







2 Audacious Appraisal
whatever the market will bear

BANKER TACTIC

COST – Pick a character.

EFFECT – That character's controller chooses a number for X. Choose one. That player's faction loses X influence, or destroy the picked character and your faction loses X+X influence.

Buy when it whines, sell when it roars.

Art: Alex Diechsen
UNCOMMON 028/130 © Arcane Traven 2013

2 Auspicious Arrival
a red carpet reception...

BANKER TACTIC

Look at the top 8 cards of your deck. You may choose a character among them with 1 strength or less and reveal it. If you do, put it into your hand. Shuffle your deck.

FLIP UP – 3

...of Questionable Morality.

Art: Robert Ruffolo
RARE 029/130 © Arcane Traven 2013

3 Contractual Execution
sleep with the fishes

BANKER TACTIC

COST – Pick a character. That character's controller picks a resource they control. Put the resource into its owner's hand.

EFFECT – Flip the character face down under its owner's control.

Art: Yildiz Pargasa
COMMON 030/130 © Arcane Traven 2013

3 Enlightened Mau
agnostic ascetic

BANKER CHARACTER – mau, pacifist

All damage assigned to this card by characters with items attached to them is reduced to 0.

TRANSCEND

COST – Pay 5.

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

Money is a terrible master, but an excellent servant.

Art: Matthew Lewis
UNCOMMON 031/130 © Arcane Traven 2013

4 Eustace Padamose-Gristwalter
the littlest litigator

BANKER CHARACTER – eustace, blade of questionable morality

UNIQUE EUSTACE

FUTURE IMPLICATIONS

COST – Pay 2. Your faction loses 1 influence.

EFFECT – Draw a card.

PAST TREPIDATIONS

COST – Discard a card.

EFFECT – This turn, this card gains 1 life. If the discarded card was a resource, this card also gains 1 strength this turn.

Art: Nagase
RARE 032/130 © Arcane Traven 2013

6 Fallen Quarter-Finalist
he didn't make it to the semi-finals

BANKER CHARACTER – necromorph

*Fighting the fight, swinging the sword.
He slipped in the gore, a master no more.
He haunts the arena just looking for fights,
missing the cheers, the blood and the spotlights.*

Art: Nikola Matkovic & Nagase
COMMON 033/130 © Arcane Traven 2013

3 Golden Charm
draconic disc

BANKER ITEM

UNIQUE CHARM

If a player would search their deck you may pay 1 instead. If you do, draw a card and then that player searches their deck.

SERAPHIM FUSION

COST – Pay 4. Pick a **UNIQUE EUSTACE** you control. Destroy this card.

EFFECT – Search your deck for a card named "Siluriformes Flaxenscale" and put it into play.

Art: Ramon Rabang
RARE 034/130 © Arcane Traven 2013

3 Goldmau Sacks Representative
doing god's work

BANKER CHARACTER – mau, employee

RAISE CAPITAL

COST – Pay 1. Discard a card.

EFFECT – This turn, this card gains "PROVIDES" (☼☼☼☼).

INVEST – (☼☼☼☼☼☼☼☼)

COST – Pay 2.

EFFECT – Search your deck for a resource and reveal it. Put it into your hand.

The first thing you need to know about Goldmau Sacks is that it's everywhere. Clockman's most powerful investment bank is a great vampire squid wrapped around the face of humanity, relentlessly jamming its blood funnel into anything that smells like money.

Art: Alex Diechsen
UNCOMMON 035/130 © Arcane Traven 2013

5 Hassan-i of Thabbash
the living gods call for acceptance of death

BANKER CHARACTER – assassin

If this card is destroyed, each opponent must destroy a character they control.

HARASH – (☼☼☼☼)

COST – Use this only if this card is in your discard pile and only during your turn. Pay 1. Destroy a face-down resource you control.

EFFECT – Put this card into play under your control.

The original Hashshashin.

Art: Nagase
original Open R&D concept by GoodMan88
RARE 036/130 © Arcane Traven 2013

2 Homewrecker
assume the position

BANKER CHARACTER – mau, assassin

COST – Inflict 2 damage to a location you own or pay 3. Locations you control gain 1 structure.

PROSTRATE
COST – Deplete a location you control. Pick a character.
EFFECT – Deplete that card.

Who's your momma??!

Art: Markus Endl
UNCOMMON 037/130 © Arcane Trainen 2013

1 Impressionistic Furball
it really captures the fluffiness, you know?

BANKER ITEM – gear

ATTACH TO CHARACTER
Attached character gains 2 life.

COUGH UP – (C) (C) (C)
COST – Destroy this card.
EFFECT – Draw a card.

Being good in business is the most fascinating kind of art. Making money is art and working is art and good business is the best art.

Art: David Chen
COMMON 038/130 © Arcane Trainen 2013

3 Mau Strategist
conniving and cunning

BANKER CHARACTER – mau, bureaucrat

When this card enters play, you may search your deck for a staple resource, reveal it, and put it into your hand.

If this card is destroyed, you may draw a card.

Always looking for the next task to increase his own bank account. He will risk it all just for a little more profit, even if "it all", isn't his "it all" to risk.

Art: Markus Endl
COMMON 039/130 © Arcane Trainen 2013

4 Mr. Fetch
only finds what you didn't know you needed

BANKER CHARACTER – pluck, grifter

UNIQUE PLUCK
When this card enters play, you may remove a card in your discard pile from the game. If you do, draw a card.

GOOD DEAL
COST – Deplete this card. Pick 2 cards of the same type in your discard pile. Remove them from the game.
EFFECT – Search your deck for a card with the same type as the picked cards and reveal it. If you do, put it into your hand.

Art: James Zapata
RARE 040/130 © Arcane Trainen 2013

4 Mushroom Merchant
it's dangerous to go alone, take this

BANKER CHARACTER – mau, merchant

When this card enters play, you may pick a character. If you do, this turn, that character gains 2 life.

Buy something, will ya?

Art: Ramon Rabang
COMMON 041/130 © Arcane Trainen 2013

0 Negotiation Ceremonies
more talking than I care to discuss

BANKER TACTIC

COST – Pick an opponent. You may pay 1. If you do, that opponent may pay 1. Repeat this cost until you or your opponent does not pay.

EFFECT – Each player draws cards equal to the amount they paid.

Ten. "Sixty." Twenty. "Forty five." Thirty two and three quarters. "Thirty six and not a micromajig less." "Thirty three and I'll loss in my grandmother's corpse." "Isn't she alive?" "Presently."

Art: Yassin Stedev
COMMON 042/130 © Arcane Trainen 2013

6 Pinguind Bodyguard
big enough for two

BANKER CHARACTER – mercenary, mau

If this card attacks, restore it at the end of the battle.

This card can only attack once each turn.

PROTECT
COST – Deplete this card. Pick a character.
EFFECT – This turn, the character gains 2 life.

Art: Chantelle Basson
UNCOMMON 043/130 © Arcane Trainen 2013

3 Purlloining Pirate
fly the unfriendly skies

BANKER CHARACTER – pirate

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

PUSH OVERBOARD AND LOOT
COST – Pay 1. Destroy a character you own.
EFFECT – Put a token on this card.

Hey can I see your watch? Whoa! Look at that fish!

Art: Nemanja Stankovic
UNCOMMON 044/130 © Arcane Trainen 2013

4 Recycling Scheme Facility
reduce, reuse, reanimate

BANKER LOCATION

When this card enters play, you may draw a card.

If a character goes to a discard pile, any player may pay 4 to put that card on top of its owner's deck.

It just so happens that your friend here is only "MOSTLY dead." There's a big difference between "mostly dead" and "all dead." "Mostly dead" is slightly alive. With "all dead," well, with "all dead" there's usually only one thing you can do: go through his clothes and look for loose change.

Art: Markus Endl
UNCOMMON 045/130 © Arcane Trainen 2013

7 Siluriformes Flaxenscale
avarice incarnate

4 STR 5 LIFE
3 SPD

BANKER CHARACTER – siluriformes, seraphim, dragon

UNIQUE SILURIFORMES
All **UNIQUE EUSTACE** gain 3 strength and 3 life.

NUMISMATIC EMISSION
COST – Pay 5.
EFFECT – Draw 2 cards. Gain 2 influence.

AURIFEROUS AUGMENTAION
COST – Discard 2 cards.
EFFECT – This turn, this character gains 2 strength and 2 life.

Art: Corrado Sessalego © Arcane Trinken 2013

COMMON 048/130

2 Swindle
steal of the century

2 STR 2 LIFE
2 SPD

BANKER TACTIC

COST – Your opponents cannot respond to this card.

EFFECT – Each opponent must attach a resource to their faction. Draw a card. Discard a card.

There's a sucker born every minute.

Art: Godfrey Escoto © Arcane Trinken 2013

COMMON 047/130

5 Thabbashite Financier
the living gods call for riches

3 STR 3 LIFE
2 SPD

BANKER CHARACTER – merchant

BLOOD GOLD – ☼☼
COST – Pay 2. Lose 1 influence.
EFFECT – You may play a card as a face-down resource.

The value of gold transcends culture.

Art: Nagase © Arcane Trinken 2013

COMMON 048/130

5 Timid Mau
don't be such a pussy

4 STR 5 LIFE
3 SPD

BANKER CHARACTER – mau

If this card is blocked by an opposing party of 2 or more characters, it loses 1 speed this turn.

Kitty gonna cry? Big kitty gonna cry?

Art: Ricardo Robles © Arcane Trinken 2013

COMMON 049/130

1 Underhanded Hang-Out
congregation of the criminally-inclined

2 STR 2 LIFE
2 SPD

BANKER LOCATION

DIRTY DEALS
COST – Pay 2. Pick a location you own and inflict 1 damage to it.
EFFECT – Draw a card.

Whatcha buyin', stranger?

Art: Chantelle Basson © Arcane Trinken 2013

COMMON 050/130

0 Unexpected Codicil
cleverly concealed clause

2 STR 2 LIFE
2 SPD

BANKER TACTIC

COST – Choose a number for X. Discard X cards. Pay X - 2.
EFFECT – Draw X cards.

FINE PRINT – ☼☼☼☼☼
COST – Reveal this card from your hand. Your faction loses 2 influence. Pay 2.
EFFECT – Draw a card.

Art: Chantelle Basson © Arcane Trinken 2013

RARE 051/130

5 5n4p
50 M4ny M4j195!

2 STR 5 LIFE
2 SPD

GEARSMITH CHARACTER – 31f

If this card is restored, put a Micromajig token into play under your control.

If we could build enough of these, we might just be able to sneak out of this place!

Art: Corrado Sessalego © Arcane Trinken 2013

COMMON 052/130

4 Abandoned Testing Complex
technological treasure trove

6 STR 6 LIFE
6 SPD

GEARSMITH LOCATION

At the start of your turn, you may pay 3. If you do you may play a resource.

Buried deep beneath layers of Clockman's history, it is not clear who had built it or why. The archives in Acropolis had no record of this place, but yet they found Kaiser prototypes, node terminals, all manner of the most advanced voidal technologies. The greatest prize of all, however, was the testudine. Surely that was what the Emperor's ghost had meant for them to find.

Art: Hans Janssen © Arcane Trinken 2013

UNCOMMON 053/130

4 Accumulation Majig
MOAR!

4 STR 4 LIFE
4 SPD

GEARSMITH CHARACTER – majig

At the start of your turn you may pay 1 for each token on this card. If you don't, destroy this card.

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

FEED
COST – Pay 3.
EFFECT – Remove a token from this card.

om nom nom nom

Art: Markus Enrt © Arcane Trinken 2013

COMMON 054/130







3

Drive By Boobing

hooters, honkers, jibby-jubbies!

4





ROGUE TACTIC

COST – Pick a character that inflicted damage to your faction this turn.

EFFECT – Remove that character from the game.

In other news, tits!

Art: Godfrey Escoto

© Arcane Trinnen 2013



6

Gassy Gastornis

tastes like chicken

3

STR

4

LIFE

3

SPD

3

STR

4

LIFE



ROGUE CHARACTER – beast

TACTICAL

smells like a three day old corpse stuffed with garlic and bear poop

Art: Markus Erdt
© Arcane Timen 2013

COMMON

057130

6 Murderous Kleptomaniac

steals anything he can, even life

3

STR

3

LIFE

3

SPO

ROGUE CHARACTER – vigilante

COST

If this card is put into a discard pile from play, you may pick a character, item, or location. If you do, remove that card from the game.

EFFECT

KLEPT –

COST – Pay 4. Pick a character or item.
EFFECT – Take control of that card.

Some Clockman criminals are licensed professionals. Others are less... legitimate.

Art: Alex Dochow
© Arcane Trimen 2013

RARE
050-130

3 Numba 1 Stunna!
prize fighter, literally.

1 STR 4 LIFE
3 SPD

ROGUE CHARACTER – grifter

TACTICAL

If this card inflicts damage to a character, that character does not restore during its controller's next **RESTORE RULE**.

FLIP UP – 3

Art: Ricardo Robles © Arcane Tannen 2013

COMMON 09/1/30

7 Opportunistic Pirate
theft from any direction

4 STR 1 LIFE
5 SPD

ROGUE CHARACTER – pirate

TACTICAL

COST – You may remove up to 4 cards in an opponent's discard pile from the game. If you do, reduce this card's numeric cost by the number of cards removed.

For any client.

Art: Alex Docton original Open R&D concept by kallisti © Arcane Tannen 2013

UNCOMMON 06/1/30

3 Parkour Hoodlum
felonious freerunner

3 STR 1 LIFE
4 SPD

ROGUE CHARACTER – daredevil

While this card is in your hand and there is a location in play, this card gains **TACTICAL**.

This card ignores all rules text on locations. (This card cannot be picked by locations and any effects from locations do not affect this card.)

"Obstacles are found everywhere, and in overcoming them we nourish ourselves."

Art: Hans Janssen original Open R&D concept by GooDMan88 © Arcane Tannen 2013

RARE 09/3/30

2 Sharpey Pointy Lethal Army Tool
a multitude of bad choices

+2 STR +0 LIFE
+0 SPD

ROGUE ITEM – gear

ATTACH TO CHARACTER YOU CONTROL

The attached character gains 2 strength.

UNFOLD

COST – Pay 2. Deplete the attached character. Reveal the top card of your deck.

EFFECT – If the revealed card has a numeric cost of 5 or higher, all characters your opponents control lose 1 life. If the revealed card has a numeric cost of 0-4, destroy the attached character. If the revealed card is a resource, destroy the attached character and destroy all characters your opponents control.

You hold it like this... Or maybe like this? Wait? No coffee machine?

Art: Ricardo Robles original Open R&D concept by Bluze © Arcane Tannen 2013

RARE 06/4/30

4 Sickened Sarcophyle
nearly immortal invalid

3 STR 1 LIFE
4 SPD

ROGUE CHARACTER – sarcophyle

While sarcophyles are resilient against most ailments, they are strangely vulnerable to a few, such as anemia.

Art: Nagase © Arcane Tannen 2013

COMMON 09/5/30

2 Sneaker Attack!
a classic

ROGUE TACTIC

COST – Play this only during a battle. Deplete a character you control that is not in a battle party.

EFFECT – Add the character you depleted to an attacking or blocking party you control. It gains 1 speed this turn.

FLIP UP – 2

Art: Godfrey Escobar original Open R&D concept by Bantek © Arcane Tannen 2013

UNCOMMON 09/6/30

2 Sticky Stealy Hand
for all your sticky stealy needs

ROGUE ITEM

TACTICAL

ATTACH TO ITEM

When this card enters play, flip a coin. If you win, take control of the attached item. If you lose, return this card to its owner's hand.

If this card leaves play, the attached item's owner takes control of the item.

Art: Laura Diaz © Arcane Tannen 2013

UNCOMMON 06/7/30

3 Surreptitious Larceny
just ignore the menacing robot army

ROGUE TACTIC

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

OPTION 1

COST – Pick a player. This turn, that player may not play cards using **FLIP UP**.

EFFECT – Look at the top card of any deck.

OPTION 2

COST – Pick a character.

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

OPTION 3

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

EFFECT – Attach the "gear" card to the character. This turn, the "gear" card loses all abilities.

Art: Markus Enßl © Arcane Tannen 2013

RARE 06/8/30

1 Thabbashite Assailant
the living gods call for a killing

1 STR 1 LIFE
3 SPD

ROGUE CHARACTER – assassin

– This card gains 1 life.

– This card gains 1 strength.

– This card gains 1 speed.

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

Art: Nagase © Arcane Tannen 2013

COMMON 06/9/30





