

Townsperson

1

Character — Human

1

1

0

Mob Factor

5

Modifier — Global — Human

+3

+4

+1

+3/+4/+1 to all Human characters.

Mob

1

Modifier — Human

Mob.

Doctor

2

Character — Human

1

1

0

+0/+3/+0 to target Human during an attack in which they've already blocked or move top card from your discard pile to the bottom of your deck. This ability is played as an event and cannot be used again until reset.

Angry Mob

8



Character — Human

10

10

0

Hiding Place

1

Modifier — Human

-

+4

-

+0/+4/+0

Rifle

1



Modifier — Human

+3

-

-

Preemptive Attack
+3/+0/+0

Discover Plans

2

Event — Human

Target opponent must discard top 4 cards from draw pile.

Farmer

1



Character — Human

1

2

0

Remove Farmer from play to force target opponent to remove 1 resource from game.

Candlestick Maker

3

Character — Human

- 2 Use Candlestick Maker to bring Butcher or Baker directly into play.
- 2 Use to give target Human Preemptive Attack until end of turn. This ability is played as an event and cannot be used again until reset.
- 0 If the Butcher and Baker are in play, use Candlestick Maker to remove target modifier from play.

Butcher

3

Character — Human

- 3 Use Butcher to bring Baker or Candlestick Maker directly into play.
- 2 Preemptive Attack against a Mutation.
- 0 If Baker and Candlestick Maker are in play, Butcher can attack a specific character.

Baker

3



Character — Human

- 2 Use Baker to bring Butcher or Candlestick Maker directly into play.
- 2 If Butcher and Candlestick Maker are in play, then use Baker to give +0/+0/+3 to target Human or move top card from your discard pile to the bottom of your deck. This ability is played as an event and cannot be used again until reset.
- 0

City Elder

2

Character — Human

- 1
- 1 Mob. Rally.
- 0

Archer

2



Character — Human

- 2 Use to inflict 1 damage directly to any target.
- 2 This ability is played as an event and cannot be used again until reset.
- 0

Night Watchman

1

Character — Human

- 1
- 2 Rally.
- 0

Garlic

0



Event — Human

Gain Preemptive Attack against target Fempiror or remove Preemptive Attack from attacking Fempiror.

Miraculous Recovery

1

Event — Human

Retrieve 1 character from the discard pile and put it directly into play.

Secret Fempiror Guardian

4

Character — Human

- 4 Leader.
- 5 This character can take all Human modifiers, but should be considered Fempiror in all other ways, particularly not subject to Fempiror transmutation and is affected by sunrise.
- 3 *He always took the night watch, but we never thought he was any different from the rest of us.*

Cross and Stakes

1

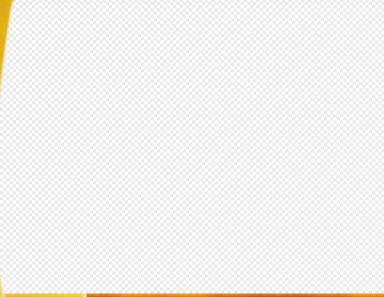


Modifier — Global — Human

All Humans can attack during Superstition.

Garlic Necklace

1



Modifier — Human

Speed is not factored in battle.