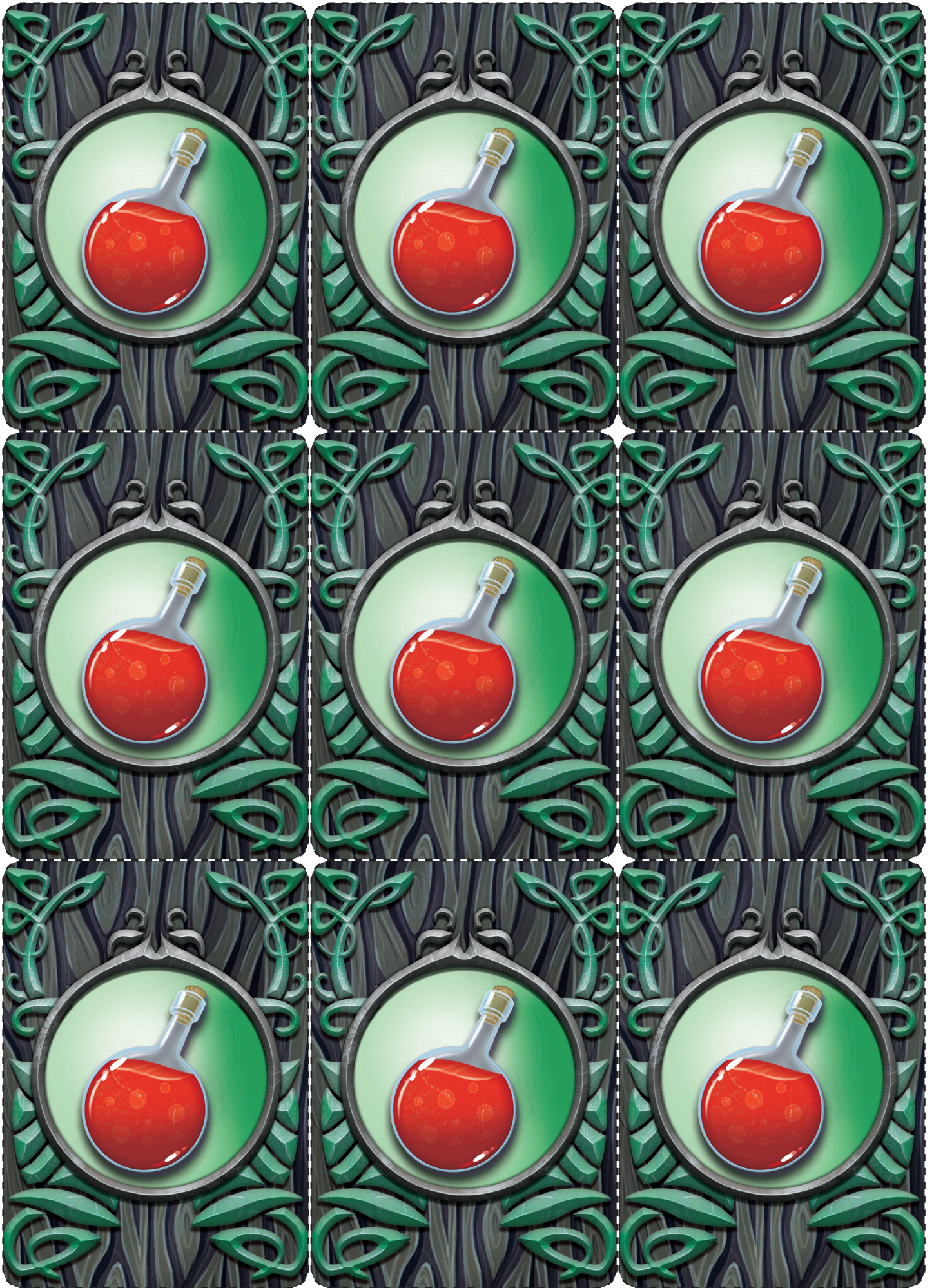
**Mag McMush**



+  = 

+  = 

+  /  = 



BACK



Fairy Tree Bark

+ Butterfly = Fire

+ Blackberry / Fire = Poison

+ Test tube = Gold

Fairy Tree Bark

+ Butterfly = Fire

+ Blackberry / Fire = Poison

+ Test tube = Gold

Fairy Tree Bark

+ Butterfly = Fire

+ Blackberry / Fire = Poison

+ Test tube = Gold

Fairy Tree Bark

+ Butterfly = Fire

+ Blackberry / Fire = Poison

+ Test tube = Gold

Mandrake

+ Butterfly / Mandrake = Fire

+ Blackberry = Poison

+ Poison = Poison

Mandrake

+ Butterfly / Mandrake = Fire

+ Blackberry = Poison

+ Poison = Poison

Mandrake

+ Butterfly / Mandrake = Fire

+ Blackberry = Poison

+ Poison = Poison

Mandrake

+ Butterfly / Mandrake = Fire

+ Blackberry = Poison

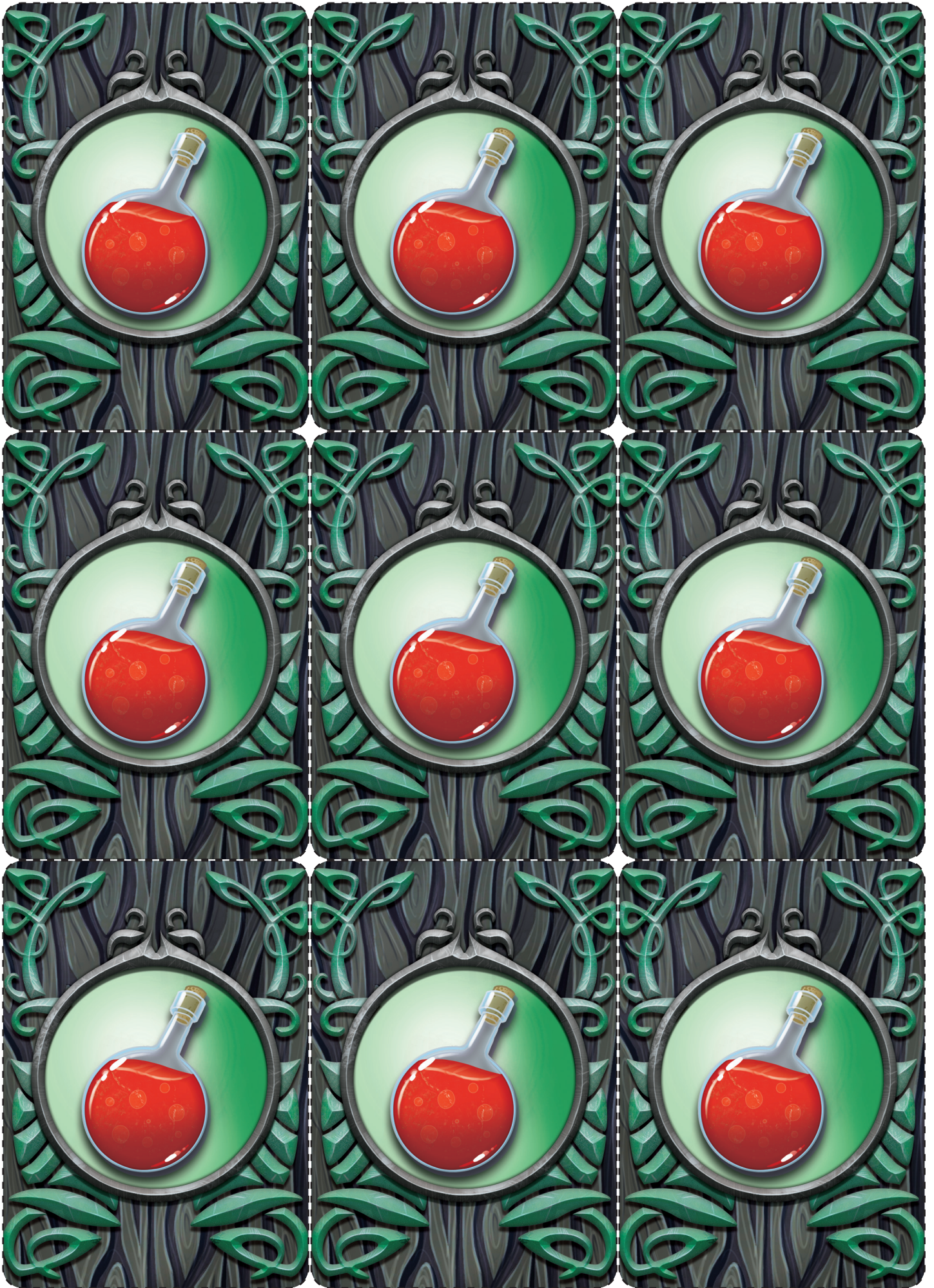
+ Poison = Poison

Mandrake

+ Butterfly / Mandrake = Fire

+ Blackberry = Poison

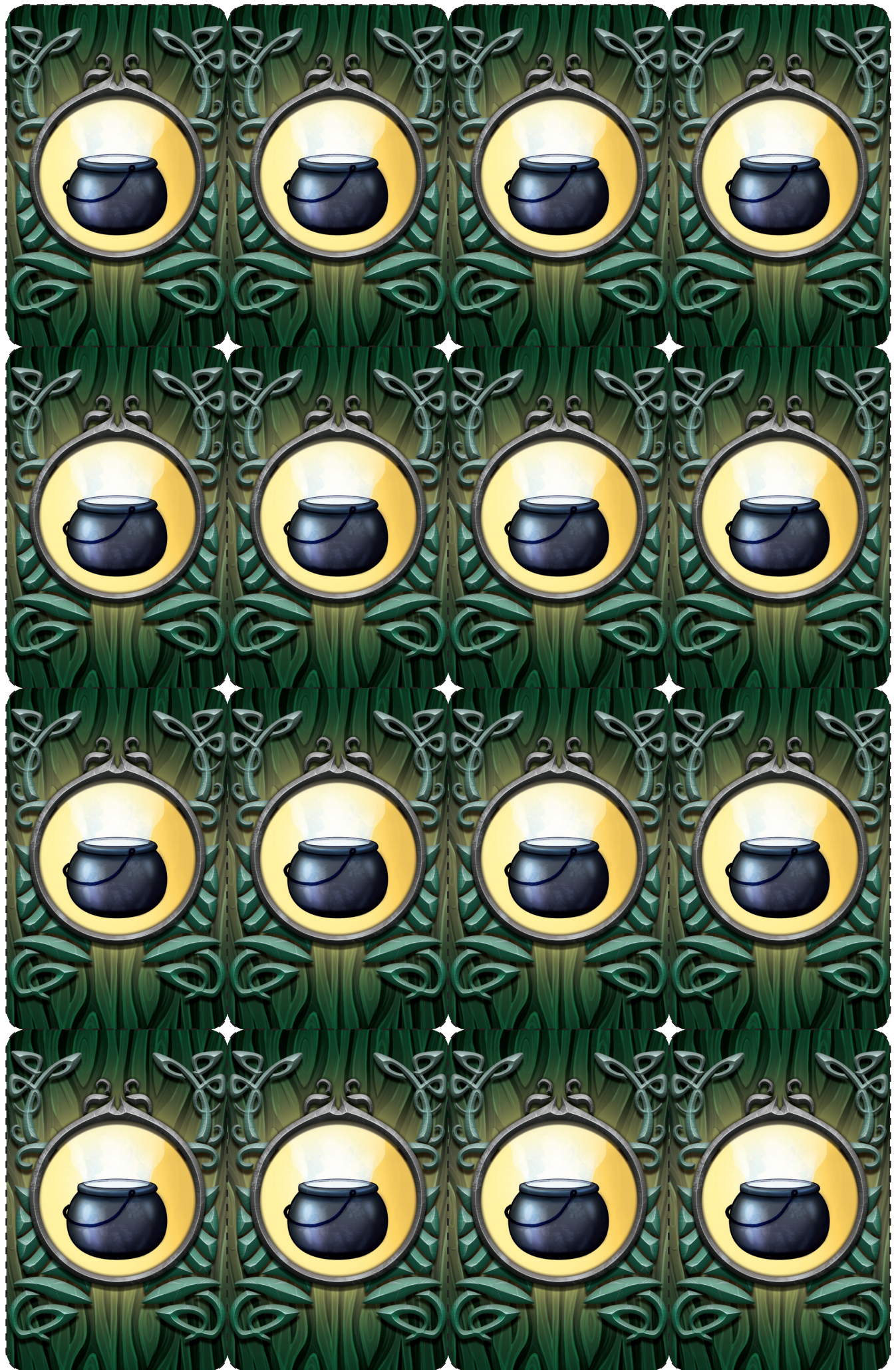
+ Poison = Poison



BACK



FRONT



BACK



FRONT



BACK



FRONT



BACK