

2 **12 Man Brunch of Doom**
very well sir, human head stuffed with tacos

ARCANIST TACTIC

COST – Pick a number for X. Deplete X characters you control. Pick a character.

EFFECT – If the picked character has X+X strength or less, destroy it.

"If even one thing is wrong, even the slightest thing, a bad phrase, spilt salt, weak posture, anything at all...the consequences can be horrific. Exploded, melted, turned inside out, consumed by fire, filled with pudding...the 12 Man Brunch has finished many a cocksure arcanist." – Werner Geisen, Master Ritualist

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COMMON 001/220

2 **Air Travel**
to the air!

ARCANIST TACTIC

COST – Pick a character.

EFFECT – This turn, the character gains **COVERT**. Draw a card.

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COMMON 002/220

2 **Ambiguity Inhibitor**
limited edition artwork by Zi Jian

ARCANIST ITEM

At the start of your turn, you must put a card from your hand on the bottom of your deck if you can. If you do, draw a card.

Get a leg up on the pile. No probab!

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RARE 003/220

3 **Arcana Department**
where suspicion breeds confidence

5 **STRUCTURE**

ARCANIST LOCATION

When an attacking or blocking party is formed, it must have an even number of members.

"Take two lefts, an up, and a sideways...it's the third door on your right."

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UNCOMMON 004/220

7 **Arcana Experiment**
on the cutting edge of compulsion

ARCANIST TACTIC

COST – Play this only if you have at least 5 cards in your deck. Deplete up to 5 characters you control. X is the number of characters you deplete.

EFFECT – Search your deck for 5 cards and reveal them. Your opponent picks X of those cards. Put the picked cards into your hand and the rest into your discard pile.

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RARE 005/220

4 **Arcanist's Almanac**
a comprehensive course in absurdity

ARCANIST ITEM

FORESIGHT

COST – Deplete this card.

EFFECT – Look at the top 5 cards of either deck and put them back in any order.

Smarch 5th – Strong voidal storms from the southeast. Wear a bowler hat.

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UNCOMMON 006/220

7 **Ashes of Zenobia**
used to be "Pot Roast of Zenobia"

ARCANIST ITEM

UNIQUE ASHES OF ZENOBIA

At the start of your turn, draw a card.

NULLIFY

COST – Pay 5.

EFFECT – Both players must put a character they control into its owner's hand.

Until Zenobia left the damn stove on. Again.

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RARE 007/220

3 **Compulsive Creeper**
let me get that... please... please...

2 STR
1 LIFE
2 SPD

ARCANIST CHARACTER – lurker

While you have an even number of cards in your hand, this card gains 1 strength, 1 life, and 1 speed.

"It appears that after the victim was murdered, the suspect cleaned the room, did the dishes, and organized his books alphabetically."

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COMMON 008/220

10 **Degenerate Molestation**
giggly giggly

ARCANIST TACTIC

Your opponent cannot respond to this card.

Your opponent must discard 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 the proper resource icons and must pay any additional costs.)

Repeat this until your opponent has no cards in their hand.

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UNCOMMON 009/220



9 Master Ritualist
scheduler of obsession

1 STR 1 LIFE
3 SPD

ARCANIST CHARACTER – ritualist

QUOTIDIAN INSTRUCTION
COST – Deplete this card.
EFFECT – Search your deck for a tactic, reveal it, and put it into your hand.
"I thought he was supposed to bring the marmalade!"

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COMMON 019/220

4 Mephitic Nullifier
sinister and cowardly

2 STR 2 LIFE
3 SPD

ARCANIST CHARACTER – ritualist

FLASH-BANG
COST – Destroy this card. Pick a character you control.
EFFECT – Put the character into its owner's hand.

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COMMON 020/220

2 Napiform Protuberance
does it look serious?

2 STR 2 LIFE
3 SPD

ARCANIST ITEM – gear

ATTACH TO CHARACTER
This card enters play with 1 token on it.
At the start of your turn, you may put a token on this card.
The attached character loses 1 strength, 1 life, and 1 speed for each token on this card.

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COMMON 021/220

3 Nearby Serpent
well, at least I'm safe...

2 STR 1 LIFE
1 SPD

ARCANIST CHARACTER – lurker

COVERT
When this card enters play, look at the top 5 cards of either deck and put them back in any order.

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RARE 022/220

7 Ominous Oozling
squishing is the last thing you'll hear

5 STR 4 LIFE
3 SPD

ARCANIST CHARACTER – lurker

COVERT
Ms. Clotidia Dowdy, the first female explorer to successfully mount an expedition to the ephemeral North Ridge of Mt. Mulrich, seen here outside Blortingshire Manor a mere four hours before her tragic demise.

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COMMON 023/220

2 Quotidian Assassination
a convenient and cowardly solution

2 STR 2 LIFE
3 SPD

ARCANIST TACTIC

COST – Pick a character.
EFFECT – Put the character into its owner's hand.
When the shattering glass shatters, shatters, the cords are drawn slow, again again again, draw the cords, shatter the glass, draw the cords, shatter the glass, wait, silence, with care. Again...

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COMMON 024/220

3 Quotidian Ejector
trivially rejecting whatever he chooses

1 STR 1 LIFE
3 SPD

ARCANIST CHARACTER – ritualist

This card enters play with 2 tokens on it.
EJECT
COST – Remove 2 tokens from this card. Pick a non-resource card.
EFFECT – Put the card into its owner's hand.

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COMMON 025/220

2 Quotidian Misfire
hey, it happens

2 STR 2 LIFE
3 SPD

ARCANIST TACTIC

This turn, if a card would be put into a player's hand from anywhere, instead put it into that player's discard pile. (This includes cards from your deck and cards you draw.)
If only I'd remembered to turn the knob 17 times instead of 16 and a half!

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UNCOMMON 026/220

3 Remember
my memory is infallible... when it works

3 STR 3 LIFE
3 SPD

ARCANIST TACTIC

COST – Pick a tactic in your discard pile.
EFFECT – Put the tactic into your hand.

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UNCOMMON 027/220







10 Downsizing
look busy or you could be next

BANKER TACTIC

Destroy all characters. Your opponent's faction gains X influence, where X is the number of characters destroyed.

"The terms of our severance package ensure a high rate of employee retention."

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RARE
055/220

0 Erotic Assassin
violent and voluptuous

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.

"Now there's a wave of destruction that's easy on the eyes."

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UNCOMMON
056/220

5 Executive Poaching
get 'em? that was your plan?

BANKER TACTIC

Destroy the character your opponent controls with the highest numeric cost. If there is a tie, you decide which character is destroyed.

"He's putting for eagle... this is for the entire tournament... Oh! He was stolen by a necromorph! That's got to be disappointing!"

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COMMON
057/220

2 Free Trade Agreement
favors all, and none

BANKER ITEM

At the start of each player's turn, that player must pick one of the following:

- OPTION 1** – That player may draw a card and their opponent may play a resource.
- OPTION 2** – That player may play a resource and their opponent may draw a card.
- OPTION 3** – Both players may draw up to 2 cards.
- OPTION 4** – Both players may play up to 2 resources.

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RARE
058/220

4 Ghostly Auditor
balancing your books from beyond the grave

BANKER CHARACTER – lackey, ghost

While you control only 1 character, this card gains **COVERT**.

If this card inflicts damage to a faction, draw 2 cards.

"You forgot to file form 37-Qhhhhh..."

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RARE
059/220

3 Gold Summit
who's your daddy?

BANKER LOCATION

If you draw a card, your faction gains 1 influence.

Randolph von Macavowitz Spitoon III, Ltd. always enjoys showing his money who's boss.

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RARE
060/220

5 Index of Natural Forces
trading ground of would-be gods

BANKER ITEM

CAPITALIZE
COST – Pay 1. Deplete this card.
EFFECT – Draw a card.

Mau invest not only in property and jewels; they maintain interests in the fabric of reality itself.

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RARE
061/220

3 Intermittently Sneaky Lawyer
a little on the nose, don't you think?

BANKER CHARACTER – lawyer, mau

While you have at least 6 cards in your hand, this card gains 1 strength and **COVERT**.

"We need a symbol. Something that says we're sneaky and a lawyer."

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COMMON
062/220

3 Irresistible Bribe
dissecting moral code with diamond-like precision

BANKER TACTIC

COST – Pick a character. X is that character's strength.

EFFECT – Destroy the character. Your opponent's faction gains X influence.

Drugging the audience? Three month's salary. Bumping off last year's winner? A small fortune. Buying the judge? A king's ransom. The smile on my little girl's face? Priceless.

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COMMON
063/220

2 Limited Liability
in the finest print money can buy

BANKER TACTIC

This turn, no damage can be inflicted and no cards can be destroyed. This does not affect paying costs; if a cost requires you to destroy a card, it is still destroyed.

"Alright, already. There's one for each arm, one for the head and one for the leg. But if you want a new shoehorn you'll have to buy it yourself. What do I look like? The charity department?"

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COMMON 064/220

4 Mafia Lawyer
you're not innocent until he says so

BANKER CHARACTER – mercenary, lawyer, mau

When this card enters play, your faction loses 2 influence.

If this card is destroyed in a battle your faction gains X influence, where X is the total strength of the opposing party.

"You have the right to an attorney. If you cannot afford an attorney, Vinny and Brick there will break your kneecaps."

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COMMON 065/220

6 Magic Vault
gradual enhancer of voidal currency

BANKER ITEM

At the start of your turn, you may pick a faction. If you do, that faction gains 2 influence.

"You see, feedback is the key to our wealth. The vaults are a tremendous expenditure, true, but the interest they generate simply by storing the voidal humour in its materialized state will eventually pay for the investment many times over. Never have the rich gotten richer with less effort."

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UNCOMMON 066/220

4 Mau "Consultant"
if you're buying, he's advising

BANKER CHARACTER – mercenary, mau

When this card enters play, draw a card and your faction loses 2 influence.

"My good lad, nothing could be more practical in battle than this marvelous jewel-encrusted dagger. As your trusted advisor and friend, I suggest you immediately buy three."

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COMMON 067/220

4 Mau Tough
he'll bill you for the blood you got on his suit

BANKER CHARACTER – mercenary, mau

When this card enters play, your faction loses 4 influence.

"Well if you really want them dead, I suggest my \$PLATINUM DEAL\$ which includes a broken neck, two punctured lungs, a shattered hip, and a free disembowling all administered with the most extravagant bludgeons money can buy!"

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UNCOMMON 068/220

5 Nasty Butler
please wait in the garden, sir

BANKER CHARACTER – lackey

When this card enters play, your faction gains 4 influence.

"I'm ending this transmission." – L.G.

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COMMON 069/220

9 Necromorph Bureaucrat
can't I just speak to a live person?

BANKER CHARACTER – lackey, necromorph

SUBJUGATE
COST – Deplete this card. Pick 2 or fewer characters.

EFFECT – Deplete the characters.

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COMMON 070/220

5 Paralegal Prodigy
almost ready for the big time

BANKER CHARACTER – lawyer, mau

All other "lawyer" characters gain 1 strength and 1 life.

"Your Honor, I move for a full dismissal on the basis that the plaintiff is a doody head!"

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UNCOMMON 071/220

6 Pervasive Bodyguard
limited edition artwork by Steve Bentley

BANKER CHARACTER – mercenary, mau

PROTECT
COST – Pay 1. Pick a character in a party with this card.

EFFECT – This turn, the character gains 1 life.

One of Steve's weird-ass "vacation" snaps.

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ARTIST SERIES UNCOMMON 072/220

3 **Pettifogger**
"and furthermore..."

1 STR **3** SPD **1** LIFE

BANKER CHARACTER – lawyer, mau

If this card blocks, destroy it and all members of the attacking party.

"Extended articulation of the mandatory invocation of the relevant amendment for incessant objection of forward motion of trial proceeding ad nauseum etc. etc."

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0 **Postmortem Debenture**
secured by corporeal collateral

2 STR **3** SPD **1** LIFE

BANKER TACTIC

COST – Pick a character in your discard pile.

EFFECT – Put the character into your hand.

It took Jesse Doverspike 10 years to save the down payment for his funeral. It may take him 100 to pay off the debt.

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4 **Pyramid Scheme**
Meowphistopheles wants you to fail

2 STR **3** SPD **1** LIFE

BANKER TACTIC

COST – Flip a coin. If you win, X is 3 otherwise X is 2.

EFFECT – Draw X cards.

A mau always comes out on top. Yes, I know it's a bad pun. Deal with it.

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3 **Rate Hike**
it's only up to 63.2%... cheap!

2 STR **3** SPD **1** LIFE

BANKER TACTIC

Your faction gains 2 influence. Draw a card.

All money belongs to a Mau somewhere, whether the money realizes it or not.

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3 **Recapitulating Apparition**
limited edition artwork by Zi Jian

2 STR **3** SPD **1** LIFE

BANKER CHARACTER – ghost

If this card is put into your discard pile from play, you may pay 1. If you do, put this card into play under your control, depleted.

"Honestly, Frank, just pay for the damn piano already!"

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2 **Red Tape**
plentiful and pointless

2 STR **3** SPD **1** LIFE

BANKER TACTIC

COST – Pick a character.

EFFECT – This turn, the character loses 3 strength. Draw a card.

"Formmmssss..."

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5 **Repo Man**
lackey of predatory lenders

3 STR **3** SPD **3** LIFE

BANKER CHARACTER – lackey, mau

When this card enters play, you may pick a location. If you do, destroy that location.

"Your dog is 17 bowls of kibble overdue on his mortgage."

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0 **Resurrection Emporium**
limited edition artwork by Jack Heng

3 STR **3** SPD **3** LIFE

BANKER LOCATION

If a character would be put into your discard pile from anywhere, remove it from the game instead.

RESURRECT

COST – Use this only during your turn. Pick a character in your discard pile. Pay 3+X, where X is that character's numeric cost.

EFFECT – Put the character into play under your control.

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5 **Resurrection Technician**
looks like the soup du jour was him, har har

2 STR **3** SPD **3** LIFE

BANKER CHARACTER – lackey

When this card enters play, you may pick a character in your discard pile. If you do, put that character into your hand.

"My God! That's the chairman of Empire Impoverishments! Doesn't he realize he'll return as a necromorph?"
"It's what the will says. Pull the lever, Max."

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4 Samuel Gristwalter
limited edition artwork by Henry Gunawan

0 STR 3 SPD 1 LIFE

BANKER CHARACTER – lawyer, mau

UNIQUE SAMUEL
No damage can be inflicted to your faction.
Every law has its price and you get what you pay for.

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RARE 062/220

2 Secret Handshake
its secrecy is exceeded only by its overtness

24

BANKER TACTIC

COST – Pick a character.
EFFECT – This turn, the character gains 4 life. Draw a card.

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3 Selective Gluttony
tell the bakers we're going to need more cake

24 24 24

BANKER TACTIC

Draw 10 cards. Discard 9 cards.
"Only fifteen courses?! Outrage!"

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5 Shocking Reappearance
allow me to speak posthumously

24 24 24

BANKER TACTIC

COST – Play this only when you are blocking. Pick a character in your discard pile.
EFFECT – Put the character into play under your control. Add the character to the blocking party.
"Moving on to the subject of our former chairman's unfortunate demise... Great Scott! Our former chairman!"

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2 Skilled Negotiator
throw in the mustache and we have a deal

24

BANKER CHARACTER – lawyer

HAGGLE
COST – Deplete this card. Pick a character.
EFFECT – This turn, the character loses 2 strength.

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4 Summary Judgment
pay your fine to the clerk downstairs

24 24

BANKER TACTIC

COST – Pick a character your opponent controls. X is that character's strength.
EFFECT – Your opponent must pick one of the following: destroy the character or you draw X cards.

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2 Tax Attorney
ingenious protector of assets

24 24

BANKER CHARACTER – lawyer, mau

If your faction loses any amount of influence, reduce the amount by 1.
"What, this? Just some old junk Mr. Padamose purchased on debt and leased back to his holding company for a convertible note secured against funds owed for consultations with his subsidiary's equity partner's offshore capital advisory firm. Minus out the cost of maintenance, depreciation and interest and it's a crushing loss. He's just a poor old Mau with nothing to call his own but liens, liabilities and a spider or two."

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3 The Ministry of Other Smaller Ministries

24 24

BANKER LOCATION

Your opponent must pay 2 for each attacking party they form.
"I told you to stop putting your departments on my side of the table!"

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7 Union Leader
creator of the 7-day weekend

24 24

BANKER CHARACTER – mau

"Hey! You can't lift that pillow! You need a Union Lifter, and a Union Lifter Assistant, Union Pillow Management, Union Pillow Fluffier..."

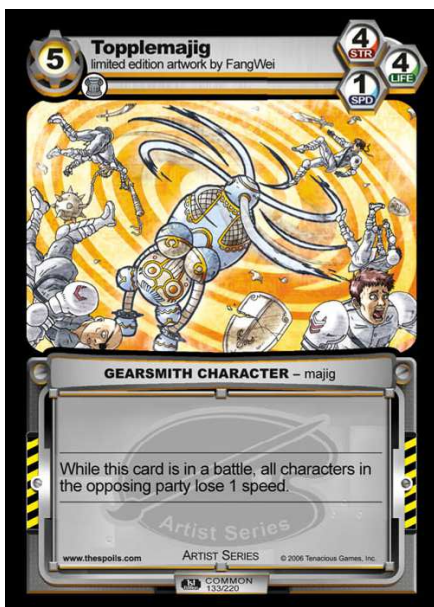
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4 Adroit Marauder
dexterous dangling debaucher

2 STR 2 LIFE
3 SPD

ROGUE CHARACTER – pirate

While your opponent has at least 10 cards in their discard pile, this card gains 3 strength and 3 life.

A grandfather clock, a bucket of jewels, a priceless heirloom and his daughter's virginity...he'll think twice next time he leaves the window unbolled.

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COMMON 136/220

3 Ambuscade
I've been saving this all day!

1 STR 1 LIFE
4 SPD

ROGUE TACTIC

COST – Play this only when you are being attacked. Destroy a character you control. X is twice that character's strength.

EFFECT – Inflict X damage divided however you want to the attacking party.

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COMMON 137/220

2 Befuddling Beggar
stench so thick you can chew it

1 STR 1 LIFE
4 SPD

ROGUE CHARACTER – outcast

PANHANDLE
COST – Deplete this card. Pick a character.
EFFECT – This turn, the character either gains or loses 1 speed.

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COMMON 138/220

4 Bipolar Sarcophyle
cast into the gloomy depths of eternal cheer

2 STR 3 LIFE
4 SPD

ROGUE CHARACTER – sarcophyle

When this card enters play, flip a coin. If you win, put a token on this card.

This card gains 1 strength and 1 life for each token on it.

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COMMON 139/220

3 Card Counter
luck's got nothing to do with it

2 STR 1 LIFE
3 SPD

ROGUE CHARACTER – thief

When this card enters play, flip a coin. If you win, X is 3 otherwise X is 2. Put the top X cards of your opponent's deck into their discard pile.

It must be all the Jinn of Elk he drinks.

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COMMON 140/220

3 Carnival King
limited edition artwork by Silvia Gunarso

2 STR 1 LIFE
3 SPD

ROGUE CHARACTER – outcast

CONGA LINE
COST – Pay 3. Deplete this card. Pick a character.
EFFECT – This turn, all characters able to block the character must do so. When an attacking party is formed that includes the character, it must have only 1 member.

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UNCOMMON 141/220

5 Catastrophic Betrayal
we thought you were dead...and on our side!

1 STR 1 LIFE
4 SPD

ROGUE TACTIC

COST – Play this only when you are attacking. Pick a character in your opponent's discard pile. (You cannot attack with 0 characters.)

EFFECT – Put the character into play under your control. Add the character to the attacking party, depleted.

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COMMON 143/220

5 Costly Filcher
if you've got the money, he'll get the prize

3 STR 1 LIFE
4 SPD

ROGUE CHARACTER – thief

As long as it's not too hard. Or very far away. Or on Saturday. Or before noon.

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COMMON 143/220

3 Defenestrate
look it up

1 STR 1 LIFE
4 SPD

ROGUE TACTIC

Put the top 2 cards of your opponent's deck into their discard pile. Draw a card.

"I'm making great time! Usually I'm just sniffing my model's underwear by now."

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COMMON 144/220

7 Dock Sentinel
talk to the hand

5 STR 4 LIFE
4 SPD

ROGUE CHARACTER – guard

I almost hope he doesn't go away. It's been a few hours since I've kicked someone's ass.

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COMMON 145/220

3 Emergency Obfuscation
your head a splode

3 STR 3 LIFE
3 SPD

ROGUE ITEM

You may play this card whenever you could play a tactic.

While this card is in play, both players switch seats. Both players are in control of their opponent's side. If the game ends, the owner of the winning deck wins the game.

At the start of your turn, you must put a token on this card.

At the end of your turn, if there are at least 2 tokens on this card, destroy it.

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RARE 146/220

5 Entrancing Harlot
i'd hit that

3 STR 2 LIFE
5 SPD

ROGUE CHARACTER – dancer

If this card attacks, all other members of its party gain 1 speed this turn.

She keeps taking them up there, but I've yet to see anyone come down.

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UNCOMMON 147/220

6 Face in the Crowd
limited edition artwork by Silvia Gunarso

4 STR 5 LIFE
3 SPD

ROGUE CHARACTER – outcast

While your opponent controls at least 4 characters and this card is the only member of an attacking party, this card cannot be blocked.

All our WACOMs were taken, so Silvia did this oldschool, with a pencil.

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UNCOMMON 148/220

2 Ferrous Ferret
man's best (and worst) friend

1 STR 1 LIFE
4 SPD

ROGUE CHARACTER – beast

While this card is in play, anything that could pick it must pick it.

If this card is picked, put a token on it.

This card gains 1 strength and 1 life for each token on it.

They say ferrets are the highest tier of weapon. What is beyond the ferret tier? A vast, great white nothingness.

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UNCOMMON 149/220

2 Forced Recruitment
busty sarcophyles...my only weakness!

2 STR 2 LIFE
4 SPD

ROGUE TACTIC

COST – Play this only in response to a character being played. X is that character's numeric cost. Pay X.

EFFECT – The character enters play under your control.

Bored with her pallid harem, the sarcophyle mistress is always hungry for handsome new playthings.

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UNCOMMON 150/220

10 Grand Theft All
should have locked the door

10 STR 10 LIFE
10 SPD

ROGUE TACTIC

Put up to 4 characters, items, locations, and/or resources from your opponent's discard pile into play under your control.

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RARE 151/220

3 Hangdog Alley
refuge of outcasts

2 STR 2 LIFE
4 SPD

ROGUE LOCATION

When an attacking party is formed, it must have only 1 member.

Its confusing design and plentiful exits make Hangdog Alley the perfect retreat for those wishing to avoid the law. Justice is handed by the locals and traitors are dealt with swiftly.

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UNCOMMON 152/220

3 Headlong Purloiner
you brought the woman too? bonus!

2 STR 2 LIFE
4 SPD

ROGUE CHARACTER – thief

The great thing about Randy is that he really throws himself into whatever he does.

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COMMON 153/220

3 Heist Planner
so cunning you could brush your teeth with it

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 put them into your opponent's discard pile.

"You throw the paintings out of the window and we'll run by and pick them up."

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154/220 RARE

3 Hyperphagic Sarcophyle
bottomless glutton of blood

2 STR 2 LIFE
2 SPD

ROGUE CHARACTER – sarcophyle

If this card inflicts damage to a faction, you may put a token on this card.

This card gains 1 strength and 1 life for each token on it.

"The suave sarcophyle we know in society is a myth; if our young people really understood what these monsters become, if they could see the wake of tragedy and despair, they would never seek to convert." – Ernest Amdell, 'A Cancer in our Midst: On Sarcophelia and the Coming Plague'

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155/220 COMMON

5 Impulsive Abductress
take me! take me!

2 STR 2 LIFE
3 SPD

ROGUE CHARACTER – pirate

KIDNAP
Destroy this card. Pick an attacking or blocking character.

EFFECT – Destroy the character.

A hearty lass, she sailed the seas
A queen of all things nautical
She snatched up men with wanton ease
Where'er she felt erotic!

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156/220 COMMON

3 Incriminating Photograph
the wig is very slimming

1 STR 1 LIFE
3 SPD

ROGUE ITEM

When this card enters play, name a non-resource card.

The named card cannot be played.

Another photo in Dr. Unpeg Noon's distinct style.

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157/220 RARE

0 Jackmove
he gets what he wants, even if it's yours

0 STR 0 LIFE
0 SPD

ROGUE TACTIC

COST – Pick a number for X. Pay twice X.

EFFECT – Reveal the top X cards of your opponent's deck. Put all revealed characters and items into play under your control, and the remaining cards into your opponent's discard pile.

"What do you mean you're Baron Unfigeld? The Baron arrived almost two hours ago! Oswald, throw this lunatic out onto the street at once!"

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158/220 RARE

2 Jumping Screams spider
it smells your fear

1 STR 1 LIFE
4 SPD

ROGUE CHARACTER – beast

COVERT

SCREAM

COST – Pay 0.

EFFECT – This turn, this card loses **COVERT** and while it's in a battle, all characters in the opposing party lose 2 speed.

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159/220 COMMON

2 Master Scavenger
plundering where others fear to tread

1 STR 1 LIFE
3 SPD

ROGUE CHARACTER – outcast

RECLAIM

COST – Remove 3 cards in your opponent's discard pile from the game.

EFFECT – This card gains 1 strength and 1 life this turn.

After the inhabitants pick the bones clean, they just throw the treasure away.

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160/220 RARE

2 Pillaging Pirate
so long, fatty!

2 STR 1 LIFE
4 SPD

ROGUE CHARACTER – pirate

When this card enters play, put the top 2 cards of your opponent's deck into their discard pile.

Ogdred the Unreliable had been waiting for the right moment to start his own pirating franchise. An absent-minded order to carry the loot proved his perfect opportunity.

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161/220 COMMON

2 Pluck
crafty exploiter of scenes

1 STR 2 LIFE
3 SPD

ROGUE CHARACTER – pluck, grifter

UNIQUE PLUCK

GRIFT

COST – Use this only during your turn. Pay 5. Deplete this card. Pick a non-tactic card in your opponent's discard pile.

EFFECT – Put the card into play under your control.

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162/220 RARE



4 Swashbuckler
dashing seeker of danger

4 STR 4 LIFE 4 SPD

ROGUE CHARACTER – pirate

When this card enters play, you may remove 4 cards in your opponent's discard pile from the game. If you don't, destroy this card.

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UNCOMMON 172/220

5 The Billionaire
always on the quest list

2 STR 3 LIFE 4 SPD

ROGUE CHARACTER – pluck, grifter

UNIQUE PLUCK
You may use abilities on your opponent's cards as though you were your opponent. *(The effect still happens to your opponent.)*

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.

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RARE 173/220

4 Thief Doyen
it's good to be the king

0 STR 0 LIFE 3 SPD

ROGUE CHARACTER – thief

COST – Discard a character or item. X is that card's numeric cost.

This card enters play with X tokens on it.

This card gains 1 strength and 1 life for each token on it.

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RARE 174/220

2 Tremor Engine
enormous tool of mass plunder

1 STR 1 LIFE 1 SPD

ROGUE ITEM

At the start of your turn, both players must put the top 2 cards of their deck into their discard pile.

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UNCOMMON 175/220

9 Vander Malagut
seething hatred, seductive wit

5 STR 7 LIFE 6 SPD

ROGUE CHARACTER – sarcophyle

UNIQUE EVONDAN
All your other "sarcophyle" characters gain 1 speed.
If a character would be destroyed during a turn when this card damaged it, take control of that character instead. Treat that character as though it has received no damage this turn. It becomes a "sarcophyle".
If this card is destroyed, destroy all other "sarcophyle" characters.

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RARE 176/220

3 Warehouse Raid
it was almost worth it

1 STR 1 LIFE 1 SPD

ROGUE TACTIC

COST – Flip a coin. If you win X is 2, otherwise X is 1.

EFFECT – Your opponent must discard X cards at random. Put any items discarded this way into play under your control.

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COMMON 177/220

1 Yoink!
haugh haugh!

1 STR 1 LIFE 1 SPD

ROGUE TACTIC

COST – Pick a "gear" card and a character.

EFFECT – Take control of the "gear" card and attach it to the character.

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UNCOMMON 178/220

7 Arena Quarter-Finalist
it's hard damn work being this good

7 STR 5 LIFE 3 SPD

WARLORD CHARACTER – fighter

Any rookie can swing a sword; mastery is about keeping your footing when the ring is thick with gore.

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COMMON 179/220

7 Bask Bile
for the melting of troops and stuff

7 STR 5 LIFE 3 SPD

WARLORD TACTIC

COST – Pick a character or faction.

EFFECT – Inflict 5 damage to the character or faction.

Available in french onion, barbeque ranch, or original nacho cheese flavor.

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UNCOMMON 180/220







4 Reckless Challenger
fearless and foolish

7 STR 1 LIFE
3 SPD

WARLORD CHARACTER – fighter

At the end of your turn, if this card started the turn on your side and did not attack, destroy it.

"I don't care if it's one at a time or all together...I'm going to make ALL OF YOU my bitch."

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COMMON 209/220

2 Reveille Tower
echoing the anthems of tyranny

5 STRUCTURE

WARLORD LOCATION

All your characters gain 1 strength.

Its chilling sound slices the morning air like a razor-sharp sword. The eerie melody foreshadows the dawn of a dark age.

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RARE 209/220

5 Rudo Mangod
frightful adonis of infamous temperament

4 STR 3 LIFE
3 SPD

WARLORD CHARACTER – fighter

UNIQUE RUDOLPHUS

PUNCH
COST – Pay 2. Deplete this card. Pick a character. X is that character's strength. Y is this card's strength.

EFFECT – Inflict X damage to this card. Inflict Y damage to the character.

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RARE 210/220

4 Scout
omen of the coming horde

3 STR 3 LIFE
4 SPD

WARLORD CHARACTER – soldier

Only the most disagreeable warriors are chosen to be scouts. They comb the countryside in disguise, searching for riches, women, and easily killed men. A town can only pray that it has less of these things than its neighbors.

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COMMON 211/220

4 Shriever Attack
they'll creatively assist you in dying

4 STR 4 LIFE

WARLORD TACTIC

Inflict 2 damage to all characters.

"I ascended the peak towards Avery's Hem. The sheer nervy demeanor of the raven shyler filled my soul with a rasher envy. But alas, the sound of the haver syren from Neva Sherry foretold the dangers of these hills...a cancer these shriever's be!" – Henry Ravess, nailor of The Style

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UNCOMMON 212/220

0 Siege Machine
intimidating weapon of penetration

4 STR 4 LIFE

WARLORD ITEM

BATTERING RAM
COST – Pay 2. Destroy a resource you control.

EFFECT – Your opponent's faction loses 1 influence.

"I will not sacrifice this city. We've made too many compromises already. too many retreats. They invade our fields, and we fall back. They eradicate entire towns, and we fall back. Not again. The line must be drawn HERE! This far. NO FURTHER! And I will make them pay for what they've done."

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RARE 213/220

0 Skewer
everyone gets a turn

4 STR 4 LIFE

WARLORD TACTIC

COST – Pick a number for X. Pay twice X. Pick a character.

EFFECT – Inflict X damage to the character.

"Eww... looks like that one had corn for dinner."

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COMMON 214/220

2 Sleeping Guard
he didn't like being human anyway

1 STR 1 LIFE
3 SPD

WARLORD CHARACTER – soldier

While your opponent controls a character, this card gains 1 strength and 1 life.

Failure to do one's duty often results in "volunteering" for the latest dragon juice experiments.

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COMMON 215/220

3 Stalwart Soldier
rejecting the moral decay of his brethren

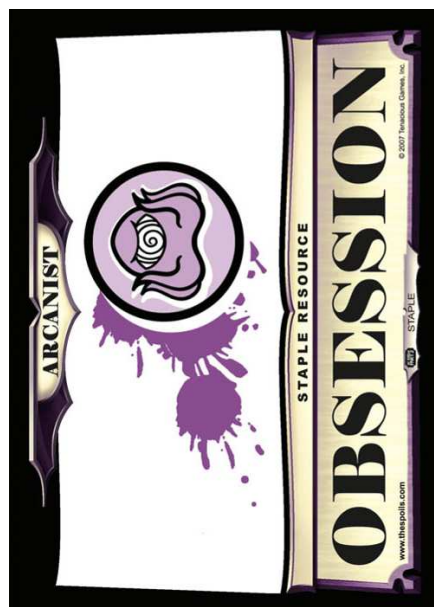
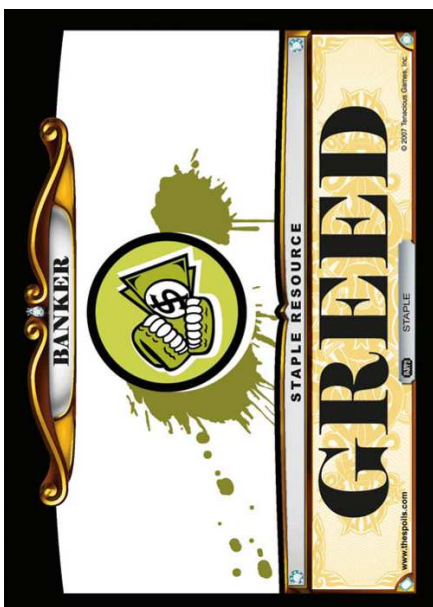
3 STR 3 LIFE
3 SPD

WARLORD CHARACTER – soldier

"It was early winter when I went forth from my home base. After many months I found a cave containing tropical coconuts. Using these I fashioned a crude hovel and lived in it for several days. Soon I befriended a pack of bears and we traveled east, towards Macaroon. There I took up small odd jobs under the name of Mister Pilkington. But perhaps I've said too much..."

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UNCOMMON 216/220



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, draw a card or play a resource.

COST - Pay 3.	DRAW
EFFECT - Draw a card.	
COST - Pay 4.	RESOURCE
EFFECT - Play a resource.	

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STAPLE