





1 Blooderfly



Skill: Destroy a creature you control, target opponent discards one random card.  
(Skill: If this card is On-Guard you may change it to Off-Guard to activate this effect.)

1 Bug 1

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1 Brittle Dead



Last Breath: Return this card to the field.  
If this card leaves the field after it has already come back from the graveyard. Remove it from the game instead.  
(Last Breath: Activate when destroyed by battle or card effect.)

1 Undead 1

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2 Lil Grot



Betrayed: Summon a Lil Grep token. It is o Ronum, Dark, Imp, o attack, 1 Health, with the ability "Betrayed: Organize 1"  
(Betrayed: When this card is destroyed by you or one of your cards, activate its effect.)

1 Imp 2

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**1** Imp **2**

**2** Lil Grud



Betrayed: Target card becomes On Guard.  
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**2** Imp **2**

**3** Back Alley Butcher



Skill: Destroy a creature you control, search your graveyard for a food card and add it to your hand.  
(Skill: If this card is On-Guard you may change it to Off-Guard to activate this effect.)

"Oh you have my word. This meat is fresh."

**4** Chef **2**

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**4** Chef **2**

**4** Imp Handler

1 Dark Card



Reduce the Ronum value of Imp creatures in your hand, graveyard and on the field by 1.

"Once you understand them they are easy to bargain with."

**3** Wrangler **5**

**4** Imp Handler

1 Dark Card



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**3** Wrangler **5**

**5** The Unclean

1 Dark Card



Player's weapons and creatures that deal damage to this creature do not become On Guard during their controls next Ready Phase.

"Why does it smell like that?!" Everyone to have dealt with one of these creatures

**3** Demon **6**

**5** The Unclean

1 Dark Card



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**3** Demon **6**



**6 Soul Siphoner**

2 Dark Card



When a Betrayed ability resolves you maybe draw a card or have target opponent discard a random card. If this card caused the Betray ability to trigger, you may do both.

**6** Ghost **5**

**6 Soul Siphoner**

2 Dark Card



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When a Betrayed ability resolves you maybe draw a card or have target opponent discard a random card. If this card caused the Betray ability to trigger, you may do both.

**6** Ghost **5**

**7 Tombstone Angel**

3 Dark Cards



Last Breath: Without going over your Ronum limit, summon as many creatures from your graveyard as you can. Do not pay their cost if they have one.  
(Last Breath: Activate when destroyed by battle or card effect.)

**8** Angel **7**

**7 Tombstone Angel**

3 Dark Cards



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**8** Angel **7**

**1 Moral Decay**



Each player sends 1 card from their material zone to the graveyard.

Spell-Tainted



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**1** Moral Decay



Each player sends 1 card from their material zone to the graveyard.

Spell-Tainted

**2** Minute Manipulation



Target opponent discards a card of their choice.

Spell-Trick

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Target opponent discards a card of their choice.

Spell-Trick

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Target opponent discards a card of their choice.

Spell-Trick

**2** Pick Pocket

1 Dark Card



Draw a card from target opponents deck.

Spell-Trick

**2** Pick Pocket

1 Dark Card



Draw a card from target opponents deck.

Spell-Trick

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1 Dark Card



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Spell-Trick

**2** Pick Pocket

1 Dark Card



Draw a card from target opponents deck.

Spell-Trick

**2** Wait for Me!



At the end of your turn add 1 Wait counter. You may send this card to the graveyard to summon a creature from your graveyard with equal or less Ronum than there are Wait counters. Do not pay the cost if one.

Spell-Undead

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Spell-Undead

**3** Cheap Trick



Draw 2 cards then put 1 card from your hand on top of your deck.

Spell-Trick

**3** Cheap Trick



Draw 2 cards then put 1 card from your hand on top of your deck.

Spell-Trick

**3** Cheap Trick



Draw 2 cards then put 1 card from your hand on top of your deck.

Spell-Trick



**3 Cheap Trick**



Draw 2 cards then put 1 card from your hand on top of your deck.

Spell-Trick

**3 Whisper from Beyond**



Remove a creature from your graveyard from the game that has a Last Breath keyword as a part of the cost for this card. Then resolve this card as if it had the effect of that Last Breath keyword.

Spell-Undead

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Remove a creature from your graveyard from the game that has a Last Breath keyword as a part of the cost for this card. Then resolve this card as if it had the effect of that Last Breath keyword.

Spell-Undead

**4 For the Boss**

1 Dark Card



Destroy a creature you control. Then heal yourself for 5 or deal 5 damage to target creature.

Spell-Sacrificial

**4 For the Boss**

1 Dark Card



Destroy a creature you control. Then heal yourself for 5 or deal 5 damage to target creature.

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Destroy a creature you control. Then heal yourself for 5 or deal 5 damage to target creature.

Spell-Sacrificial



**4** Them for Me

1 Dark Card



When you are meant to take damage you may choose a creature you control to take it instead.

"They will do what is needed to make our ideal world a reality!"

Spell-Sacrificial

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When you are meant to take damage you may choose a creature you control to take it instead.

"They will do what is needed to make our ideal world a reality!"

Spell-Sacrificial

**5** Greed

2 Dark Cards



Look at each opponents hand. Then chose 1 card from each hand and add it to your hand. Then discard a card for each card added to your hand.

Spell-Control

**5** Greed

2 Dark Cards



Look at each opponents hand. Then chose 1 card from each hand and add it to your hand. Then discard a card for each card added to your hand.

Spell-Control

**5** Greed

2 Dark Cards



Look at each opponents hand. Then chose 1 card from each hand and add it to your hand. Then discard a card for each card added to your hand.

Spell-Control

**5** Greed

2 Dark Cards



Look at each opponents hand. Then chose 1 card from each hand and add it to your hand. Then discard a card for each card added to your hand.

Spell-Control

**6** Soul Corruption

2 Dark Cards



Remove target creature from the game.

Spell-Tainted



**6 Soul Corruption**

2 Dark Cards



Remove target creature from the game.

Spell-Tainted

**6 Soul Corruption**

2 Dark Cards



Remove target creature from the game.

Spell-Tainted

**6 Soul Corruption**

2 Dark Cards



Remove target creature from the game.

Spell-Tainted

**3 Marked Deck**



You may look at the top card of your deck at anytime.

"Sheer luck if I say so myself."

Item-Cards

**3 Marked Deck**



You may look at the top card of your deck at anytime.

"Sheer luck if I say so myself."

Item-Cards

**3 Marked Deck**



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Item-Cards

**3 Marked Deck**



You may look at the top card of your deck at anytime.

"Sheer luck if I say so myself."

Item-Cards

**4 Sweet Treats**

1 Dark Card



Target 1 creature an opponent controls. Till the end of your turn you may use that card as if you controlled it.

"You know you want one."

Item-Food

**4 Sweet Treats**

1 Dark Card



Target 1 creature an opponent controls. Till the end of your turn you may use that card as if you controlled it.

"You know you want one."

Item-Food



**4 Sweet Treats**

1 Dark Card



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1 Dark Card



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Item-Food

**3 Blood Quencher**

6 Dark Ronum



When a Betrayed ability resolves your weapon becomes On Guard.

"Refreshing."

Accessory-Ring

**5 Blood Drinker**

10 Dark Ronum



Slayer: Increase this cards attack by 1.  
(Slayer: If this card sends a creature to the graveyard, activate this card's effect.)

5

Weapon-Sword

**6 Sinister Suit**

12 Dark Ronum



You do not take damage from creatures you own.

"Careful with the threads!"

35

Armor-Suit

**0 Soul of Dark**

Starting Gear



"What ever it takes!"

Accessory-Gem