

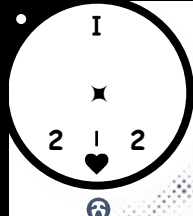
### VINYL SCRATCHER

FEAR SUPPORT | RELIC



Whenever you activate a minion within two spaces from Vinyl Scratcher, the opponent discards a card.

*Madness.*  
*Animate.*



### DERANGED ESCAPEE

FEAR MINION



When Deranged Escapee comes into the field, discard two cards unless you discard a Madness card.

*Madness.*  
*Human.*



### VILE EXPULSION

FEAR EVENT



The opponent discards each card in their hand.

*Sickness.*



### MEAT GRINDER

FEAR ITEM



*(While this item card is revealed in your hand, it has the following abilities.)*

Discard a minion card, discard a non-minion card → Draw two cards. Add 2 funds to your funds.

*Animate.*



### MEGRIM

FEAR SCHEME



Display Megrim.

While displayed – At the beginning of each player's turn, that player discards a card.

When you have no cards in your hand, discard Megrim.

*Weakness.*

## JUST A SCRATCH

FEAR COMMAND



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

*Sadistic.*

## MEAT CLEAVER

FEAR ITEM WEAPON



*(While this item card is revealed in your hand, it has the following abilities.)*

When you acquire Meat Cleaver, and for as long as it remains revealed in your hand, a minion you control gets +2 strength when attacking.

*Bloodthirsty.*

I

2 | 2

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.*

1

**SLEEP**  
CURIOSITY EVENT



Target minion becomes exhausted.

*Weakness.*

2

**BUTCHER'S CLEAVER**  
UNALIGNED ITEM  
WEAPON



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

*Bloodthirsty.  
Object.*

1

**JUST A SCRATCH**  
FEAR COMMAND



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

*Bloodthirsty.*

I

2 | 2

1

**FRIGID SPECTER**  
FEAR MINION




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

*Spirit.  
Undead.*



**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.*



**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



1 | 2  
⚡

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

*Undead.  
Humanoid.*



**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



1 | 2  
⚡

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

*Cultist  
Human.*





### 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.



### PSYCHIC DEMON

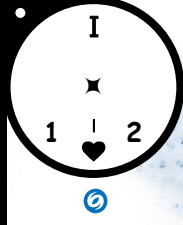
CURIOSITY MINION



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.



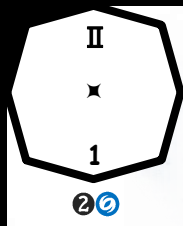
### SINKING FEELING

CURIOSITY EVENT



Return target minion to its owner's hand. That player draws two cards.

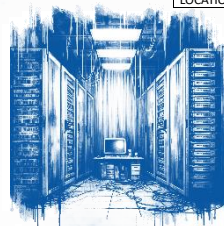
Despair.



### SERVER ROOM

CURIOSITY SUPPORT

LOCATION



At the beginning of each player's turn, if Server Room is ready, that player draws an additional card.

Pay 1 to exhaust Server Room. Any player may activate this ability.

Hardware.



### MONSTROUS MIGHT

HUNGER EVENT



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

*Brawn.*



### KILLER STEAMROLLER

FEAR MINION



Trample.  
Killer Steamroller gets +2 strength when attacking.

*Vehicle.  
Animate.*



### HIT AND RUN

PASSION SCHEME



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.*



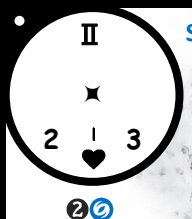
### MURDER CAB

PASSION MINION



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

*Bloodthirsty.  
Vehicle.  
Animate.*



### SKINLESS INTERLOPER

CURIOSITY MINION



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

*Infiltrator.  
Undead.  
Humanoid*



### VACUUM CLEANER

CURIOSITY MINION



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

*Animate.*



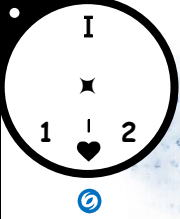
## BLACK DAIS

FEAR ASSET



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

*Ritual.*



## 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.*