


THE ORACLE



*Hidden in the swampland, the witches meet for the oracle.
A demonic coven of sinister origin who readily accepts
new followers to strengthen its magical influence.*

THE ORACLE



Put the Oracle in the middle of the board. If one of your Creatures occupies the Oracle at the end of your turn, their Power Level raises up or falls down to 4. Get 1 additional  each turn as long as you own the Oracle.

Note: Creatures that occupy the Oracle cannot raise Power Level.

