

Cyclonium, Chamber Agent



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5

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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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

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Imp-losion

ACTION

Play: Destroy a friendly creature and an enemy creature.

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

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Imp-losion

ACTION

Play: Destroy a friendly creature and an enemy creature.

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

© 2020 FFG



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.

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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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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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3

Envy

CREATURE

DEMON • SIN

Elusive.

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

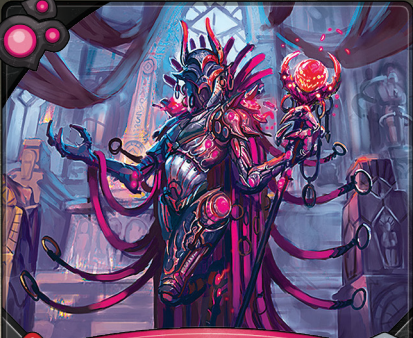


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4

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

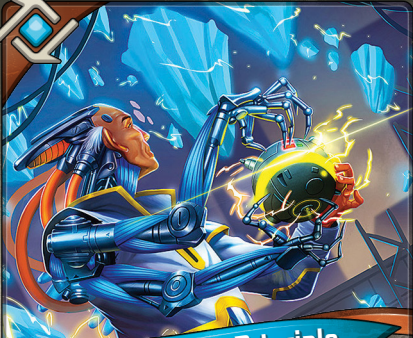
Play: Archive the top 2 cards of your deck.

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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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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.

© 2020 FFG






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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The card art depicts a futuristic, metallic syringe-like device with a large green lens. It is surrounded by various mechanical components, including a brain in a container on the left and another device on the right. The background is a light blue sky with some structures.

Neuro Syphon

ACTION

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

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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

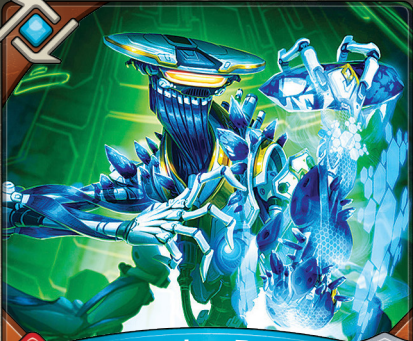
Skippy Timehog

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..."

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 Grigory Serov



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Look Over There!

ACTION

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

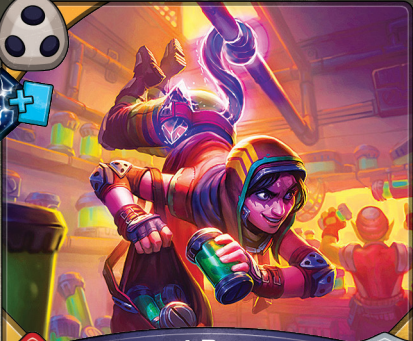
"I could've sworn I heard a bumblebird..."

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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

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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

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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


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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 1 .

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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.

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1

Reckless Rizzo

CREATURE

ELF • THIEF

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

Action: Steal 2 . 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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