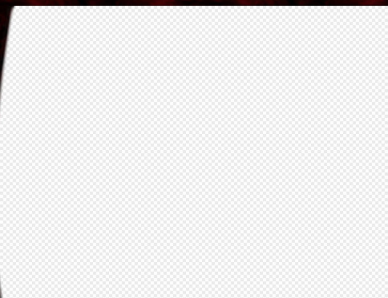


Fälskrüz Warrior

1



Character — Tepish

1

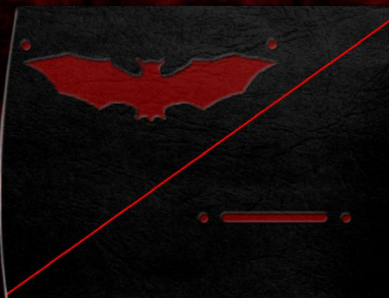


1

1

Cortz Sufzu

1



Modifier — Tepish

+1

Rank.
+1/+3/+1

+3

Any damage taken by any 1 Malnak in play is redirected to Cortz Sufzu who cannot die from this damage. Cannot have more than 1 rank on any Tepish.

+1

Elrod Malnak

1



Modifier — Tepish

-1

Rank. Leader.
-1/+3/+0

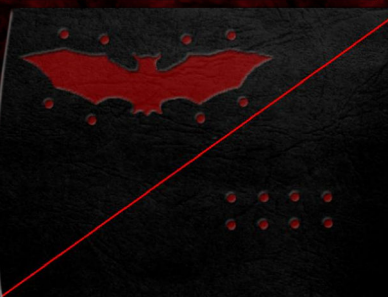
+3

Cannot have more than 1 rank on any Tepish. Can only have 1 Elrod Malnak in play. If a persona Elrod Malnak comes into play, discard this Modifier.

-

Hashakröd Rank

1



Modifier — Tepish

-

Rank.
+0/+2/+0

+2

Mob with Kepinürsk and Redäl Kötz. Cannot have more than 1 rank on any Tepish.

-

Kurvatz Malnak

1



Modifier — Tepish

-1

Rank. Leader.
-1/+3/+0

+3

Cannot have more than 1 rank on any Tepish. Can only have 1 Kurvatz Malnak in play. If a persona Kurvatz Malnak comes into play, discard this Modifier.

-

Morgad Malnak

1



Modifier — Tepish

-1

Rank. Leader.
-1/+3/+0

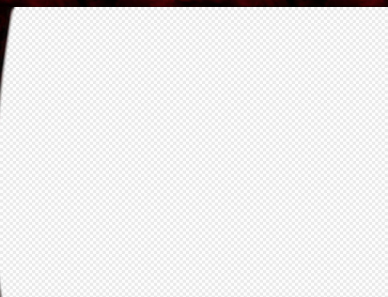
+3

Cannot have more than 1 rank on any Tepish. Can only have 1 Morgad Malnak in play. If a persona Morgad Malnak comes into play, discard this Modifier.

-

Transmutation

1



Modifier — Tepish

+1

Play during your attack. Change target blocking human to a Fempiror and bring it to your group. New Fempiror gets +1/+1/+1. All Rastem must attack on their next turn. Possession of human card returns to owner when killed or at conclusion of game.

+1

+1

Triver Shradna Rank

1



Modifier — Tepish

-

Rank.
+0/+3/+0

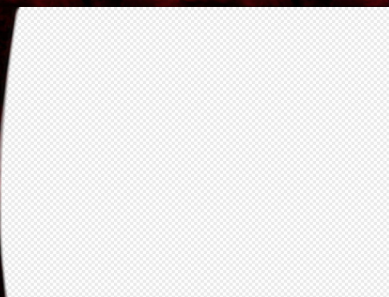
+3

Cannot have more than 1 rank on any Tepish.

-

Dissipater Fluid

1



Event — Tepish

Remove target character from play if the speed of the resource character is greater than the target.

It caused all the water in their intended victim's blood to evaporate. The victims of this death looked shriveled, as if they'd been dead for days instead of hours.

Fempiror Serum

1

Event — Tepish

Remove 1 Human from play.

Kepinürsk Warrior

3

Character — Tepish

3
3
3

Redäl Kötz Warrior

2

Character — Tepish

2
2
2

Mob with other Redäl Kötz and Fälskrüz.

Nilrof

1

Event — Tepish

Force target Rastem to attack.

Tepish Armor

1

Modifier — Tepish

-
+2 +0/+2/+0
-

Burn the Capital

2

Event — Tepish



Target opponent must discard top 4 cards from deck.

"We watched the capital city of the Felletterusk Empire go up in flames before our eyes, and we were powerless to stop it."

Cheating

2

Event — Tepish

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

Hashakröd Warrior

4

Character — Tepish

4
4
4

Triver Shradna Warrior

5

Character — Tepish

5
5
5

Lookout

2

Character — Tepish

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

Human Decoy

0

Event — Tepish

Target character gains Preemptive Attack against a Rastem or remove Preemptive Attack from target Rastem.

"By the time I realized the prisoner wasn't alive, it was too late."

It's a Trap

0

Event — Tepish

Force target character of an opponent to attack during that opponent's attack phase.

Newly Transmuted

1

Character — Tepish

- 1 Rally.
- 1
- 1

Fempiror Prisoner

0

Character — Tepish

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

Urufdiam Archer

2

Character — Tepish

- 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