

CABALS

THE CARD GAME

Complete card list

(for version 1.09)

Bearclaw Brotherhood

RASPUTIN



Type: Hero
Rarity: -
Cost: -
Power: -
Abilities: Once per game: Pay 2 resources: target unit gains Toughness and +1 stamina.

BABA YAGA



Type: Hero
Rarity: -
Cost: -
Power: -
Abilities: Once per game: Pay 3 resources: move target exhausted unit to an empty and adjacent non-stronghold tile.

NORTHERN LIGHTS



Type: Action
Rarity: Common
Cost: 4(+1)
Power: -
Abilities: Deal 1 damage to all units.

NOVGORODIAN NOBLEMAN



Type: Unit
Rarity: Common
Cost: 2(+1)
Power: 1
Abilities: Exhaust: +1 resources.

POSSESSED JUNKER



Type: Unit
Rarity: Common
Cost: 4(+1)
Power: 3
Abilities: -

SWARMING LOUSE



Type: Unit
Rarity: Common
Cost: 1(+1)
Power: 1
Abilities: -

UNDERGROUND SPY



Type: Unit
Rarity: Common
Cost: 3(+1)
Power: 2
Abilities: Exhaust: +1 domination points.

BEAR SPIRIT



Type: Unit
Rarity: Uncommon
Cost: 6(+2)
Power: 5
Abilities: Toughness.

BOB CANDLE



Type: Unit
Rarity: Uncommon
Cost: 2(+2)
Power: 1
Abilities: Adjacent enemy units cannot move or attack.

GUIDED THERAPIST



Type: Unit
Rarity: Uncommon
Cost: 3(+2)
Power: 2
Abilities: Toughness.

OBSESSED MONK



Type: Unit
Rarity: Uncommon
Cost: 4(+2)
Power: 3
Abilities: Cannot be targeted.

SPRITUAL MEDIUM



Type: Unit
Rarity: Uncommon
Cost: 2(+2)
Power: 1
Abilities: Once per turn: Pay 1 resource: deal 1 damage to an adjacent unit.

STRIGA



Type:	Unit
Rarity:	Uncommon
Cost:	3(+1)
Power:	2
Abilities:	+2 power after combat. When a unit is destroyed by Striga: +2 domination points.

DOMOVOI



Type:	Unit
Rarity:	Rare
Cost:	1(+2)
Power:	1
Abilities:	Double the gain of resources from the non-stronghold tile Domovoi is on.

FERAL SHAMAN



Type:	Unit
Rarity:	Rare
Cost:	3(+2)
Power:	2
Abilities:	Exhaust: target unit gains +1 stamina.

FROST



Type:	Unit
Rarity:	Rare
Cost:	4(+2)
Power:	1
Abilities:	Opponent's units are deployed exhausted.

UNDERWORLD STROKE



Type:	Action
Rarity:	Rare
Cost:	5(+3)
Power:	-
Abilities:	Target unit in a non-stronghold tile cannot move or activate abilities.

DEVOTED BUREAUCRAT



Type:	Unit
Rarity:	Common
Cost:	3(+1)
Power:	1
Abilities:	Stamina 3.

ANCESTRAL SPIRIT



Type: Unit
Rarity: Uncommon
Cost: 3(+2)
Power: 2
Abilities: Once per game: Pay 1 resource: target unit gains Toughness.

RUSALKA



Type: Unit
Rarity: Common
Cost: 4(+1)
Power: 3
Abilities: May be deployed adjacent to a deployment location.
Does not conquer any tiles.

INFEST THE MIND



Type: Action
Rarity: Rare
Cost: 1(+3)
Power: -
Abilities: Target unit on a non-stronghold tile cannot move until the beginning of your next turn.

LESHII



Type: Unit
Rarity: Common
Cost: 5(+1)
Power: 4
Abilities: -

PSYCHIC LAPSE



Type: Action
Rarity: Common
Cost: 3(+1)
Power: -
Abilities: Move target exhausted unit to an empty and adjacent non-stronghold tile.

VASILISA'S DOLL



Type: Action
Rarity: Common
Cost: 2(+1)
Power: -
Abilities: Target unit gain +1 stamina and Toughness. Draw 1 card.

FABERGE EGG



Type: Action

Rarity: Rare

Cost: 5(+3)

Power: -

Abilities: Deploy an exhausted unit for free in a non-stronghold tile adjacent to any friendly unit.

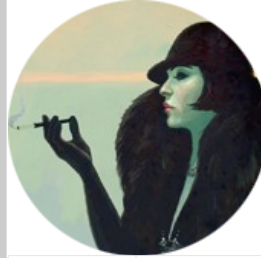
Danann Covenant

MORGANA LE FAY



Type:	Hero
Rarity:	-
Cost:	-
Power:	-
Abilities:	Once per game: Pay 2 resources: Target unit gains +1 power. Draw 1 card.

QUEEN MAB



Type:	Hero
Rarity:	-
Cost:	-
Power:	-
Abilities:	Once per game: Pay 4 resources: conquer target empty non-stronghold tile.

LADY OF ULSTER



Type:	Unit
Rarity:	Common
Cost:	2(+1)
Power:	1
Abilities:	Exhaust: +1 resources.

PHOOKA



Type:	Unit
Rarity:	Common
Cost:	4(+1)
Power:	3
Abilities:	-

PRIVATE DETECTIVE



Type:	Unit
Rarity:	Common
Cost:	1(+1)
Power:	1
Abilities:	-

STEALING FAERIES



Type:	Unit
Rarity:	Common
Cost:	2(+1)
Power:	1
Abilities:	Exhaust: Once per game: deal 1 damage to target unit with power 2 or greater.

THE MAGIC PIGS OF CRUACHU



Type:	Unit
Rarity:	Common
Cost:	3(+1)
Power:	2
Abilities:	Adjacent empty non-stronghold tiles controlled by opponent become neutral.

DRUNKEN CLURICAUN



Type:	Unit
Rarity:	Uncommon
Cost:	3(+1)
Power:	2
Abilities:	Stamina 1.

FOMHORIAN BRUTE



Type:	Unit
Rarity:	Uncommon
Cost:	5(+2)
Power:	5
Abilities:	-

GNOME HERO



Type:	Unit
Rarity:	Uncommon
Cost:	3(+2)
Power:	1
Abilities:	When conquers a tile: +1 power.

OSCULUM INFAME



Type:	Action
Rarity:	Uncommon
Cost:	3(+2)
Power:	-
Abilities:	Target unit gains +2 power.

SIDH



Type:	Action
Rarity:	Uncommon
Cost:	4(+2)
Power:	-
Abilities:	Conquer target free non-stronghold tile.

SPRIGGAN



Type: Unit
Rarity: Uncommon
Cost: 1(+2)
Power: 1
Abilities: Once per game: Pay 3 resources: +2 power.

BANSHEE



Type: Unit
Rarity: Rare
Cost: 4(+2)
Power: 2
Abilities: Once per turn: Pay 3 resources: all units in adjacent tiles are destroyed.

MAIDEN OF THE HEATH



Type: Unit
Rarity: Rare
Cost: 3(+2)
Power: 2
Abilities: Once per turn: Pay 2 resources: target unit gains +1 power.

RAIDING PARTY



Type: Unit
Rarity: Rare
Cost: 4(+2)
Power: 1
Abilities: When deployed: gains +1 power for each other unit you control.

VALBURG'S NIGHT



Type: Action
Rarity: Rare
Cost: 5(+3)
Power: -
Abilities: All friendly units gain +1 power.

FAERY DEMAGOGUE



Type: Unit
Rarity: Common
Cost: 2(+1)
Power: 1
Abilities: Once per game: target unit gains +1 power.

DECOMPOSE



Type: Action
Rarity: Common
Cost: 4(+2)
Power: -
Abilities: Destroy target unit. Unit's owner gains its base cost as resources.

CHANGELING CHAUFFEUR



Type: Unit
Rarity: Uncommon
Cost: 3(+2)
Power: 2
Abilities: When conquers a tile: +1 resources.

DANANN SHAPECHANGE



Type: Action
Rarity: Rare
Cost: 4(+2)
Power: -
Abilities: Target unit is healed, loses all effects and abilities, and has the power of 4.

LADY OF THE LAKE



Type: Action
Rarity: Common
Cost: 2(+1)
Power: -
Abilities: Target unit gains +1 power. Draw 1 card.

CURSED DUCHESS



Type: Unit
Rarity: Common
Cost: 5(+2)
Power: 4
Abilities: When conquers a tile: +1 stamina.

WEALTHY LANDOWNER



Type: Unit
Rarity: Uncommon
Cost: 3(+1)
Power: 2
Abilities: When conquers a tile: +1 domination points.

CHANGELING TRICK



Type:	Action
Rarity:	Rare
Cost:	4(+3)
Power:	-
Abilities:	Target unit is healed, loses its abilities and has the power of 1.

Order of Zahir

FULCANELLI



Type:	Hero
Rarity:	-
Cost:	-
Power:	-
Abilities:	Once per game: Pay 4 resources: return target unit to its owner's hand.

FRANZ TAUSEND



Type:	Hero
Rarity:	-
Cost:	-
Power:	-
Abilities:	Once per game: Pay 2 resources: draw 2 cards.

DEPRAVED ARISTOCRAT



Type:	Unit
Rarity:	Common
Cost:	2(+1)
Power:	1
Abilities:	When deployed: subtract 2 resources from opponent.

DUKE OF CADIZ



Type:	Unit
Rarity:	Common
Cost:	2(+1)
Power:	1
Abilities:	Exhaust: +1 resources.

HOMONCULUS



Type:	Unit
Rarity:	Common
Cost:	2(+2)
Power:	2
Abilities:	Double the gain of Domination Points from the non-stronghold tile Homunculus is on. Slow Attack.

LIQUID SERVANT



Type:	Unit
Rarity:	Common
Cost:	5(+1)
Power:	4
Abilities:	-

SKULL MACHINE



Type: Action
Rarity: Common
Cost: 1(+1)
Power: -
Abilities: +1 resources. Draw 1 card.

ASSASSIN



Type: Unit
Rarity: Uncommon
Cost: 4(+2)
Power: 2
Abilities: Once per game: deal 1 damage to target unit.

GOLEM



Type: Unit
Rarity: Uncommon
Cost: 6(+2)
Power: 7
Abilities: Slow Attack.

LABORATORY GUARDIAN



Type: Unit
Rarity: Uncommon
Cost: 3(+2)
Power: 2
Abilities: Generate +1 resources.
Slow Attack.

LAMP OF ILLUMINATION



Type: Action
Rarity: Uncommon
Cost: 3(+3)
Power: -
Abilities: Draw 3 cards.

SNAKE CHARMER



Type: Unit
Rarity: Uncommon
Cost: 3(+2)
Power: 2
Abilities: When deployed: opponent discards a random card.

TREPHINATION



Type:	Action
Rarity:	Uncommon
Cost:	4(+2)
Power:	-
Abilities:	Deal 1 damage to target unit. Unit gains +2 power if not destroyed.

13TH CHAIR



Type:	Action
Rarity:	Rare
Cost:	4(+3)
Power:	-
Abilities:	Return target unit to its owner's hand.

ADEPT TRANSMUTER



Type:	Unit
Rarity:	Rare
Cost:	3(+2)
Power:	2
Abilities:	Exhaust: draw 1 card.

LIVING VOID



Type:	Unit
Rarity:	Rare
Cost:	5(+2)
Power:	5
Abilities:	When Living Void destroys a unit: opponent discards a random card. Units in combat with Living Void are destroyed.

ROSE OF THE CLOSED GARDEN



Type:	Action
Rarity:	Rare
Cost:	2(+3)
Power:	-
Abilities:	Gain the resources in opponent's resource pool.

CONSPIRING BEGGAR



Type:	Unit
Rarity:	Uncommon
Cost:	1(+1)
Power:	1
Abilities:	-

MAGICIAN



Type: Unit
Rarity: Common
Cost: 2(+2)
Power: 1
Abilities: Return target unit owned by you to your hand.

JEWELLED IDOL



Type: Unit
Rarity: Uncommon
Cost: 4(+3)
Power: 3
Abilities: When a unit controlled by the opponent is destroyed: draw 1 card.

CLONE



Type: Unit
Rarity: Rare
Cost: 3(+2)
Power: 2
Abilities: Once per game: Pay 2 resources: Clone gains the power and abilities of the target unit.

CUTTHROAT



Type: Unit
Rarity: Common
Cost: 4(+1)
Power: 3
Abilities: -

MIMIC



Type: Unit
Rarity: Uncommon
Cost: 2(+1)
Power: 1
Abilities: Once per game: Pay 2 resources: Mimic gains the abilities of the target enemy unit.

CARVE THE SKIN



Type: Action
Rarity: Common
Cost: 3(+2)
Power: -
Abilities: Target unit gains +2 power and Slow Attack.

DISCIPLE OF THE THIRD EYE



Type:	Unit
Rarity:	Rare
Cost:	3(+1)
Power:	2
Abilities:	When attacking: return the defending unit to its owner's hand.

Vril Society

KARL MARIA VILIGUT



Type:	Hero
Rarity:	-
Cost:	-
Power:	-
Abilities:	Once per game: Pay 4 resources: Sacrifice unit: deal 2 damage to adjacent units.

TARNHARI



Type:	Hero
Rarity:	-
Cost:	-
Power:	-
Abilities:	Once per game: Pay 3 resources: target unit gains Fast Attack.

MECHANIC



Type:	Unit
Rarity:	Common
Cost:	2(+1)
Power:	1
Abilities:	Sacrifice: deal 3 damage to an adjacent unit.

UNDEAD VETERANS



Type:	Unit
Rarity:	Common
Cost:	2(+1)
Power:	3
Abilities:	Does not conquer.

UNDERWORLDER



Type:	Unit
Rarity:	Common
Cost:	4(+1)
Power:	3
Abilities:	-

VRIL ROCKETEER



Type:	Unit
Rarity:	Common
Cost:	3(+1)
Power:	2
Abilities:	Fast Attack.

BAVARIAN COUNT



Type: Unit
Rarity: Common
Cost: 2(+1)
Power: 1
Abilities: Exhaust: +1 resources.

AMULET OF WODAN



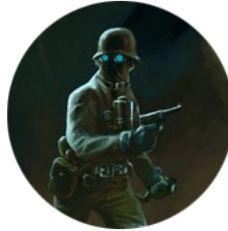
Type: Action
Rarity: Uncommon
Cost: 4(+2)
Power: -
Abilities: Sacrifice a unit: deal 3 damage to adjacent units.

ARYAN RUNEMASTER



Type: Unit
Rarity: Uncommon
Cost: 2(+1)
Power: 1
Abilities: When a unit controlled by you is destroyed: +1 resources.

CHARGED TROOPER



Type: Unit
Rarity: Uncommon
Cost: 2(+1)
Power: 1
Abilities: When destroyed: deal 2 damage to units in adjacent tiles.

FAUSTIAN PHYSICIST



Type: Unit
Rarity: Common
Cost: 2(+1)
Power: 1
Abilities: Sacrifice: +3 resources.

HEXENBANNER



Type: Unit
Rarity: Uncommon
Cost: 3(+1)
Power: 2
Abilities: Once per turn: Pay 1 resource: deal 1 damage to an adjacent unit.

INITIATE OF WODAN



Type: Unit
Rarity: Uncommon
Cost: 3(+2)
Power: 2
Abilities: Pay 2 resources: +1 power.

AWAKENING BARBAROSSA



Type: Action
Rarity: Rare
Cost: 4(+2)
Power: -
Abilities: Destroy target unit: discard a card.

BRAMIN ENGINEER



Type: Unit
Rarity: Rare
Cost: 3(+2)
Power: 2
Abilities: Exhaust: +2 resources.

INDUSTRIAL ECONOMICS



Type: Action
Rarity: Rare
Cost: 1(+3)
Power: -
Abilities: Sacrifice a unit: gain resources equal to twice the units base cost.

ZEPPELIN



Type: Unit
Rarity: Rare
Cost: 3(+3)
Power: 3
Abilities: You may deploy units in a non-stronghold tile adjacent to Zeppelin. Deployed units are exhausted.

VRIL-YA NOVICE



Type: Unit
Rarity: Common
Cost: 1
Power: 1(+1)
Abilities: -

BLITZ TROOPER



Type: Unit
Rarity: Uncommon
Cost: 3(+2)
Power: 2
Abilities: Pay 1 resource: Sacrifice: target unit gains Fast Attack.

VRIL BERSERK



Type: Unit
Rarity: Common
Cost: 4(+2)
Power: 4
Abilities: When deployed: discard a card.

ARMANIC WARRIOR



Type: Unit
Rarity: Rare
Cost: 5(+2)
Power: 7
Abilities: Pay 2 resources at the start of your turn.

GAS ATTACK



Type: Action
Rarity: Common
Cost: 4(+1)
Power: -
Abilities: Deal 1 damage to all units.

CHAMPION OF HYPERBOREA



Type: Unit
Rarity: Uncommon
Cost: 7(+3)
Power: 8
Abilities: -

AVIATOR



Type: Unit
Rarity: Common
Cost: 5(+1)
Power: 3
Abilities: Fast Attack.

ESCALATING INFLATION



Type:	Action
Rarity:	Rare
Cost:	4(+2)
Power:	-
Abilities:	Empty both resource pools. Play one card for free.

