

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 hooded cloak and a dark 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 dark with red and green glowing elements.

Events (2x)

Volatile Flesh
Epic • Attack Phase




0

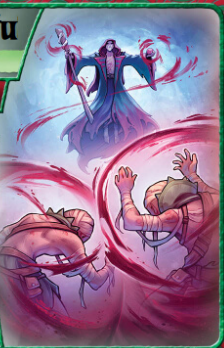
You may retrieve a Mutant unit from your draw pile, reveal it, and add it to your hand.
You may summon a Mutant unit, reducing its cost by 1.

Volatile Flesh shows a figure in a dark, hooded cloak with a red interior, holding a glowing red orb. The figure is surrounded by a swirling, ethereal light. The background is dark with red and green glowing elements.

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 cloak with a red interior, holding a glowing red orb. The figure is surrounded by a swirling, ethereal light. The background is dark with red and green glowing elements.

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 cloak with a red interior, holding a glowing red orb. The figure is surrounded by a swirling, ethereal light. The background is dark with red and green glowing elements.

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 cloak with a red interior, holding a glowing red orb. The figure is surrounded by a swirling, ethereal light. The background is dark with red and green glowing elements.

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