

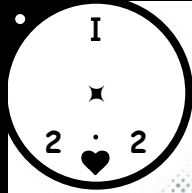
VINYL SCRATCHER

FEAR SUPPORT | RELIC



Madness | Animate

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



DERANGED ESCAPEE

FEAR MINION



Human | Madness

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



VILE EXPULSION

FEAR EVENT



Sickness

The opponent sacrifices a minion unless they discard each card in their hand.



MEAT GRINDER

FEAR ITEM



Animated | Household

(Reveal this card as you play it. While this card is in your hand, it has the following abilities.)

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



MEGRIM

FEAR SCHEME



Weakness

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.



VICTIMIZE

FEAR ACTION





Crime

(Choose a minion you control as you play this card to perform the following action.)

This minion deals 2 damage to an enemy minion within melee range, unless its controller discards a card.

JUST A SCRATCH

FEAR COMMAND



Bloodthirsty

(You may put this card face down on a minion you control for 1. Turn it face up and play it by paying its resource cost.)

Prevent the next 2 combat damage this minion would receive this turn.

MEAT CLEAVER

FEAR ITEM WEAPON

Bloodthirsty



(Reveal this card as you play it. While this card is in your hand, it has the following abilities.)

A minion you control gets +2 strength this turn.

(This area is currently blank.)

DOGLEATHER CLOAK

FEAR ITEM ARMOR

Object Clothing

(Reveal this card as you play it. While this card is in your hand, it has the following abilities.)

A minion you control has "Whenever a player discards a card, this minion gets +1 strength."