



SINISTER SOCIETY

"SEE THE CIRCUS!"

45

Lv.

AGITO



AT

25



20

DF

World Master - When this card kills a character in battle and sends it to Hell; at the end of the turn, Blitz that card to your side of the field under your control. Character(s) Blitzed using this effect gain 1 “Agito” counter.

World Slide - Exile 1 character you control that has a “Agito” counter on it to Heaven; search your deck for a card and add it to your hand. Cards added to your hand using this effect cannot be played until your next turn.

TYPE

DEMON, DIVINE, WARRIOR

GP

15

7

Lv.

BAD BOMBER: BUSTY TEASE



Givin it away - This card counts as a Darkness Element card. Once per turn, if a Male Gendered card your opponent controls attacks; you may have the attack target this card.

Booby Trap - When this card is attacked; destroy both this card and the card that is attacking it. Both players take damage equal to the Attack points this card had when it was destroyed.

TYPE

BEAST, BOMB, PYRO

GP

4

20

LV.

BAD BOMBER: GOLD DADDY



AT

15



4

DF

Bribe or Die - This card cannot be Drafted. If you control 2 or more “Bad Bomber” characters with different names, you can Blitz this card from your hand. During your opponent’s Stand-by Step, your opponent pays 5 GP or destroys this card.

Greedy Ass Motherfucker - This card gains 6 Attack points for each “Bad Bomber” named character you control. When this card is destroyed and sent to Hell due to a card effect, both players take damage equal to the Attack points this card had. You can only control 1 “Bad Bomber: Gold Daddy”.

TYPE

BEAST, BOMB, PYRO

GP

12

10

Lv.

BAD BOMBER: GREEDY GRENADE



AT



DF

Uninvited - While your opponent controls a character and you do not control any "Bad Bomber" named characters, you may Blitz this card (from your hand). This card cannot attack.

Ready to Burst - During each of your opponent's End Steps, increase this card's Attack points by 3. When this card would be killed in battle, destroy both this card and the card attacking it. Both players take damage equal to the Attack points this card had.

TYPE

BEAST, BOMB, PYRO

GP

0



LV.

BAD BOMBER: RAT TRAP



AT



DF

Easy Prey - Your opponent cannot attack other characters you control other than this card. Your opponent must attack this card each turn if able.

Da-Bomb Booty - When this card is attacked; destroy both this card and the card that is attacking it. Both players take damage equal to your opponent's destroyed card's Attack points.

TYPE

BEAST, BOMB, PYRO

GP

5

15

Lv.

BAD BOMBER: TROJAN MOTHER



AT

0



12

DF

Sinister Mother - This card counts as a Light Element card and a "Sinister" named card. If this card is attacked, destroy this card and the card that attacked it. Both players take 5 points of damage to their GP.

Baby Boomer - During your opponent's 3rd End Step after this card is played, destroy this card. Both players take 20 points of damage to their GP.

TYPE

BEAST, BOMB, PYRO

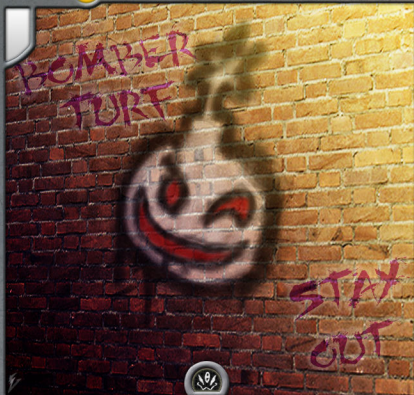
GP

6

0

LV.

BAD BOMBER'S TAG



Activate when a "Bad Bomber" character you control is killed and sent to Hell. Search your deck for a "Bad Bomber" character with a different name than the one that was killed and add it to your hand.

TYPE **MAGICK, TACTICIAN**

GP

5

4

LV.

BLACK CIRCUS TICKET



Select 1 of the following:

- [1] Add 1 character with “IHHAT”, “Sinister”, or “Mad House” in its name from your deck to your hand.
- [2] Blitz 1 character with “IHHAT”, “Sinister”, or “Mad House” in its name from your Hell in defense position.

TYPE **MAGICK, VOID**

GP

2

5

LV.

BLAST FIELD



Destroy 1 character your opponent controls with the lowest Attack points (if a tie, then you decide which card to destroy).

TYPE

MAGICK, BOMB

GP

2

10

LV.

BLAST SHIELD



Reduce effect damage to your GP from "Bomb" type cards by half.

TYPE **MAGICK, MACHINE**

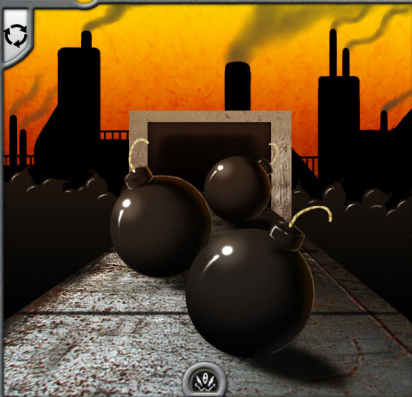
GP

4

9

LV.

BOMB FACTORY



When a "Bomb" type character is killed and sent to Hell due to a card effect, shuffle the destroyed card into your deck. When this card is destroyed and sent to Hell, draw 1 card.

TYPE **MAGICK, MACHINE**

GP

3

13

LV.

BOMB INSURANCE



Each time a “Bad Bomber” character(s) is shuffled into your deck, you gain GP equal to the shuffle card(s) GP. Once per turn during your Draw Step, you may add 1 “Bad Bomber” character from your deck to your hand instead of drawing a card.

TYPE

MAGICK, BOMB, TACTICIAN

GP

2

5

LV.

DELICIOUS MEAL



The character equipped with this card loses 4 Attack points and gains 7 Defense points. During each of your Stand-by Steps, the character equipped with this card loses 1 Defense point.

TYPE

MAGICK, FOOD

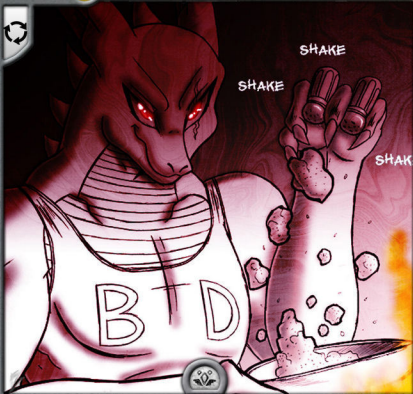
GP

2

10

Lv.

DEVILISH FEAST



When this card is Drafted and you control a "IHAT: Skylar", you may Blitz 1 "IHAT: Marci" from your hand or Hell. Once per turn, you may select 1 "Food" type Magick card (other than "Devilish Feast") in your Hell; add the selected card to your hand. Each time you Draft a "Food" type Magick card; increase your GP by 3. You can only control 1 "Devilish Feast" on the field.

TYPE

MAGICK, FOOD

GP

2

15

Lv. FATTY TIFFANY



Fatten Up - This card cannot be Drafted. This card can only be Blitzed (from your hand) by sending 1 "IHHAT: Tiffany" you control with 3 or more "Food" type Magick cards attached to it to Hell and cannot be Blitzed any other way. While this card is in play, all other "IHHAT" named cards gain 5 Attack and Defense points.

Fat Bitch - Once per turn, if you control a "IHHAT: Skylar" on the field, you may select 1 "Food" type Magick Arms card in your Hell; equip the selected card to this card. During each of your Stand-by Steps, you gain 5 GP for each "Food" type card attached to this card.

TYPE BEAST

GP

3

0

LV.

GOLDEN SLATE OF KNOWLEDGE



Discard 1 card; add 1 Magick card from your deck to your hand. You can exile this card from your Hell to Heaven; add 1 Magick card from your Hell to your hand. You cannot exile this card, the turn it is sent to Hell.

TYPE

MAGICK, HOLY

GP

0

25

Lv.

IHHAAT: BECKY



AT

21

17

Dr

Chimera - This card also counts as a “Bug”, “Reptile”, “Bird”, and “Aqua” type card. When this card is sent to Hell, select 1 card in your deck that matches any of this card’s types and add it to your hand.

Ms. Negative - This card can be Blitzed (from your hand) by sending 1 “Beast”, 1 “Reptile”, and 1 “Bug” type card from your hand to Hell (must be 3 separate cards). This card is unaffected by card effects.

TYPE

BEAST

GP

15

13

LV.

IHHAT: BLAKE



AT

8



8

DF

Lost Eye of Rebellion - As long as this card is in play, all "IHHAT" named cards you control are unaffected by Black Magick cards during the Battle Step.

Scars of Regret - As long as this card is in play, all "IHHAT" named cards you control can inflict chip damage. If you control a "IHHAT: Marci" while this card is in play, once per turn, you may have 1 "IHHAT: Marci" you control attack directly.

TYPE

BEAST

GP

8

1

Lv.

IHAT: MARCI

♀



Lovestruck - When this card is killed in battle, select 1 Male Gendered card in your deck and add it to your hand. If the selected card is "IHAT: Skylar", change the card's Level to 10.

TYPE BEAST

GP

2

10

LV.

IHHAT: MARCI - 2ND

♀



Full Belly - This card can only be Blitzed (from your hand) by sending 1 "IHHAT: Marci" you control with 2 or more "Food" type Magick cards attached to it to Hell. This card's name also counts as "IHHAT: Marci" while in play.

Expanding Horizons - During each of your End Steps, if a "Food" type card is attached to this card, you gain 5 GP.

TYPE BEAST

GP

4

15

LV.

IHHAT: MARCI - 3RD

♀



AT

5



12

DF

Getting Bigger - This card cannot be Drafted. This card can only be Blitzed (from your hand) by sending 1 "IHHAT: Marci - 2nd" you control with 3 or more "Food" type Magick cards attached to it to Hell and cannot be Blitzed any other way. This card's name also counts as "IHHAT: Marci" while in play.

Hungry Kitty - During each of your End Steps, you gain 5 GP for each "Food" type card attached to this card.

TYPE BEAST

GP

8

30

LV.

IHHAT: MARS



Big Sister Workout - Increase the Attack points of all “Dragon” type cards you control by 5. If you control a “IHHAT: Skylar” character, increase that card’s Attack points by 7 instead.

8

Family Cooking - Select 1 “Food” type Magick card in your hell and shuffle it into your deck. If you control a “IHHAT: Skylar” character, draw 1 card afterwards.

TYPE

DRAGON

GP

15

25

LV.

IH-HAT: SKYLAR

♂



Sinister Cook - Once per turn, you may shuffle 1 "Food" type Magick card from your Hell to your deck. This card counts as a "Sinister" named card.

Have some more... - During your Draw Step, instead of drawing a card, you may add 1 "Food" type Magick card from your deck to your hand.

TYPE DRAGON

GP

10

10

Lv.

IHHAT: TIFFANY



AT

8



8

DF

Head Cheerleader - While this card is in play, all other "IHHAT" named cards gain 5 Attack points and 5 Defense points.

Bad Bitch - Your opponent cannot target this card during the Battle Step while you control a "IHHAT" named card other than this card. Once during each Stand-by Step, you gain 5 GP.

TYPE

BEAST

GP

5

□

LV.

IMPLANT BOMB



TIG



TAC

This card can only equip to a Female card. Equipped card gains 30 Attack points. While this card is equipped to a character, battle damage to your opponent's GP involving that character becomes 0. At the end of the turn this card is activated, destroy this card and the character this was attached to and inflict 15 points of damage to both player's GP.

TYPE

MAGICK, BOMB

GP

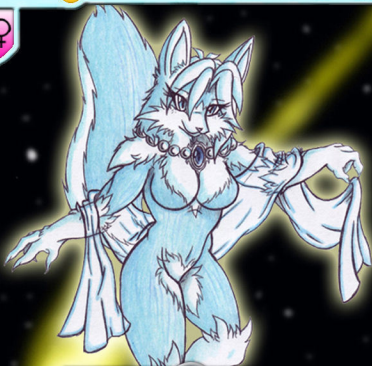
10

40

LV.

JEMU

♀



AT

25



20

DF

Make a Wish - Once per turn, you may select 1 card in your deck and exile it to Heaven. On your 2nd Stand-by Step after using this effect, add the selected card to your hand. Add 1 "Wish" counter to this card afterwards. This card cannot be Blitzed.

Shooting Star Popsicle - Remove 3 "Wish" counters from this card; draw 3 cards.

TYPE

FAIRY, DIVINE, SPACE

GP

20

5

Lv.

LET THERE BE CAKE!



The character equipped with this card loses 5 Attack points and gains 3 Defense points. During each of your Stand-by Steps, increase your GP equal to half the equipped card's Defense points.

TYPE

MAGICK, FOOD

GP

2

8

LV.

MAD HOUSE: DELICIOUS SERPENT



AT

4



4

DF

Tasty Tail - This card cannot be killed in battle.

Eat Thy Self - Once per turn, you may select 1 "Mad House" named character in your Hell; this card's name is treated as the selected character until the end of the turn.

TYPE

REPTILE, ANGEL, GHOST

GP

2

27

Lv.

MAD HOUSE: DIRTY KANGAROO



AT

15



7

DF

Filthy Cheater - If you have 5 or more "Mad House" characters with different names in your hell, you may Blitz this card from your hand. When this card is killed and sent to hell, you may shuffle 3 "Mad House" characters other than "Mad House: Dirty Kangaroo" into your deck, then add this card to your hand.

Pain Beater - This card can attack twice. This card can deal chip damage. Once per turn, you may discard 1 "Mad House" card; increase this card's Attack points by 5 until the end of the turn.

TYPE

BEAST, DEMON, GHOST

GP

0

5

Lv.

MAD HOUSE: MAN-EATING HAMSTER

♀



AT

3



4

Dr

Hiding in Darkness - During your opponent's turn, you may Draft this card from your hand by paying its Level cost.

Not Picky - When this card battles another card, destroy both cards without applying damage to either player's GP.

TYPE

BEAST, DEMON, GHOST

GP

0



LV.

MAD HOUSE: ROADKILL CAT



Pain Addiction - If your opponent controls a character and you do not, you may Blitz this card from your hand. Your opponent cannot attack other characters you control except this one.

Crushed to Death - When this card is killed and sent to Hell, you may Blitz 1 "Mad House" character Level 12 or less from your deck. During your End Step, you may exile this card from your Hell; add 2 "Mad House", "Familiar" or "Sinister" named cards from your deck to your hand.

TYPE

BEAST, DEMON, GHOST

GP



0

LV.

MAD HOUSE: THE CLOSET



[Xross] *Mad House: Roadkill Cat* + *Mad House: Man-Eating Hamster*
+ *Mad House: Delicious Serpent* + *Mad House: Dirty Kangaroo*

Looking at You... - Once per turn, Blitz 1 "Mad House" character from your hell. While you control a "Mad House" character other than this card, this card cannot be attacked or effected by your opponent's card effects. During each of your Stand-by Steps, inflict 6 points of damage to your opponent's GP. When this card is killed and sent to hell, shuffle all "Mad House" cards from your heaven and hell into your deck, then draw 2 cards.

TYPE

DEMON, GHOST, VOID

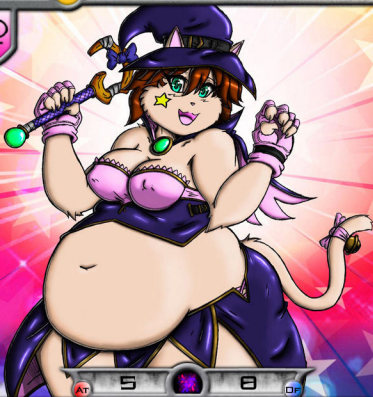
GP

0

10

LV.

MAGI-SEXY MARCI



AT

5



8

DF

Cosplay - You can Blitz this card (from your hand) by sending 1 "IHHAT: Marci" you control to Hell. During the Battle Step, increase this card's Attack points by 5. If this card were to be killed, you may shuffle 1 "IHHAT: Marci" in your Hell into your deck instead. This card is exiled when it leaves the field.

TYPE

BEAST, MAGE

GP

4

13

LV.

MARCI - DAY OF THE DEAD

♀



AT

8



5

DF

Color Swap - This card counts as a "Sinister" named card. You can Blitz this card (from your hand) by sending 1 "IHAT: Marci" you control to Hell. Once per turn, you may discard 1 "Food" type card and select 1 character in play; the selected card's Attack points become 0 until the end of the turn. During your End Step, you may add 1 "Food" type card from your Hell to your hand. This card is exiled when it leaves the field.

TYPE BEAST, MAGE

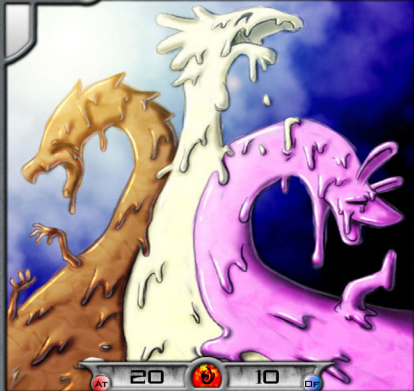
GP

4

25

LV.

MELTING HORROR - SINISTER NEAPOLITAN



[Xross] *Sinister Chocolate Viper* + *Sinister Vanilla Pony* + *Sinister Strawberry Bunny*

Melting Goop - When this card is Xrossed, place 3 “Goop” counters on this card. When this card would be killed and sent to Hell, remove 1 “Goop” counter instead. When this card is killed and sent to Hell, you may pay half your GP; shuffle up to 5 “Food” type cards from your Hell into your deck.

TYPE

XROSS, FOOD, SLIME

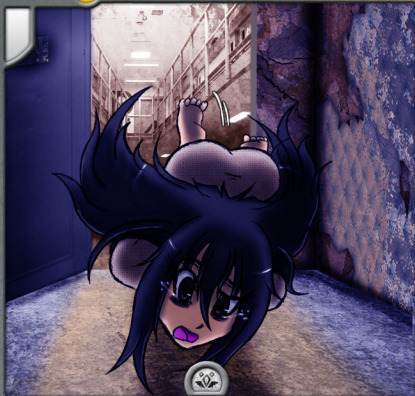
GP

5

5

LV.

NEW MEAT



Blitz a Level 12 or less “Mad House” character from your hand.
This card is treated as a “Mad House” named card.

TYPE

MAGICK, ROCK, TACTICIAN

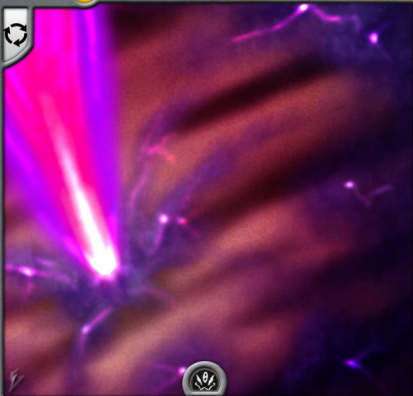
GP

0

0

LV.

SINISTER AURA



Select 1 character in your Hell and Blitz it to the field in attack position. If the character leaves the field, destroy this card. If this card leaves the field, destroy the character.

TYPE

MAGICK, VOID

GP

2

0

LV.

SINISTER BULLET



AT

1



0

DF

Reload Violence - When this card is sent to Hell; add 1 "Sinister Bullet" from your deck to your hand.

Bullet Bite - You may discard this card and select 1 Magick card in play; destroy the selected card.

TYPE

DEMON, METAL, TACTICIAN

GP

1

15

LV.

SINISTER CHOCOLATE VIPER



AT

10



10

DF

Chocolate Chomp - When this card is played from your hand; this card can inflict chip damage until the end of the turn.

Sinister Candy - When this card is sent from the field to Hell; decrease 1 card's attack by 5. When this card is sent from your Hell to your hand; decrease 1 "Food" type card in your hand's Level by 5 other than "Sinister Chocolate Viper".

TYPE

FOOD, REPTILE, SLIME

GP

15

4

Lv.

SINISTER GARDEN

♂



AT

3



3

DF

Silent Predator - When this card is killed in battle; you may Blitz 1 "Sinister Garden" from your deck.

Snap Bite - When this card is Blitzed; send 1 card from the top of your opponent's deck to Hell.

TYPE

DEMON, BIRD, TACTICIAN

GP

4

5

LV.

SINISTER MINT DOLPHIN



0



10



Flavor Ocean - When this card is played from your hand, you may pay half your GP; add 1 of each from your deck to your hand: “Sinister Chocolate Viper”, “Sinister Vanilla Pony”, “Sinister Strawberry Bunny”.

Sinister Mix - When this card is killed, it becomes a Permanent White Magick card and triggers as one. Once per turn, while this card is treated as a Magick card, Blitz 1 “Food” type “Sinister” character from your hand, send 1 card you control to Hell, and send 1 “Food” type card from your Hell to your hand.

TYPE

AQUA, FOOD, SLIME

GP

25

5

LV.

SINISTER OCEAN

**STAGE 1**

All "Sinister" named characters on the field gain 3 Attack and Defense points.

STAGE 2

Once per turn, you may exile a Darkness Element card from your Hell; shuffle 1 Darkness Element from your Hell into your deck.

STAGE 3

Once per turn, add 1 "Sinister" named card from your Hell to your hand.

TYPE

MAGICK, AQUA, VOID

GP

5

10

LV.

SINISTER PLANS



When a "Sinister" named card kills a character in battle, once per turn, add 1 "IHHAT" named card or a "Food" type card from your deck to your hand. If you control "IHHAT: Skylar" on the field while this card is in your hand, this card's Level becomes 0.

TYPE **MAGICK, VOID**

GP

4

4

LV.

SINISTER SOUL ARACHNID

♂



AT

3



3

GP

Death Eater - This card gains 1 Attack point for each "Sinister" card you control other than this card. When this card kills a character in battle and sends it to Hell, increase this card's GP by 1.

Soul Burn - When this card is killed and sent to Hell due to a card effect, inflict damage to your opponent's GP equal to the GP this card had when it was killed. Exile this card after this effect resolves.

TYPE BUG, SPIRIT

GP

4

3

LV.

SINISTER SPECTER



AT

5



3

DF

Cursed Screech - When this card is killed in battle, attach it to the card that killed it as a White Magick Weapon card. While this card is equipped to a character, decrease the equipped card's Attack and Defense by 5.

Returning Anger - When this card is sent to Heaven, add it to your hand.

TYPE

GHOST, SPIRIT, VOID

GP

3

0

LV.

SINISTER STORM



Destroy 1 character in play. Skip your next Draw Step.

TYPE

MAGICK, VOID, WEATHER

GP

5

10

LV.

SINISTER STRAWBERRY BUNNY

♀



AT

5



10

DF

Delicious Joy - When this card is played from your hand; increase your GP by 5.

Sinister Scoop - When this card is sent from the field to Hell; return 1 card on the field to its owner's hand. When this card is sent from Hell to your hand; draw 1 card.

TYPE FAIRY, FOOD, SLIME

GP

20

0

LV.

SINISTER TREAT



Select 1 of the following:

- [1] Add 1 "IHHAT" named card from your deck to your hand.
- [2] Increase your GP by 10.
- [3] Increase 1 character's Defense points by 5.
- [4] Decrease 1 character's Attack points by 5.
- [5] Blitz 1 "Sinister" named character from your Hell in defense position.

TYPE

MAGICK, FOOD

GP

0

20

LV.

SINISTER VANILLA PONY



AT

15



10

DF

Creamy Poison - When this card is played from your hand; inflict 5 points of damage to your opponent's GP.

Sinister Frost - When this card is sent from the field to Hell; destroy 1 card in play. When this card is sent from Hell to your hand; your opponent discards 1 card from their hand to Hell.

TYPE

BEAST, FOOD, SLIME

GP

10

15

Lv.

SUPER HERO: CAPTAIN STARR

♀



AT

8



7

DF

Gold Blaster - When this card attacks, increase this card's Attack points equal to the Attack points of the card this card is attacking until the end of damage calculations.

Leader of the Stars - Once per turn, select 1 card with "Super Hero" in its name from your Hell and shuffle it into your deck. Also, once per turn, you can discard 2 cards; add 1 card with "Super Hero" in its name from your deck to your hand.

TYPE

ALIEN, BEAST, TACTICIAN

GP

8

5

LV.

SWEET BUNS



The character equipped with this card loses 3 Attack points and gains 5 Defense points.

TYPE **MAGICK, FOOD**

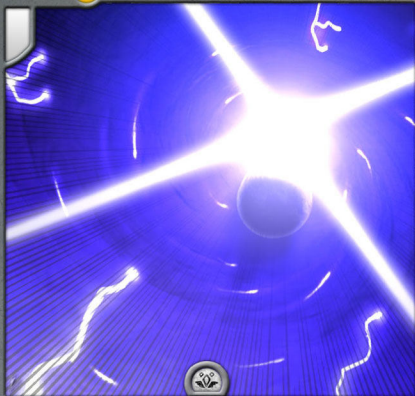
GP

2

0

LV.

VOID BEYOND



Discard 1 card. Select 1 character in play and exile it to Heaven.

TYPE

MAGICK, VOID

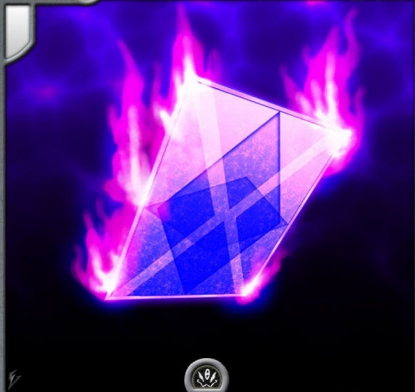
GP

5

0

LV.

VOID BURN



When your opponent attacks 1 character you control, your opponent selects 1 random card in your hand; send the selected card to Hell and end the Battle Step.

TYPE

MAGICK, GAMBLE, VOID

GP

10

4

LV.

VOIDHOLE



Add 1 "Void" type card from your deck to your hand.

TYPE

MAGICK, VOID

GP

5