

**DAMON BLACKRAVEN**

UNIQUE: May hold up to three Pop Markers. Pop Markers sitting on this Region are not affected by Commandment. Spell or Influence cards, and may NEVER be included in any candidate-based effect that involves Pop Markers. The Region itself may still be affected by these CARD TRIPS.

LES EDWARDS

**MARCUS ABERNATHY**

Rezide with an ambition for becoming an Angel of Death. Special: May play all cards, regardless of affiliation, and may disregard Station Indicators when Proclaiming. SEKWANTS into his Mystic Cross. Hierarch, 21

LES EDWARDS

**AL QUAATHIL**

UNIQUE: You may Proclaim up to three PWNS OF PASSION to this Region: they are OMIKAW MEMBERS may hold Pop Markers. Sway and Recruit Individually, and if face-up may add their modified CVs together and attack as one. They are all discarded if defeated. They may only be attacked individually.

TERRY OAKS

**BERKFELD'S BOARDING SCHOOL**

UNIQUE: May hold up to three Pop Markers. Pop Markers sitting on this Region are not affected by Commandment. Spell or Influence cards, and may NEVER be included in any candidate-based effect that involves Pop Markers. The Region itself may still be affected by these CARD TRIPS.

TERRY OAKS

**CORMAYAS, ARIZONA**

Turn Cormayas during your turn to move anyone Being or Region in play to any available Stage Station in the same Mystic Cross as the Being or Region (disregard Station Indicators). You may only have one Cormayas, Arizona in your deck.

TERRY OAKS

**INCUBATION HALLS**

This area is filled with refrigerator-like coffins, each containing a sleeping human constantly on the verge of waking. Their dream-state allows you to cast Spells from the LORRES OF DREAMS and TIME AND SPACE without a Suit Match, even if you do not have a Spellcaster in play.

TERRY OAKS

**LIMBO**

May not hold Pop Markers. You may place any one card from your hand face-down under Limbo during your turn. Limbo still hold up to 5 cards for you. You may not return cards from Limbo to your hand. You may play cards from Limbo as if they were played directly from your hand.

JENS JOHNSON

**PIEK 38**

UNIQUE: The Watchman resides here, drawing ships, and their crew, to their doom. You may Repeat these Pop Markers during your turn to move any Pop Marker from anywhere in the game (including a flip) to this card (provided it is face-up, and there is not a Pop Marker here already).

TERRY OAKS

**SANDBURN PRISON**

This deceptively harmless is overflowing with inmates. Bats, fleas and cockroaches thrive in this press of bodies and bodily fluids. Repeat two Pop Markers during your turn to place any Pawn in play face-down under Sandburn. Provides a ♠ or every Pawn beneath it.

TERRY OAKS

**SLAUGHTERHOUSE 5**

May be Proclaimed into any Mystic Cross. Slaughterhouse 5 is controlled by the owner of the Mystic Cross. It is Proclaimed into. If a Pop Marker ever sits on this Region, it is removed from the game. A Mystic Cross may only have two Slaughterhouse 5's.

TERRY OAKS

**SPERM BANK**

UNIQUE: You may proclaim Pawns without a Suit Match. Repel to attach any Lector in your Mystic Cross to the Bank. During your Recruit steps, this card creates one Pop Marker per attached Lector (do not take them from the Pop Pool). May hold up to two Markers (excess Markers created are placed in the Pool).

HARVEY PARKER

**THE BAZAAR**

You can find and learn anything at the Bazaar. While the Bazaar is in your Mystic Cross you may play ITEM cards without a Suit Match. You may also Repel one Pop Marker at any time to look at an Adversary's hand.

TERRY OAKS

**THE CENTRIFUGE HALLS**

In this Region Beings are spun in a centrifuge until liquefied. Once per your turn, choose any one Being in play. Unless its controller Repels one Pop Marker, that Being is removed from the game.

TERRY OAKS

**THE CLOCKWORKS**

While in your Mystic Cross and face-up, you may flip your turned cards over immediately after your Recruit step. At this point you MAY remove this card from the game to perform another Sway step. You still must flip over turned cards at the end of your turn.

TERRY OAKS

**THE ISLE OF DOGS**

While face up, all PAWNS OF MADNESS in your Mystic Cross gain +3 to their CVs. While face down, all PAWNS OF DEATH in your Mystic Cross gain +3 to their CVs. Discard The Isle of Dogs at any time to discard any one attached card in play.

TERRY OAKS

**THE LIBRARIES**

Before the Demurge intervened these halls were filled with human patrons, each spiritually all-knowing. While in your Mystic Cross, all your Adversaries must keep their hands face-up on the table, for all to see.

TERRY OAKS

**THE MEMORY BANKS**

This Region thrives on lost memories. Whenever any Adversary places a card in his or her discard pile, you may immediately draw one card for each card discarded. GESHID and GAMICHICHI may never have this card in their Mystic Crosses.

TERRY OAKS

**THE PRIMAL SEA**

Once in your Mystic Cross, you may remove this card from the game at any time to shuffle all the Beings in your discard pile (or as many as you wish) back into your draw pile. They have been reborn.

TERRY OAKS

**VIDEODROME** 8

Those who watch the deranged films shown here are likely to become deranged themselves. The Videodrome will record every combat that takes place in the game (not just those involving your Betings). After each combat you sell the recording and may draw a card from your draw pile.

TERRY GOMS

**VIVARIUM** 8

This Region is full of horrific sights too terrible to describe, on display for all to see. Choose an Adversary when you Proclaim this card. While in play, none of that Adversary's Pawns may hold Pop Markers.

TERRY GOMS

**AGENTH** 8

CREATURE. Will never attack a Being in its own or KATHIE'S Mystic Cross. The Agenth may attack at any time (except during combat). If it attacks "out of sequence" you must give the attacked Adversary one of your Pop Markers, who may place it on an available Stage member (or return it to the Population Pool).

TERRY GOMS

**ANTHONY BARKLEY** 6

LICTOR and NEWMARITE. SPELLCASTER. UNIQUE. While Barkley is in play all of your Adversaries' cards that Recruit are Turned once they receive the Pop Marker. If Barkley is in the same Mystic Cross as INFERNO, no Pawns in play may hold Pop Markers.

TERRY GOMS

**AZGHOU** 4

CREATURE. Swapping Pop Markers does not cause the Azghoul to Turn, but Recruiting does. If it attacks, it must attack a Pawn if there is one available. If not, it may attack as normal. It may be given WEAPONS without a Suit Match.

TERRY GOMS

**DR. CRANE** 8

LICTOR. UNIQUE. SERANT. Asylum Administrator who claims to have the Demagogue locked up in his Asylum. May hold any number of Pop Markers. If in MARCUS ABBEKVADH'S Mystic Cross, you may Turn Dr. Crane immediately after any Influence card is played. That Influence card is ineffective and discarded.

TERRY GOMS

**GRAND MASTER HOLMSTRAUM** 8

CREATURE. UNIQUE. PROTO-LICTOR. Turn during your turn to permanently transform any Pawn in play into a PROTO-LICTOR. While in play, all Proto-Lictors in play (including Holmstrom) gain +4 to CV when combatting Lictors. A Proto-Lictor is not considered a Lictor.

TERRY GOMS

**GUNNAR** 5

PAWN OF DREAMS. UNIQUE. Advocate for the world's Awakening. Turn Gunnar during your turn to Turn any Lictor, Razzide or Creature in play.

TERRY GOMS

**HELEN BADOU** 5

CREATURE. UNIQUE. ONE WITH PAZUZU. May not hold Pop Markers or attack, but will defend as normal. Turn Badou during your turn to make any Pawn in play permanently ONE WITH PAZUZU. While in play, all ONE WITH PAZUZU in play do not Turn when Swapping.

TERRY GOMS

**HELLER** 3

**PAWN OF DEATH.** The Heller is affected by cards that affect **DRUG ADDICTS**. The Heller may be given any **WEAPON** at any time without **Suit Match**, but you must Repel one **Pop Marker** to do so (you do not have to Repel if you influence the Heller normally).

LEERT OASIS

**IOANNES** 5

**PAWN, UNIQUE, SPELLCASTER.**  
**QUMRAN MEMBER.** You may Turn Ioannes immediately after any Commandment card is played. That Commandment is ineffective and discarded. No Being may attack **MESSIAH** while Ioannes is in play.

LEERT OASIS

**JASON LACROSSE** 4

**PAWN, SPELLCASTER, UNIQUE.** Turn Lacrosse at any time to force any one **Pop Marker** to move one step outward in its **Mystic Cross** (if there is no available recipient, no Marker is moved). Markers in Hubs may not be moved. **COVETAGE** may not be discarded while Lacrosse is in the same **Mystic Cross**.

LEERT OASIS

**LIVING DEAD** 5

**PAWN OF DEATH.** You must remove a Pawn in your discard pile from the game when you Proclaim the Living Dead. Spells played on the Living Dead have no effect. If the Living Dead is defeated in combat, it is Turned instead of discarded (it still loses its **Pop Marker**).

LEERT OASIS

**LORD OF THE INSECTS** 8

**CREATURE, UNIQUE, ONE WITH PAZIZU.**  
If any Being in play who is **ONE WITH PAZIZU** is under attack, the Lord of the Insects may defend in its place.

LEERT OASIS

**MALACHI** 7

**CREATURE, UNIQUE, SERVANT, ROGUE.** Knight of Light. May immediately attack any Pawn that attacks a Lictor. Razdile or Creature once the initial combat is over. Repel a **Pop Marker WHILE** you are Proclaiming a Being to make that Being a **SERVANT**.

LEERT OASIS

**MESSIAH** 5

**PAWN, UNIQUE, SPELLCASTER, QUMRAN MEMBER.** Repel to cast any Spell without a **Suit Match**. Turn Messiah at any time to convert all printed Icons of any one Suit to a different Suit of your choice until the end of current player's turn. If discarded, shuffle him into your Draw pile instead. May never attack, but will defend normally.

LEERT OASIS

**PROTO-TECHRONE** 3

**PAWN OF DREAMS.** May never cast spells. **ITEMS** played on the Proto-Techrone do not require a **Suit Match**. When given an **ITEM**, the attachment may never be broken and the **ITEM** may not be moved; it is built into its body. If the **ITEM** is discarded, the Proto-Techrone is discarded as well.

LEERT OASIS

**REBECCA SHAEFFER** 5

**PAWN OF PASSION, UNIQUE, EX-MODEL** with a passion for ugliness. Turn Rebecca during your turn to force a **Pop Marker** sitting on any Lictor or Razdile in play to move one step outward in its **Mystic Cross** (its controller decides where it goes).

LEERT OASIS

**SLATE** 6

**PWN OF MADNESS, UNIQUE, SERVANT.** If **THE FACE**, **MANCISI** is anywhere in play, **SLATE** is face-up and able to receive a Pop Marker. **SLATE** may give one Pop Marker to him at any time. If he does this, **MANCISI** will discard any Being in play (**MANCISI**'s controller's choice).

**THE BLIND ONE** 10

**CREATURE, UNIQUE.** May not attack, but will defend as normal. If in the same Mystic Cross as **THE INNER LABYRINTH**, you may flip over any ONE turned card once during your turn. While in play, **THE INNER LABYRINTH** may not be discarded unless this card is discarded first.

**THE DOG** 5

**CREATURE, UNIQUE.** If the Dog attacks, he may attack up to three different Beings. In any order, you choose (each attack must be against a different Being, and the Beings do not have to be in the same Mystic Cross). All attacks are conducted separately.

**"THE FACE" MANCISI** 12

**PWN OF DEATH, UNIQUE.** Notorious ex-Nam human. If **REBECCA SHREPPER** is in play and attacked, **THE FACE** automatically defends in her place, wherever he is. May ONLY attack turned Beings, but defends as normal. Is regarded a **SERVANT** if he resides in a Mystic Cross where **SLATE** resides.

**THE FORGOTTEN MAN**

**PWN, UNIQUE.** A reflection of the first card in the True Paroetum, the Demirgus. When first Proclaiming him, and during each of your Draw steps, choose ANY Being in play. He has the abilities and restrictions (including Suits, CV, affiliation and Station indicators, but not attachments) listed on that card until your next Draw step.

**WEEDER** 5

**CREATURE.** You may only Proclaim the Weeder onto a Station where a Region already resides. The Weeder may not hold Pop Markers. The Region may not be discarded unless the Weeder is discarded first. A Region may have any number of Weeders.

**ASYLUM**

**INFLUENCE AND ATTACK TO ANY REGION.** The Region provides control over one extra C. **DR. CRANE** doubles his modified CV while in the same Mystic Cross as the Asylum (only one Asylum gives the bonus to **DR. CRANE**).

**BANISHMENT**

**INFLUENCE ANY DISCARD PILE OR ATTACHED CARD.** The influenced discard pile or attachment is removed from the game. If you use this card to influence an attached card, you only require 2 X Suits to play this card (and not the 4 listed).

**BAPTISM**

**INFLUENCE AND ATTACK TO THE GAME.** While attached, all Beings in Stages may now attack and be attacked. Cast members may attack Stage members and vice versa. Also, all players may Proclaim any Being, regardless of affiliation.

**BEGET**

**INFLUENCE AND ATTACH TO AN EMPTY STATION IN YOUR CAST.** No other card may occupy this Station. Before each of your Swag steps, Beget creates one Pop Marker (do not take it from the Pop Pool). This card will hold one Marker (excess Markers created are placed in the Pool), and may take part in Swags, but will never Recruit.

TERRY OAKS

**BLASPHEME**

**INFLUENCE AND ATTACH TO THE GAME.** Choose any Suit. While in play, all printed icons of that Suit in play are considered another Suit (announce which one when you play this card). The chosen Suit may now only be obtained by Repelling; you may only have one Blaspheemic in your deck.

TERRY OAKS

**BLOOD IS THICKER THAN WATER**

**INFLUENCE AND ATTACH TO ANY STATION IN YOUR MYSTIC CROSS.** If a non-Unique Being is on this Station, copies of that Being card in play may be attached to it at any time. If you Repel 2 Pop Markers (their attachments are discarded), Attachments add their CVs to the original (they may not hold Pop Markers).

TERRY OAKS

**BOILER ROOM**

**INFLUENCE AND ATTACH TO A REGION.** The Region provides control over one extra **NEPHARITES** in the same Mystic Cross may hold any number of Pop Markers.

TERRY OAKS

**BURIED ALIVE**

**INFLUENCE A BEING IN ANY MYSTIC CROSS.** Then remove this card from the game. Slick the affected Being FACE-UP into its owners Draw pile, about half-way down (discard Being's attachments). When the Being is drawn it is immediately discarded and the player must skip his or her NEXT-FULL turn.

TERRY OAKS

**CARCASS**

**INFLUENCE AND ATTACH TO ANY BEING.** The affected Being has died. It may not attack or be attacked. It may not use any special ability, and it may not hold Pop Markers. It just sits there. Dead.

TERRY OAKS

**CEMETERY**

**INFLUENCE AND ATTACH TO A REGION.** The Region provides control over one extra **INFERNAL** per year you may flip one Turned PROTO-LICTOR in play face-up. If attached to INFERNAL, all Pawns attached to INFERNAL provide a +2 CV bonus instead of the normal +1.

TERRY OAKS

**CHAINSAW**

**INFLUENCE AND ATTACH TO A BEING, ITEM and WEAPON.** This Being may now attack REGIONS during the Attack step (normal attacking rules apply). The Region has a CV equal to twice the number of Suits it requires to Proclaim. Cards that affect Beings in combat may be played on the Region during the attack.

TERRY OAKS

**CIRCUS**

**INFLUENCE AND ATTACH TO A REGION.** The Region provides control over one extra **MASS GRWE** to the Region (excess Pop Markers are returned to the Population Pool).

TERRY OAKS

**CLERGY**

**INFLUENCE AND ATTACH TO ANY MAJOR ARCANUM.** The affected Major Arcanum may not use its special ability while this card is attached. It behaves as normal. It also loses control over one of the four suits printed on its card (your choice) for each copy of INFERNO in play.

MARVEY PARKER

**COLD-HEARTED**

**INFLUENCE AND ATTACH TO THE GAME.** While in play, no card may ever have a CV greater than 7. All CVs of 8 or more are considered 7. This includes modifiers. SERVANTS are unaffected by this card.

MARVEY PARKER

**DIABOLISM**

**INFLUENCE AND ATTACH TO A PAWN.** The Pawn is no longer considered a Pawn. It is now considered a Lictor or Razzide (you choose which).

LES EDWARDS  
MARVEY PARKER

**FETISH**

**INFLUENCE AND ATTACH TO ANY BEING WITH AN ITEM DARK SECRET.** The Being must always use the Item (if able) and any positive modifiers to CV that the Item provides become negative modifiers. If the Being is holding multiple ITEMS, you choose which one must be used when you play this card.

MARVEY PARKER

**FREAKSHOW**

**INFLUENCE AND ATTACH TO ANY REGION.** The Region provides control over one extra . A QUIMRAN MEMBER with a Pop Marker may remove its Pop Marker from the game during combat to gain +5 to its CV until the combat is over.

MARVEY PARKER

**HEADLESS**

**INFLUENCE AND ATTACH TO A BEING.** You may Turn this Being immediately after a Spell is cast. The Spell is ineffective and discarded.

MARVEY PARKER

**IRON MAIDEN**

**INFLUENCE AND ATTACH TO ANY RAZZIDE ITEM.** The affected Razzide uses this device to torture unsuspecting Pawns. The Razzide must discard any one Pawn in play during each of your turns. If there are ever no Pawns to torture, the Razzide is discarded.

MARVEY PARKER

**MARKED FOR LIFE**

**INFLUENCE AND ATTACH TO A BEING.** The Being may NEVER lose this attachment (unless the Being is discarded). The Being may NEVER be affected by Influence, Commandment and Spell effects (even if you want it to). All such attachments are discarded (except this one).

MARVEY PARKER

**MASS GRAVE**

**INFLUENCE AND ATTACH TO THE POPULATION POOL.** Each time a Pop Marker is returned to the Pool put it on this card. None of these Markers may be placed in a Mystic Cross while this card is in play. It will only hold 3 Markers (others are treated as normal). The Pool may only have one Mass Grave at a time.

MARVEY PARKER

**MASTER OF REALITY**

**INFLUENCE AND ATTACH TO ANY MAJOR ARCANUM CARD.** When drawing cards during his or her draw step, the player may either take up to TWO of the total cards drawn from the bottom of his or her draw pile, or ONE from the bottom of his or her discard pile.

MARVEL PARKER

**MESMERIZE**

**INFLUENCE AND ATTACH TO A BEING IN A STAGE.** The Being may never move to a Cost. The attached Mesmerize card will hold one Pop Marker and may take place in Swaying and Repelling, as if it was a fifth, Independent Stage Station.

MARVEL PARKER

**NARCISSISM**

**INFLUENCE AND ATTACH TO A BEING, DARK SECRET.** The affected Being is in love with itself more than any metaphysical cause. It will not Turn, or do anything that will cause it to Turn, unless its controller first Repels one Pop Marker.

MARVEL PARKER

**OEDIPUS COMPLEX**

**INFLUENCE AND ATTACH TO A PAWN, DARK SECRET.** The affected Pawn is strangely attracted to its mother. This card represents the mother; turn the Pawn. It will never flip face-up until this card is discarded.

MARVEL PARKER

**OMEN**

**INFLUENCE AND ATTACH TO ANY DRAW PILE.** While attached, after all the cards are drawn from the affected pile during the player's Draw step each turn, the top card of the pile is turned face-up for all to see. A draw pile may only have one Omen attached to it.

LES EDWARDS

**ORGAN DONOR**

**INFLUENCE AND ATTACH TO A BEING.** The affected Being will prevent the discarding of any other Being in the same Mystic Cross even itself. Each time it does this, rotate the card 90° clockwise. Once it has made a full circle (4 rotations), remove the Being and this card from the game.

MARVEL PARKER

**ORPHANAGE**

**INFLUENCE AND ATTACH TO THE POPULATION POOL.** Place 4 Pop Markers from the Pool onto this card (if available). These children may only be Recruited onto Pawns. When the Orphanage is empty, discard it. A Pool may only have one Orphanage at a time.

MARVEL PARKER

**PERSONAL HELL**

**INFLUENCE AND ATTACH TO INFERNO.** Pawns attached to INFERNO are placed face-up outside your Mystic Cross instead (they are still considered attached to INFERNO) and still provide the CV bonus). They may not Sway, Recruit, attack or be attacked, but you may use the special abilities printed on their cards.

KENS JONSSON

**PERVERSION**

**INFLUENCE AND ATTACH TO ANY BEING OR REGION.** You may Turn the affected card during your turn. If Turned during combat, the combat immediately ends in an unbreakable tie.

MARVEL PARKER



**RAZOR**

**INFLUENCE AND ATTACH TO A BEING. ITEM.** Turn the Being during your turn to discard any attached card in play. A Being equipped with a Razor may discard itself at any time.

HARVEY PARKER

**RELIGIOUS PATH**

**INFLUENCE AND ATTACH TO ANY TWO MYSTIC CROSSES.** Beings in the Stages of these two Mystic Crosses are allowed to attack and be attacked by one another.

HARVEY PARKER

**SACRED SOIL**

**INFLUENCE AND ATTACH TO THE GAME.** While attached, all Regions are considered UNIQUE. If there are multiple copies of Regions in play, you choose which copies to discard.

HARVEY PARKER

**SADIST**

**INFLUENCE AND ATTACH TO A BEING.** If the Being loses in combat, it is turned instead of discarded (Pop Markers still move to the winner). You may only have one Sadist card in your deck.

LES EDWARDS

**SQUEEZED**

**INFLUENCE AND ATTACH TO ANY MAJOR ARCANUM CARD.** The affected player must Repel one Pop Marker during each of his or her Draw steps. If the player is unable to Repel, he or she may immediately Recruit a Pop Marker as in a normal Recruit step. You may only have one Squeezed in your deck.

LES EDWARDS

**STAINED**

**INFLUENCE AND ATTACH TO A POP MARKER.** The affected Pop Marker is INFECTED. If it moves to another Being, that Being is discarded (normal discarding rules apply for the Pop Marker). The Pop Marker is cured once it is moved to a Hub or the Population Pool.

LES EDWARDS

**STONE TO FLESH**

**INFLUENCE AND ATTACH TO A REGION.** The Region may now hold any number of Pop Markers. It may attack and be attacked (only in a Cast); it has a base CV of 2. Each Pop Marker on the Region increases its CV by +2. This CV supersedes the CV provided by a CHAINSAW.

JENS JOHANSSON

**STRANGER AEONS**

**INFLUENCE AND ATTACH TO ANY RED-AFFILIATED MAJOR ARCANUM CARD.** All Being, Region, Influence and Spell cards played by the affected Major Arcanum now also require one additional  $\heartsuit$  to play.

HARVEY PARKER

**SUICIDAL**

**INFLUENCE AND ATTACH TO A BEING.** The affected Being fantasizes about its own mortality. If it attacks, its opponent may team up with ONE other Being in the same Cast to face this Being. Combine the opponents' CVs. If this Being wins, both opponents are defeated.

JENS JOHANSSON

**THE AUTHORITIES**

**INFLUENCE AND ATTACH TO YOUR MAJOR ARCANUM CARD.** Remove this card from the game before any of your turns to take two turns in a row. You may only have one The Authorities in your deck.

HARVEY PARKER

**THE CABLE WAY**

**INFLUENCE AND ATTACH TO YOUR ENTIRE STAGE.** During each of your Recruit steps you may Recruit ONE Pop Marker directly to an available member of your Stage. You may only have one Cable Way card in your deck. KETTER and THAUMIEL may never have this card in their Mystic Crosses.

FERRY OAKS

**THE ETERNAL CIRCLE**

**INFLUENCE AND ATTACH TO YOUR MYSTIC CROSS.** Arrange your Mystic Cross in the pattern above, with the Cast Stations becoming the corners of the Stage (they are still the Cast). Your Stage members may now attack and be attacked. During your Sway step you may move three Markers from your Cast: two to the Pop Pool and one to the Hub.

FERRY OAKS

**THE HANGING**

**INFLUENCE AND ATTACH TO ANY BLUE-AFFILIATED MAJOR ARCANUM CARD.** All Being, Region, Influence and Spell cards played by the affected Major Arcanum now also require one additional to play.

HARVEY PARKER

**UNDER THE BED**

**INFLUENCE A BEING IN YOUR MYSTIC CROSS.** Place the affected Being face-down under one of your face-up Beings. The two Beings are linked. When one of the Beings is turned, the other becomes face-up. Attachments turn with their respective base card. The two cards can still only hold one Pop Marker.

KENSONNISON

**UNDER THE OAK**

**INFLUENCE AND ATTACH TO A LICTOR.** If the Lictor is about to be discarded, place it face-up under your Major Arcanum card instead (along with all attachments). Repeal one Pop Marker during your turn and remove this card from the game to have the Lictor enter a Station again (no Suit Match required; disregard Station indicators).

HARVEY PARKER

**WOLF IN LAMB'S CLOTHING**

**INFLUENCE AND ATTACH TO YOUR LICTOR OR RAZIDE.** During your Attack step, the Being may attack all of the Beings in any Cast. In any order you choose, you must Repeal one Pop Marker for each attack after the first. If the Being ever enters a Stage, discard this card.

HARVEY PARKER

**WRAPPED AROUND MY FINGER**

**INFLUENCE AND ATTACH TO A LICTOR OR RAZIDE.** The Influenced Being does not turn when Swaying.

HARVEY PARKER

**ADOBI**

**SPELL LORE OF DEATH. CAST ONLY** Immediately after any OUBAN MEMBER in play was defeated in combat. Considered a CREATURE once in play. The Adobi is placed onto the defeated Ouban Member's now-empty Station and attacks the combat victor. It is removed from the game once combat ends.

FERRY OAKS

**ASTRAL PROJECTION**

**SPELL. LORE OF DREAMS.** Cast during an Adversary's Recruit step if the caster holds no Pop Markers. The caster moves to an EMPTY Station in the Adversary's CV (disregard Station Indicators). Cast (disregard Pop Marker, and returns to its Station with the Marker.

TERRY OAKS

**CATACLYSM**

**SPELL. LORE OF TIME & SPACE.** Forces beyond your comprehension disrupt the fabric of Reality. All cards in all Mystic Crosses are discarded, except for Hub cards and the Spellcaster (discard all attachments). Remove this card from the game after you've played it. You may only have one Cataclysm card in your deck.

HARVEY PARKER

**EXORCISM**

**SPELL. LORE OF DREAMS.** Cast at any time. All your Adversaries must remove the bottom half of their Draw piles from the game. All cards attached to all copies of INFERNO in play are removed as well. Remove this card from the game after you've played it. You may only have one Exorcism card in your deck.

LES EDWARDS

**KISS OF DEATH**

**SPELL. LORE OF DEATH.** Cast while the caster is in combat. The caster automatically wins the combat and the loser is attached to the caster. The caster may discard the loser at any time to add the loser's CV to its own CV until the beginning of your next turn.

HARVEY PARKER

**MAGICAL DOOR**

**SPELL. LORE OF DREAMS.** Cast during your turn. You may return one card from your discard pile to your hand. If you Repel one Pop Marker at this time, you may return a second card to your hand. No more cards may be returned. Then remove this card from the game.

HARVEY PARKER

**MELTDOWN**

**SPELL. LORE OF PASSION.** Cast at any time on any Cast. All cards that hold a Pop Marker in the Cast are discarded and shuffled into their controller's Draw piles. Then remove this card from the game.

HARVEY PARKER

**SIX FEET UNDER**

**SPELL. LORE OF DEATH.** Cast on any Mystic Cross at any time. The Mystic Cross now has a new Station directly below the Fourth Station. This is the Seventh Station. Treat this as a normal Station in all respects. Cards that may be played on the Fourth Station may be played on this Station.

HARVEY PARKER

**WATCHWORK**

**SPELL. LORE OF TIME AND SPACE.** Cast during your turn on any Mystic Cross' Stage. The cards in that Stage move one Station clockwise (N to E to S to W to N). If the card cannot reside in its new Station it is discarded. Pop Markers and attachments move with the card.

HARVEY PARKER

**911**

Play directly after a Pop Marker is about to be returned to the Population Pool, or moved one step outward in any Mystic Cross. The Pop Marker is not moved if the marker was Repelled the effects of the Repel still occur.

TERRY OAKS

**ABORTED**

Play immediately after any Being is Proclaimed into a Missile Cross. You must Repeal one Pop Marker to play this card. The Being is discarded. If the Being was a Pawn, you may immediately Recruit one Pop Marker (as in a normal Recruit step).

LEE EDWARDS ©

**BANQUET**

Play at any time if all 8 original Splinters of your Missive Cross have at least one unit residing on them (including any Advisors' Population Pool to your flint). Then remove this card from the game. You may only have one Banquet ready in your deck.

TERRY OAKS

**BELOW ZERO**

Play at any time. All Regions in play (including cards that are considered Regions) are discarded. Then remove this card from the game. You may only have one Below Zero in your deck.

TERRY OAKS

**BOOK BURNING**

Play during your Recruit step. You may bless, but may RECRUIT ONE Pop Marker directly into your flint INSTEAD of Recruiting Markers into your Cast. Remove this card from the game after you've played it. You may only have one Book Burning card in your deck.

TERRY OAKS

**CADAVER**

Death is only the beginning. Play at any time (except during combat). All your discarded Pawns immediately rise up and attack any one Being in play (even a Stage member). Add their CVs; they may not use any special abilities. After combat they return to the discard pile.

TERRY OAKS

**CANE**

Play at any time (except during combat) on your Effor or Razde. The Being may immediately make an attack, as if it were that point in your turn. If played on a SERVAANT, it gains an additional +8 to CV during this special attack.

TERRY OAKS

**CEREMONY**

Play while casting any Spell. That Spell does not require a Suit-Match. All Beings in play are turned to INFERNO, is anywhere in play when this card is played. If a Being is already turned, it is discarded instead.

HARVEY PARKER

**CROP**

Play at any time. All Beings in play are discarded. Then remove this card from the game. You may only have one Crop card in your deck.

HARVEY PARKER

**CRUCIFY**

Play on MESSIAH at any time. MESSIAH is returned from the game, and copies of MESSIAH may never enter the game. All Pawns in play (and those that enter play later) gain +2 to CV for the rest of the game and do not Turn when Swarve.

HARVEY PARKER

**CURFEW**



Play at any time on one Mystic Cross. All the face-up Lectors, Razdes, Creatures and PROTO-LECTORS in that Mystic Cross are turned.

HARVEY PARKER

**EYE OF THE TORNADO**



Play on any one card in a Cast. All cards in that Cast are discarded, except that card. Any attachments on the card are discarded as well.

HARVEY PARKER

**HIGH-STRUNG**



Play during your Sway step. You may show multiple Pop Markers to auditions, arts that can hold multiple Pop Markers. A card may still only receive Pop Markers from a single source. You may only have one High-Strung card in your deck.

HARVEY PARKER


**IMPOSTER**



Play at any time. All Pawns in all Mystic Crosses must return all Pop Markers they hold to the Population Pool. Pawns that are ONE WITH PAZAZU are unaffected by this card.

HARVEY PARKER

**MASK**



Play when you are Proclaiming any Being or playing an Influence card. You may ignore Station Indicators when playing that card.

HARVEY PARKER


**MAFADOR**



Play at the beginning of an attack after the attacker has been chosen. That Being must attack a Being with RED affiliation (Being's controller's choice). If there is no Being with RED affiliation to attack, the Being may attack as normal.

HARVEY PARKER


**MEETING WITH THE SELF**



Play at any time (except during combat) on any Being. The affected Being must fight a battle against itself. This card represents the opponent. The opponent has all the same special abilities and attachments as the original. Only Commandment cards and Major Arcanum abilities will affect the outgoing.

HARVEY PARKER

**METAMORPH**



Play at any time. You may replace any Being in your Mystic Cross with any other Being from your hand. Bypass Station Indicators. Suits and Affiliations. Attachments on the original Being remain on the new one (if originally allowed). The original Being is discarded.

LES EDWARDS

**NEAR-DEATH EXPERIENCE**



Play at any time on any BEING. All of the affected Being's attachments and Pop Markers are removed from the same.

FERRY OWMS

