



**ANGRY WIND
ELEMENTALS**

EVIL WINS TIES AGAINST GOOD



**DUNGEON
DIVING**

EACH WEEK, THE SECOND
PLACE PLAYER WINS THE GAME



**LET THE GENIE
OUT OF THE LAMP**

MOST EVIL CARDS PLAYED THIS MONTH
MAY TAKE FIRST ON WAIVER WIRE



**UP IN
FLAMES**

IGNORE THE HIGHEST
SINGLE STAT ON EVIL CARDS



**EATEN BY
THE UMP**

RANDOMLY SELECT PLAYERS
FOR BENCH THIS WEEK



**EARN YOUR
PAYCHECK**

A RANDOM PLAYER GOES ON A QUEST
(RETURNS END OF MONTH)



**SACRIFICE
FLYER**

MOST EVIL CARDS PLAYED TAKES
A WIN CARD OFF THE DECK



**HARDBALL
HAMMER**

EVIL PLAYERS CAN ONLY USE ONE
OF THEIR STATS EACH WEEK



**ANGELS IN THE
SCOREBOARD**

GOOD PLAYERS GET AN EXTRA
INCREASE ON THE ROTISSERIE BOARD

