

## Bastard Sword



### Weapon (Mortal)

This weapon caught a lot of flak from its peers back in the day, but grew to be a better sword for it.

*Slow and Strong: Subtract 1 from your Attack roll*

*Alt Attack: The Bloodening: Cut your hand on the sword and fling your blood at your opponent - dealing a guaranteed 4 Damage to your foe and 2 Damage to you.*

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## Big Iron



### Weapon (Mortal)

Born a single-shot and raised a Dillinger, this gun has finally found its calling.

*Pull the trigger and let the bullet fly. Just make sure to ready the next chamber.*

*Alt Attack: Rapid-fire: This ain't your first rodeo. Fire 1d6 shots dealing 2 Damage each, but destroying the gun in the process.*

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## Baseball Bat



### Weapon (Mystical, Mortal)

The letters "Y A Z" are carved into the barrel of the bat. Whoever this Yaz was, guy must've been pretty dumb to throw out a perfectly good bat. Maybe he went into golf?

*Smash your opponent wicked hard upside the head.*

*Alt Attack: The Number 8 - Bash your opponent's kneecaps, reducing their max Health by 3.*

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## Wiggles the Sea Otter



### Pet

**You may forgo your Attackening phase to command Wiggles to bombard one foe for 3 Damage.**

Wiggles the Sea Otter may be cute, but he is also a highly-decorated grenadier who fought against the Sea Lion Revolt of 6092 (Aquatic Calendar).

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## Aethereal Minigun



### Weapon (Mystical)

Slightly less lethal than its corporeal cousin, the Aethereal Minigun makes up for its decreased damage by being completely weightless. Also, it's all wispy and whatnot.

*Alt Attack: You can forego the minigun's active mode for a defensive one. If so, this card becomes a Pet Sentry that automatically deals 1 Damage to any player after they attack you.*

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## Squirrel



### Pet

**Roll a d6. Evens, you gain 2 Health; odds, you suffer 1 Damage.\***

This forest-dwelling forager keeps you supplied with homeopathic remedies... they're mostly acorns.

*\*If you die: HAH! YOU GOT KILLED BY A SQUIRREL! The last person to deal Damage to you gets your trophy.*

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## Sleepy Kitty



### Pet

**After announcing your Attackening, have your foe roll a Weariness Check (1d6). Anything less than a 5 means they fall asleep on a nearby windowsill and cannot Evade your next Attackening.**

This adorable kitten makes your foe question why they are not also napping in a sun beam at their Gam-Gam's.

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## Walter the Snake



### Pet

**You can re-roll one Attack! Then discard this card.**

Walter the Snake is not particularly threatening. He is, however, sneaky. He'll allow you to re-roll an attack one time before slithering away.

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## Floating Flame Skull



### Pet

**Add 1 to your Evasion rolls**

Sure it follows you around screaming constantly, but he's (?) a brilliant strategist. This frightening heirloom will clue you into your opponent's strategy, granting you an edge in combat.

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