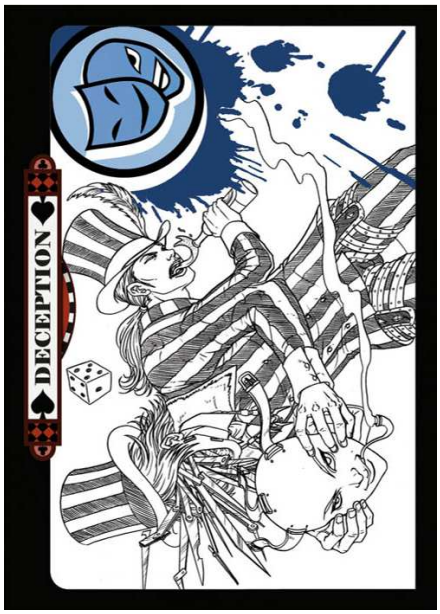
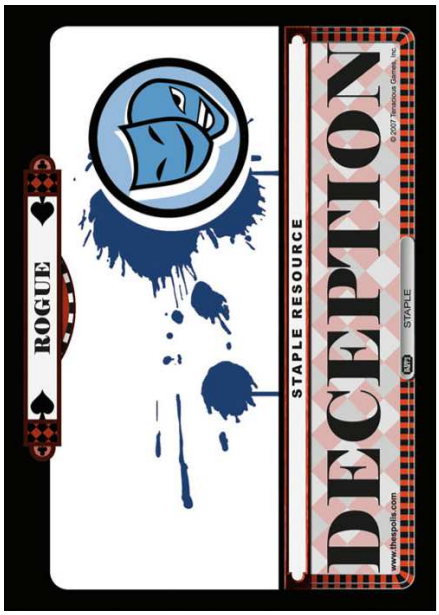

DECEPTION

ELITISM

GREED

OBSESSION

RAGE


ROGUE
STAPLE RESOURCE
DECEPTION
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GEARSMITH
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ELITISM
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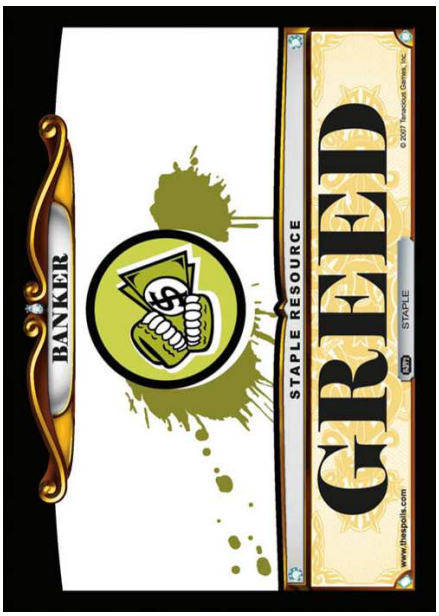
BANKER
STAPLE RESOURCE
GREED
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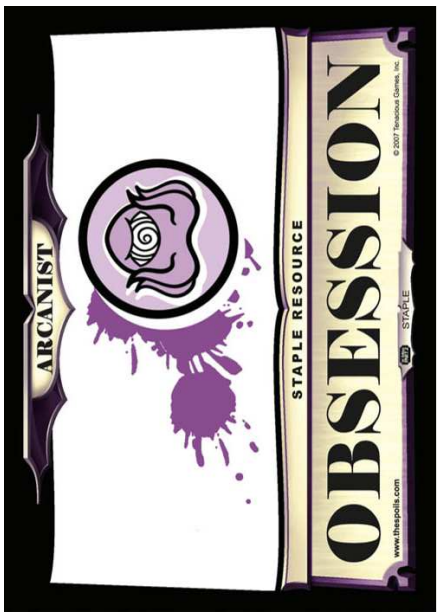
ARCANIST
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WARLORD
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RAGE
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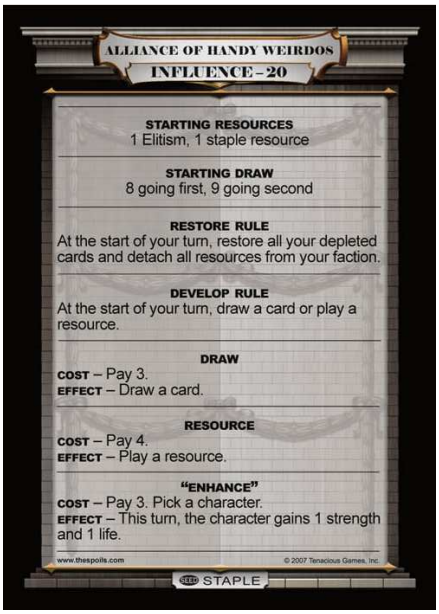
ALLIANCE OF HANDY WEIRDOS
INFLUENCE – 20
STARTING RESOURCES
1 Elitism, 1 staple resource
STARTING DRAW
8 going first, 9 going second
RESTORE RULE
At the start of your turn, restore all your depleted cards and detach all resources from your faction.
DEVELOP RULE
At the start of your turn, draw a card 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.
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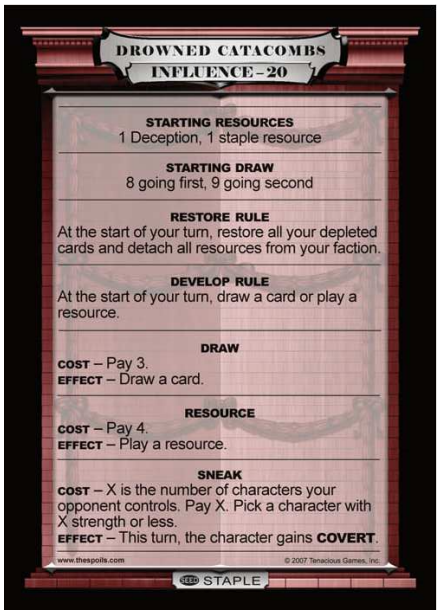
DROWNED CATACOMBS
INFLUENCE – 20
STARTING RESOURCES
1 Deception, 1 staple resource
STARTING DRAW
8 going first, 9 going second
RESTORE RULE
At the start of your turn, restore all your depleted cards and detach all resources from your faction.
DEVELOP RULE
At the start of your turn, draw a card or play 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.
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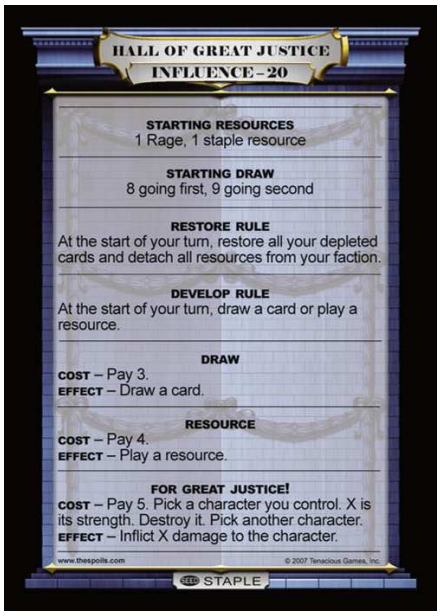
HALL OF GREAT JUSTICE
INFLUENCE – 20
STARTING RESOURCES
1 Rage, 1 staple resource
STARTING DRAW
8 going first, 9 going second
RESTORE RULE
At the start of your turn, restore all your depleted cards and detach all resources from your faction.
DEVELOP RULE
At the start of your turn, draw a card or play 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.
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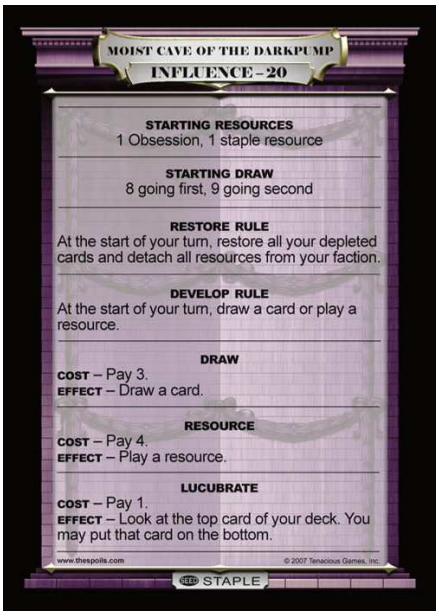
MOIST CAVE OF THE DARKPUMP
INFLUENCE – 20
STARTING RESOURCES
1 Obsession, 1 staple resource
STARTING DRAW
8 going first, 9 going second
RESTORE RULE
At the start of your turn, restore all your depleted cards and detach all resources from your faction.
DEVELOP RULE
At the start of your turn, draw a card 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.
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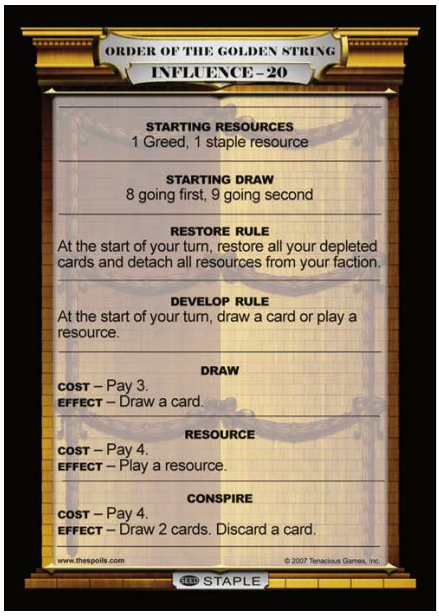
ORDER OF THE GOLDEN STRING
INFLUENCE – 20
STARTING RESOURCES
1 Greed, 1 staple resource
STARTING DRAW
8 going first, 9 going second
RESTORE RULE
At the start of your turn, restore all your depleted cards and detach all resources from your faction.
DEVELOP RULE
At the start of your turn, draw a card or 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.
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DECEPTION

ELITISM

GREED

OBSESSION

RAGE

Deception
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Elitism
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Greed
BANKER STAPLE RESOURCE
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Obsession
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Rage
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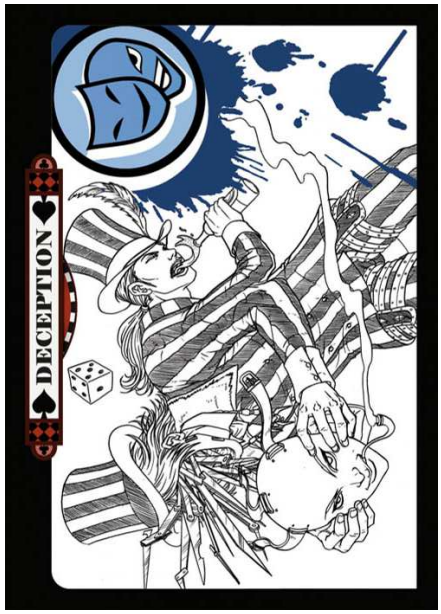
DECEPTION

ELITISM

GREED

OBSESSION

RAGE

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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STARTING RESOURCES – Any 2 staple resources.
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RESOURCE
EFFECT – Play a resource.
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