



THE TOURNAMENT FACTION
INFLUENCE - 25



STARTING RESOURCES - Any 2 staple resources.
STARTING DRAW - 8 going first, 9 going second.

RESTORE RULE
At the start of your turn, restore all your depleted cards and detach all resources from your faction.

DEVELOP RULE
At the start of your turn, pick one of the following:
draw a card or play a resource.

COST - Pay 3. **DRAW**
EFFECT - Draw a card.

COST - Pay 4. **RESOURCE**
EFFECT - Play a resource.

1st Edition
Launch
November
2006

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STAPLE

6 Violating Anomaly
limited edition artwork by Chris De Joya



2 STR 4 LIFE
2 SPD

ARCANIST CHARACTER - muddler, lurker

When this card enters play, look at your opponent's hand and choose a card in it. Your opponent discards that card.

If this card leaves play, you may pick a non-resource card. If you do, put it into its owner's hand. Draw a card.

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PROMO

5 Beatrix Winterbottom
aggressive and dominant closer of deals



1 STR 2 LIFE
4 SPD

BANKER CHARACTER - mau

UNIQUE BEATRIX

If you draw any number of cards, increase the amount by 1.

While you have at least 10 cards in your hand, you cannot draw cards.

She doesn't care about you, she's just looking at your assets.

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PROMO

0 Erotic Assassin
limited edition artwork by Jack Heng



3 STR 3 LIFE
3 SPD

BANKER CHARACTER - mercenary, assassin

This card cannot be restored by your faction's **RESTORE RULE**.

This card can attack only once each turn.

RESTORE
COST - Pay 2.
EFFECT - Restore this card.

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PROMO

Micromajig
having a wonderful time



1 STR 1 LIFE
3 SPD

GEARSMITH CHARACTER - majig

Haven't got a lot, I don't need a lot.
Coffee's only a dime,
Living in the sunlight, loving in the moonlight...

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PROMO

0 One-Legged Hopping Pogo-Bear
limited edition artwork by Henry Gunawan



GEARSMITH ITEM

COST - Pay 2. **RAAR!**
EFFECT - This turn, this card gains the "character" type and has 3 strength, 3 life, and 3 speed.

SCHPROING!
COST - Use this only during your turn. Pay 2.
EFFECT - If this card is a character, it gains **COVERT**.

HIDE!
COST - Pay 1.
EFFECT - If this card is a character, it loses the "character" type. Deplete this card.

www.thespells.com © 2007 Tenacious Games, Inc.

PROMO

4 Scavengemajig
limited edition artwork by Henry Gunawan



2 STR 1 LIFE
3 SPD

GEARSMITH CHARACTER - majig

When this card enters or leaves play, you may pick an item in your discard pile. If you do, put it into your hand.

www.thespells.com © 2007 Tenacious Games, Inc.

PROMO

3 Heist Planner
limited edition artwork by Silvia Gunarso



2 STR 1 LIFE
3 SPD

ROGUE CHARACTER - thief

When this card enters play, you may search your opponent's deck for up to 3 cards with different names and reveal them. If you do, put them into your opponent's discard pile.

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PROMO





1 Brainbath
limited edition artwork by Henry Gunawan

ARCANIST TACTIC

Draw 2 cards. Put a card from your hand on the bottom of your deck.

RECUR — (C) (C)

COST — Use this only if this card is in your discard pile. Pay 4. Remove this card from the game.

EFFECT — Your opponent discards a card. Draw a card.

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ULTRA RARE

3 Circumspect Hijacker
limited edition artwork by Chris De Jota

BANKER CHARACTER — pirate, mau

(C) (C) (C) — When this card enters play, draw a card.

RETREAT

COST — Pay 2. Destroy this card.

EFFECT — Draw a card.

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ULTRA RARE

3 Multi-Attachment Man
limited edition artwork by Silvia Gunarso

GEARSMITH CHARACTER — mechanic

If this card is destroyed, you may search your deck for an item and reveal it. If you do, put it into your hand.

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ULTRA RARE

2 Overindulge
limited edition artwork by Lim Hang Kwong

ROGUE TACTIC

Choose one of the following as this card's rules text:

OPTION 1

COST — Pick a character.

EFFECT — This turn, the character loses 2 life.

OPTION 2

COST — Pick a character.

EFFECT — This turn, the character loses 1 life. Draw a card.

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ULTRA RARE

3 Blazing Shriever
limited edition artwork by Henry Gunawan

WARLORD CHARACTER — dragon

INFLAME

COST — Pay 2. Destroy this card. Pick a character or location.

EFFECT — Inflict X damage to the character or location, where X is the number of (C) you control.

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ULTRA RARE

5 High Priest Imhotep
original card design concept by Hordak

ARCANIST CHARACTER — mummy

UNIQUE HIGH PRIEST IMHOTEP

This card cannot be used in tournament play. (But please, play with it for fun!)

At the start of your turn, if this card is in your discard pile, you may put it into play under your control.

If this card inflicts battle damage to a faction, increase the amount by 3.

Art: Ashraf Wazimbekov © Arcane Trestle 2010

EPIC

5

High Priest Imhotep

original card design concept by Hordak

3 STR

6 LIFE

1 SPD

ARCANIST CHARACTER – mummy

UNIQUE HIGH PRIEST IMHOTEP

This card cannot be used in tournament play. *(But please, play with it for fun!)*

At the start of your turn, if this card is in your discard pile, you may put it into play under your control.

If this card inflicts battle damage to a faction, increase the amount by 3.

Art: Ashraf Mizzabekov © Arcane Tronem 2010

EPIC

5

Count Mau

original card design concept by Stmrtrp81

3 STR

5 LIFE

12 SPD

BANKER CHARACTER – vampire, mau

UNIQUE COUNT MAU

This card cannot be used in tournament play. *(But please, play with it for fun!)*

At the start of your turn, you may pick X resources your opponent controls, where X is the number of your resources minus the number of your opponent's resources. If you do, take control of the picked resources this turn. While you control those resources, they cannot be destroyed.

He's a different kind of bloodsucker.

Art: Henry Gunawan © Arcane Tronem 2010

EPIC

5

Count Mau

original card design concept by Stmrtrp81

3 STR

5 LIFE

12 SPD

BANKER CHARACTER – vampire, mau

UNIQUE COUNT MAU

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He's a different kind of bloodsucker.

Art: Henry Gunawan © Arcane Tronem 2010

EPIC

5

Fr4nk31f573in'5 Majig

original card design concept by lightigersoul

2 STR

12 LIFE

3 SPD

GEARSMITH CHARACTER – majig

UNIQUE FR4NK31F573IN'5 MAJIG

This card cannot be used in tournament play. *(But please, play with it for fun!)*

If any amount of damage is inflicted to this card, you may put a token on it.

This card gains 1 strength for each token on it.

FRIENDLY HUG

COST – Deplete this card. Pick another character.

EFFECT – Inflict 3 damage to the character. This turn, the character gains 6 life.

Art: Gong Studios © Arcane Tronem 2010

EPIC

5

Fr4nk31f573in'5 Majig

original card design concept by lightigersoul

2 STR

12 LIFE

3 SPD

GEARSMITH CHARACTER – majig

UNIQUE FR4NK31F573IN'5 MAJIG

This card cannot be used in tournament play. *(But please, play with it for fun!)*

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This card gains 1 strength for each token on it.

FRIENDLY HUG

COST – Deplete this card. Pick another character.

EFFECT – Inflict 3 damage to the character. This turn, the character gains 6 life.

Art: Gong Studios © Arcane Tronem 2010

EPIC

The Spoils™ Rescue Mission

it's about time someone got their shit together

GEARSMITH TACTIC

This card cannot be used in tournament play. *(But please, play with it for fun!)*

While this card is a face-down resource, if you lose the game, you may reveal this card and play it for free. If you do, you instead don't lose the game. Your faction gains 10 influence. Draw 4 cards. You may pick a character. If you do, destroy that character. Afterwards, remove this card from the game.

Art: Michael Stehr Nielsen © Arcane Tronem 2010

EPIC

The Spoils™ Rescue Mission

it's about time someone got their shit together

GEARSMITH TACTIC

This card cannot be used in tournament play. *(But please, play with it for fun!)*

While this card is a face-down resource, if you lose the game, you may reveal this card and play it for free. If you do, you instead don't lose the game. Your faction gains 10 influence. Draw 4 cards. You may pick a character. If you do, destroy that character. Afterwards, remove this card from the game.

Art: Michael Stehr Nielsen © Arcane Tronem 2010

EPIC

2

Amy, the Spoiler

ultimate demo runner, gamer girl

2 STR

2 LIFE

6 SPD

ROGUE CHARACTER – spoiler

UNIQUE AMY

When this card enters play, you may put 4 Kittenmajig tokens into play. (Kittenmajig tokens are Micromajig tokens that have gained 1 life and the "mau" subtype).

POINTY ENDS GO DOWN

COST – Destroy a Kittenmajig token you control. Pick a character.

EFFECT – This turn, the character loses 1 life.

This card cannot be used in tournament play. *(But please, play with it for fun!)*

Art: a lucky photographer © Arcane Tronem 2010

EPIC

4

Hordak's Pants

everyone...hold on!

2 STR

2 LIFE

6 SPD

ROGUE ITEM – gear

UNIQUE HORDAK'S PANTS

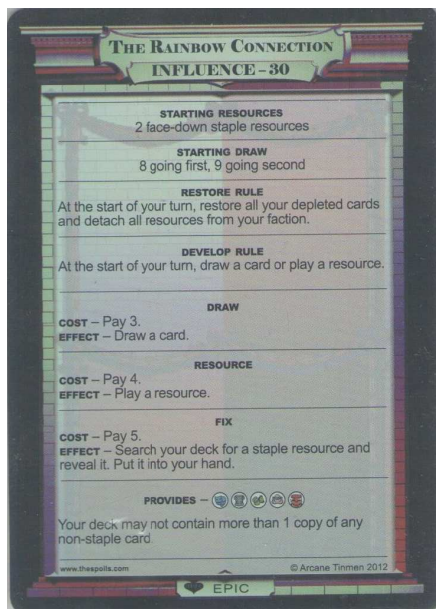
This card cannot be used in tournament play. *(But please, play with it for fun!)*

When this card enters play, attach all characters to it. If a character enters play, attach it to this card.

At the end of your turn, roll a six-sided die. On a 1, put this card into its owner's hand. On a 2, draw a card. On a 3, destroy this card. On a 4, your faction gains 3 influence. On a 5, inflict 1 damage to all attached characters. On a 6, you may pick a character. If you do, take control of it.

Art: Marc Schaff © Arcane Tronem 2010

EPIC



MOIST CAVE OF THE DARKPUMP
INFLUENCE -20

STARTING RESOURCES
1 Obsession, 1 staple resource

STARTING DRAW
8 going first, 9 going second

RESTORE RULE
At the start of your turn, restore all your depleted cards and detach all resources from your faction.

DEVELOP RULE
At the start of your turn, draw a card or play a resource.

DRAW
COST - Pay 3.
EFFECT - Draw a card.

RESOURCE
COST - Pay 4.
EFFECT - Play a resource.

LUCUBRATE
COST - Pay 1.
EFFECT - Look at the top card of your deck. You may put that card on the bottom.

www.thepolls.com

STAPLE

ORDER OF THE GOLDEN STRING
INFLUENCE -20

STARTING RESOURCES
1 Greed, 1 staple resource

STARTING DRAW
8 going first, 9 going second

RESTORE RULE
At the start of your turn, restore all your depleted cards and detach all resources from your faction.

DEVELOP RULE
At the start of your turn, draw a card or play a resource.

DRAW
COST - Pay 3.
EFFECT - Draw a card.

RESOURCE
COST - Pay 4.
EFFECT - Play a resource.

CONSPIRE
COST - Pay 4.
EFFECT - Draw 2 cards. Discard a card.

www.thepolls.com

STAPLE

ALLIANCE OF HANDY WEIRDOS
INFLUENCE -20

STARTING RESOURCES
1 Elitism, 1 staple resource

STARTING DRAW
8 going first, 9 going second

RESTORE RULE
At the start of your turn, restore all your depleted cards and detach all resources from your faction.

DEVELOP RULE
At the start of your turn, draw a card or play a resource.

DRAW
COST - Pay 3.
EFFECT - Draw a card.

RESOURCE
COST - Pay 4.
EFFECT - Play a resource.

"ENHANCE"
COST - Pay 3. Pick a character.
EFFECT - This turn, the character gains 1 strength and 1 life.

www.thepolls.com

STAPLE

DROWNED CATACOMBS
INFLUENCE -20

STARTING RESOURCES
1 Deception, 1 staple resource

STARTING DRAW
8 going first, 9 going second

RESTORE RULE
At the start of your turn, restore all your depleted cards and detach all resources from your faction.

DEVELOP RULE
At the start of your turn, draw a card or play a resource.

DRAW
COST - Pay 3.
EFFECT - Draw a card.

RESOURCE
COST - Pay 4.
EFFECT - Play a resource.

SNEAK
COST - X is the number of characters your opponent controls. Pay X. Pick a character with X strength or less.
EFFECT - This turn, the character gains **COVERT**.

www.thepolls.com

STAPLE

HALL OF GREAT JUSTICE
INFLUENCE -20

STARTING RESOURCES
1 Rage, 1 staple resource

STARTING DRAW
8 going first, 9 going second

RESTORE RULE
At the start of your turn, restore all your depleted cards and detach all resources from your faction.

DEVELOP RULE
At the start of your turn, draw a card or play a resource.

DRAW
COST - Pay 3.
EFFECT - Draw a card.

RESOURCE
COST - Pay 4.
EFFECT - Play a resource.

FOR GREAT JUSTICE!
COST - Pay 5. Pick a character you control. X is its strength. Destroy it. Pick another character.
EFFECT - Inflict X damage to the character.

www.thepolls.com

STAPLE



DROWNED CATACOMBS
INFLUENCE -20

STARTING RESOURCES
1 Deception, 1 staple resource

STARTING DRAW
8 going first, 9 going second

RESTORE RULE
At the start of your turn, restore all your depleted cards and detach all resources from your faction.

DEVELOP RULE
At the start of your turn, draw a card or play a resource.

DRAW
COST - Pay 3.
EFFECT - Draw a card.

RESOURCE
COST - Pay 4.
EFFECT - Play a resource.

SNEAK
COST - X is the number of characters your opponent controls. Pay X. Pick a character with X strength or less.
EFFECT - This turn, the character gains **COVERT**.

www.thepolls.com

STAPLE



10 Degenerate Molestation
It's like there's a party in my pants, and everyone's invited.

ARCANIST TACTIC

Your opponent cannot respond to this card.

Your opponent discards a card. You may play a non-resource card with numeric cost X or less for free, where X is the numeric cost of the discarded card. (You still need to meet its threshold and satisfy its extra costs.) Repeat this card's effect until your opponent has no cards in their hand.

Art: Dan Wang Zi Jian © Arcane Timmen 2010

PROMO

2 Inadequate Wand
one of these things is not like the other

ARCANIST ITEM

PRESENT THE STAFF
COST – Pay 2. Deplete this card. Pick a character you control.
EFFECT – Put the character into its owner's hand if you can. If you do, X is its numeric cost. You may search your deck for a tactic with numeric cost X or less and reveal it. If you do, put it into your hand.

Art: Henry Gunawan © Arcane Timmen 2010

PROMO

2 Inadequate Wand
one of these things is not like the other

ARCANIST ITEM

PRESENT THE STAFF
COST – Pay 2. Deplete this card. Pick a character you control.
EFFECT – Put the character into its owner's hand if you can. If you do, X is its numeric cost. You may search your deck for a tactic with numeric cost X or less and reveal it. If you do, put it into your hand.

Art: Henry Gunawan © Arcane Timmen 2010

PROMO

1 Obsessive Compulsion
grooming is the difference between man and master

ARCANIST TACTIC

Look at the top 3 cards of your deck. You may put any number of those cards on the bottom of your deck in any order. Put the remaining cards on the top of your deck in any order. Draw a card.

Art: Markus Endt © Arcane Timmen 2012

PROMO

1 Obsessive Compulsion
grooming is the difference between man and master

ARCANIST TACTIC

Look at the top 3 cards of your deck. You may put any number of those cards on the bottom of your deck in any order. Put the remaining cards on the top of your deck in any order. Draw a card.

Art: Markus Endt © Arcane Timmen 2012

PROMO

3 Redonkulous
don't end up donkey-less

ARCANIST TACTIC

COST – Pick a character.

EFFECT – If you played this card using **FLIP UP**, pick an opponent. If you do, that player discards 2 cards. If that player has 3 or fewer cards in their hand, remove the character from the game.

FLIP UP – 5

Art: Christopher Nico © Arcane Timmen 2012

PROMO

3 Redonkulous
don't end up donkey-less

ARCANIST TACTIC

COST – Pick a character.

EFFECT – If you played this card using **FLIP UP**, pick an opponent. If you do, that player discards 2 cards. If that player has 3 or fewer cards in their hand, remove the character from the game.

FLIP UP – 5

Art: Christopher Nico © Arcane Timmen 2012

PROMO

1 Sin Against Nature
can I get a goldfish now?

ARCANIST CHARACTER – monstrosity

When this card enters play, pick a resource you control. Put it into its owner's hand. (You may pick face-down resources.)

No more drugs for that man.

Art: Caravan Studios © Arcane Timmen 2012

PROMO





3 G14n7 5p0rk D3f3n53
n0 5p0rk '15 45 819 45 m1n3!

GEARSMITH ITEM

TACTICAL

IMPALE
COST – Destroy this card. Pick an attacking character.
EFFECT – Destroy the character.

FLIP UP – 1 (1) (1)

Art: Erik Blågård © Arcane Timmen 2012

PROMO

3 G14n7 5p0rk D3f3n53
n0 5p0rk '15 45 819 45 m1n3!

GEARSMITH ITEM

TACTICAL

IMPALE
COST – Destroy this card. Pick an attacking character.
EFFECT – Destroy the character.

FLIP UP – 1 (1) (1)

Art: Erik Blågård © Arcane Timmen 2012

PROMO

4 Senior Research Assistant
"the last one tasted funny"

GEARSMITH CHARACTER – 31f

RESEARCH
COST – Deplete this card.
EFFECT – Reduce the next numeric cost you pay this turn by 2.

Art: Carlos Villa © Arcane Timmen 2010

PROMO

6 Cheats McGuillicutty
kid's got alligator blood

ROGUE CHARACTER – pluck, grifter

UNIQUE PLUCK
The top card of your deck is revealed at all times.

COST – Pay 1. **BOTTOM DEAL**
EFFECT – Put the top card of your deck on the bottom.

COST – Deplete this card. **CHEAT**
EFFECT – You may look at and play the top card of your deck.

CHANGE COSTUME
COST – Pay 3. Shuffle this card into its owner's deck.
EFFECT – Search your deck for a "pluck" card with a different name than this card and put it into play.

Art: Caravan Studios © Arcane Timmen 2012

PROMO

6 Cheats McGuillicutty
kid's got alligator blood

ROGUE CHARACTER – pluck, grifter

UNIQUE PLUCK
The top card of your deck is revealed at all times.

COST – Pay 1. **BOTTOM DEAL**
EFFECT – Put the top card of your deck on the bottom.

COST – Deplete this card. **CHEAT**
EFFECT – You may look at and play the top card of your deck.

CHANGE COSTUME
COST – Pay 3. Shuffle this card into its owner's deck.
EFFECT – Search your deck for a "pluck" card with a different name than this card and put it into play.

Art: Caravan Studios © Arcane Timmen 2012

PROMO

2 Drygulch
LIFE PLUCK – WIT-BURNING

ROGUE TACTIC

COST – Pick a character.

EFFECT – Remove the character from the game if it has X life or less, where X is the number of (1) you control.

Art: Dan Wong Zi Jian © Arcane Timmen 2010

PROMO

2 Drygulch
LIFE PLUCK – WIT-BURNING

ROGUE TACTIC

COST – Pick a character.

EFFECT – Remove the character from the game if it has X life or less, where X is the number of (1) you control.

Art: Dan Wong Zi Jian © Arcane Timmen 2010

PROMO

6 Martial Artist
it keeps getting easier

ROGUE CHARACTER – martial artist

Your opponent cannot pick this card.

Art: Christopher Nico © Arcane Timmen 2010

PROMO

2 Roundalicious Breasticles
"I like cake!"

ROGUE ITEM

At the end of your turn, put a token on this card.

JIGGLE JIGGLE
COST – Pay 2.
EFFECT – Put a token on this card.

TANTALIZE
COST – Pick a character with numeric cost X or less, where X is the number of tokens on this card. Destroy this card.
EFFECT – Take control of the character.

Art: Caravan Studios © Arcane Timmen 2012

PROMO



4 Plunging Shriever
now i know what a "creative assistant" does

3 STR 1 LIFE
4 SPD

WARLORD CHARACTER – dragon

When this card enters play, you may pick an item. If you do, destroy that item and your faction loses 2 influence.

FLY AWAY
COST – Remove an item in your opponent's discard pile from the game.
EFFECT – Flip this card face-down under its owner's control.
FLIP UP – 3

Art: Gong Studios © Arcane Tinnem 2010

PROMO

4 Plunging Shriever
now i know what a "creative assistant" does

3 STR 1 LIFE
4 SPD

WARLORD CHARACTER – dragon

When this card enters play, you may pick an item. If you do, destroy that item and your faction loses 2 influence.

FLY AWAY
COST – Remove an item in your opponent's discard pile from the game.
EFFECT – Flip this card face-down under its owner's control.
FLIP UP – 3

Art: Gong Studios © Arcane Tinnem 2010

PROMO

2 Shade of the Devoured Emperor
sometimes you can do bad to prevent worse

0 STR 1 LIFE
0 SPD

WARLORD CHARACTER – padamose, emperor, mau

UNIQUE PADAMOSE
At the end of an opponent's turn, you may remove this card from the game, then choose a player and search their deck for a **UNIQUE JO**, **UNIQUE EUSTACE**, **UNIQUE PLUCK**, **UNIQUE RUDOLPHUS**, or **UNIQUE IGNATIUS** and reveal it. If you do, put it into play under your control.
FLIP UP – 2

Concept Art: Ben Limas Open R&D accepted by Megacore 2012 Live Open R&D Panel © Arcane Tinnem 2013

RARE
#340/350

2 Spry Archer
i never miss my first shot...

2 STR 1 LIFE
4 SPD

WARLORD CHARACTER – soldier

If this card attacks, inflict 1 damage to an opponent's faction.

– If this card attacks, you may pick a character. If you do, inflict 1 damage to it.
...or any shot for that matter.

Art: Yaseen Stollow © Arcane Tinnem 2012

PROMO

2 Spry Archer
i never miss my first shot...

2 STR 1 LIFE
4 SPD

WARLORD CHARACTER – soldier

If this card attacks, inflict 1 damage to an opponent's faction.

– If this card attacks, you may pick a character. If you do, inflict 1 damage to it.
...or any shot for that matter.

Art: Yaseen Stollow © Arcane Tinnem 2012

PROMO

4 Strength In Numbers
for pre-diplomatic ideals!

4 STR 4 LIFE
4 SPD

WARLORD TACTIC

COST – Play this only while you are attacking. X is the number of members in the attacking party.
EFFECT – This turn, all members of the attacking party gain X strength and X life.

Art: Christopher Nico © Arcane Tinnem 2010

PROMO

8 The Emperor Barduse
Gideon is gone. Only Barduse remains.

7 STR 7 LIFE
2 SPD

WARLORD CHARACTER – emperor barduse, dragon

UNIQUE EMPEROR BARDUSE
When this card enters play, you may pick any number of characters. If you do, inflict X damage divided however you want to the characters, where X is twice the number of "dragon" characters you control.
All your other "dragon" characters gain 1 strength and 1 life.
Forged in a crucible of desperation and failure.

Art: Carlos Villa © Arcane Tinnem 2012

RARE
#340/350

8 The Emperor Barduse
Gideon is gone. Only Barduse remains.

7 STR 7 LIFE
2 SPD

WARLORD CHARACTER – emperor barduse, dragon

UNIQUE EMPEROR BARDUSE
When this card enters play, you may pick any number of characters. If you do, inflict X damage divided however you want to the characters, where X is twice the number of "dragon" characters you control.
All your other "dragon" characters gain 1 strength and 1 life.
Forged in a crucible of desperation and failure.

Art: Carlos Villa © Arcane Tinnem 2012

RARE
#340/350

2 Defiler of Innocence
those babes don't look very healthy

2 STR 1 LIFE
3 SPD

ARCANIST CHARACTER – wizard

CORRUPT
COST – Pay 2. Pick a character.
EFFECT – This turn, the character gains **COVERT**.

DEFILE
COST – Deplete this card.
EFFECT – Look at an opponent's hand and choose a character in it. That player discards that character.

Art: Guang Yu © Arcane Tinnem 2014

PROMO





