

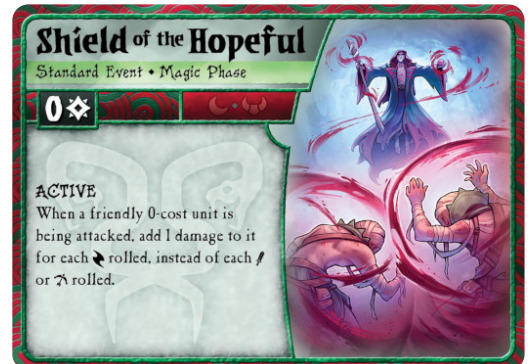
# The Filth

## Starting Setup

- 1 x Tentacle Mutant
- 1 x Malignant Cultist



## Events (2x)



# Commons (4x)

## Malignant Cultist

Common Unit • The Filth

0♦ 2♥

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

2♣



## Fetid Cultist

Common Unit • The Filth

0♦ 2♥

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

2♣



## Anointed Cultist

Common Unit • The Filth

0♦ 4♥

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

2♣



## Tentacle Mutant

Common Unit • 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 Unit • 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 Unit • 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 Unit • 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 Unit • 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



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