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Sneak(3)

1 Failure

Move a card in the Card Ring up to 2 to the Left or Right. Cards displaced by this always move to the Left.

Sneak(3)

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Move a card in the Card Ring up to 2 to the Left or Right. Cards displaced by this always move to the Left.

Sneak(3)

1 Failure

Move a card in the Card Ring up to 2 to the Left or Right. Cards displaced by this always move to the Left.

Talented Combatant(2)

1 Fight

Draw a card.

Talented Combatant(2)

1 Fight

Draw a card.

Talented Combatant(2)

1 Fight

Draw a card.

Talented Combatant(2)

1 Fight

Draw a card.

Raw Talent(2)

1 Skill

Draw a card.

Raw Talent(2)

1 Skill

Draw a card.

Raw Talent(2)

1 Skill

Draw a card.

Raw Talent(2)

1 Skill

Draw a card.

Perilous Gambit (3)

Discard a card. Draw 2.

Perilous Gambit (3)

Discard a card. Draw 2.

Perilous Gambit (3)

Discard a card. Draw 2.

Perilous Gambit (3)

Discard a card. Draw 2.

Piotr's Perfect Picks(3)

2 Skill

If used against a Trap Adversary, you automatically defeat the Trap.

Piotr's Perfect Picks(3)

2 Skill

If used against a Trap Adversary, you automatically defeat the Trap.

Industrial Espionage(3)

1 Skill

Move a card in the Card Ring up to 4 Card Spaces, to the left or right. Cards displaced by this always move to the left.

Industrial Espionage(3)

1 Skill

Move a card in the Card Ring up to 4 Card Spaces, to the left or right. Cards displaced by this always move to the left.

Industrial Espionage(3)

1 Skill

Move a card in the Card Ring up to 4 Card Spaces, to the left or right. Cards displaced by this always move to the left.

Industrial Espionage(3)

1 Skill

Move a card in the Card Ring up to 4 Card Spaces, to the left or right. Cards displaced by this always move to the left.

Stay Home and Study(4)

+1 Exp. You cannot fight this turn.

Stay Home and Study(4)

+1 Exp. You cannot fight this turn.

Stay Home and Study(4)

+1 Exp. You cannot fight this turn.

Library(5)

3 Skill

Draw 1. You cannot fight this turn.

Library(5)

3 Skill

Draw 1. You cannot fight this turn.

Tome of Knowledge(3)

Draw 2. You cannot fight this turn.

Tome of Knowledge(3)

Draw 2. You cannot fight this turn.

Collaborate(4)

Draw 3. Next turn, all other players draw 1.

Collaborate(4)

Draw 3. Next turn, all other players draw 1.

Collaborate(4)

Draw 3. Next turn, all other players draw 1.

The Value of Caution(4)

You cannot fight this turn. Next turn, 2 Fight and you are immune to Failure.

The Value of Caution(4)

You cannot fight this turn. Next turn, 2 Fight and you are immune to Failure.

Relentless(5)

1 Fight

Ignore the first 2 points of failure assigned to you this turn.

Relentless(5)

1 Fight

Ignore the first 2 points of failure assigned to you this turn.

Relentless(5)

1 Fight

Ignore the first 2 points of failure assigned to you this turn.

Relentless(5)

1 Fight

Ignore the first 2 points of failure assigned to you this turn.

Royal Bounty(5)

1 Fight

If you defeat a monster this turn,
+1 Exp.

Royal Bounty(5)

1 Fight

If you defeat a monster this turn,
+1 Exp.

Royal Bounty(5)

1 Fight

If you defeat a monster this turn,
+1 Exp.

Royal Bounty(5)

1 Fight

If you defeat a monster this turn,
+1 Exp.

Skullduggery(4)

2 Failure

Skullduggery(4)

2 Failure

Skullduggery(4)

2 Failure

Prodigious Talent(5)

2 Skill. 2 Fight.

Prodigious Talent(5)

2 Skill. 2 Fight.

Prodigious Talent(5)

2 Skill. 2 Fight.

Prodigious Talent(5)

2 Skill. 2 Fight.

Renaissance Man(5)

1 Skill. 1 Fight. 1 Failure.

Draw 1.

Renaissance Man(5)

1 Skill. 1 Fight. 1 Failure.

Draw 1.

Renaissance Man(5)

1 Skill. 1 Fight. 1 Failure.

Draw 1.

Renaissance Man(5)

1 Skill. 1 Fight. 1 Failure.

Draw 1.

**Beryl's Brobdingnagian
Blunderbuss(7)**

3 Fight

**Beryl's Brobdingnagian
Blunderbuss(7)**

3 Fight

**Beryl's Brobdingnagian
Blunderbuss(7)**

3 Fight

**Alfonso's Infallible
Alethiscope(7)**

3 Skill

**Alfonso's Infallible
Alethiscope(7)**

3 Skill

**Alfonso's Infallible
Alethiscope(7)**

3 Skill

Curses, Foiled Again!(5)

2 Failure

If an opponent loses a fight this turn, they must discard a card, in addition to the Losing penalty.

Curses, Foiled Again!(5)

2 Failure

If an opponent loses a fight this turn, they must discard a card, in addition to the Losing penalty.

**Archibald's Aetheric
Atomizer(6)**

During the Combat Phase, if you target an Adversary, you defeat it automatically, regardless of your Total Fight. Trash this card.

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Sabotage!(5)

2 Fight. 1 Failure.

Sabotage!(5)

2 Fight. 1 Failure.

Transcontinental Express(5)

1 Skill.

Move a card up to 8.

Transcontinental Express(5)

1 Skill.

Move a card up to 8.

Trolley Cars(5)

1 Skill.

Move up to 3 cards up to 3.

Trolley Cars(5)

1 Skill.

Move up to 3 cards up to 3.

You go first (6)

1 Fight. 2 Failure.

You go first (6)

1 Fight. 2 Failure.

Roderick's Reliable Redactor (7)

2 Fight

This card remains in play.

Cyril's Steam-Powered Protective Suit(7)

You ignore the first 2 points of Failure assigned to you. This card remains in play.

Training Dummy(2)

Win: Trash a card in your hand or discard pile. Lose: Nothing.

Clockwork Abomination(11)

Finale

Win: 15 Exp. The game ends.
Lose: 4 Exp. Discard 4. You cannot be the next player to target the Clockwork Abomination.

Poison Needle Trap(3 Skill)

Win: 2 Exp. All of your opponents discard 1. Lose: Discard 3.

Poison Needle Trap(3 Skill)

Win: 2 Exp. All of your opponents discard 1. Lose: Discard 3.

Pit Trap(5 Skill)

Win: 3 Exp. Your opponents have -1 Skill next turn. Lose: Discard 3.

Pit Trap(5 Skill)

Win: 3 Exp. Your opponents have -1 Skill next turn. Lose: Discard 3.

Will O'Wisps(3)

Win: 2 Exp. You may fight this again. Your Total Fight is reduced by 3 and you only gain 1 Exp each additional time you defeat it. Lose: Nothing.

Will O'Wisps(3)

Win: 2 Exp. You may fight this again. Your Total Fight is reduced by 3 and you only gain 1 Exp each additional time you defeat it. Lose: Nothing.

Sentient Ectoplasm(4)

Win: 2 Exp. Move 2 cards up to 5.
Lose: Discard 1.

Sentient Ectoplasm(4)

Win: 2 Exp. Move 2 cards up to 5.
Lose: Discard 1.

Ghostly Hound(4)

Win: 2 Exp. 3 Skill. Lose: -1 Skill.

Ghostly Hound(4)

Win: 2 Exp. 3 Skill. Lose: -1 Skill.

Experiment 3554-D(4)

Win: 2 Exp. 3 Fight. Lose: You must trash a card in your hand.

Experiment 3554-D(4)

Win: 2 Exp. 3 Fight. Lose: You must trash a card in your hand.

BainSidhe(5)

Win: 3 Exp. Draw 1. Lose: Discard 1.

Bainsidhe(5)

Win: 3 Exp. Draw 1. Lose: Discard 1.

Hoard Guardian(5)

Win: 3 Exp. 2 Skill. Lose: -3 Skill.

Hoard Guardian(5)

Win: 3 Exp. 2 Skill. Lose: -3 Skill.

Clockwork Spider Queen(6)

Win: 5 Exp. Lose: Other players
Draw 1.

Clockwork Spider Queen(6)

Win: 5 Exp. Lose: Other players
Draw 1.

Rogue Agent(6)

Win: 5 Exp. Lose: 1 Exp. Discard
3.

Rogue Agent(6)

Win: 5 Exp. Lose: 1 Exp. Discard
3.

Medical Aberration(7)

Win: 6 Exp. Lose: -3 Fight.

Medical Aberration(7)

Win: 6 Exp. Lose: -3 Fight.

Wraith(8)

Win: 6 Exp. You may trash 1 card
in the Ring. Lose: Trash a card in
your hand at random.