









**1** **Puddle of Goo**  
out of the drainpipe and into our tummies!

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

**ARCANIST CHARACTER – lurker**

**COVERT**

According to Meldring's "Edible Slimes of Lugubria," the role of the human digestive system in the reproductive cycle of the hallucinogenic sewerlime is as vital as it is ambiguous.

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COMMON 019/165

**0** **Quotidian Disappearance**  
don't know where they go, but I hope they stay there

**ARCANIST TACTIC**

Your opponent must pick a non-resource card they control. If they do, put that card into its owner's hand.

Political enemies of Amalfroact often attract the unwanted attentions of the firm's public compliance officers, who do their job with perverted glee.

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COMMON 020/165

**5** **Quotidian Virtuoso**  
and...checkmate

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

**ARCANIST CHARACTER – ritualist**

**DISRUPT**

**COST** – Pay 2. Discard a card. Deplete this card.

**EFFECT** – Look at your opponent's hand and pick a card. Your opponent must discard that card.

Queen to L5 and the tower falls. Your move.

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UNCOMMON 021/165

**0** **Recollection Bazaar**  
"that time I ate too much pie" is always popular

**5** STRUCTURE

**ARCANIST LOCATION**

**RECALL**

**COST** – Pick a resource you control. (You can pick face-down resources.)

**EFFECT** – Put the resource into your hand.

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RARE 022/165

**3** **Ritual of the Knob & Pull**  
no, no, you're off tempo, Mortimer!

**ARCANIST TACTIC**

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

**EFFECT** – If your opponent controls at least X face-down resources, destroy the character.

"Twist to the left dammit! Don't you remember what happened to Jenkins!?"

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COMMON 023/165

**4** **Ritual of the Ominous Urn**  
pretty damn epic

**ARCANIST TACTIC**

Your opponent must discard a card. You may search your deck for a card of the same type as the discarded card, reveal it, and put it into your hand.

The nameless one twisted his inhuman appendage unspeakably, as an ineffable sound filled the unfathomable, indescribable sky...

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UNCOMMON 024/165

**5** **Rummaging Millipede**  
it's right in front of you, fool!

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

**ARCANIST CHARACTER – lurker**

**COVERT**

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

I should have sent the centipede.

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UNCOMMON 025/165

**3** **The Deranger™**  
limited edition artwork by Sonny Liew

**ARCANIST ITEM**

**LOBOTOMIZE**

**COST** – Deplete this card.

**EFFECT** – Look at your opponent's hand and pick 2 or fewer non-resource cards. Your opponent must discard those cards. Your opponent takes control of this card.

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ARTIST SERIES RARE 026/165

**2** **Toxic Cultivator**  
this'll show those bastards at the fair!

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

**ARCANIST CHARACTER – cultivator**

While you control an even number of characters, reduce the numeric cost of your tactics by 1, to a minimum of 1.

People laugh at my toxic pusgourd. But did they slave for countless hours, rubbing it with fat and feeding it weasel paste?

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COMMON 027/165



**4 Unnatural Alteration**  
limited edition artwork by Silvia Gunarso

**ARCANIST TACTIC**

**COST** – Play this only during your turn and not during a battle. Pick a character you control.

**EFFECT** – Destroy the character. If you do, X is that character's numeric cost. Search your deck for a character with numeric cost X+3 or less and reveal it. You may play that card for free. (You still need the proper resource icons and must pay any additional costs.) If you don't, put it into your hand.

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RARE 029/165

**3 Venomous Sacspider**  
oh, here comes woogurns now!

**ARCANIST CHARACTER – lurker**

2 STR 1 LIFE  
3 SPD

If this card is destroyed by battle damage, your opponent must discard their hand.

*As pets they're surprisingly affectionate, but fragile. Slip-ups are always bad news: just a drop of their juice is enough to liquefy a cow.*

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RARE 029/165

**6 Violating Anomaly**  
i think one got into my pants

**ARCANIST CHARACTER – muddler, lurker**

2 STR 4 LIFE  
2 SPD

When this card enters play, look at your opponent's hand and pick a card. Your opponent must discard that card.

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

*"I thought I was a goner, but turns out they only wanted my tobacco."*

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UNCOMMON 030/165

**3 Voidal Interference**  
shiggity shiggity shwa

**ARCANIST TACTIC**

**COST** – Play this only in response to a card being played. (Playing a resource doesn't count.)

**EFFECT** – Put the card into its owner's hand. Treat the card as though it was not played. Its owner must put a card from their hand on top of their deck.

*I would say to them, "You want ice cream cone?"...and both of them say "Yes."*

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UNCOMMON 031/165

**4 Anesthetizing Opulence**  
i could get used to this

**BANKER TACTIC**

**COST** – Pick a character.

**EFFECT** – Destroy the character. Your opponent draws a card.

*Wasn't I supposed to kill somebody? Ooh! Erotic cakes!*

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COMMON 032/165

**1 Clandestine Resort**  
ah...at last! more pudding!

**5 STRUCTURE**

**BANKER LOCATION**

All your characters gain 1 life.

*Every Mau secretly desires their own private island, where the feasts are endless and the beaches are littered with catnip.*

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UNCOMMON 033/165

**3 Class Action Defender**  
because corporate giants have rights too

**BANKER CHARACTER – lawyer, mau**

2 STR 3 LIFE  
3 SPD

If any amount of damage greater than 4 would be inflicted to this card, inflict no damage instead.

If you are attacked, you may pay 2. If you do, restore this card.

*"Is that everyone? Okay, your refund is right down that alley..."*

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RARE 034/165

**4 Club Mau Bouncer**  
there's no petting in the Catnip Room

**BANKER CHARACTER – mercenary, mau**

2 STR 4 LIFE  
3 SPD

If a character inflicts damage to this card, inflict 1 damage to that character.

*None.*

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COMMON 035/165

**2 Crooked Appraiser**  
seller shall repair any infestations

**BANKER CHARACTER – mau**

1 STR 3 LIFE  
3 SPD

**INSPECT**

**COST** – Deplete this card. Pick a location.

**EFFECT** – Inflict 2 damage to the location.

*...including, but not limited to, broken roof shingles, smashed pipes, vandalism, cannon holes, and acts of arson, at seller's own expense.*

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UNCOMMON 036/165



**3** **Embezzling Bookkeeper**  
your most profitable loss to date

4 STR 4 LIFE  
3 SPD

**BANKER CHARACTER** – employee, mau

When this card enters play, your opponent draws a card.

*I should have hired this guy sooner. I especially like his "employer bonus" program.*

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RARE 037/165

**2** **Entry-Level Employee**  
now with 2% less chance of uprising!

3 STR 4 LIFE  
3 SPD

**BANKER CHARACTER** – employee

This card enters play with 2 tokens on it.  
This card loses 1 strength and 1 life for each token on it.

**COST** – Pay 2.  
**EFFECT** – Remove a token from this card.  
*The default setting is "malingering," but you can reprogram it to "sabotage," "embezzle" or our newest feature, "hold out for more pay."*

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COMMON 038/165

**2** **Escrow Office**  
limited edition artwork by Alex Ang

3

STRUCURE

**BANKER LOCATION**

**DEPOSIT**  
**COST** – Pay 1.  
**EFFECT** – Put a token on this card.

**WITHDRAW**  
**COST** – Remove all tokens from this card. X is the number of tokens removed.  
**EFFECT** – Reduce the next numeric cost you pay this turn by X.  
*Almost as big as Alex's house and just as real.*

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RARE 039/165

**3** **Extortify**  
limited edition artwork by Jack Heng

4 STR 4 LIFE  
3 SPD

**BANKER TACTIC**

Your faction gains 8 influence.

*Jack Heng is the most electrifying, dynamorphic, pontificated, exastabatory individual in the whole wide world.*

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UNCOMMON 040/165

**3** **Fat Pants**  
do these pants make me look fat?

1 STR +2 LIFE  
0 SPD

**BANKER ITEM** – gear

**ATTACH TO CHARACTER**  
The attached character gains 1 strength and 2 life.

**HANDOFF**  
**COST** – Pay 1. Deplete a character you control that is not in a battle.  
**EFFECT** – Attach this card to the character.  
*Laugh. Cry. Share the pants.*

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UNCOMMON 041/165

**6** **First Unified Market of Abstract Secure Theoreticals**  
limited edition artwork by Alex Ang, Wang Hua, Yun Ling

8

STRUCURE

**BANKER LOCATION**

**UNIQUE F.U.M.A.S.T.**  
Reduce the numeric cost of your faction's abilities by 1, to a minimum of 1.  
*A location so ginormous it took three artists to build.*

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RARE 042/165

**4** **Furtive Investor**  
I never invest without an exit strategy

3 STR 3 LIFE  
3 SPD

**BANKER CHARACTER** – investor, mau

**COVERT**  
This card enters play with 2 tokens on it.  
This card loses 1 strength and 1 life for each token on it.  
At the start of your turn, you may pick a non-resource card you control. If you do, remove a token from that card.

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UNCOMMON 043/165

**5** **Hired Goons**  
goons, hired goons.

5 STR 4 LIFE  
3 SPD

**BANKER CHARACTER** – mercenary, mau

**COVERT**  
At the start of your turn, you may pay 2. If you don't, your opponent takes control of this card.

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RARE 044/165

**3** **Inside Information**  
damning record of depravity

4 STR 4 LIFE  
3 SPD

**BANKER ITEM**

**PROFIT**  
**COST** – Deplete this card.  
**EFFECT** – Draw 4 cards. Your opponent takes control of this card.  
*"It's just a bunch of yowling! What the hell am I paying you for!"*

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RARE 045/165











**2 Subsection 5, Paragraph 12**  
that's the one with the monster in it

**BANKER TACTIC**

Your opponent cannot respond to this card.

**COST** – Play this only in response to an ability that's source was not a faction.

**EFFECT** – The ability has no effect and cannot be used again this turn. Draw a card.

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**RARE**  
054/165

**6 Tad Disingenuous**  
hey, judge-baby, you look ravishing! mrow!

**BANKER CHARACTER** – lawyer, mau

**UNDERHANDED DEAL**

**COST** – Discard a card.

**EFFECT** – This turn, this card gains **COVERT**.

*"I don't use the word 'hero' very often, but you sir...are the greatest hero in Mau history."*

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**COMMON**  
065/165

**2 The Garbageman**  
well, looky here! come to papa, baby!

**BANKER CHARACTER** – lackey, mau

This card can attack only once each turn.

**SIFT**

**COST** – Deplete this card.

**EFFECT** – Draw a card. Discard a card.

**RUMMAGE**

**COST** – Pay 2. Remove 3 cards in your discard pile from the game.

**EFFECT** – Restore this card.

*"...shake the plastic bag and do the twisty thing they do...the garbageman! Ohhh, the garbageman can!"*

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**RARE**  
066/165

**2 Writ of Reclamation**  
i don't care where you took it, it's still mine!

**BANKER TACTIC**

**COST** – Pick a number for X that is 3 or less. Remove X cards in your discard pile from the game. Pick X other cards in your discard pile.

**EFFECT** – Shuffle the other cards into your deck. Draw a card.

*"...and said thieves shall return the property to its original foundation, at their own expense."*

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**RARE**  
067/165

**12 Op3r4710n 1337 H4x0rz**  
been outside lately?

**GEARSMITH TACTIC**

**COST** – Play this only during your turn.

**EFFECT** – You may play up to 4 non-tactic cards for free. (You still need the proper resource icons and must pay any additional costs.)

*"No. Now go away...we are playing for the title of Ch4mp10n Of teh Untv3r53."*

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**RARE**  
068/165

**3 4p7 31f**  
1337 700L h4ndL1ng sk1llz

**GEARSMITH CHARACTER** – 31f

If a "gear" card becomes attached to this card, you may detach a resource from your faction.

While a "gear" card is attached to this card, this card gains 1 strength and 1 life.

*Also nunchuck sk1llz, b0xhun71ng sk1llz, c0mpu73r h4ck1ng sk1llz*

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**COMMON**  
069/165

**5 Acuminous Gigantitfect**  
ants! you all look like little, tiny ANTS!

**GEARSMITH CHARACTER** – inventor

**GRAND DESIGN**

**COST** – Pay 2. Discard a card. Deplete this card.

**EFFECT** – The next numeric cost you pay this turn is reduced by 6.

*"hahahahaha! Smush you!"*

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**UNCOMMON**  
070/165

**4 Contriving Engineer**  
now raise your left hand

**GEARSMITH CHARACTER** – inventor

When this card enters play, you may search your deck for a card named "Elitism" and put it into play attached to your faction.

*"Now pull the other 31f's trunks off. Yes, just like that. Good."*

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**COMMON**  
071/165

**2 Discommodiousness**  
limited edition artwork by FangWei

**GEARSMITH TACTIC**

Your opponent must reveal their hand and shuffle all tactics from it into their deck. Your opponent draws X cards, where X is the number of tactics shuffled into their deck. Draw a card.

Artist Series

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**RARE**  
072/165



















**13 Epic Turncoat Maneuver**  
curse your sudden but inevitable betrayal!

**ROGUE TACTIC**

**COST** – Destroy 2 characters you control. Pick 4 or fewer characters.

**EFFECT** – Take control of the picked characters.

*He'd be such a good Lieutenant if he'd just stop stabbing us!*

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**RARE**  
109/165

**2 Fool's Gold**  
it's something for an executive

**ROGUE ITEM**

**TRADE**

**COST** – Pick an item your opponent controls. Pay X, where X is that card's numeric cost. Destroy this card.

**EFFECT** – Take control of the item.

*"Scuse me, my good man. I have five hundred dollars to blow. What've you got?"*

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**UNCOMMON**  
110/165

**5 Forcible Depredator**  
move the thing...and...that other thing...move it!

**ROGUE CHARACTER – thief**

**PLUNDER**

**COST** – Pay 2. Discard a card. Deplete this card.

**EFFECT** – Put the top 3 cards of your opponent's deck into their discard pile.

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**UNCOMMON**  
111/165

**2 Fwing!**  
fly, little brother! bring us back a shiny!

**ROGUE TACTIC**

**COST** – Pick a character.

**EFFECT** – This turn, the character gains 1 speed. Flip a coin. If you win, the character also gains 1 strength this turn.

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**COMMON**  
112/165

**3 Gang Leader**  
we'll give you a horse of your own...

**ROGUE CHARACTER – thief**

When this card enters play, all your characters gain 1 speed this turn.

*...right after your "initiation."*

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**COMMON**  
113/165

**5 Hasty Sarcophyle**  
he's hasty...and a sarcophyle.

**ROGUE CHARACTER – sarcophyle**

*Man, that is one hasty sarcophyle. Whoosh.*

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**COMMON**  
114/165

**0 Hollow Moose**  
i think it's about a moose that turns invisible

**ROGUE ITEM**

This card enters play under your opponent's control. At the start of your turn, your faction loses 1 influence.

**INFILTRATE**

**COST** – Destroy another item or character you control.

**EFFECT** – Your opponent takes control of this card.

*...and goes back in time for some reason.*

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**RARE**  
115/165

**3 Hulking Vigilante**  
distributor of pain

**ROGUE CHARACTER – outcast, vigilante**

If you control any other characters you own, destroy this card.

*I am the terror that stalks in the street.  
I am the dragon that lives in the slums.  
I am the ogre that hammers the lawless.  
I am the last thing you'll ever see.*

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**RARE**  
116/165

**3 Impeccable Timing**  
i'm sorry sandwich!

**ROGUE TACTIC**

**COST** – Pick a depleted character.

**EFFECT** – If the character has 4 life or less, destroy it.

*This happens more often than you'd think.*

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**COMMON**  
117/165







**3 Poisoned Blade**  
looks good enough to eat

**ROGUE ITEM** – gear

**ATTACH TO CHARACTER**  
If the attached character inflicts damage to a character, destroy the damaged character.

**HANDOFF**  
**COST** – Deplete a character you control that is not in a battle.  
**EFFECT** – Attach this card to the character.  
*"Would you mind dipping those apples as well?"*

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COMMON 129/165

**7 Recreant Cad**  
limited edition artwork by Silvia Gunarso

**ROGUE CHARACTER** – thief

**SNEAK**  
**COST** – Use this only if your opponent has at least 10 cards in their discard pile. Pay 1. Remove 2 cards in your opponent's discard pile from the game.  
**EFFECT** – This turn, this card gains **COVERT**.

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COMMON 129/165

**3 Throatstabber**  
oh, I'm sorry...were you saying something?

**ROGUE CHARACTER** – pirate

When this card enters play, flip a coin. If you lose, deplete this card.

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UNCOMMON 129/165

**0 Two-Headed Coin**  
limited edition artwork by FangWei

**ROGUE ITEM**

If you lose a coin flip, you may shuffle this card into your deck. If you do, reflip that coin and draw a card instead.  
*"78 in a row. A new record, I imagine."*

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RARE 130/165

**4 Unexpected Boobysnake**  
nobody expects the unexpected boobysnake!

**ROGUE CHARACTER** – beast

You may play this card whenever you could play a tactic. If you do, discard a card or destroy this card.

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COMMON 131/165

**4 Wild Boars**  
freshly summoned from the abyss

**ROGUE CHARACTER** – beast

While this card is the only member of an attacking party, only characters with at least X speed can block it, where X is this card's speed.  
*"We should have ordered the chicken!"*

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UNCOMMON 132/165

**2 Anxious Oaf**  
BUH-NEE!

**WARLORD CHARACTER** – berserker

When an attacking or blocking party is formed that includes this card, it must have at least 2 members.  
*"Castle Direstock? Most people never even make it past the rabbits."*

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COMMON 133/165

**2 Assimilation Center**  
these are lost drunken men who don't care

**WARLORD LOCATION**

**"RECRUIT"**  
**COST** – Pay 1. Deplete this card.  
**EFFECT** – Search your deck for a character, reveal it, and put it on the top of your deck.  
*"And these are lost drunken men who do care! And these are men who aren't lost and care, but don't drink."*

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RARE 134/165

**2 Barbaric Rifleman**  
limited edition artwork by Zi Jian

**WARLORD CHARACTER** – soldier

When this card enters play, inflict 1 damage to your opponent's faction.  
*Zi Jian's tears can cure cancer. Too bad he's never cried.*

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COMMON 135/165















