





































3

Hall of Conventions

let's not go there... it is a silly place

5

STRUCTURE



GEARSMITH LOCATION

UNIQUE HALL OF CONVENTIONS

- ⚙️⚙️⚙️ - At the start of your turn, reduce the next numeric cost you pay this turn by 1.
- ⚙️⚙️⚙️⚙️ - At the start of your turn, you may pick a character. If you do, it gains 2 strength and 2 life this turn.
- ⚙️⚙️⚙️⚙️⚙️ - At the start of your turn, you may play a resource.

Art: Patrick MacLean & TSC

RARE

148/300

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www.TheScythe.com

3 **Jocular Stupefaction**
644g4l3ghor6l3r6l3rghlll



GEARSMITH TACTIC

EXTRA COST – Pick a character with **COVERT**.
Destroy the character.

FLIP UP – 3

Art: Patrick Monahan & TCG
UNCOMMON
171300
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2 Slinking Bandido
which way did she go? which way did she go?

ROGUE CHARACTER – outlaw

COVERT

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

This card gains 1 strength for each token on it.

Art: Patrick Brothers & Lisa
COMMON
263/300
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5 Sly Bilker
duude... you should totally bet

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."

Art: Patrick Brothers & Lisa
COMMON
263/300
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4 Smothering Corpulence
that's how I want to go

ROGUE TACTIC

EXTRA COST – Pick a character an opponent controls. You and that character's controller remove the top card of your decks from the game. X is the numeric cost of that player's removed card minus the numeric cost of your removed card.

This turn, the character loses X life. Draw a card.

Art: Patrick Brothers & Lisa
COMMON
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3 Sprint
she was hot, it would have been wrong not to hit it.

ROGUE TACTIC

EXTRA COST – Pick a character.

This turn, the character gains 1 speed. Put this card into play under its owner's control as a face-down resource instead of into their discard pile.

You don't plan sincerely, you've gotta make it up on the spot.

Art: Patrick Brothers & Lisa
COMMON
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4 Strangulate
the price of good fortune

ROGUE TACTIC

EXTRA COST – Pick a character.

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

FLIP UP – 2

Art: Patrick Brothers & Lisa
COMMON
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2 Surprise!
we're here to relieve you of your possessions

ROGUE TACTIC

EXTRA COST – Pick a character attacking your faction or a location you control. X is that character's numeric cost.

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.

Art: Patrick Brothers & Lisa
RARE
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3 Swollen Ostrich
ahhl! ohhl! there's my trick knee.

ROGUE CHARACTER – beast

TACTICAL

When this card enters play, you may pick a character. If you do, it gains 1 strength and 1 life this turn.

FLIP UP – 1

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UNCOMMON
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4 Titillating Contortionist
do you see it yet?

ROGUE CHARACTER – performer

When this card attacks, you may pick a character. If you do, it must block this card if it can this turn.

"Not yet. Keep contorting."

Art: Nick Ge Jara
UNCOMMON
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5 Transient Smuggler
quit hogging the covers!

ROGUE CHARACTER – smuggler

SMUGGLE

COST – Deplete this card. Pick a character with 2 strength or less.

EFFECT – This turn, the character gains **COVERT**.

Art: Patrick Brothers & Lisa
UNCOMMON
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2 **Banner of Compulsion**
don't look too close



The card art features a central shield with a yellow background and a red banner across it that reads "NO COMPULSION". The shield is surrounded by ornate, purple, tentacle-like or vine-like structures. At the bottom of the shield, there is a small figure of a person. The entire scene is set against a dark purple background with a subtle pattern of small, light-colored figures.

UNIVERSAL ITEM – banner

PROVIDES – 

When a card that provides at least  enters play under your control, you may pay 1. If you do, look at the top 3 cards of your deck. You may put any number of those cards on the bottom of your deck in any order. Put the remaining cards on the top of your deck in any order.

BURN IT
COST – Pay 2. Destroy this card.
EFFECT – Draw 2 cards.

Art: Geoffrey Tardif

 **LIONCOMBINATOR**
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