

### **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.