

# The Filth

## Starting Setup

- 1 x Tentacle Mutant
- 1 x Malignant Cultist

**The Demagogue**  
Summoner • The Filth

12

**Flesh Harvest**  
After a friendly unit within 3 spaces of this unit is destroyed, boost this unit.

**Mutagist**  
During your turn, you may spend 3 boosts to retrieve a Mutant unit from your discard pile, reveal it, and add it to your hand.

4

The Demagogue is a tall, thin figure with a red hood and a dark, flowing robe. He holds a long, dark staff with a glowing red orb at the top. He has a pale, gaunt face and is looking towards the viewer. The background is a dark, swirling red and black.

## Events (2x)

**Volatile Flesh**  
Epic • Attack Phase




0


You may retrieve a Mutant unit from your draw pile, reveal it, and add it to your hand.  
You may summon a Mutant unit, reducing its cost by 1.

Volatile Flesh shows a figure in a dark, hooded robe with a red hood, holding a glowing red orb. The figure is surrounded by a swirling red and black aura. The background is a dark, swirling red and black.

**Shield of the Hopeful**  
Standard • Magic Phase

0

**ACTIVE**  
When a friendly 0-cost unit is being attacked, add 1 damage to it for each  rolled, instead of each  or  rolled.

Shield of the Hopeful shows a figure in a dark, hooded robe with a red hood, holding a glowing red orb. The figure is surrounded by a swirling red and black aura. The background is a dark, swirling red and black.

**Horripty**  
Standard • Magic Phase

0

**ACTIVE**  
Enemy commons and champions cannot end a move adjacent to your summoner or attack while adjacent to it.

Horripty shows a figure in a dark, hooded robe with a red hood, holding a glowing red orb. The figure is surrounded by a swirling red and black aura. The background is a dark, swirling red and black.

**Zeal**  
Standard • Summon Phase

0

Boost your summoner.  
**ACTIVE**  
After a unit is destroyed during your turn, you may force your summoner 1 space.

Zeal shows a figure in a dark, hooded robe with a red hood, holding a glowing red orb. The figure is surrounded by a swirling red and black aura. The background is a dark, swirling red and black.

Commons (4x)

**Malignant Cultist**  
Common • The Filth

0 ♦ 2 ♥

**Enlightening Sacrifice**  
After this unit is destroyed, draw 1 card.

2 ⚔



**Fetid Cultist**  
Common • The Filth

0 ♦ 2 ♥

**Empowering Sacrifice**  
After this unit is destroyed, boost your summoner.

2 ♣



**Anointed Cultist**  
Common • The Filth

0 ♦ 4 ♥

**Forsaken**  
After this unit is destroyed, your opponent gains 1 magic.

2 ♣



**Tentacle Mutant**  
Common • Limited • The Filth

2 ♦ 5 ♥

**Mutate**  
When paying costs to summon this unit, you must also destroy a friendly Cultist or Mutant unit. Replace the destroyed unit with this unit.

**Reach**  
This unit may attack cards that are diagonal to it or up to 2 clear straight spaces away.

2 ♣




**Spew Mutant**  
Common • Limited • The Filth

2 ♦ 4 ♥

**Mutate**  
When paying costs to summon this unit, you must also destroy a friendly Cultist or Mutant unit. Replace the destroyed unit with this unit.

**Splatter**  
After this unit moves, add 1 damage to each enemy unit within 2 clear straight spaces.

3 ⚔



**Bursting Mutant**  
Common • Limited • The Filth

2 ♦ 4 ♥

**Mutate**  
When paying costs to summon this unit, you must also destroy a friendly Cultist or Mutant unit. Replace the destroyed unit with this unit.

**Burst**  
After this unit is destroyed, add 1 damage to each enemy card that was within 2 spaces of it.

3 ⚔



**Horror Mutant**  
Common • Limited • The Filth

2 ♦ 4 ♥

**Mutate**  
When paying costs to summon this unit, you must also destroy a friendly Cultist or Mutant unit. Replace the destroyed unit with this unit.

**Demonic Visage**  
While this unit has 2 or fewer damage, adjacent enemy units have -1 strength.

3 ♣



**Winged Mutant**  
Common • Limited • The Filth

2 ♦ 5 ♥

**Mutate**  
When paying costs to summon this unit, you must also destroy a friendly Cultist or Mutant unit. Replace the destroyed unit with this unit.

**Flight**  
When this unit moves, it may move 1 extra space and through cards.

2 ♣





# Champions

## Incanter Mutant

Champion • The Filth

3♦ 5♥

**Mutate**  
When paying costs to summon this unit, you must also destroy a friendly Cultist or Mutant unit. Replace the destroyed unit with this unit.

**Vile Oration**  
Friendly 0-cost units within 2 spaces of this unit have +1 strength.

3



## Bestial Mutant

Champion • The Filth

3♦ 5♥

**Mutate**  
When paying costs to summon this unit, you must also destroy a friendly Cultist or Mutant unit. Replace the destroyed unit with this unit.

**Fetch**  
After this unit attacks and destroys an enemy unit, add 2 boost to your summoner.

3



## The Abomination

Champion • The Filth

7♦ 11♥

**Malleable**  
Once per turn, during your turn, you may choose a Mutant unit from your hand and place it under this unit. If you do, remove 1 damage from this unit. This unit has +1 strength for each Mutant unit under it, and has the base abilities of those units.

1



Copyrights for the Summoner Wars logo and art belong to Plaid Hat Games, used herein with their express permission.



PlaidHatGames.com