

>TRICKSTER JUJU

alien super drugs



enter
3g

When you play this card, store a #HUMAN card from your hand beneath it. // ~ATH: Any card with the same TITLE as the stored card. // Execute: The store card enters play at your planet, with this executable card stored beneath. // While this executable card is stored under a character card, the character card gains the tag #TRICKSTER and the following game text: // Ability (0g): Choose an opponent's character card at a different location, and move it here.

FLAVORLOGUE



001-E001

>ULTIMATE RIDDLE

ultimate reward



enter
4g

~ATH: your EARTH C planet card. // Execute: Your planet card is restored, and your character cards at your planet gain up to 3 boons (not to exceed maximum.) // When this card is destroyed, nullify it.

FLAVORLOGUE



001-E002

>DITCH THE PANTS

its getting hot in here



enter
3g

~ATH: Any #HUMAN card. // Execute: All inventory cards in play are destroyed.

FLAVORLOGUE



001-E003

>FATHERLY PRIDE

love dad



enter
3g

~ATH: Any DAD character card. // Execute: Store this executable card beneath your #HUMAN card. // While this card is stored under a character card, the character gains +1 power. // When this executable card is destroyed, nullify it.

FLAVORLOGUE



001-E004

>ONE-UP MANSHIP

passive aggressive battles



enter
2g

~ATH: Any opponent's executable card // Execute: Gain +4 grist.

FLAVORLOGUE



001-E005

> DOUBLE TAP

sick of you



enter
4g

~ATH: An opponent's character card with 5+ power when destroyed. // Execute: The triggering character card is nullified.

FLAVORLOGUE



001-E006

>CANDY CORN VAMPIRE

i want to suck your blood



enter
4g

~ATH: Any #TROLL // Execute: Remove all boons from all #TROLL cards.

FLAVORLOGUE



001-E007

>TROJAN VIRUS

injection code



enter
0g

Store this card under another one of your executable cards. // ~ATH: The executable card ontop of this card. // Execute: Return all executable cards to their owner's hand.

FLAVORLOGUE



001-E008

> MAD SKILLS

beat all the best



enter
5g

~ATH: An opponent's character card with 5+ power when destroyed. // Execute: Gain +1 victory point.

FLAVORLOGUE



001-E009

HOMESTUCK



HOMESTUCK



HOMESTUCK



HOMESTUCK

HOMESTUCK

HOMESTUCK

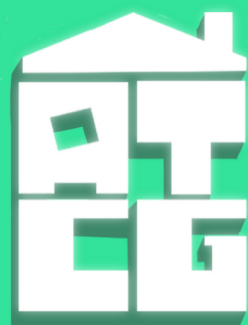
HOMESTUCK



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> HUMANITY

i choose mercy



enter
5g

~ATH: An opponent's planet card. // Execute: Gain +2 victory points, and the triggering planet card is restored. // When this card is destroyed, nullify it.

FLAVORLOGUE



001-E010

>PSIIONIC BATTERY

interstellar flight



enter
3g

~ATH: Your #YELLOWBLOOD // Execute: Until the start of your next turn, moving your #TROLL cards costs 0g.

FLAVORLOGUE



001-E011

>GL'BGOLYB'S SCREECH

ultimate terror tantrum



enter
5g

~ATH: your #FUSCHIABLOOD // Execute: Destroy all #TROLL cards-except for #GHOST cards. // When this card is destroyed, nullify it.

FLAVORLOGUE



001-E012

> CAST CULLER

kill the extras



enter
2g

~ATH: your character card with 4-power when destroyed. // Execute: +1 Boon to all your characters at your planet (not to exceed maximum.)

FLAVORLOGUE



001-E013

> GHOST ARMY

canon fodder



enter
2g

~ATH: Your #GHOST // Execute: +3 to your planet's base power.

FLAVORLOGUE



001-E014

>CHUCKLEV00D00S

jokes on you



enter
6g

~ATH: Your #PURPLEBLOOD // Execute: Gain +1 victory point // When this card is destroyed, nullify it.

FLAVORLOGUE



001-E015

>ANCIENT RUINS

resdicovering the past



enter
3g

~ATH: Your inventory card // Execute: Search your discard pile for another inventory card, and play it immediately (for no cost.)

FLAVORLOGUE



001-E016

> THE TUMOR

bomb at the planets core



enter
5g

~ATH: Your planet card // Execute: An opponent of your choice's planet is destroyed. // When this card is destroyed, nullify it.

FLAVORLOGUE



001-E017

>FORBIDDEN SUMMONING

at the price of oblivion



enter
5g

~ATH: Your planet card // Execute: All player's nullified cards are added to their player's deck, and shuffled.

FLAVORLOGUE



001-E018

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>INEVITABLE DEATH

the cycle continues



enter
4g

~ATH: Your character card with 5+ power when destroyed // Execute: Destroy an opponet's character card with 5+ power.

FLAVORLOGUE



001-E019

>NURSERY PLANET

revolutionary reaction



enter
3g

~ATH: Your #TROLL at your planet // Execute: Move all opponent's character cards with 3+ power at your planet to their own player's planet.

FLAVORLOGUE



001-E020

>HEMOSPECTRUM

straight up eugenics



enter
3g

~ATH: Any #MUTANT // Execute: All your #TROLL cards gain +2 power until the end of your next turn.

FLAVORLOGUE



001-E021

> NO MERCY

what is grief



enter
2g

~ATH: Your character card // Execute: Gain +4 Grist

FLAVORLOGUE



001-E022

>ECHIDNA'S NEEDLES

its happening again



enter
4g

~ATH: Your planet card // Execute: Add your discard pile to your deck and shuffle.

FLAVORLOGUE



001-E023

>MARTYR COMPLEX

not just another victim



enter
4g

~ATH: Your character card with 5+ power when destroyed // Execute: Search your deck for a Character Card, and play it to your planet immediately (without paying it's enter cost.) Shuffle your deck.

FLAVORLOGUE



001-E024

> BEAST FEAST

thats good eatin



enter
2g

~ATH: Any opponent's #BEAST card // Execute: Remove all damage from your intact planet, or restore your destroyed planet.

FLAVORLOGUE



001-E025

> ANCESTRY

doomed to repeat



enter
4g

~ATH: Your #ANCESTOR // Execute: Give all your character cards with the same TITLE as the triggering card +1 Power.

FLAVORLOGUE



001-E026

> TIDYING UP

why is there no hand limit



enter
6g

~ATH: Your Character Card at Your Planet // Execute: Every player discards cards until they have a maximum of 8 cards in their hand.

FLAVORLOGUE

youll find out soon enough



001-E027

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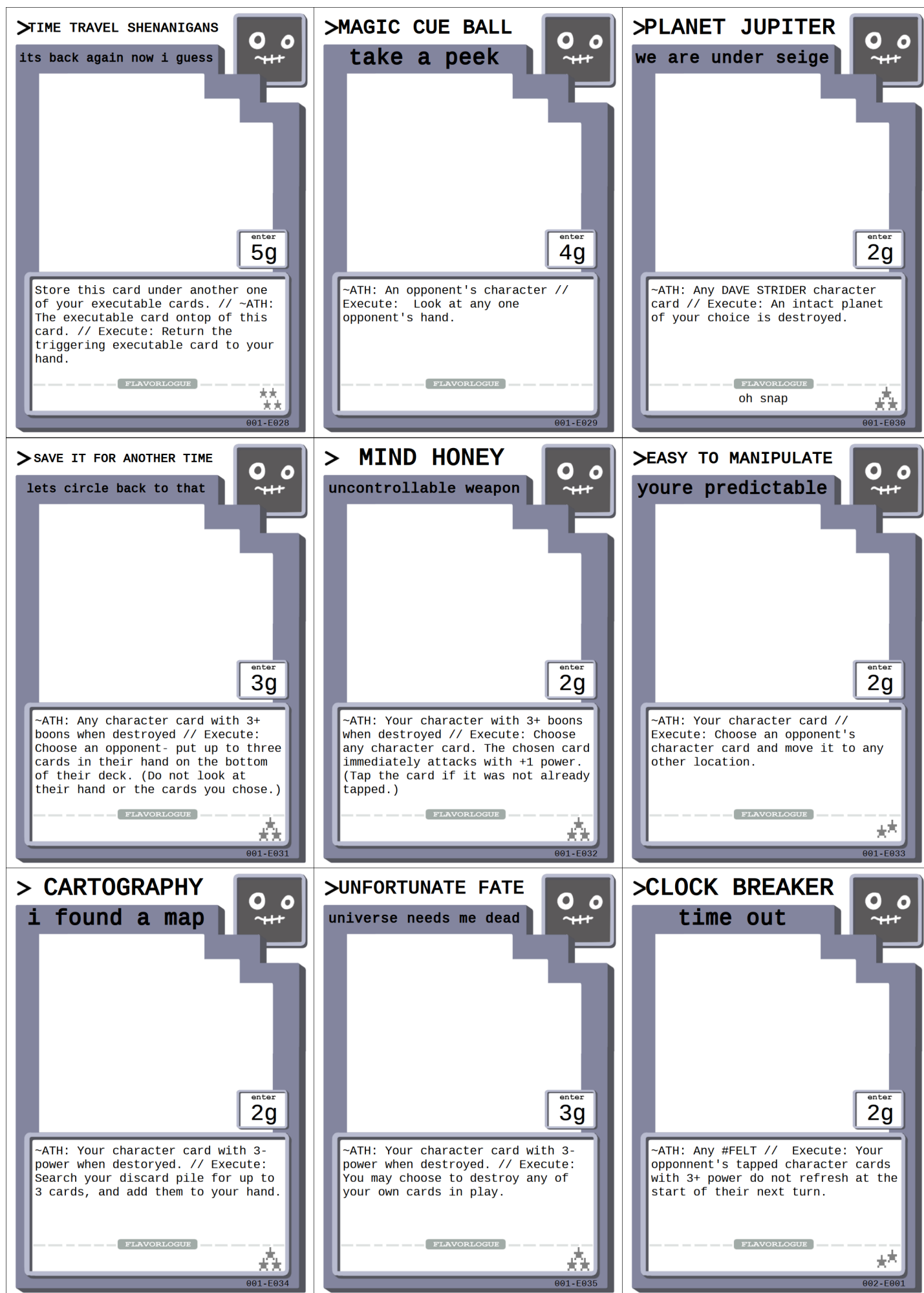


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> **MOON RISEN**
sun setter



enter
3g

~ATH: Your character card with 4+ power when destroyed. // Execute: Put the top most moon card in your discard pile into your hand.

FLAVORLOGUE

002-E002

> **RETALIATION**
unleashed rage



enter
2g

~ATH: Your character card with an opponent's inventory card attached. // Execute: One of your character cards gains +2 power.

FLAVORLOGUE

002-E003

> **JUJU CHEST**
safe keeping



enter
2g

~ATH: Your #CHERUB // Execute: Search your discard pile for an inventory card. Attach it immediately, without paying it's enter cost.

FLAVORLOGUE

002-E004

> **PITY PARTY**
boo hoo im pathetic



enter
1g

~ATH: Your character card with 3-printed power. // Execute: All opponents loose up to 3g (You can not have "negative" grist.).

FLAVORLOGUE

002-E005

> **BLACK SPADE CRUSH**
thats kind of hot



enter
3g

~ATH: Your character with 5+ power when destroyed // Execute: Return all of an opponent's characters with 5+ power to their hand.

FLAVORLOGUE

002-E006

> **JUST DEATH**
its only conditional



enter
2g

~ATH: Your Planet Card with an invader with *Immortality // Execute: Destroy all invading opponent's cards with *Immortality- opponent's can not choose to add an immortality mark.

FLAVORLOGUE

002-E007

> **HEROIC DEATH**
its only conditional



enter
2g

~ATH: Your character card with 4-power when destroyed by an opponent's character with *Immortality // Destroy the opponent's card with *Immortality that triggered this card - opponent's can not chose to add an immortality mark.

FLAVORLOGUE

002-E008

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