Rastem Master

5

Character — Rastem

5
5
5

Rastem Warrior

3

Character — Rastem

3
3
3

Rastem Garb

1

Modifier — Rastem

-
+1   +0/+1/+0
-

Rastem Code

1

1. Do everything in your power to prevent willing transmutation of humans.

2. If willing transmutation occurs, the transmutater will be put to death, and the new Fempiror will be trained as a Rastem to uphold the code.

3. If the new Fempiror will not be trained, then they will be put to service within the Fempiror world where they cannot harm any human unintentionally.

4. Under no circumstances should a new Fempiror be permitted to return to the human world until properly trained and instructed.

Event — Rastem

Remove target Character from play who was used as a resource to perform a Transmutation of any kind.

Established 1408.

Successful Reconnaissance

2

Event — Rastem

Target opponent must discard top 4 cards from draw pile.

Tracker

4

Character — Rastem

3
4   Preemptive Attack.
2

Bow Sniper

2

Character — Rastem

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.
2

Spring the Trap

0

Event — Rastem

Target character gets Preemptive Attack until end of turn.

Pardon Tepish

1

Modifier — Rastem

+1   Take target Tepish Character from your opponent to join your group. +1/+0/-1 and character returns to original owner when killed or at conclusion of game.
-
-1

Medical Miracle

1

Event — Rastem

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

New Volunteer

1

Character — Rastem

1
1   Rally.
1

Tepish Prisoner

0

Character — Rastem

1
2   Must use 1 resource after reset phase to keep in play or Tepish Prisoner is removed from play.
1

Trainee

1

Character — Rastem

1
1
1

Fighter

2

Character — Rastem

2
2
2

Lookout

2

Character — Rastem

1   Give target Rastem Preemptive Attack until end of turn.
1   This ability is played as an event and cannot be used again until reset.
1

Elite

4

Character — Rastem

4
3   Preemptive Attack.
3

Jijunga Devotee

3

Character — Rastem

2
4
3

Confidence

1

Modifier — Rastem

+1   +1/+0/+0
Can attack twice during the same attack phase. Opponent must deal with each attack individually. Damage received is cumulative but character deals full attack during each battle.
–
If Tiberius is in play, cost of Confidence is 0.
–

Selfless Defender

5

Character — Rastem

2

8

2

Can block up to 3 attacking characters. You choose the order in which the blocks are made and damage is received. Damage received is cumulative, but Selfless Defender deals full attack damage to each character blocked.