

I

2 | 2

1

1

### FIREBRAND RIOTER

PASSION MINION



Ranged 2.

Pay 1 and exhaust Firebrand Rioter to place a burn marker under target minion within up to two spaces.

Fighter.  
Human.

I

1

2

### VINYL SCRATCHER

FEAR ASSET

RELIC



Exhaust Vinyl Scratcher to have the opponent discard a card.

Madness.  
Animate.

MONSTROUS MIGHT

HUNGER EVENT

### MONSTROUS MIGHT

HUNGER EVENT



Target minion gets +2 strength and +2 toughness until end of turn.

Brawn.

SLEEP

CURIOSITY EVENT

### SLEEP

CURIOSITY EVENT



1

Target minion becomes exhausted.

Weakness.

BUTCHER'S CLEAVER

UNALIGNED ITEM

WEAPON

### BUTCHER'S CLEAVER

UNALIGNED ITEM

WEAPON



2

Attach this weapon to a Human or Humanoid minion you control. The equipped minion gets +2 strength when attacking.

Bloodthirsty.  
Object.

HIT AND RUN

PASSION SCHEME

### HIT AND RUN

PASSION SCHEME



1

Display Hit and Run.

While displayed – Whenever a minion comes into the field under your control, that minion gets +2 agility that turn.

Whenever a minion you control moves, discard Hit and Run.

Crime.

JUST A SCRATCH

FEAR COMMAND

### JUST A SCRATCH

FEAR COMMAND



1

Prevent the next 2 damage the minion commanding Just a Scratch would receive this turn.

Bloodthirsty.

I

2 | 2

1

1

### FRIGID SPECTER

FEAR MINION



1

Flying.

When Frigid Specter comes into the field, if a minion died this turn, you may add 1 to your funds.

Spirit.  
Undead.

II

2 | 3

1

2

### SKINLESS INTERLOPER

CURIOSITY MINION




2


You may deploy Skinless Interloper anywhere on the field, at least two spaces away from any enemy minion.

Infiltrator.  
Undead.  
Humanoid

**BLACKOUT**  
FEAR EVENT



2 ⚡



Put target minion on top of its owner's deck, unless that player pays 1.

*Madness.*

**GLASS EYE**  
CURIOSITY ITEM



0



Shuffle Glass Eye from your hand into your deck to look at the top card of target player's deck.

*Object.*


**KILLER STEAMROLLER**  
FEAR MINION



III

3 | 2  
2


2 ⚡ ⚡ ⚡




Trample.  
Killer Steamroller gets +2 strength when attacking.

*Vehicle.  
Animate.*

**BLACK CANDLE**  
FEAR ITEM




⚡



When you discard Black Candle from your hand, you may add ⚡⚡ to your funds. Spend this resources only to pay the deployment cost of a minion.

*Ritual.  
Object.*


**MORBID FLESH**  
FEAR MINION



I

1 | 2  
1

1 ⚡



Whenever Morbid Flesh would receive damage for the first time each turn, prevent 1 of that damage.

*Undead.  
Humanoid.*

**MURDER CAB**  
PASSION MINION



II

2 | 3  
1


1 ⚡ ⚡




When Murder Cab comes into the field, you may move it up to two spaces.

*Bloodthirsty.  
Vehicle.  
Animate.*

**MEAT GRINDER**  
FEAR ITEM




2 ⚡



You may sacrifice a minion instead of paying Meat Grinder's cost.  
When you acquire Meat Grinder, draw two cards. Add ⚡⚡ to your funds.

*Animate.*


**WILLING VESSEL**  
FEAR MINION



I

1 | 2  
1

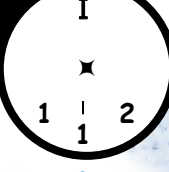
⚡



You may sacrifice Willing Vessel to pay for the deployment cost of a minion card.

*Cultist  
Human.*


**VACUUM CLEANER**  
CURIOSITY MINION



I

1 | 2  
1

⚡



Whenever Vacuum Cleaner or another blue minion leaves the field, you may draw a card.

*Animate.*



**STROKE OF LUCK**  
FEAR COMMAND



You may only play Stroke of Luck when the minion commanding it dies.  
Draw two cards.

*Crime.*



**SCREAM HARVESTER**  
HUNGER MINION



Harvest Hunger (Whenever this minion deals damage, add that many green resources to your funds.)

*Bloodthirsty.  
Animate.*



**BLACK DAIS**  
FEAR ASSET



You may deploy grey minions within up to one space from Black Dais.

*Ritual.*

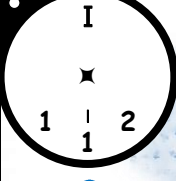


**PSYCHIC DEMON**  
CURIOSITY MINION




Psychic Demon gets +1 strength for each card in your hand.  
Whenever Psychic Demon attacks, draw two cards.

*Psychic.  
Demon.*

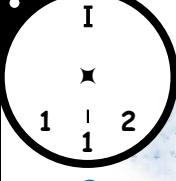


**WORM.EXE**  
CURIOSITY MINION




Whenever WORM.EXE deals damage, draw that many cards.

*Virus.  
Software.*



**CLUB BOUNCER**  
CURIOSITY MINION



Whenever Club Bouncer blocks, you may pay 1. If you do, return Club Bouncer and the minion it blocks to their owner's hand.

*Human.*