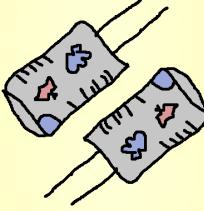
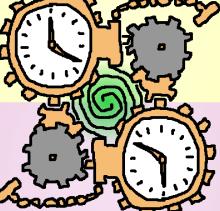
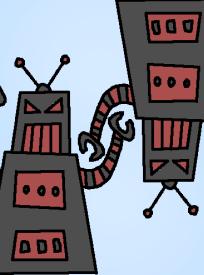
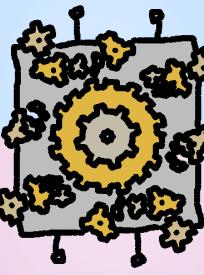
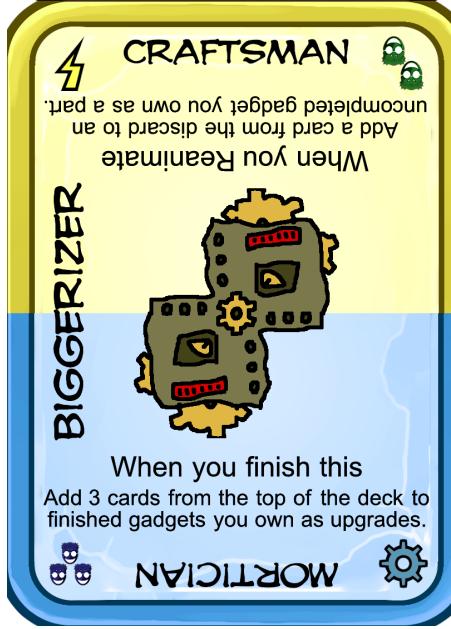


<p>TINKERER</p>  <p>When you Tinker Add a card from the morgue to a finished gadget as an upgrade.</p> <p>STEAM BIRDBATH</p>  <p>After you Tinker Draw a card then discard a card from the morgue.</p> <p>TINKERER</p>	<p>TINKERER</p>  <p>After turns where you Tinker Draw a card.</p> <p>SEVEN MINUTE BOOTS</p>  <p>When you finish this Craft any number of times.</p> <p>MORTICIAN</p>	<p>TINKERER</p>  <p>When you finish this Swap this with a card in the morgue.</p> <p>MORPH-TOADS</p>  <p>When you Tinker Convert a finished gadget or a card tucked under one to a minion.</p> <p>ALCHEMIST</p>
<p>CRAFTSMAN</p>  <p>When you Craft Add a card from the morgue to an unfinished gadget as a part.</p> <p>BAGHDAD CAPACITOR</p>  <p>Before you Craft Draw a card. Add a part from your hand to an unfinished gadget.</p> <p>CRAFTSMAN</p>	<p>CRAFTSMAN</p>  <p>When you Craft 2 cards then discard 2 cards.</p> <p>IDEA NUCLEARATOR</p>  <p>At the start of your turn Draw 2 cards.</p> <p>MORTICIAN</p>	<p>CRAFTSMAN</p>  <p>When you finish this Discard this to immediately finish a card in your hand, then draw a card.</p> <p>TEMPORAL CLACKER</p>  <p>When you finish this Add a 2 parts from the discard pile to every unfinished gadget in play.</p> <p>ALCHEMIST</p>
<p>MORTICIAN</p>  <p>When you activate a minion Discard a minion to perform its action +2 times.</p> <p>KILLBOT 1.0</p>  <p>When you Repair Discard a minion to finish the top card of the deck.</p> <p>MORTICIAN</p>	<p>MORTICIAN</p>  <p>When you build You may treat any card as metal.</p> <p>THE IRON MIDAS</p>  <p>Always Your unfinished metal gadgets provide you with infamy.</p> <p>ALCHEMIST</p>	<p>ALCHEMIST</p>  <p>When you Craft or Tinker Your minions may perform their actions 2 times each.</p> <p>MINION-AIDE</p>  <p>Always Your Mortician minions count as every role.</p> <p>ALCHEMIST</p>



DO NOT REVIVIFY

Whenever you reanimate, the mob grows by 1.

MINION MASTER

To win you must have 5 minions.

COLLECTOR

To win you must have 4 finished gadgets of the same type.

MINION UNION

Whenever you activate a minion you must first discard a card.

SORCERERS STONE

Transmutation changes any card into the top card of the deck.

HECKLERS

When ranting, just draw 1 card.

COSTLY GADGETS

Discard a card before you start each new gadget.

CHURCH GRIM

Whenever you grave rob, the mob grows by 1.

UPGRADE LOCKS

When you rebuild, you may only add half as many upgrades to the gadget as normal (round up).

ANTI-CRAFT

When you Craft, you may build as many times as you want, but every build grows the mob by 1.

SINGLE PURPOSE

Enhancing cost 1 more.

MORONIC MINIONS

Your minion limit is one less than usual.

CORROSIVE ALCHEMY

When you transmute a card, at the end of the turn discard it.

MANDITORY MOVES

If you can activate an ability you must.

POVERTY

Start the game with three cards instead of 4.

IMPATIENT MOB

Every time the deck runs out, the mob grows by 1.

BLASE MOB

The infamy of all completed gadgets is 1.

GOLD PLATING

To complete a gadget you must have one extra material on the gadget.

EMBEZZLERS

When you gain
a minion,
discard a card.

UNRULY MOB

Discard a card
from the morgue
whenever the
mob grows.

VANDALS

Remove an
upgrade
whenever the
mob grows.

POLLUTION

Discard a card
from the morgue
whenever you
activate an ability.

POSH MOB

To win you must
have 4 gadgets
with upgrades.

SWISS-ARMY STYLE

To win you must
have a gadget
with 3
enhancements.