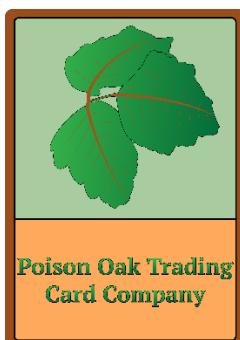


RUNES



RACCOONS

CARD CATALOG



NOBLES



**Lord****Lvl: 4**

A land owning raccoon, envying to win the kings favor to purchase further land at lighter prices

3

4

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**Nobleman****Lvl: 4**

Born into rich families, nobles don't have to work for their status.

3

4

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**Queen****Lvl: 6**

While they can inherit thrones, many are married off to form better relations.

Bless: Add 2 attack and garbage to any unit.

3

5

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**Servant****Lvl: 1**

A peasant raccoon who, instead of being born in the slums, was born into servitude as a slave to a noble family.

1

1

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**Steward****Lvl: 2**

A servant who pleased their master well enough to become trusted and relied upon.

2

2

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**Trash Collector****Lvl: 3**

A particularly stingy raccoon who goes home to home collecting trash taxes.

Collect: Take 2 garbage from any unit and add it to the player's hoard.

1

2

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SORCERERS



Wandering Magician Lvl: 2

Once an apprentice to runemasters and augurs, these raccoons have chosen to leave academia in search of fortunes.

3

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2



Acolyte Lvl: 3

The lowest level of magic user, often new students to magical universities.

Blunder: Does 1 damage to all adjacent cards, including itself

3

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2



Augur of Trash Lvl: 6

A well practiced user of the arcane arts, with full mastery of trashenomics and trashology. They are often revered leaders.

6

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4



Apprentice Lvl: 4

Graduates of lower level universities often choose to continue their learning by gaining a mentor.

4

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3

**Druid** **Lvl: 4**

Druids often grow extra legs to walk closer with nature. They slowly grow more beast like.

Growth: Add 1 trash to your hoard

3

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3

**Golem****Lvl: 1**

A golem summoned by an accomplished summoner, although it seems abandoned.

1

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1

**Headmaster** **Lvl: 5**

A magician interested in research can take a teaching position to earn grants.

Summon: Search your deck for a golem and summon it or place it in your hand. Reshuffle.

5

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4

**Inventor****Lvl: 2**

A magician who has more aptitude for artificing rather than casting.

Tinker: Runes cost 1 less trash to use this turn.

2

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1

**Monk** **Lvl: 5**

A spiritual mysticist. Monks are self-trained and spend long nights in meditation.

Meditate: Increase level and garbage by 1

2

5

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**Runemaster** **Lvl: 7**

The most powerful wielders of magic, often able to overthrow entire kingdoms in small groups.

7

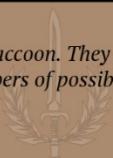
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KNIGHTS

**Scout****Lvl: 1**

A simple scout raccoon. They often warn other committee members of possible threats and food sources.



1

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2

**Sailor****Lvl: 3**

A newly admitted sailor into the seafarer's corp.



2

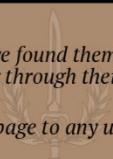
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3

**Paladin****Lvl: 6**

Soldiers that have found themselves to be capable of magic through their religious devotion.

Heal: Add 2 garbage to any unit.



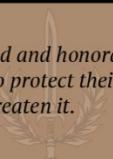
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5

**Knight****Lvl: 5**

Knights are skilled and honorable fighters who stop at nothing to protect their kingdom from all who would threaten it.



4

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5



**Captain****Lvl: 5**

Established leaders and courageous men, their underlings will follow them wherever.

Regroup: All units you can control gain 1 trash.

4

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4

**Archer****Lvl: 4**

A talented archer recruited into the army corps.

Range: Ignore counter damage from any unit.

2

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3

CRIMINALS



Witch

Lvl: 6

A forlorn queen who delved into dark magic to save herself from ruling and marriage.

Curse: Reduce the attack of any unit by 2.

6

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3



Thief

Lvl: 2

Peasants who have turned to lives of crime.

Steal: Remove 2 garbage from the opponent's hoard and add it to the player's.

1

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2



Pirate

Lvl: 2

Sailors who turned to crime, often employed by mafias to extort seafaring merchants.

1

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3



Pickpocket

Lvl: 3

Sad scroungers that couldn't feed their families due to competition.

Steal: Remove 2 garbage from the opponent's hoard and add it to the player's.

1

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1

**Imposter****Lvl: 2**

No one is sure who or what lies behind the cloak, many aren't even sure if it is a raccoon.

3

1

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**Heap Lord****Lvl: 7**

A gluttonous and mischievous raccoon who has clawed their way to the top.

Consume: Remove 1 trash from your hoard. Add 1 attack and garbage to Heap Lord.

3

6

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**Fallen Knight****Lvl: 3**

Their bitterness fuels their fighting skills, making them dangerous foes to cross. Their loyalty now lies with the highest bidder.

3

2

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**Cultist****Lvl: 1**

They worship a long forgotten god and are often followers of shamans.

1

1

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**Black Mage** **Lvl: 4**

An apprentice to a lich, these raccoons head down dark paths.

Sacrifice: Remove X garbage from any unit and add it to this unit's attack.

3

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2

**Assassin****Lvl: 6**

A high level mercenary, often employed by crime families.

Assassinate: Deal 2 damage to any unit, ignore counter damage.

4

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4

COMMONFOLK



Wandering Mystic  **Lvl: 6**

A magic man who rejects both academia and politics, and thus chooses to roam.

Fireworks: There is no counter damage for any unit this turn.

5

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4



Smithy  **Lvl: 5**

A working class raccoon.

5

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4



Shopkeep  **Lvl: 1**

A working class raccoon.

1

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1



Scrounger  **Lvl: 2**

A poor raccoon who searches the trash heaps hoping to find enough treasure to sell for food.

2

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1

**Performer****Lvl: 2**

Talented dancers and singers who wander across different kingdoms in search of their next payday.

2

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2

**Peasant****Lvl: 1**

The peasantry of the kingdom live in giant piles of rotted and worthless trash heaps.

0

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2

**Mad Hatter****Lvl: 2**

Insane from the monotony of their profession, they hunt monsters in the dead of night, or whatever else might cross their path.

2

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2

**Chef****Lvl: 3**

A raccoon who has dedicated their life to making wonderful delicious dishes.

Heal: Add 2 garbage to any unit.

1

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3

**Carpenter**

A simple wood worker.

Lvl: 5

Tinker: Runes cost 1 less trash to use this turn.

3

4

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**Brawler**

A raccoon who has gained fame in the trash heaps based on their fighting prowess.

Lvl: 4

3

4

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RUNES



Rune of Vigor

Lvl: 2

Add 2 garbage to any unit.



Rune of Trapping

Lvl: 5

If the selected unit is attacked, the opposing unit dies immediately.

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Rune of Strength

Lvl: 2

Select any unit to gain 2 attack.

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Rune of Storm

Lvl: 6

Select a player, for 2 turns all of that player's units take 1 damage per turn. Unless using a rune of protection or invisibility.

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**Rune of Shock****Lvl: 3**

Select a unit, it and all unit's beside it take 1 damage.

**Rune of Riposte****Lvl: 1**

Select any unit to gain 2 levels until your next turn.

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**Rune of Revival****Lvl: 4**

Select one unit in either player's cemetery, add it to your hand.

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**Rune of Reverse****Lvl: 2**

Select a unit to switch the attack and garbage.

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**Rune of Reveal****Lvl: 3**

Search your deck for any card, add it to your hand. Reshuffle.

**Rune of Reset****Lvl: 7**

Send all cards back to their respective player's hands.

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Rune of Removal**Lvl: 3**

Send a unit back to it's respective player's hand.

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Rune of Rage**Lvl: 3**

For 2 turns, a selected unit gets 3 extra attack and garbage. At the end of the two turns, they lose this buff and lose 2 attack and garbage.

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Rune of Protection **Lvl: 5**

For your opponent's next turn, your units will not take any damage, nor will they deal counter damage.



Rune of Poison **Lvl: 3**

If the selected unit is attacked, the opposing unit takes 1 damage per turn until it dies.

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Rune of Parrying **Lvl: 2**

If the selected unit is attacked, it deals double the amount of counter damage, if it does any.

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Rune of Molding **Lvl: 3**

Remove any effects from a selected unit, it also loses the buffs and debuffs of its guild.

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Rune of Invisibility **Lvl: 1**

You may select any unit who, until it is your turn again, can't deal any damage or take any damage. If all opposing units are invisible during attack, neither player's units may attack.

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Rune of Identity **Lvl: 2**

Select a unit to switch the guild of. You may choose any guild.

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Rune of Fireball **Lvl: 2**

Deal 2 damage to any unit.

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Rune of Experience **Lvl: 2**

Select any unit to gain a permanent level, until they die.

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**Rune of Drawing****Lvl: 1***Draw 2 cards.***Rune of Destruction****Lvl: 5***Send any unit to it's respective player's cemetery.*

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Rune of Blood**Lvl: 4***A selected unit takes 1 damage per turn until it dies. You gain no garbage from the damage.*

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Rune of Blocking**Lvl: 2***Select a unit, it can't attack until it is your turn again. If attacked, it doesn't do counter damage.*

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**Rune of Ambush****Lvl: 2**

Summon an extra unit from your hand for no extra cost. This is the only rune you can play this turn.

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EQUIPMENT



Wand **Lvl: 3**

Select a unit to give this card to, they become a sorcerer for 3 turns.



Tome **Lvl: 1**

Select a unit to give this card to, they become a sorcerer for this turn.

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Sword **Lvl: 4**

Select a unit to give this card to, while the sword is equipped they gain 2 attack.

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Steel Armor **Lvl: 7**

Select a unit to give this card to, they take 2 less damage from physical attacks. Add 4 garbage and 2 levels to the unit. Nothing else can be equipped to this unit.

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**Staff****Lvl: 5**

Select a unit to give this card to, they become a sorcerer while the staff is equipped. Nothing else can be equipped to this unit.

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**Shield****Lvl: 4**

Select a unit to give this card to, they take 2 less damage from all physical attacks while the shield is equipped.

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**Magic Shield****Lvl: 4**

Select a unit to give this card to, they take 2 less damage from all magical attacks while the shield is equipped.

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**Leather Armor****Lvl: 5**

Select a unit to give this card to, they take 1 less damage from physical attacks. Add 2 garbage and 1 level to the unit. Nothing else can be equipped to this unit.

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**Great Sword****Lvl: 6**

Select a unit to give this card to, while the great sword is equipped they gain 4 attack. Nothing else can be equipped to this unit.

**Great Shield****Lvl: 6**

Select a unit to give this card to, they take 4 less damage from all physical attacks while the shield is equipped. Nothing else can be equipped to this unit.

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**Enchanted Sword****Lvl: 5**

Select a unit to give this card to, while the sword is equipped they gain 2 attack. They become a sorcerer for 3 turns.

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**Enchanted Great Sword****Lvl: 7**

Select a unit to give this card to, while the great sword is equipped they gain 4 attack. They become a sorcerer for 3 turns. Nothing else can be equipped to this unit.

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**Enchanted Dagger Lvl: 3**

Select a unit to give this card to, while the dagger is equipped they gain 1 attack. They become a sorcerer for 3 turns.

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**Dagger Lvl: 2**

Select a unit to give this card to, while the dagger is equipped they gain 1 attack.

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**Buckle Shield Lvl: 2**

Select a unit to give this card to, they take 1 less damage from all physical attacks while the buckle shield is equipped.

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TRASH



Wasteland

Add 2 garbage to your hoard.

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Trash Bag

Add 2 garbage to your hoard.

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Dumpster

Add 2 garbage to your hoard.

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Trash Bin

Add 2 garbage to your hoard.

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