

<p>&gt; <b>TIME LOOP</b> brb</p> <p>enter 2g</p> <p>Attach to your character card with an enter cost of grist. // Gain the attached character card's enter cost in grist + 2 grist, and then put the character card and this inventory card back into your deck. Shuffle your deck.</p> <p>FLAVORLOGUE</p> <p>001-I001</p>	<p>&gt; <b>LONG SNOOT</b> assists you in the hunt</p> <p>enter 2g</p> <p>Attach to your #BEAST card. // +1 Power to the attached card.</p> <p>FLAVORLOGUE</p> <p>001-I002</p>	<p>&gt; <b>FETCH</b> what the cat dragged in</p> <p>enter 2g</p> <p>Attach to your #BEAST card. // The attached card gains the following text: // Ability (1g) Move all boons to one of your #HUMAN cards.</p> <p>FLAVORLOGUE</p> <p>001-I003</p>
<p>&gt; <b>ALTERED TIMELINE</b> wait i have a better idea</p> <p>enter 1g</p> <p>Attach to your character card. // Move the attached character card into storage under any other card, then discard this inventory card.</p> <p>FLAVORLOGUE</p> <p>001-I004</p>	<p>&gt; <b>ASTROPHYSICS</b> shrunkn planet</p> <p>enter 3g</p> <p>Attach this to any planet card. // The attached planet card has -2 max damage.</p> <p>FLAVORLOGUE</p> <p>001-I005</p>	<p>&gt; <b>SPACETIME DISTORTION</b> theres no up in space</p> <p>enter 2g</p> <p>Attach this to your planet card. // Before you draw during your Prep Phase, you may choose to look at the top card of your deck- and return it the top or bottom, of your deck.</p> <p>FLAVORLOGUE</p> <p>001-I006</p>
<p>&gt; <b>TEAMWORK</b> friendship is magic</p> <p>enter 3g</p> <p>Attach this to your #HUMAN card. // The attached card gains +1 power per every other one of your #HUMAN cards here.</p> <p>FLAVORLOGUE</p> <p>001-I007</p>	<p>&gt; <b>JET PACK</b> pchooooo</p> <p>enter 1g</p> <p>Attach this to your character card. // The attached character may move for 0 Grist. // If you move the character card in this way, discard this inventory card.</p> <p>FLAVORLOGUE</p> <p>001-I008</p>	<p>&gt; <b>TELEPORTALIZER</b> tactical retreat</p> <p>enter 3g</p> <p>Attach this to your character card. // The attached character card may move from any other location to your planet for 1g.</p> <p>FLAVORLOGUE</p> <p>001-I009</p>

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>EMPRESS'S ORDERS

send the fleet

enter  
4g

Attach this to your ALTERNIA planet card. // You may choose to move all your #TROLL cards here to another player's planet for no cost. // Once you move cards in this way, discard this inventory card.

FLAVORLOGUE

001-I010

>TIME LOTUS CAPSULE

just you wait

enter  
2g

Attach this to your character card at your planet. // While this inventory card is attached, a character can not be destroyed or tapped. When the character would be destroyed, destroy this inventory card instead.

FLAVORLOGUE

001-I011

> SWANKY HAT

outdress em all

enter  
2g

Attach this to your character card. // All opponent's character cards here with inventory attached have -1 power.

FLAVORLOGUE

001-I012

>BLANK CAPTCHACARD

extra inventory

enter  
2g

Attach this to your character card. // The attached character card can have up to 4 boons on it.

FLAVORLOGUE

001-I013

>CARPENTER DRONES

busy builders

enter  
4g

Attach this to your ALTERNIA planet card. // During your Prep Phase, before you draw, you may put the top card of your discard pile into your deck and shuffle your deck.

FLAVORLOGUE

001-I014

> SHOOOSH-PAP

you need to calm down

enter  
1g

Attach this an opponent's character card. // The attached character card loses all it's boons, and then discard this inventory card.

FLAVORLOGUE

001-I015

> MATRIORB

a chance of hope

enter  
5g

Attach this to your ALTERNIA planet card. // If you have no #TROLLS here, you may destroy this inventory card and play any #TROLL cards from your discard pile here for no cost. // Destroy this inventory card if your planet takes any damage while this is attached.

FLAVORLOGUE

001-I016

>HOSTILE ALIEN

born to conquer

enter  
2g

Attach this to your #TROLL card. // The attached character card is always considered "invading" for the purpose of gaining conditional bonuses.

FLAVORLOGUE

001-I017

>CLOAKING DEVICE

blinded by the lights

enter  
5g

Attach this to your planet card. // Opponents may not move character cards here. Destroy this inventory card if your planet takes any damage.

FLAVORLOGUE

001-I018



### >PLAGUE AND DROUGHT

a pox on you

enter  
5g

Attach this to an opponent's planet card. // Characters do not earn boons here. Destroy this card if the attached planet takes any damage.

FLAVORLOGUE



001-I019

### >ANCESTRAL GUIDANCE

its in your blood

enter  
4g

Attach this to your #TROLL #ANCESTOR card. // Your other #TROLL cards with the same -BLOOD tag here gain +1 power.

FLAVORLOGUE



001-I020

### > PLOT ARMOR

they have to survive

enter  
2g

Attach to your character card at your planet // The attached character card resists 1 power against being destroyed by attacks or abilities.

FLAVORLOGUE



001-I021

### >VAMPIRIC CURIOSITY

maybe just a taste

enter  
1g

Attach this to your #JADEBLOOD card // The attached character card gains this text: // You may refresh this card once per round by removing all boons from another one of your #TROLL cards here.

FLAVORLOGUE



001-I022

### > ALCHEMIZER

its like christmas up in here

enter  
3g

Attach this to your character card. // The attached character card gains this text: // Ability (1b) Attach an inventory card from your hand to this character, without paying the enter cost.

FLAVORLOGUE



001-I023

### > JAR OF PISS

thats not apple juice

enter  
2g

Attach this to an opponent's inventory card. // The attached inventory card loses all its current text. and gains this text: // -1 Power to the attached character or planet card.

FLAVORLOGUE



001-I024

### > COMMUNISM

seize the means of production

enter  
6g

Attach this to your EARTH C planet card. // Everytime you would put a boon on your character here, you may choose instead to gain +1 Grist.

FLAVORLOGUE



001-I025

### >PLANETARY DEFENSE

space gun

enter  
4g

Attach this to your planet card. // You may choose to destroy an invader with X or less power here, where X is the amount of boons you discard from your own characters here.

FLAVORLOGUE



001-I026

### >MAIN CHARACTER

narrative focus

enter  
3g

Attach this to an opponent's character card. // The attached character's controlling player can only attach inventory cards to this character.

FLAVORLOGUE



001-I027

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<p>&gt;UNIVERSAL CONSTANT</p> <p>all over the place</p> <p>enter 3g</p> <p>Attach this to your character card. // The attached character card is considered to be at all planets. // If the attached character card is tapped, destroy this inventory card.</p> <p>FLAVORLOGUE</p> <p>001-I028</p>	<p>&gt; PUMPKIN</p> <p>appearify</p> <p>enter ~ATH: Any Inventory Card</p> <p>Attach this to a tapped character card. // Refresh the attached character card, and then put this card back into your deck. Shuffle your deck.</p> <p>FLAVORLOGUE</p> <p>001-I029</p>	<p>&gt; NECROMANCER</p> <p>dark magyycks</p> <p>enter 4g</p> <p>Attach this to your character card. // The attached character card gains +1 power for each one of your active Executable Cards.</p> <p>FLAVORLOGUE</p> <p>001-I030</p>
<p>&gt;ALPHA TIMELINE</p> <p>the real real</p> <p>enter 4g</p> <p>Attach this to your character card. // All opponent's characters cards with the same TITLE as the attached card have 0 power, and can not gain power greater than 0.</p> <p>FLAVORLOGUE</p> <p>001-I031</p>	<p>&gt;FRUITY RUMPUS ASSHOLE FACTORY</p> <p>asshole production is up</p> <p>enter 4g</p> <p>Attach this to your planet card. // All players may play character cards with 2- printed power here from their hand for free.</p> <p>FLAVORLOGUE</p> <p>001-I032</p>	<p>&gt;POST APOCALYPTIC</p> <p>years in the future</p> <p>enter 3g</p> <p>Attach this to your EARTH C planet card. // Invaders who enter play here, enter play tapped.</p> <p>FLAVORLOGUE</p> <p>001-I033</p>
<p>&gt; ADDICTION</p> <p>powerful force</p> <p>enter 3g</p> <p>Attach this to your character card. // When the attached character card destroys any opponent's character card, you must draw a card for each character card it destroyed.</p> <p>FLAVORLOGUE</p> <p>001-I034</p>	<p>&gt;CYCLE OF REVENGE</p> <p>dig two graves</p> <p>enter 3g</p> <p>Attach this to your character card. // The attached character card gains +2 power. // When the attached character card is destroyed, all opponents give one of their character cards +1 power.</p> <p>FLAVORLOGUE</p> <p>001-I035</p>	<p>&gt;PICTIONARY FETCH MODUS</p> <p>superior modus</p> <p>enter 2g</p> <p>Attach this to your character card. // During your turn, you may choose to swap this attached inventory card for another inventory card in your hand.</p> <p>FLAVORLOGUE</p> <p>001-I036</p>

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<p>&gt;OVERLY COMPLICATED INVENTORY SYSTEM</p> <p>over encumbered</p> <p>enter 3g</p> <p>Attach this to a planet card. // Once this card is attached, characters here can not have more than one inventory card attached. (Characters with two or more inventory cards can not be moved here, and characters here with one inventory card can not have more attached.)</p> <p>FLAVORLOGUE</p> <p>001-I037</p>	<p>&gt;ECTO COOLER JUICE BOX</p> <p>ghost power up</p> <p>enter 2g</p> <p>Attach to your #GHOST card. // +1 Power to the attached card.</p> <p>FLAVORLOGUE</p> <p>001-I038</p>	<p>&gt; DODGE ROLL</p> <p>lad and or lass scamper</p> <p>enter 2g</p> <p>Attach this to your #HUMAN card. // The attached card resists 1 power to be destroyed by attacks or abilities.</p> <p>FLAVORLOGUE</p> <p>001-I039</p>
<p>&gt;MAKE FRIENDS</p> <p>all the friends</p> <p>enter</p> <p>Attach this your #HUMAN card. // The attached card gains the following text: // Ability (3b) Play another #HUMAN card from your hand here, without paying it's enter cost.</p> <p>FLAVORLOGUE</p> <p>001-I040</p>	<p>&gt; SHARING</p> <p>is caring</p> <p>enter 2g</p> <p>Attach this to your #HUMAN card. // The attached card gains the following text: // Whenever this card earns a boon, you may choose to place the boon on another #HUMAN of yours.</p> <p>FLAVORLOGUE</p> <p>001-I041</p>	<p>&gt;PASSIVE AGGRESSIVE DISABLEMENT</p> <p>you should survive this right</p> <p>enter 2g</p> <p>Attach this to an opponent's character card with 5+ printed power. // -1 Power to the attached card.</p> <p>FLAVORLOGUE</p> <p>001-I042</p>
<p>&gt;SOMETHING TO PROOVE</p> <p>major chip on your shoulder</p> <p>enter 2g</p> <p>Attach this to your character card. // The attached character card's attacks destroy opponent's with matched power.</p> <p>FLAVORLOGUE</p> <p>001-I043</p>	<p>&gt;MY HEADCANONS</p> <p>whatever i want you to be</p> <p>enter 3g</p> <p>Attach this to a character card. // The attached character card loses any game text, and can not gain any game text.</p> <p>FLAVORLOGUE</p> <p>001-I044</p>	<p>&gt; BOOZE</p> <p>youre drunk arent you</p> <p>enter 4g</p> <p>Attach this to an opponent's character card with an ability. // Whenever the attached card uses an ability, flip a coin. If tails, the ability doesn't take effect (but the character remains tapped.)</p> <p>FLAVORLOGUE</p> <p>001-I045</p>

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## > SABOTAUGE

kill eachother

enter  
2g

Attach this to an opponent's character card with 5+ power. // The attached card's attacks and abilities will also destroy characters the player controls. // When this card is destroyed, nullify it.

FLAVORLOGUE



001-I046

## >STOMP STOMP STOMP

you hate hats

enter  
2g

Attach this to your character card. // The attached character card gains the following text: // Ability (1b) Discard an inventory card from one of your characters.

FLAVORLOGUE



001-I047

## >HARLEQUIN BURGLARS

your prayers were answered

enter  
3g

Attach this to an Inventory Card. // Discard the attached Inventory Card, and this card.

FLAVORLOGUE



001-I048

## > BLACK HOLE

encrouching void

enter  
4g

Attach this to a destroyed planet card. // Moons can not be played here, and all moons here are immediately destroyed. // If the planet is restored, discard this inventory card.

FLAVORLOGUE



002-I001

## >SPECIAL STARDUST

cherub nutrition

enter  
3g

Attach this to your #CHERUB // +1 power to the attached card.

FLAVORLOGUE



002-I002

## > SHACKLED

chained down

enter  
2g

Attach this a character card // The attached character card can not choose to move.

FLAVORLOGUE



002-I003

## >IMPROMPTUTATIONS

lighten the load

enter  
2g

Attach this to a character card. // The attached character card has -1 power, and can move for 0g.

FLAVORLOGUE



002-I004

## >LEPRECHAUN DANCE

charmed performance

enter  
3g

Attach this to your #LEPRECHAUN. // Opponent's cards here can not move away. // Discard this inventory card if the attached #LEPRECHAUN is moved.

FLAVORLOGUE



002-I005

## > MOON BOOTS

pumped up kicks

enter  
2g

Attach this to your character card. // The attached character card gains +1 power while at a moon.

FLAVORLOGUE



002-I006

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> BUCKLE UP  
safety first

enter  
3g

Attach this to your character card.  
// The attached charecter card does  
not lose their boons when they  
move.

FLAVORLOGUE

002-1007

