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Give *IT* Here

Take *IT* from a Thief of your choice. If that Thief does not have *IT*, you must take 1 of their Joke Tokens (if possible).

1/8 -Common-
Thieves unable to give an *IT* card must show you their hand.



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Example Card

A Give *IT* Here

A-Card Title: the name of the card.

Take *IT* from a Thief of your choice. If that Thief does not have *IT*, you must take 1 of their

B Joke Tokens (if possible).

B-Card Effect Text: follow instructions located here when you play the card.

C 1/8

C-Probability: this number denotes how many copies of the same card exist within the entire deck.

D -Common- Thieves unable to give an *IT* card must show their hand.

D-Rarity and special attributes: Rarity and certain extra text is in this location to further explain the card's effect or any special properties it may have.

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