

Power
40

Cerebral

Frenzy - This Cerebral plays one additional card for every Focus Counter it has lost.

Break
24

Discard Focus Bomb

This card gains 1 Focus Counter at the beginning of this Cerebral's turn. When this card has 3 Focus Counters remove 2, and all Thinkers must discard 2 cards.

Break
24

Challenge Again

While in play, this Cerebral challenges one additional time every turn.

Break
24

Focus Steal

When this Cerebral destroys a Focus Counter, immediately add 1 Focus Counter to this Cerebral.

Break
24

Double Power

While in play, double this Cerebral's Power.

Break
24

Thought Deck Destruction

When this Cerebral removes a Thought, the owner of that Thought must discard the top card of their deck.

Break
24

Thinker Overload II

While in play, increase the cost of all cards in play by 2.

Break
24

Focus Break +

While in play, this Cerebral breaks one additional Focus Counter for every Focus Counter this Cerebral breaks this turn.

Target Overload V

Temporarily increase the cost of target Thinker's cards in play by 5.

Double Break

Temporarily break one additional Focus Counter for every Focus Counter this Cerebral breaks this turn.

Challenge Again

Temporarily increase the number of times This Cerebral challenges by 1.

Remove Powerful

Immediately remove the Thought in play with the highest total power.

Remove Intellects

Immediately remove all Intellects in play.

Focus Recovery

Immediately add 1 Focus Counter to this Cerebral.

Remove Inexpensive

Immediately remove any Thought in play with a total cost of 3 or less.

Remove Costly

Immediately remove any Thought in play with a total cost of 4 or more.

Target Overload II

Temporarily increase the cost of target Thinker's cards in play by 2.

Thought Drain

Temporarily reduce the Power of all Thoughts in play to 0.

Thinker Hand Discard

Immediately discard the hand of target Thinker.

Deck Destruction V

Immediately remove the top 5 cards of target Thinker's deck.