





3 **Horrifying Brain-Monkey**
i have a mind to kick your ass

2 STR 1 LIFE
3 SPD

ARCANIST CHARACTER – monstrosity, brain

SLOBBER
COST – Pay 4. Destroy this card. Pick a character.
EFFECT – Destroy the character if it has X strength or less, where X is the number of you control.
“Horrifying brain-monkey, I choose you!”

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COMMON 019/220

1 **Inhibit**
i will love him and hug him and name him George

ARCANIST TACTIC

COST – Pick a non-resource card.
EFFECT – Until the start of your next turn, treat the card as though it has no rules text. Draw a card.

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RARE 020/220

1 **Intellectual Reliquary**
i'm always changing my mind

ARCANIST ITEM

IMBIBE
COST – Pay 1. Deplete this card.
EFFECT – Look at the top 3 cards of your deck. You may choose a tactic among them and reveal it. If you do, put it into your hand. Put the remaining cards on the bottom of your deck in any order.
“...and this is the brain where I keep my mad ninja skillz.”

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RARE 021/220

2 **Lingamite Torture Monk**
limited edition artwork by Guang Yu

1 STR 1 LIFE
3 SPD

ARCANIST CHARACTER – priest

TORTURE
COST – Pick a character you own. Destroy this card.
EFFECT – Put the character into its owner's hand.
RECUR –
COST – Use this only if this card is in your discard pile. Pay 2. Remove this card from the game. Pick a character you own.
EFFECT – Put the character into its owner's hand.

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UNCOMMON 022/220

10 **Living God of Thabbash**
that is god, respect accordingly.

7 STR 7 LIFE
3 SPD

ARCANIST CHARACTER – god

When a character you control leaves play, your opponent discards a card.
HIGHER CALLING
COST – Pay 2. Pick a character you control.
EFFECT – Put the character into its owner's hand.

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RARE 023/220

5 **Mesmerizing Enchantress**
disarmingly charming

2 STR 4 LIFE
3 SPD

ARCANIST CHARACTER – sorceress

COST – You may pick 4 or fewer characters.
When this card enters play, if you picked characters as part of its cost, they cannot attack until the start of your next turn.

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COMMON 024/220

2 **Mirthless Altar**
limited edition artwork by Guang Yu

3 STR

ARCANIST LOCATION

At the start of each player's turn, you may pick a character. If you do, it loses 1 strength this turn.
Artist Series

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UNCOMMON 025/220

4 **Nefarious Horror**
watching and waiting

2 STR 2 LIFE
3 SPD

ARCANIST CHARACTER – monstrosity

COVERT
While your opponent controls more characters than you, this card gains 2 strength, 2 life, and loses **COVERT**.

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UNCOMMON 026/220

Neurosis

ARCANIST RESOURCE

This card provides –
When this card enters play, your faction loses 1 influence.

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RARE 027/220





0 Auspicious Tax
limited edition artwork by Silvia Gunarso

BANKER ITEM – gear

ATTACH TO CHARACTER
The attached character's controller must pay 3 to attack with it.

Artist Series

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UNCOMMON 048/220

9 Avuncular Merlion
rescue pirates can, la

BANKER CHARACTER – merlion

This card enters play with 2 tokens on it.
If a character you control is put into your discard pile from play, you may pay 1 and remove a token from this card. If you do, put that character into play under your control. Deplete it.
"But keep some for uncle, la."

www.thisspoilsgame.com © 2007 Tenacious Games, Inc.
RARE 047/220

4 Balthassar Gristwaller
parties so swanky the emperor is ashamed to attend

BANKER CHARACTER – politician, mau

UNIQUE BALTHASSAR
SCHMOOZE
COST – Deplete this card.
EFFECT – Draw a card.
"You know what you do, you buy the wine in Geldale, then you get on the train and you go to Yenassa and you buy a marchid, then you eat the marchid and you drink the wine and you look at the ocean and it is a beautiful thing... mwah!"

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RARE 048/220

2 Because God Said So!
thou shalt cast out yon lepers

BANKER TACTIC

COST – Pick a blocking character.
EFFECT – This turn, the character gains 5 strength and 5 life.
"Thou shalt stone not once but thrice in the head those who blaspheme against god, and mash yon girly men with ye giant masher, and rend unto fire those unloved by the children of god, yea, and death unto fat chicks."

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UNCOMMON 049/220

7 Black Scourge of the Brine
you mean oil?

BANKER CHARACTER – pirate, mercenary, mau

ENCROACH – (C) (C) (C) (C) (C) (C) (C) (C)
COST – Pay 1.
EFFECT – This turn, this card gains **COVERT**.
"No, I mean black scourge of the brine!"

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COMMON 050/220

7 Caboodling Gladhander
hey! great to see you ol' pal!

BANKER CHARACTER – mau

COST – You may pick a character.
When this card enters play, if you picked a character as part of its cost, destroy that character. Your opponent's faction gains X influence, where X is the strength of that character.

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RARE 051/220

3 Chancellor of Reinstatement
repurposes the purposeless

BANKER CHARACTER – mau

REINSTATE
COST – Pay 4. Destroy this card. Pick a character in your discard pile.
EFFECT – Put the character into play under your control if it has numeric cost X or less, where X is the number of (C) you control.
"You! You're a baker now. And you... a phlebomotist."

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COMMON 052/220

3 Circumspect Hijacker
don't be alarmed, we're taking over the ship

BANKER CHARACTER – pirate, mau

(C) (C) (C) (C) – When this card enters play, draw a card.
RETREAT
COST – Pay 2. Destroy this card.
EFFECT – Draw a card.
"Commandeer. We're going to commandeering that ship. Nautical term."

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COMMON 053/220

4 Crushing Usury
no, no, the usury part comes later

BANKER TACTIC

COST – Pick a character.
EFFECT – Destroy the character. Your faction loses 3 influence.
FLIP UP – 2 (C)
...after they get the clothes off.

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COMMON 054/220



2 Fountain Diver
you see a fountain, i see an opportunity

1 STR 2 LIFE
3 SPD

BANKER CHARACTER – mau

RECUR – (C)
COST – Use this only if this card is in your discard pile. Pay 1. Remove this card from the game. Pick a character.
EFFECT – This turn, the character gains 3 life.
Wishes do come true, especially when they aren't yours.

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COMMON 064/220

1 Frisky Fortunehunter
limited edition artwork by Jack Heng

1 STR 1 LIFE
3 SPD

BANKER CHARACTER – pirate, mau

When this card enters play, your faction loses 2 influence.
When this card leaves play, your faction gains 4 influence.

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COMMON 065/220

3 High Court of Demands
but the people want us to be rich

1

STRUCTURE

BANKER LOCATION

When this card enters play, draw a card.
Your opponent cannot attack your faction.
"For the last time, Senator Winterbottom, your proposed self-enrichment bill is denied!"

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UNCOMMON 066/220

1 Hungry-Hungry Idol
feed the idol as fast as you can! but be careful...

2A 2A

BANKER ITEM

FEED
COST – Pay 1. Pick a character.
EFFECT – This turn, the character gains 1 life. Your faction loses 1 influence.
"I win!"

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UNCOMMON 067/220

3 Inconvenient Roadblock
i think it's like, cultural or something

2A

BANKER TACTIC

COST – Play this only during a battle.
EFFECT – Reduce all battle damage inflicted during this battle to 0. Draw a card.
FLIP UP – 1 (C)
"Far be it from me to criticize your stupid civilization with its dumb customs."

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COMMON 068/220

2 Karmic Cake
an oversized reward for a small sacrifice

2A

BANKER TACTIC

Search your deck for a resource and reveal it. Put it into your hand.
RECUR – (C)
COST – Use this only if this card is in your discard pile. Pay 2. Remove this card from the game.
EFFECT – Search your deck for a staple resource and reveal it. Put it into your hand.
It's a piece of cake to bake a karmic cake.

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COMMON 069/220

3 Marduun Baitings and Loan
come on in! you're pre-qualified!

5

STRUCTURE

BANKER LOCATION

UNIQUE MARDUUN BAITINGS AND LOAN
(C)(C)(C)(C) – At the start of your turn, your faction gains 2 influence.
(C)(C)(C)(C)(C) – At the start of your turn, draw a card. Discard a card.
(C)(C)(C)(C)(C)(C)(C)(C)(C)(C) – At the start of your turn, draw a card.

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RARE 070/220

1 Montgomery Blatherscythe
every corpse has its price

0 STR 1 LIFE
3 SPD

BANKER CHARACTER – mau

UNIQUE MONTGOMERY
RESURRECT
COST – Pay 1. Deplete this card. Pick a character in your discard pile with numeric cost 2 or less.
EFFECT – Put the character into play under your control.
"Oh, who's a gweedy wittle cadaver? Who wants a shiny?"

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RARE 071/220

1 Mutineer's Hiatus
a lovely view and all the seagulls you can eat

2A

BANKER TACTIC

COST – Destroy a character you own.
EFFECT – Draw 2 cards.
RECUR – (C)
COST – Use this only if this card is in your discard pile. Pay 2. Remove this card from the game. Pick a character you own.
EFFECT – Destroy the character. Draw a card.

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RARE 072/220



2 Temple Guardian
blessed defender of sacred things

0 STR 3 SPD 1 LIFE

BANKER CHARACTER – priest, mau

DEFLECT
COST – Pay 3. Deplete this card. Pick an attacking character.
EFFECT – Remove the character from the battle.

I thought "arrow offering" day was next week...

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UNCOMMON 08/220

0 The Currency Bazaar
even honesty is a financial speculation

3 STRUCTURE

BANKER LOCATION

TRADE
COST – Pay 1. Discard a resource.
EFFECT – Search your deck for a staple resource and reveal it. Put it into your hand.

RECUR – 0
COST – Use this only if this card is in your discard pile. Pay 3. Remove this card from the game.
EFFECT – Search your deck for a card named "The Currency Bazaar" and reveal it. Put it into your hand.

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RARE 08/220

5 Theocratic Senate of Marduun
protecting your right to do what we say

5 STRUCTURE

BANKER LOCATION

UNIQUE THEOCRATIC SENATE OF MARDUUN
Your opponent cannot attack your faction.
If a character inflicts damage to this card, inflict the same amount of damage to the character.
Terrifying machine of state, as finite as it is deterministic.

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RARE 08/220

2 Treasure Brokerage
thank god for "buffet pants"

5 STRUCTURE

BANKER LOCATION

If a character enters play under your control, you may pay 1. If you do, search your deck for a staple resource and reveal it. Put it into your hand.

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UNCOMMON 08/220

5 Underpaid Ancestor
always pay your departed dearly

3 STR 2 SPD 4 LIFE

BANKER CHARACTER – ghost, mau

If this card is put into your discard pile from play, you may pay 3. If you do, put it into play under your control. Deplete it.
"I want my gold and rubies! I want my crystal and pearls! Damn you, greedy children! I'll take you all instead!"

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COMMON 08/220

4 Unscrupulous Attendant
i've guarded this door my entire life

2 STR 2 SPD 3 LIFE

BANKER CHARACTER – attendant

If a character you control blocks, it gains 1 life this turn.
At last I can fulfill my lifelong dream of selling out.

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COMMON 08/220

7 Walk the Plank
lol w3 c4n7 sw1m!!!!!!1

BANKER TACTIC

Destroy all characters with numeric cost X or less, where X is the number of 0 you control.
"Slather me parrot? Piss in me rum? Blastcakes an' barnacles! Into the brine, ye stinkin' blue scallywags!"

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RARE 08/220

3 313373 M3ch4n1c
h45 t3h 1337 7001 f0r t3h j08

2 STR 3 SPD 2 LIFE

GEARSMITH CHARACTER – 31f

REPAIR
COST – Choose a number for X that is less than or equal to the number of 0 you control. Pay X. Destroy this card. Pick an item in your discard pile with numeric cost X or less.
EFFECT – Put the item into play under your control.

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COMMON 08/220

4 53cur17y 5y573m
limited edition artwork by FangWei

5 STRUCTURE

GEARSMITH LOCATION

COVERT parties can be blocked by characters without **COVERT**.
FLIP UP – 2 0

Artist Series

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UNCOMMON 08/220







4 Repurpose
everything has purpose or is given purpose

GEARSMITH TACTIC

COST – Pick an item.

EFFECT – Destroy the item. Draw a card.

FLIP UP – 2 (1) (1)

Especially when there's poop involved.

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COMMON 118/220

2 Rune of Concealment
d4mn, 1 h4v3 70 p33

GEARSMITH ITEM

PROTECT

COST – Pay 2. Deplete this card. Pick a character.

EFFECT – The next time the character is destroyed by battle damage this turn, if this card is in play you may destroy it instead. If you do, reduce the amount of damage inflicted to the character this turn to 0.

FLIP UP – 0 (1) (1)

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UNCOMMON 119/220

3 Runic Armor
even the armor has armor

GEARSMITH ITEM – gear

ATTACH TO CHARACTER

The attached character gains 1 strength and 2 life.

(1) (1) (1) (1) – The attached character gains an additional 2 strength and 1 life.

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COMMON 120/220

2 Runic Battery
limited edition artwork by Chris De Joya

GEARSMITH ITEM

When this card enters play, you may pay 3. If you do, put a token on it.

DISCHARGE

COST – If there is a token on this card X is 5, otherwise X is 2. Destroy this card.

EFFECT – Detach up to X resources from your faction. Draw a card.

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RARE 121/220

2 Runic Reinforcement
lasts as long as the glue sticks

GEARSMITH TACTIC

COST – Pick a character.

EFFECT – This turn, the character gains 3 strength and 3 life.

"You're still going to pay me, right?"

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COMMON 122/220

2 Runic Tattoo Artist
i want a skull

GEARSMITH CHARACTER – 31f

MARK

COST – Deplete this card. Pick a character.

EFFECT – This turn, the character gains 1 strength and 1 life.

"Okay, well I can draw Kermit the Frog...how about a nice Kermit the Frog?"

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COMMON 123/220

5 Runic Whale
never been caught

GEARSMITH CHARACTER – golem

When this card enters play, you may pay 3. If you do, put a token on it.

While there is a token on this card, it gains 4 strength and 4 life.

"No one knows how old he is, but if you ask me, and most people do, he's a hundred years if he's a day."

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RARE 124/220

2 Runivoltaic Accumulator
science and magic...together at last!

GEARSMITH ITEM

If your opponent attacks, you may put a token on this card.

ENERGIZE

COST – Pay 2.

EFFECT – Put a token on this card.

DISCHARGE

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

EFFECT – Destroy the character.

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COMMON 125/220

3 Surprising Nuisance
there's a bug in my soup!

GEARSMITH TACTIC

Put 2 Micromajig tokens into play.

0/113 – 195/200, 130/200, 139/165, 113/200, 143/165, 199/200

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COMMON 126/220



1 Cashier's Window
the last thing a winner sees

ROGUE ITEM

CASH IN
COST – Destroy a character you control. Deplete this card.
EFFECT – Draw a card.
"Yes, Mister Beansmelter...right this way...allow me to show you the back room."

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RARE 136/220

7 Casino Kingpin
the best bet you get is an even break

ROGUE CHARACTER – crimelord

3 STR **6 LIFE** **4 SPD**

Suckers have no business with money anyway.

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COMMON 137/220

1 Cloaked Weaponmaster
be prepared

ROGUE CHARACTER – outlaw

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

You may play "gear" cards whenever you could play a tactic.
"I'd rather have it and not need it than..."

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UNCOMMON 138/220

2 Cunning Disguise
i swear i know that guy

ROGUE ITEM – gear

-1 STR **-1 LIFE** **-0 SPD**

ATTACH TO CHARACTER
The attached character loses 1 strength, 1 life, and gains **COVERT**.
FLIP UP – 0

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UNCOMMON 139/220

3 Dauntless Gambler
i bluff your bluffing of my bluff

ROGUE CHARACTER – gambler

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

When this card enters play, you may choose a card type. If you do, reveal the top card of your deck. If that card is the chosen type, put a token on this card. Put the top card of your deck on the bottom.
While there is a token on this card, it gains 1 strength and 1 life.

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UNCOMMON 140/220

2 Dazzling Trapezeist
and for my next trick...

ROGUE CHARACTER – performer

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

INSPIRE
COST – Put a card from your hand on the top of your deck. Pick a character.
EFFECT – This turn, the character gains 1 speed.
...I need something from the audience.

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UNCOMMON 141/220

1 Essence of Deception
dude, this stuff is not

ROGUE TACTIC

Choose one of the following as this card's rules text:
OPTION 1
Search your opponent's deck for a card. Put it into their discard pile.
OPTION 2
COST – Pick a character.
EFFECT – This turn, the character gains 1 speed.
OPTION 3
COST – Pick a character.
EFFECT – If damage has been inflicted to the character this turn, destroy it.

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UNCOMMON 142/220

3 Flailing Knife
hard to throw, easy to find

ROGUE ITEM – gear

+2 STR **+0 LIFE** **+0 SPD**

ATTACH TO CHARACTER
The attached character gains 2 strength.
If this card is put into your discard pile from play, you may choose a card type. If you do, reveal the top card of your deck. If it is the chosen type, put this card into play. Put the top card of your deck on the bottom.

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UNCOMMON 143/220

4 Flimflam Man
rveling!

ROGUE CHARACTER – grifter

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

When this card enters play, you may choose a card type. If you do, reveal the top card of your deck. If it is the chosen type, put it into your hand. Otherwise, put it on the bottom of your deck.
"...a huge, gargantuan, swollen, bloated, mushroom!"

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COMMON 144/220



3 Luxurious Gaming Establishment
kick back and stay a while

3 **STRUCTURE**

ROGUE LOCATION

At the start of your turn, you may pick a character. If you do, it loses 1 speed this turn.

*Where the music stinks, and they water the drinks.
Where the girls dance in their underpants.
Where you see their butt, and their trap stays shut.*

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UNCOMMON 154/220

9 Maxwell Cockswagger
limited edition artwork by Ben Ang

5 **STR** **5** **LIFE**
3 **SPD**

ROGUE CHARACTER – grifter

UNIQUE MAXWELL

STRUT
COST – Pay 2. Pick a character.
EFFECT – This turn, the character gains 1 speed or loses 1 life.

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RARE 156/220

3 Muddle Bugs
bring me another one

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

ROGUE ITEM

BINGE
COST – Deplete this card. Pick a character.
EFFECT – Put a token on the character. Destroy it if it has at least X tokens on it, where X is its numeric cost.

I think there's some space on my butt.

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RARE 156/220

1 Narrow Passage
limited edition artwork by Henry Gunawan

3 **STRUCTURE**

ROGUE LOCATION

Players can attack only once each turn.

Artist Series

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RARE 157/220

6 Obtuse Pipesmoker
dazed and confused

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

ROGUE CHARACTER – hedonist

☹☹☹☹ – This card gains 1 strength, 1 life, and 1 speed.

"Ugghh...ohhh yeah...I feel my second wind coming on..."

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COMMON 158/220

2 Opportune Slotpuller
so...happy...but...can't...breathe...

1 **STR** **2** **LIFE**
4 **SPD**

ROGUE CHARACTER – gambler

GAMBLE
COST – Pay 1. Choose a card type.
EFFECT – Reveal the top card of your deck. If it is the chosen type, this card gains 2 strength and loses 1 life this turn. Put the top card of your deck on the bottom.

Or...speak...at...normal...rate.

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COMMON 159/220

2 Overindulge
do a little dance, drink a little booze, get down tonight.

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

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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COMMON 160/220

6 Palm Glom
limited edition artwork by Lim Hang Kwong

6 **STR** **6** **LIFE**
6 **SPD**

ROGUE TACTIC

COST – Pick a character or item.
EFFECT – Take control of the character or item. Draw a card.

Artist Series

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RARE 161/220

7 Pant Swipe
it ain't stealing if you take it fast

7 **STR** **7** **LIFE**
7 **SPD**

ROGUE TACTIC

Remove the top 4 cards of your opponent's deck from the game face-down. (You are still allowed to look at them.)

For the rest of the game, you may play the removed cards as though they were in your hand even if you cannot meet their threshold.

FLIP UP – 5

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RARE 163/220

2 Pit Boss
severed ear! house takes all.

2 STR 2 LIFE 0 SPD

ROGUE CHARACTER – crimelord

This card gains 1 speed for each you control.

The casino controls the croupier, the croupier controls the game.

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UNCOMMON 163/220

0 Rigged Tables
double zeroes again?! AGAIN?!

0 STR 0 LIFE 0 SPD

ROGUE ITEM

SIZE UP
COST – Deplete this card.
EFFECT – Look at the top card of either deck.

RIG
COST – Pay 1.
EFFECT – Put the top card of either deck on the bottom.

WALK AWAY
COST – Pay 1. Destroy this card.
EFFECT – Draw a card.

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UNCOMMON 164/220

3 Roulette Wheel of DOOM!
who wants to play?

3 STR 3 LIFE 3 SPD

ROGUE TACTIC

Reveal the top card of your deck. You may pick a character with X life or less, where X is the numeric cost of the revealed card. If you do, destroy that character. Otherwise, draw 2 cards.

Always bet on death!

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COMMON 165/220

3 Rumply Ruse
works every time

3 STR 3 LIFE 3 SPD

ROGUE TACTIC

COST – Play this only during a battle.

EFFECT – This turn, all characters in your party gain 1 speed.

FLIP UP – 4

The old moon-and-trip-on-the-covered-hole trick. That's the second time I've fallen for that this month.

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COMMON 166/220

4 Shadowy Mugger
that guy's been standing there for over an hour

2 STR 1 LIFE 3 SPD

ROGUE CHARACTER – thief

COVERT

When this card enters play, you may search your opponent's deck for a card. If you do, put it into their discard pile.

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UNCOMMON 167/220

2 Slinking Bandido
which way did she go? which way did she go?

1 STR 1 LIFE 1 SPD

ROGUE CHARACTER – outlaw

COVERT

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

This card gains 1 strength for each token on it.

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COMMON 168/220

5 Sly Bilker
duude...you should totally bet

3 STR 3 LIFE 4 SPD

ROGUE CHARACTER – gambler

SIZE UP
COST – Pay 1.
EFFECT – Look at the top card of either deck.

"That's a mighty fine hook you've got there."

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COMMON 169/220

4 Strangulate
the price of good fortune

4 STR 4 LIFE 4 SPD

ROGUE TACTIC

COST – Pick a character.

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

FLIP UP – 2

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COMMON 170/220

2 Surprise!
limited edition artwork by Silvia Gunarso

2 STR 2 LIFE 2 SPD

ROGUE TACTIC

COST – Pick an attacking character your opponent controls. X is that character's numeric cost.

EFFECT – Reveal cards from the top of your deck until a character with numeric cost X or less is revealed or no cards are left. If an appropriate character is revealed, put it into play under your control as a member of the blocking party. Shuffle all other revealed cards into your deck.

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RARE 171/220













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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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**.

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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.

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STAPLE

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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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.

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STAPLE

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.

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

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

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STAPLE