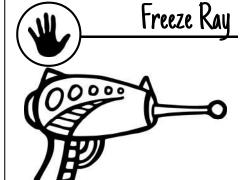


Discard after <u>last</u> use.

Discard after <u>last</u> use.



Keep this card for use at any time.

Skip the next monster phase.

Discard after use.

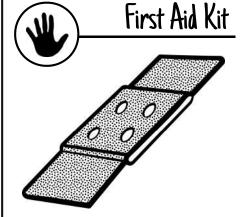




Keep this card for use at any time.

Use instead of removing a cube from a card.

Discard after use.

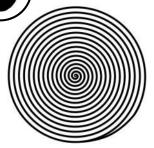


Keep this card for use at any time.

Increase 3 HP at any time.

Discard after use.

Hypnotize



Keep this card for use at any time.

Make \underline{any} monster on the map attack up to $\overline{3}$ monsters \underline{next} to \underline{it} .

Discard after use.



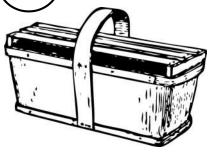


Use immediately.

Teddy's coolness increases HP by 3.

Discard after use.



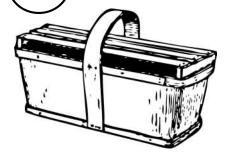


Use immediately.

Thanks Mom! Increase HP by 2.

Discard after use.

Lunch Box (+2)



Use immediately.

Thanks Mom! Increase HP by 2.

Discard after use.

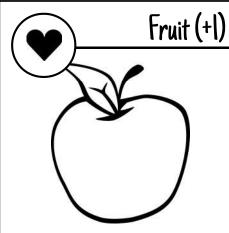
Lunch Box (+2)



Use immediately.

Thanks Mom! Increase HP by 2.

Discard after use.



Use immediately.

Healthy snack increases HP by 1.

Discard after use.

