Mehitabel, Host of the Hustling Repository

PS DECKLIST

O Dis

Onne Bonesaw O009 Impspector

O013 Sinder

On14 Sparette

On14 Sparette

O015 Stirring Grave O015 Stirring Grave

O017 Waking Nightmare

◆020 Double Doom

♦ 021 Essence Scale

\$2034 Dance of Doom ♦ 063 Umbra-Fiend

Sanctum

O 127 Bull-wark

O 129 Champion Anaphiel

O 129 Champion Anaphiel

O130 Cleansing Wave O 134 Font of the Eve

O 138 Seeker of Truth

O 140 Squire Alys

O 140 Squire Alys

◆145 Barrister Jova

♦156 Shoulder Armor

☆341 Exchange Officer ♥ \$2349 Matter Maker 97

Star Alliance

O129 Champion Anaphiel >

O302 Access Denied

O304 Commander Chan

O311 Scout Pete

O312 Securi-Droid

O315 Subject Kirby

O316 Survey

O317 Teleporter Chief Tink

♦318 ANT1-10NY

◆320 Away Team

◆325 Mutagenesis Researcher

☆340 Ensign El-Samra



5

Bonesaw







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

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



2 Impspector

IMP

Destroyed: Your opponent purges a random card from their hand.

"When you have eliminated the imp-ossible, whatever remains, however imp-robable, must be the truth."

- Quixo the "Adventurer"

Colin Searle

№ 009 •

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Taunt. (This creature's neighbors cannot be attacked unless they have taunt.)

Reap: Destroy a friendly creature.

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CREATURE

MIJITANT

At the end of your turn, capture 10.

Action: Move each \$\infty\$ from Snarette to the common supply.



CREATURE

MIJITANT

At the end of your turn, capture 1.

Action: Move each \$\infty\$ from Snarette to the common supply.



Play: Archive a creature from your discard pile.

32020 FF



Play: Archive a creature from your discard pile.



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

Play: Keys cost +1 of for each Dis creature in play during your opponent's next turn.



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



ITEM

Action: Destroy a friendly creature. If you do, ready and use a friendly creature that shares a house with the destroyed creature.

@2020 F



Dance of Doom

ACTION

Play: Choose a number. Destroy each creature with power equal to that number.



attacked each turn, no damage is dealt.)

Destroyed: Steal 10.

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4 Bull-wark

MUTANT • KNIGHT

Assault 2. (Before this creature attacks, deal 2 to the attacked enemy.)

Each of Bull-wark's neighbors gains assault 2.

"Let me be thy horns."

long Cheng

AS 127 C

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Champion Anaphiel

CREATURE

SPIRIT • KNIGHT

Taunt. (This creature's neighbors cannot be attacked unless they have taunt.)

"Steel thyself, Knave. To harm them you must first defeat me."

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Champion Anaphiel

CREATURE

SPIRIT • KNIGHT

Taunt. (This creature's neighbors cannot be attacked unless they have taunt.)

"Steel thyself, Knave. To harm them you must first defeat me."

@2020



Play: Heal 1 damage from each creature. Gain 1 for each creature healed this way.

02020 FF



LOCATION

Omni: If an enemy creature was destroyed this turn, a friendly creature captures 1.

02020 FF



3 Seeker or Iruth

HUMAN

Fight: You may fight with a friendly non-Sanctum creature.

"Nope, not here either."



CREATURE

Play: Capture 2.

"I think I misunderstood the assignment."

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CREATURE

ΗΙΙΜΔΝ

Play: Capture 20.

"I think I misunderstood the assignment."



HUMAN • KNIGHT

Enemy creatures cannot reap.

"A righteous law will enforce itself."

@2020 F



While this creature is on a flank, it gets +2 armor and +2 power.

"I can't see anything. Do I look cool?"





Exchange Officer

8

ΗΙΙΜΔΝ

Play/Fight/Reap: Use a friendly Star Alliance card.

"I can't wait to tell everyone about this!"

@2020 FF



ITEM

You may play upgrades as if they were in the active house.

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6 Champion Anaphiel

SPIRIT . KNIGHT

Taunt. (This creature's neighbors cannot be attacked unless they have taunt.)

"Steel thyself, Knave. To harm them you must first defeat me."

@2020 FF





CREATURE

ΗΙΙΜΔΝ

Fight/Reap: Use another friendly creature.

"Our mission didn't end. It just changed."



CREATURE

ΔIIFN

Play/Fight/Reap: Look at the top card of your deck. You may discard that card.





4

Securi-Droid



ROBOT

Taunt. (This creature's neighbors cannot be attacked unless they have taunt.)

Securi-Droid may be played as an upgrade instead of a creature, with the text: "This creature gains taunt."



2

Subject Kirby



MUTANT

Play/Fight/Reap: You may play a non-Star Alliance creature this turn.

"Seriously, I feel fine!"

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Enhance 2. (These icons have already been added to cards in your deck.)

Play: Look at the top 2 cards of your deck. Discard 1 of them.





2 Teleporter Chief Tink

ALIEN

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

Action: Swap Teleporter Chief Tink with another friendly creature in the battleline. You may use that other creature this turn.



Dany Orizio № 318 ◆ Mehitabel, Host of the Hustling Repositor

ANT1-10NY to your opponent's pool.



5

Away Team

8

CREATURE

ALIEN • HLIMAN • ROBOT

Destroyed: Put each upgrade on Away Team into its owner's archives.

After the disaster on Roddenfruit-5, red uniforms were discontinued.

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Mutagenesis Researcher

8

CREATURE

MUTANT • SCIENTIST

"I wonder what you'll turn into."

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3

Ensign El-Samra



ΜΙΙΤΔΝΤ

Enhance 222.

Action: Reveal a card from your hand. Resolve its bonus icons as if you had played it.

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