

Cyclonium, Chamber Agent

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Bonesaw

CREATURE

DEMON



If a friendly creature was destroyed this turn, Bonesaw enters play ready.

"The most savage demon I have ever encountered."
- Inka the Spider

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Gabriel Rubio

& 002 ●

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1

Dark Minion

CREATURE

MUTANT



Enhance . (These icons have already been added to cards in your deck.)

Destroyed: Deal 1 to each enemy creature.

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Vladimir Zyrianov

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1

Dark Minion

CREATURE

MUTANT



Enhance . (These icons have already been added to cards in your deck.)

Destroyed: Deal 1 to each enemy creature.

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Gateway to Dis

ACTION

Play: Destroy each creature. Gain
3 chains.

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Brolken

007 ●

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Imp-losion

ACTION

Play: Destroy a friendly creature and an enemy creature.

"What's that ticking sound?" - Lost Lukas Lawrence



Imp-losion

ACTION

Play: Destroy a friendly creature and an enemy creature.

"What's that ticking sound?" - Lost Lukas Lawrence



Break-key

ACTION

Play: If your opponent has more forged keys than you, unforge an opponent's key. If you unforge an opponent's key this way, your opponent gains 6♦.

Hard æmber shell. Delicious emotion filling.



Double Doom

ACTION

Play: Return an enemy creature to its owner's hand. Your opponent discards a random card from their hand.

"They who deal with demons are twice cursed."
- The Sanctified Scroll

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Mateusz Mizak

#020 ♦

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3

Desire

CREATURE



DEMON • SIN

Keys cost +4 ⚡.

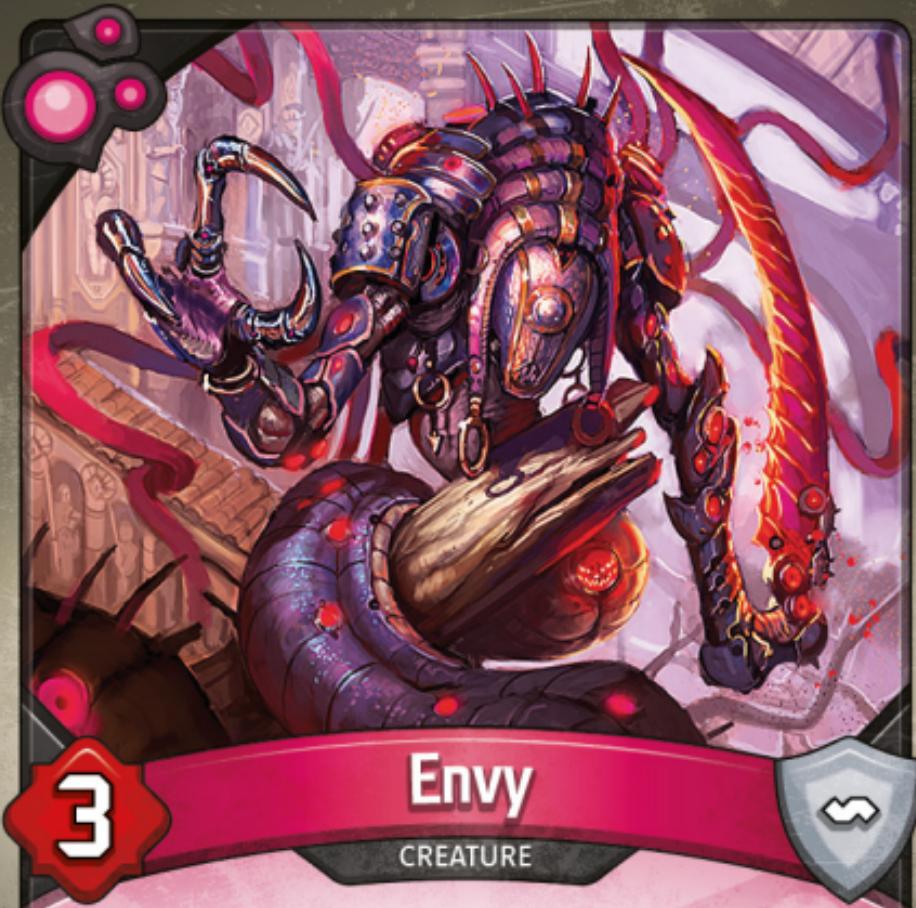
Reap: Forge a key at current cost, reduced by 1 ⚡ for each friendly Sin creature.

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Michele Giorgi

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3

Envy

CREATURE



DEMON • SIN

Elusive.

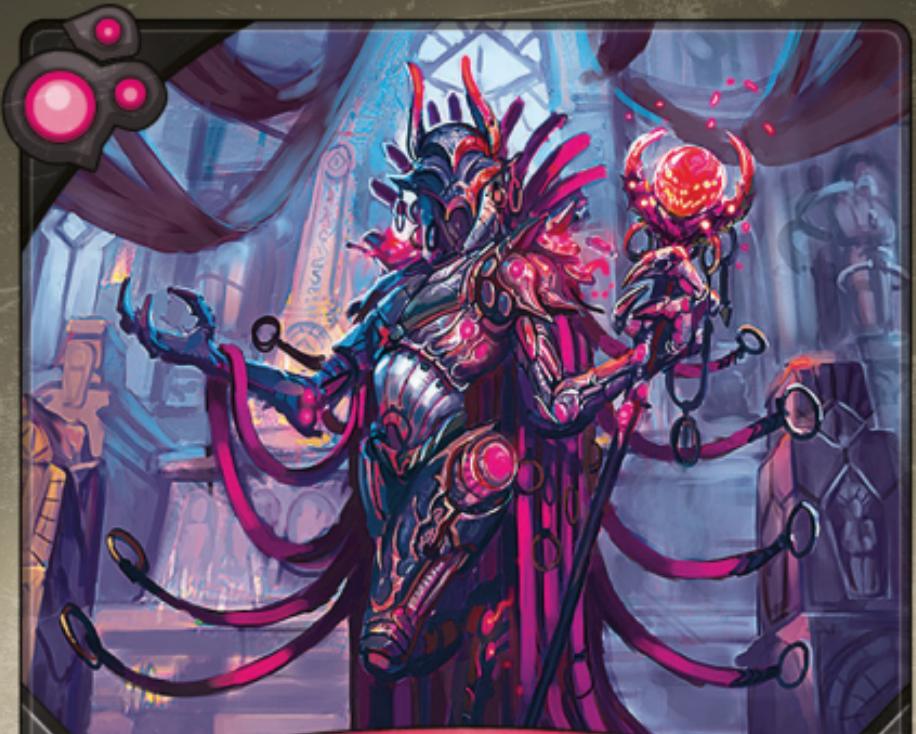
Reap: If there are 2 or more friendly Sin creatures, capture all of your opponent's ♦.

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4

Pride

CREATURE



DEMON • SIN

Reap: Ward each friendly Sin creature.

Of all Lord Invidius's demonic court, none stand higher than Pride.

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3

Wrath

CREATURE

3

DEMON • SIN

Taunt. Poison. Skirmish.

Fight: For each friendly Sin creature,
enrage an enemy creature.

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Eclectic Inquiry

ACTION

Play: Archive the top 2 cards of your deck.

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Fábio Perez

071 ●

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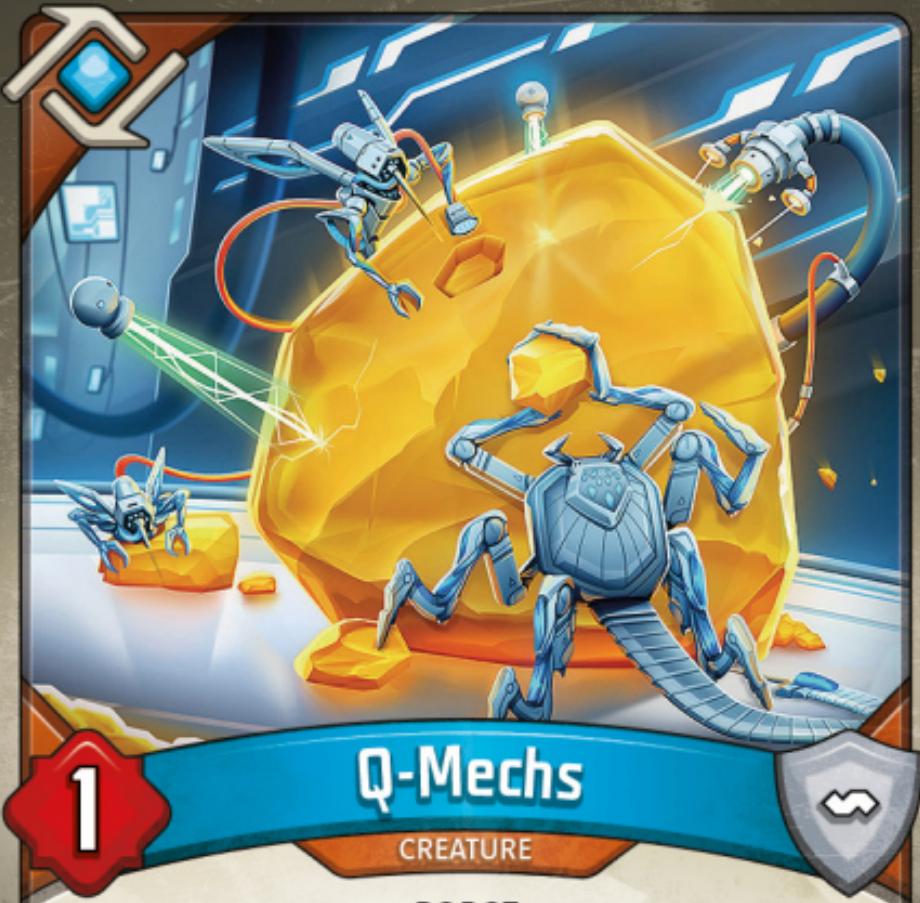


Effervescent Principle

ACTION

Play: Each player loses half their ⚡ (rounding down the loss). Gain 1 chain.

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1

Q-Mechs

CREATURE

ROBOT

Play: Draw a card.

Destroyed: Archive Q-Mechs.

"When Archimedes refuses a task, I send the mechs." - Quixo the "Adventurer"

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1

Q-Mechs

CREATURE



ROBOT

Play: Draw a card.**Destroyed:** Archive Q-Mechs.

"When Archimedes refuses a task, I send the mechs." - Quixo the "Adventurer"

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Standardized Testing

ACTION

Play: Destroy each creature with the lowest power and each creature with the highest power.

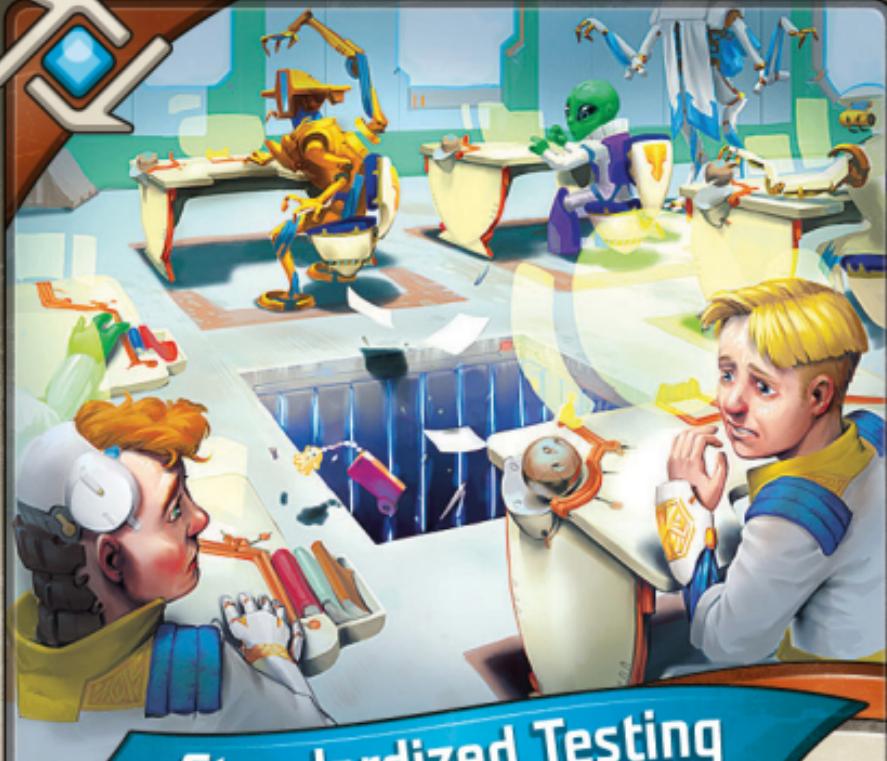
The Logos like to call it aggressive motivation.

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Marko Fiedler

080

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Standardized Testing

ACTION

Play: Destroy each creature with the lowest power and each creature with the highest power.

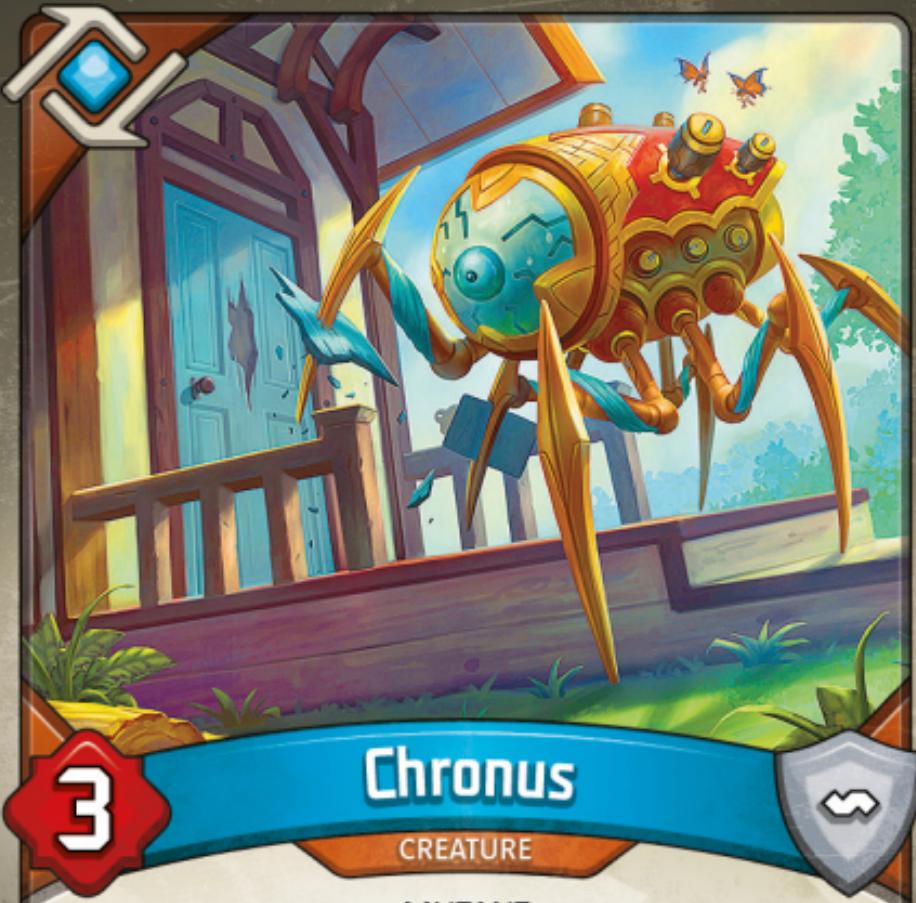
The Logos like to call it aggressive motivation.

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3

Chronus

CREATURE



MUTANT

Enhance . (These icons have already been added to cards in your deck.)

After you resolve a bonus icon, you may archive a card.

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Monztre

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Mutagenic Serum

ARTIFACT



ITEM

Omni: Destroy Mutagenic Serum. You may use friendly Mutant creatures this turn.

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Timur Shevtsov

091 ♦

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Neuro Syphon

ACTION

Play: If your opponent has more ⚡ than you, steal 1 ⚡ and draw a card.

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Limetown Studios

092 ♦

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Mind Over Matter

ACTION

Play: Put each creature into its owner's archives.

"Okay, but if this is all a simulation, what happens if we reboot it?"

—Simon.Root, E-chivist

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Grigory Serov

• 107 ★

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1

Skippy Timehog

CREATURE



MUTANT

Play: Your opponent cannot use any cards during their next turn. (Cards can still be played and discarded.)

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3

Umbra-Bot

CREATURE



MUTANT • SCIENTIST

Elusive. (The first time this creature is attacked each turn, no damage is dealt.)

Reap: Discard a card from your hand. If you do, draw a card.

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Colin Searle

123

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Dark Wave

ACTION

Play: Deal 2 to each non-Mutant creature.

"Significantly less tubular." - Quixo the "Adventurer"

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Monztre

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Look Over There!

ACTION

Play: Deal 2 to a creature. If it is not destroyed, steal 1 .

"I could've sworn I heard a bumblebird..."



Look Over There!

ACTION

Play: Deal 2 to a creature. If it is not destroyed, steal 1 .

"I could've sworn I heard a bumblebird..."

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Grigory Serov

250 ●

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1

Rad Penny

CREATURE



MUTANT • THIEF

Play: Steal 1 ☰.

Destroyed: Shuffle Rad Penny into your deck.

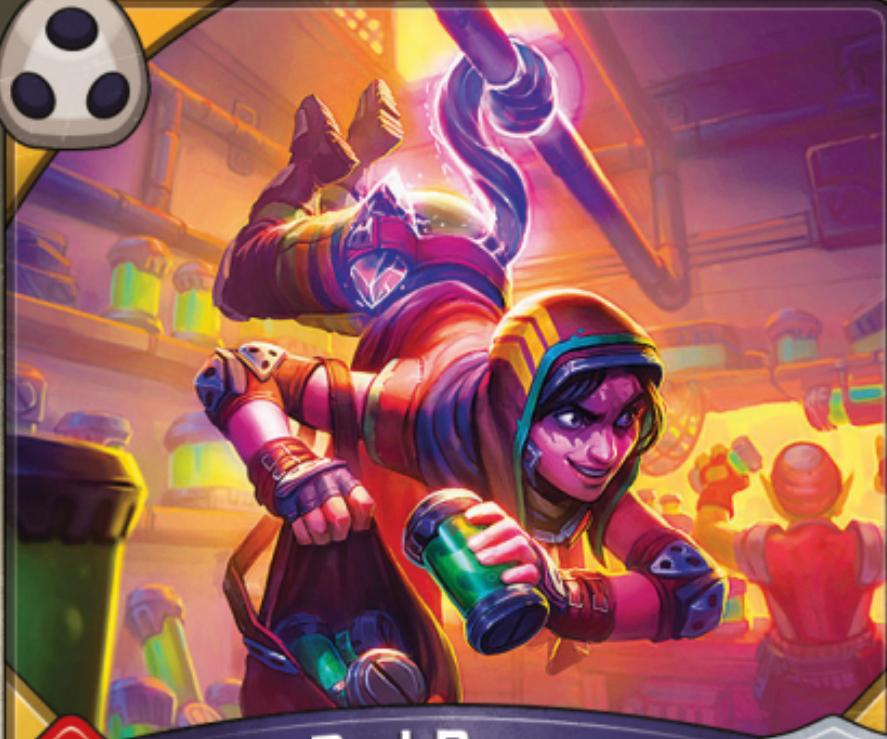
A penny stolen is even better than a penny saved!

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Felipe Martini

255 ●

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1

Rad Penny

CREATURE



MUTANT • THIEF

Play: Steal 1 ☰.

Destroyed: Shuffle Rad Penny into your deck.

A penny stolen is even better than a penny saved!

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Felipe Martini

255 ●

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1

Subtle Otto

CREATURE



MUTANT • THIEF

Play: Your opponent discards a random card from their hand.

Otto was hard to spot even before he grew chameleonic scales.

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Mihai Radu

258 ●

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Tempting Offer

ACTION

Enhance . (These icons have already been added to cards in your deck.)

Play: Return an enemy creature to its owner's hand. If you do, your opponent gains .

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Monztre

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Miasma Bomb

ARTIFACT



WEAPON

Enhance . (These icons have already been added to cards in your deck.)

Action: Destroy Miasma Bomb. Your opponent skips the “forge a key” step during their next turn.



1

Reckless Rizzo

CREATURE



ELF • THIEF

Elusive. (The first time this creature is attacked each turn, no damage is dealt.)

Action: Steal 2 \diamond . Until the start of your next turn, Reckless Rizzo loses elusive.

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Andreas Zafiratos

273 ♦

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Safe House

ARTIFACT



LOCATION

Action: Archive a friendly creature from play.

"Boss, you told me to put the keys somewhere safe."

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Marko Fiedler

274 ♦

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Mole

UPGRADE

This creature gains, "Your opponent may spend ⚒ on this creature as if it were in their pool."

Day 127: They still haven't realized I'm not one of them.

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Natalie Russo

287 ★

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3

Lyco-Thief

CREATURE



MUTANT • THIEF

Elusive. (The first time this creature is attacked each turn, no damage is dealt.)

Skirmish. (When you use this creature to fight, it is dealt no damage in return.)

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Mihai Radu

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