



Imperial Twing Events

The Imperial Twing event cards contain descriptions of random events which can occur when using magic, as the Orn is unpredictable. The event cards have a red back, and each card contains the name of the event as well as a description of the effects.

A player draws an Event Card whenever they roll the “event” symbol (spiral) on the Orn dice, both when attacking and defending. Events can be positive or negative and may affect the playing drawing the event as well as some or all other players.

Remember that a player who has the Puppet of Clarity active is NOT affected by any events.

The following table lists the details of each event card:

CATNIP	All cat cards in the hands of all players, and on the table, are discarded. This includes Miromon the white cat.
DISTURBANCE IN THE ORN	Spell cards and Orn rolls don't count, only critters fight. No player collects ornicles for this battle.
IMPERIAL GRATITUDE	The player who draws the event takes 1 extra Ornicle.
IMPERIAL TAX	All players pay 1 ornicle to the bank, if they have any.
LUCK OF THE ORN	Draw the next magical object from the top of the stack.
ORN LOOP	All players exchange the cards in their hand with the player to the left or right of them. The player who draws the event decides the direction.
ORN STORM	All spells cards count double power during this attack.
ORN WIGGLE	Orn dice roles don't count in this attack, only the cards played count. Players still collect Ornicles as usual.
SNAP OF THE TRAP	All trap cards in the hands of all players, and on the table, are discarded.

The following page can be printed out and the Events cut out and used to replace the English or German versions of the cards.

<p>CATNIP:</p> <p>All cat cards in the hands of all players, and on the table, are discarded.</p>	<p>DISTURBANCE IN THE ORN:</p> <p>Spell cards and Orn rolls don't count, only critters fight.</p>	<p>IMPERIAL GRATITUDE:</p> <p>Take 1 extra Ornicle.</p>	<p>IMPERIAL TAX:</p> <p>All players pay 1 ornicle to the bank, if they have any.</p>
<p>LUCK OF THE ORN:</p> <p>Draw the next magical object from the top of the stack.</p>	<p>ORN LOOP:</p> <p>All players exchange the cards in their hand with the player to the left or right of them. You decide the direction.</p>	<p>ORN STORM:</p> <p>All spells cards count double during this attack.</p>	<p>ORN WIGGLE:</p> <p>Orn dice roles don't count in this attack, only the cards played count.</p>
<p>SNAP OF THE TRAP:</p> <p>All trap cards in the hands of all players, and on the table, are discarded.</p>			