

| Rank/Suit | Title                  | Text                                                                                                                              | MYSTICK:DOMINATION BASIC DECK | Influence |
|-----------|------------------------|-----------------------------------------------------------------------------------------------------------------------------------|-------------------------------|-----------|
| AC        | Sphere of Babylon      | All Cup Pawns get +1 Tarot rank.                                                                                                  |                               |           |
| 2C        | Briar Rose Convent     | At the end of each round, you may choose any number of Cup cards from your Mystick Cross and put them in your hand.               |                               |           |
| 3C        | Gaia Champion          | <b>Presence.</b>                                                                                                                  |                               | 4         |
| 4C        | Mister Booke           |                                                                                                                                   |                               | 4         |
| 5C        | Whispering Oak         |                                                                                                                                   |                               | 3         |
| 6C        | Serpent of Eden        |                                                                                                                                   |                               | 2         |
| 7C        | Trina Josephs          |                                                                                                                                   |                               | 1         |
| 8C        | Protective Spirit      | As long as attached Pawn has any Power, your opponents may not play Attachments on your Pawns.                                    |                               |           |
| 9C        | Beloved of the Masters | Attached Pawn gets +2 tarot rank.                                                                                                 |                               |           |
| 10C       | Ritual of Passion      | Attached Pawn gets +2 influence.                                                                                                  |                               |           |
| PC        | Fulfillment            | Choose a Pawn in play. Discard that Pawn if its tarot rank is lower than that of any Pawn in your Mystick Cross.                  |                               |           |
| NC        | You Will Conform       | Each opponent must draw 2 Fate to no effect.                                                                                      |                               |           |
| QC        | Despair                | Choose a Pawn in play. It gets -3 influence until the end of this round.                                                          |                               |           |
| KC        | Ritual of Return       | Choose a card in your Mystick Cross and put it into your hand.                                                                    |                               |           |
| AP        | Free-For-All           | All of your Pawns get +1 influence but may not take any redraws.                                                                  |                               |           |
| 2P        | Prosperity for the Few | At the end of each round, you may shuffle any or all Pentacle and Major Arcana cards from your Mystick Cross back into your deck. |                               |           |
| 3P        | Billionaire Dilettante |                                                                                                                                   |                               | 5         |
| 4P        | Money Lender           | <b>Resources.</b>                                                                                                                 |                               | 3         |
| 5P        | Heir Apparent          |                                                                                                                                   |                               | 3         |
| 6P        | Syndicate Operative    |                                                                                                                                   |                               | 2         |
| 7P        | Dictator               |                                                                                                                                   |                               | 1         |
| 8P        | Earth to Earth         | After the next initiative draw, attached Pawn is discarded from play.                                                             |                               |           |
| 9P        | Unwilling Martyr       | If attached Pawn is discarded from play, its owner loses 2 victory points.                                                        |                               |           |
| 10P       | Curse of Vanity        | Attached Pawn may not take redraws.                                                                                               |                               |           |
| PP        | Resupply               | For each Pentacle in your Mystick Cross, draw a card.                                                                             |                               |           |
| NP        | Hostile Takeover Bid   | Choose a player. For each Pentacle in your Mystick Cross, discard a card from the top of that player's deck.                      |                               |           |
| QP        | Summons                | Look through your deck, choose a Pawn card, and put it into play. Shuffle your deck afterwards.                                   |                               |           |
| KP        | Ritual of Cleansing    | Choose a Pawn in play. All of that Pawn's Attachments are discarded.                                                              |                               |           |

| Rarnk/Suit | Title               | Text                                                                                                                                                  | MYSTICK:DOMINATION BASIC DECK |
|------------|---------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------|
| AS         | Alpha Project       | After the next initiative draw, all Environment and Attachment cards in play are discarded.                                                           |                               |
| 2S         | San Greal           | When you play this card, gain 2 victory points. If this card leaves play, lose 3 victory points.                                                      |                               |
| 3S         | "Healthy Horatio"   | <b>Immunity.</b>                                                                                                                                      | 4                             |
| 4S         | Alpha Renegade      | <b>Immunity.</b>                                                                                                                                      | 3                             |
| 5S         | Judith Ignatius     | This Pawn may not be challenged by any Pawn that has one or more Attachments.                                                                         | 2                             |
| 6S         | Reluctant Prodigy   |                                                                                                                                                       | 2                             |
| 7S         | Frontier Scientist  |                                                                                                                                                       | 1                             |
| 8S         | Clairvoyant         | Attached Pawn may challenge any Pawn in play regardless of tarot rank.                                                                                |                               |
| 9S         | Inspiration         | When attached Pawn challenges, its owner draws a card.                                                                                                |                               |
| 10S        | Active Conditioning | If attached Pawn has no Power, it must challenge during its owner's next move or be discarded from play at the end of that move.                      |                               |
| PS         | Twin Lives          | Take 2 moves in a row after this one. Neither of these moves may be used to draw.                                                                     |                               |
| NS         | Sleight of Fate     | Choose a player. Put all Major Arcana in his/her Mystick Cross on the bottom of his/her deck.                                                         |                               |
| QS         | Prolong the Agony   | Reset the draw count to zero.                                                                                                                         |                               |
| KS         | Weaving the Veil    | Each of your opponents loses one victory point for each Environment he/she has in play.                                                               |                               |
| AW         | Garden of Babylon   | After each initiative draw, gain one victory point for every 2 Power in the pool.                                                                     |                               |
| 2W         | Death Cult          | Each time a Pawn is discarded from play, gain one victory point.                                                                                      |                               |
| 3W         | Pyromancer          |                                                                                                                                                       | 5                             |
| 4W         | Fourth Order Magus  |                                                                                                                                                       | 4                             |
| 5W         | Supremacists        | <b>Aggression.</b>                                                                                                                                    | 2                             |
| 6W         | Necrotician         | <b>Aggression.</b>                                                                                                                                    | 1                             |
| 7W         | Black Cat           |                                                                                                                                                       | 1                             |
| 8W         | The Dreaming        | Attached Pawn may not challenge Pawns.                                                                                                                |                               |
| 9W         | Curse of Pain       | When attached Pawn challenges, one success counts as a failure instead.                                                                               |                               |
| 10W        | Words of Silver     | Attached Pawn gets +1 influence for each Wand in your Mystick Cross.                                                                                  |                               |
| PW         | Ego Projection      | Move any amount of Power from one Pawn to another Pawn with higher tarot rank.                                                                        |                               |
| NW         | Psychic Incubus     | Choose a Pawn in play. For each Wand in your Mystick Cross, move one Power from that Pawn to the pool.                                                |                               |
| QW         | Purge               | Choose a tarot rank. All Pawns with the chosen tarot rank are discarded from play. Discard the top 3 cards of your deck for each Pawn thus discarded. |                               |
| KW         | The Awakening       | Choose a player. All of that player's Environment cards in play are discarded.                                                                        |                               |

| Rank/Suit | Title                  | Text                                                                                                                                            | MYSTICK:DOMINATION POWER DECK | Influence |
|-----------|------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------|-----------|
| AC        | Babylon Gate           | You may use a move to discard the last card in your Mystick Cross.                                                                              |                               |           |
| 2C        | The Cycle and the Path | You may use a move to choose a Pawn from your discard pile and put it at the bottom of your deck.                                               |                               |           |
| 3C        | River Avatar           | Your opponents may not play Attachments on this Pawn, and it may never be chosen by the text on your opponents' cards.                          |                               | 4         |
| 4C        | Conspiracy Columnist   | When this Pawn challenges, each Cup drawn counts as 2 successes.                                                                                |                               | 3         |
| 5C        | Gaia Matriarch         | <b>Presence.</b>                                                                                                                                |                               | 2         |
| 6C        | True Bard              | <b>Presence.</b>                                                                                                                                |                               | 1         |
| 7C        | Tragic Celebrity       | After the next initiative draw, discard this card if it is in play.                                                                             |                               | 2         |
| 8C        | Stalker                | You may use a move to put attached Pawn on top of its owner's deck (all attached cards are discarded).                                          |                               |           |
| 9C        | Taint of Lust          | Attached Pawn gets -1 influence and loses all printed <b>traits</b> .                                                                           |                               |           |
| 10C       | Apathy                 | Attached Pawn may not challenge the pool.                                                                                                       |                               |           |
| PC        | Kismet                 | Exchange any number of cards from your hand with the same number of cards from your Mystick Cross.                                              |                               |           |
| NC        | Silence and Stillness  | Choose a player. Discard any 2 cards from that player's Mystick Cross.                                                                          |                               |           |
| QC        | Consummation           | Choose an opponent. If you have more cards in your Mystick Cross than he/she has, gain a number of victory points equal to the difference.      |                               |           |
| KC        | World in Mourning      | Until the end of the round, all Pawns get -1 influence.                                                                                         |                               |           |
| AP        | Wretched Excess        | You may use a move to gain one victory point if all of your opponents have fewer cards in hand than you.                                        |                               |           |
| 2P        | Prosperity for All     | After each initiative draw, each player draws an additional card.                                                                               |                               |           |
| 3P        | Syndicate Agent        | <b>Resources.</b>                                                                                                                               |                               | 4         |
| 4P        | Mathias Palm           | You may use a move to return this card to your hand.                                                                                            |                               | 3         |
| 5P        | Initiated Journeyman   | Pawns challenging this card may not use the <b>Aggression</b> trait or take redraws.                                                            |                               | 2         |
| 6P        | Imperial Courtesan     | <b>Resources.</b>                                                                                                                               |                               | 1         |
| 7P        | Social Engineer        | This Pawn may not challenge the pool.                                                                                                           |                               | 2         |
| 8P        | Public Scrutiny        | Attached Pawn may not challenge or be challenged.                                                                                               |                               |           |
| 9P        | Megalomania            | Attached Pawn gets +1 influence. While challenging Pawns with no attachments, attached pawn also gets the <b>Aggression</b> trait.              |                               |           |
| 10P       | Guardian Angel         | Attached Pawn may not leave play by any means.                                                                                                  |                               |           |
| PP        | Espionage              | Look at the top 5 cards of any player's deck and replace them in any order.                                                                     |                               |           |
| NP        | Salvage                | For each Pentacle in your Mystick Cross, you may shuffle 2 random cards from your discard pile back into your deck.                             |                               |           |
| QP        | Connections            | Look through your deck and choose a card with tarot rank 9 or higher. Show it to all players, then put it into your hand and shuffle your deck. |                               |           |
| KP        | Reinforcements         | Choose up to 3 Pawns from your hand and put them all into play.                                                                                 |                               |           |

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| AS        | Dualism                | Each time you use your move to play a Pawn, you may raise or lower the Draw Count by one.                                       |                               |
| 2S        | Götterdämmerung        | All Major Arcana count as failures and have no effect when drawn as Fate.                                                       |                               |
| 3S        | Alpha Enforcer         | If this Pawn has exactly 3 Power, you may use a move to raise the Draw Count by 2.                                              | 3                             |
| 4S        | Alpha Project Head     | This Pawn gets +2 influence if all of your opponents have fewer cards in hand than you.                                         | 3                             |
| 5S        | Crazy Old Man          | If this Pawn has exactly 2 Power, you may use a move to force each opponent to choose a card in his/her hand and discard it.    | 2                             |
| 6S        | Alpha Headmaster       | <b>Immunity.</b>                                                                                                                | 1                             |
| 7S        | Inscrutable One        | Any opponent may use a move to take one Power from this Pawn and return it to the pool.                                         | 2                             |
| 8S        | Superior Training      | Attached Pawn gets the <b>Immunity</b> trait.                                                                                   |                               |
| 9S        | Elixir of Awareness    | When attached Pawn challenges, you may draw any number of cards for the Fate Draw.                                              |                               |
| 10S       | Passive Conditioning   | When attached Pawn challenges, you may cancel the results of the Fate Draw and count one success instead.                       |                               |
| PS        | Outmaneuver            | Until your next move, no opponent may play a card or make a challenge as his/her move.                                          |                               |
| NS        | Twin Fates             | Choose a Major Arcana or Action card in any player's Mystick Cross. This card duplicates the text effect of that card.          |                               |
| QS        | Words of Balance       | Each opponent with more cards in his/her hand than you discards 2 random cards from his/her hand.                               |                               |
| KS        | Psychic Storm          | Until the end of the round, no one may play Action or Environment cards.                                                        |                               |
| AW        | Green Earth Project    | After each initiative draw, you may add or discard one Power to/from the pool.                                                  |                               |
| 2W        | Masquerade Ballroom    | You may use a move to exchange this card with any Pawn in your Mystick Cross.                                                   |                               |
| 3W        | Firebreathing "Dragon" | <b>Aggression.</b>                                                                                                              | 4                             |
| 4W        | Crowley Students       | This Pawn gets +1 influence for each Pawn in play with tarot rank 4.                                                            | 2                             |
| 5W        | Crowley Summoner       | Each time a Pawn is discarded from play, you may move one Power from any other Pawn to this Pawn.                               | 2                             |
| 6W        | Killer Weasel          | <b>Aggression.</b> After the next initiative draw, discard this card if it is in play.                                          | 2                             |
| 7W        | Seventh Order Magus    | This Pawn gets +1 influence for each Wand card in your Mystick Cross.                                                           | 0                             |
| 8W        | Sin Eater              | Each time attached Pawn successfully challenges, you must choose an Attachment or Environment in play and discard it.           |                               |
| 9W        | Words of Fire          | When attached Pawn challenges, each Wand drawn counts as 2 successes.                                                           |                               |
| 10W       | The Enchantment        | When attached Pawn challenges, you may discard up to 2 cards from your hand, then draw that many cards.                         |                               |
| PW        | Creation               | For each Wand in your Mystick Cross, add one Power to the pool.                                                                 |                               |
| NW        | Ritual of Flame        | Remove 2 Power from the pool.                                                                                                   |                               |
| QW        | Sacrifice              | Pick a number and discard that many cards from the top of your deck. For each Wand card thus discarded, gain one victory point. |                               |
| KW        | Taming the Veil        | All Attachments in play with tarot rank 9 or lower are discarded.                                                               |                               |

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|           |                        | Compiled by Mike Bialecki 5/11/01. Please report any errors to mbialecki@genetics.utah.edu                                  |                              |           |
| AC        | O'Malley Alley         | Players with 5 or more cards in their Mystick Crosses may not challenge.                                                    |                              |           |
| 2C        | Heart of Babylon       | Your Pawns may challenge as though they had +1 rank                                                                         |                              |           |
| 3C        | Tormented Bard         | This Pawn gets +1 tarot rank for each Cup in your Mystick Cross.                                                            |                              | 4         |
| 4C        | Gaia Acolyte           | <b>Presence</b>                                                                                                             |                              | 3         |
| 5C        | Gaian Exile            | <b>Presence.</b> No Attachments may be played on this pawn.                                                                 |                              | 2         |
| 6C        | Perpetual Hero         | You may use a move to exchange this Pawn with any Pawn in your Mystick Cross                                                |                              | 1         |
| 7C        | Paragon of Cups        | <b>Presence.</b> This Pawn gets +1 influence for each other Pawn in play with the Presence trait.                           |                              | 0         |
| 8C        | Voice of the Bard      | Attached Pawn gains the <b>Presence</b> trait.                                                                              |                              |           |
| 9C        | Godling's Pipes        | When the Draw Count reaches 3, attached Pawn's owner gets one victory point for each Major Arcana in his/her Mystick Cross. |                              |           |
| 10C       | Gaian Shawl            | Attached Pawn may hold 2 additional Power.                                                                                  |                              |           |
| PC        | Song of the Bard       | All Cup Pawns get +1 influence. Discard at end of round.                                                                    |                              |           |
| NC        | Dance of the Serpent   | Choose a card type. Discard all cards of that type from all players' Mystick Crosses.                                       |                              |           |
| QC        | Patron Angels          | Choose a Pawn in play. That Pawn gets +3 tarot rank. Discard at end of round.                                               |                              |           |
| KC        | Will of a Higher Being | Choose one Major Arcana card in your Mystick Cross. Discard it and carry out its text effect.                               |                              |           |
| AP        | Syndicate Lodge        | Pentacle Pawns may hold one additional Power.                                                                               |                              |           |
| 2P        | Gathering of Players   | Whenever a player uses his/her move to play a Pawn, put the top card from your discard pile on top of your deck.            |                              |           |
| 3P        | Syndicate Speculator   | You may use a move to turn the top card of any player's deck face up.                                                       |                              | 4         |
| 4P        | Grand Financier        |                                                                                                                             |                              | 4         |
| 5P        | Production Magnate     | <b>Resources.</b>                                                                                                           |                              | 2         |
| 6P        | Syndicate Buyer        | Discard the top 3 cards from your deck when you play this Pawn.                                                             |                              | 3         |
| 7P        | Paragon of Pentacles   | <b>Resources</b> This Pawn gets +1 influence for each other Pawn in play with the Resources trait.                          |                              | 0         |
| 8P        | Residuals              | Gain one additional victory point each time this Pawn successfully challenges.                                              |                              |           |
| 9P        | Talking Head           | Attached Pawn gets +1 influence and the <b>Resources</b> trait.                                                             |                              |           |
| 10P       | Ennui                  | Attached Pawn gets -1 influence for each Attachment in play.                                                                |                              |           |
| PP        | Syndicate Fundraiser   | Draw up to 2 cards. Each opponent must then draw the same number of cards.                                                  |                              |           |
| NP        | Reclamation            | Take up to 4 attachment cards from your discard pile and put them into your hand.                                           |                              |           |
| QP        | Ostracize              | Choose a Pawn in play. That Pawn's printed tarot rank becomes 2. Discard at end of round.                                   |                              |           |
| KP        | The Wake               | All players lose 1 victory point for each Pentacle Pawn in your discard pile.                                               |                              |           |

| Rank/Suit | Title                 | Text                                                                                                                                         |   |
|-----------|-----------------------|----------------------------------------------------------------------------------------------------------------------------------------------|---|
|           |                       | MYSTICK:COMPANION BASIC DECK                                                                                                                 |   |
|           |                       | Compiled by Mike Bialecki 5/11/01. Please report any errors to mbialeck@genetics.utah.edu                                                    |   |
|           |                       | You may use a move to raise the Draw Count by one.                                                                                           |   |
|           |                       | After each initiative draw, each opponent loses one victory point.                                                                           |   |
| AS        | The Invisible College |                                                                                                                                              | 5 |
| 2S        | Cycle of Air          |                                                                                                                                              | 4 |
| 3S        | Chaotician            |                                                                                                                                              | 2 |
| 4S        | Alpha Researcher      |                                                                                                                                              | 2 |
| 5S        | Alpha Overseer        |                                                                                                                                              | 0 |
| 6S        | Alpha Archivist       |                                                                                                                                              |   |
| 7S        | Paragon of Swords     |                                                                                                                                              |   |
| 8S        | Faustian Bargain      |                                                                                                                                              |   |
| 9S        | Sleaze Magnet         |                                                                                                                                              |   |
| 10S       | Asceticism            |                                                                                                                                              |   |
| PS        | Banish                |                                                                                                                                              |   |
| NS        | Expulsion             |                                                                                                                                              |   |
| QS        | Path of Clarity       |                                                                                                                                              |   |
| KS        | Deus Ex Machina       |                                                                                                                                              |   |
|           |                       | <b>Immunity.</b>                                                                                                                             |   |
|           |                       | <b>Immunity.</b> This Pawn cannot challenge Pawns.                                                                                           |   |
|           |                       | <b>Immunity.</b> This Pawn gets +1 influence for each other Pawn in play with the Immunity trait.                                            |   |
|           |                       | When the Draw Count reaches 3, attached Pawn's owner loses 2 victory points if attached Pawn has no power.                                   |   |
|           |                       | Attached Pawn gets -1 tarot rank for each Power it has.                                                                                      |   |
|           |                       | Attached Pawn gets +1 influence. This Pawn's text box is considered to be blank.                                                             |   |
|           |                       | Choose a Pawn in play with no Attachments. Return that Pawn to its owner's hand.                                                             |   |
|           |                       | Look at all the cards in an opponent's hand, then choose and discard on of them.                                                             |   |
|           |                       | Return all Attachments in play to their owners' hands.                                                                                       |   |
|           |                       | All Environment cards in play become Pawns with blank card text and influence 2. Discard at end of round.                                    |   |
| AW        | Cycle of Fire         |                                                                                                                                              |   |
| 2W        | Endgame               |                                                                                                                                              |   |
| 3W        | Femme Fatale          |                                                                                                                                              |   |
| 4W        | Killer Bunny          |                                                                                                                                              |   |
| 5W        | Fifth Order Magus     |                                                                                                                                              |   |
| 6W        | Tabby Cat             |                                                                                                                                              |   |
| 7W        | Paragon of Wands      |                                                                                                                                              |   |
| 8W        | Voracious Entourage   |                                                                                                                                              |   |
| 9W        | Circle of Flames      |                                                                                                                                              |   |
| 10W       | My Dolly              |                                                                                                                                              |   |
| PW        | Infusion              |                                                                                                                                              |   |
| NW        | Perfect Hate          |                                                                                                                                              |   |
| QW        | Torpor                |                                                                                                                                              |   |
| KW        | Path of Destruction   |                                                                                                                                              |   |
|           |                       | After each initiative draw, choose and discard on Pawn in play belonging to each player.                                                     |   |
|           |                       | After each initiative draw, players whose scores are 10 or more points below any other player are eliminated from the game.                  |   |
|           |                       | <b>Aggression.</b> Gain 2 victory points each time this Pawn discards another Pawn using the Aggression trait.                               | 3 |
|           |                       | <b>Aggression.</b>                                                                                                                           | 3 |
|           |                       | <b>"Rrmwrrr!"</b>                                                                                                                            | 3 |
|           |                       | <b>Aggression.</b> This Pawn gets +1 influence for each other Pawn in play with the Aggression trait.                                        | 2 |
|           |                       | If attached Pawn takes all Power from another Pawn during a challenge, the challenged Pawn is discarded.                                     | 0 |
|           |                       | Attached Pawn may only be challenged by any Pawns that have no Power.                                                                        |   |
|           |                       | After each initiative draw, move 2 Power from the pool to attached Pawn.                                                                     |   |
|           |                       | Choose a Pawn in play. Put 2 Power from outside the game on that Pawn.                                                                       |   |
|           |                       | Choose any number of Attachments and Environments in play. Discard them all and lose one victory point for each.                             |   |
|           |                       | Choose a Pawn in play. Discard that Pawn if it has more Attachments than it has Power.                                                       |   |
|           |                       | For each Wand in your Mystick Cross, choose and discard one Environment card from play. Gain one victory point for each card thus discarded. |   |

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| AC        | Arcadian Grove                | Compiled by Mike Bialecki 5/11/01. Please report any errors to mbialeck@genetics.utah.edu                                                |                               |           |
| 2C        | Cycle of Water                | Pawns may not draw more than 2 Fate.                                                                                                     |                               |           |
|           |                               | Treat all Pawns as though their text boxes were blank.                                                                                   |                               |           |
| 3C        | Master of Ceremonies          | If this Pawn has exactly 3 Power, you gain one victory point after any Action card is played.                                            |                               | 3         |
| 4C        | Underground Writer            | This Pawn cannot be challenged by any Pawn whose owner has fewer cards in his/her Mystick Cross than you.                                |                               | 3         |
| 5C        | Uncle Jeremiah                | Whenever this Pawn is challenged, count 2 extra successes                                                                                |                               | 4         |
| 6C        | Serpent's Sister              | If this Pawn has exactly one Power, you may use a move to exchange a Cup card from your Mystick Cross with any card from your hand.      |                               | 1         |
| 7C        | Emily Josephs                 | Lose 3 victory points when you play this Pawn                                                                                            |                               | 2         |
| 8C        | Curse of Angst                | Attached Pawn does not award any bonus victory points at the end of each round                                                           |                               |           |
| 9C        | Godling's Mirror              | When attached Pawn challenges, you may put any cards discarded as redraws into its owner's hand.                                         |                               |           |
| 10C       | Ageless                       | Attached Pawn does not discard its Power during the end of a round                                                                       |                               |           |
| PC        | Crowned in Water              | Choose a Pawn in play. Put that Pawn into the 1st position of its owner's Mystick Cross unless there is already a card in that position. |                               |           |
| NC        | Lucid Dreaming                | Choose one card from your Mystick Cross and put it on top of your deck                                                                   |                               |           |
| QC        | Gift from the Fey             | Choose a Pawn in play. That Pawn gets either +2 or -2 influence (your choice). Discard at the end of round.                              |                               |           |
| KC        | Kiss of the Sphinx            | Choose a Pawn in play. For each Cup in your Mystick Cross, this Pawn gets +2 influence. Discard at end of round.                         |                               |           |
| AP        | Lost City of Thebes           | You may use your move and discard the top 2 cards of your deck to gain one victory point.                                                |                               |           |
| 2P        | Cycle of Earth                | You may use a move to put one card from your hand on top of your deck.                                                                   |                               |           |
| 3P        | Mean Old Lady                 | If this Pawn has exactly 3 Power, you may use a move to discard the top card of each player's deck.                                      |                               | 3         |
| 4P        | Adventuring Journeyman        | Each time this Pawn is challenged, you may draw a card.                                                                                  |                               | 3         |
| 5P        | Strutting Peacock             | If 5 or more Pawns are in play (including this one), put this Pawn on the bottom of your deck.                                           |                               | 4         |
| 6P        | Clarence Piltdown             | If you use a move to play an Attachment on this Pawn, take another move after that one.                                                  |                               | 1         |
| 7P        | Candide                       | This Pawn can be challenged by Pawns with lower rank, but not by Pawns with equal or higher rank.                                        |                               | 1         |
| 8P        | Medallion of the Tawny Oracle | Attached Pawn may challenge Pawns of higher rank, but not Pawns of equal or lower rank.                                                  |                               |           |
| 9P        | Knowledge of the Forms        | Each time attached Pawn is challenged, all of your opponents lose one victory point.                                                     |                               |           |
| 10P       | Unknowing Martyr              | If attached Pawn is discarded, its owner discards the top 3 cards of his/her deck.                                                       |                               |           |
| PP        | Karmic Audit                  | Each player discards the top card of his/her deck for each Attachment and Environment card he/she has in play.                           |                               |           |
| NP        | Completing the Cycle          | Choose a player. Put the top 3 Minor Arcana cards of his/her discard pile on top of his/her deck in any order you choose.                |                               |           |
| QP        | Conscription                  | Pick a number and reveal that many cards from the top of your deck. Put any revealed Pawns into play, and discard all the rest.          |                               |           |
| KP        | Creating the Future           | For each Pentacle in your Mystick Cross, choose one Major Arcana from your discard pile and put it on top of your deck.                  |                               |           |

| Rank/Suit                                                                                 | Title                     | Text                                                                                                                                                                        |   |
|-------------------------------------------------------------------------------------------|---------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|
| MYSTICK: COMPANION POWER DECK                                                             |                           |                                                                                                                                                                             |   |
| Compiled by Mike Bialecki 5/11/01. Please report any errors to mbialeck@genetics.utah.edu |                           |                                                                                                                                                                             |   |
| AS                                                                                        | The Masters' Game         | Your opponents may not play or use special moves on cards of the same rank as the top card of your discard pile.                                                            |   |
| 2S                                                                                        | Labyrinths and Causeways  | All Pawns in play gain the <b>Immunity</b> trait                                                                                                                            |   |
| 3S                                                                                        | Alpha Augur               | When this Pawn challenges, you may use cards from your hand, or your deck, or both for the Fate Draw.                                                                       | 3 |
| 4S                                                                                        | Oneiromancer              | You may use a move to transfer one attachment from this Pawn to any other Pawn in play.                                                                                     | 3 |
| 5S                                                                                        | Puzzle Solver             |                                                                                                                                                                             | 3 |
| 6S                                                                                        | Apocalyptic Historian     | This Pawn gets +2 influence while the Draw Count is higher than one.                                                                                                        | 1 |
| 7S                                                                                        | Lucretia                  | This Pawn gets +1 influence for each other Pawn in play with at least one Power.                                                                                            | 0 |
| 8S                                                                                        | Dream Within a Dream      | You may use a move to change attached Pawn's suit to a different suit of your choice. The change lasts until the end of the round.                                          |   |
| 9S                                                                                        | Eye of the Violet Oracle  | If attached Pawn successfully challenges, its owner may challenge again as an additional move.                                                                              |   |
| 10S                                                                                       | Chosen One                | If attached Pawn is discarded from play, its owner may replace that Pawn with another from his/her hand or discard pile. Transfer this card to the new Pawn.                |   |
| PS                                                                                        | The Ides of March         | Lose 5 victory points and end the round. You may not play this card if you have fewer than 5 victory points.                                                                |   |
| NS                                                                                        | Understudy                | Choose two Pawns in play. The first Pawn gains the card text of the second. Discard at end of round.                                                                        |   |
| QS                                                                                        | Drawing the Veil          | Each time a player plays a card, he/she loses one victory point. Discard at end of round.                                                                                   |   |
| KS                                                                                        | Path of Entropy           | For each Sword in your Mystick Cross, each player must choose and discard one card from his/her hand.                                                                       |   |
|                                                                                           |                           |                                                                                                                                                                             |   |
| AW                                                                                        | Wilhelmina Crowley's Cave | Whenever any Pawn leaves play, remove any Power it had from the game.                                                                                                       |   |
| 2W                                                                                        | Rain of Destruction       | You may use your move and discard an Attachment or Environment card from your hand to discard an Environment from play.                                                     |   |
| 3W                                                                                        | Street Mage               | You may use a move to move one Power from this Pawn to the pool.                                                                                                            | 4 |
| 4W                                                                                        | Covetous Madwand          | When this Pawn successfully challenges another Pawn, gain one additional victory point.                                                                                     | 3 |
| 5W                                                                                        | Ghost in the Mirror       | This Pawn gains the printed <b>Traits</b> of all Pawns in play.                                                                                                             | 2 |
| 6W                                                                                        | Caprice                   | You may use a move to move one Power from this Pawn to any other Pawn in play that has no Power and at least one influence.                                                 | 1 |
| 7W                                                                                        | Grudging Madwand          | If this Pawn has no Power at the end of your move, lose one victory point or shuffle this card into your deck.                                                              | 2 |
| 8W                                                                                        | Green Earth Crystal       | Each time attached Pawn successfully challenges, you must add or remove one Power to or from the pool.                                                                      |   |
| 9W                                                                                        | Imaginary "Friend"        | If attached Pawn has at least one Power, you may use your move to discard all of its Power.                                                                                 |   |
| 10W                                                                                       | Initiated by the Crowleys | Attached Pawn's owner may use a move and discard the attached Pawn to discard all Attachments from play.                                                                    |   |
| PW                                                                                        | Global Rioting            | Each player's highest-influence Pawn in play is discarded and its Power is removed from the game. In case of ties, players choose which one of their tied Pawns to discard. |   |
| NW                                                                                        | Metastasis                | Choose a player and remove all Power from his/her Pawns. Put an equal amount of Power on his/her Pawns in any combination.                                                  |   |
| QW                                                                                        | Path of Reflection        | This card duplicates the text of the last Action card played this round.                                                                                                    |   |
| KW                                                                                        | Descent of Autumn         | Take all Action cards in play and shuffle them into their owners' decks.                                                                                                    |   |

| Numeral | Title              | Text                                                                                                                            | MYSTICK: MAJOR ARCANA |
|---------|--------------------|---------------------------------------------------------------------------------------------------------------------------------|-----------------------|
| 0       | The Fool           | Each opponent loses one victory point.                                                                                          |                       |
| I       | The Magician       | One additional success for each Wand in your Mystick Cross.                                                                     |                       |
| II      | The High Priestess | One additional success for each Sword in your Mystick Cross.                                                                    |                       |
| III     | The Empress        | You may add one power to the pool.                                                                                              |                       |
| IV      | The Emperor        | One additional success for each Pentacle in your Mystick Cross.                                                                 |                       |
| V       | The Hierophant     | Draw 2 cards.                                                                                                                   |                       |
| VI      | The Lovers         | One additional success for each Cup in your Mystick Cross.                                                                      |                       |
| VII     | The Chariot        | Each opponent discards the top 2 cards of his/her deck.                                                                         |                       |
| VIII    | Justice            | If any player has more victory points than you, gain 2 victory points.                                                          |                       |
| IX      | The Hermit         | Choose and discard an Attachment or Environment card in play.                                                                   |                       |
| X       | Wheel of Fortune   | Take one additional move after this one. This move may not be used to draw.                                                     |                       |
| XI      | Strength           | Your Pawns get +1 tarot rank while this card is in your Mystick Cross.                                                          |                       |
| XII     | The Hanged Man     | Take the topmost Pawn from your discard pile and put it into play.                                                              |                       |
| XIII    | Death              | You may put all your cards in hand on the bottom of your deck in any order and draw 5 new cards.                                |                       |
| XIV     | Temperance         | You may choose and discard up to 2 cards from your Mystick Cross.                                                               |                       |
| XV      | The Devil          | Choose one Pawn in play. Remove from the game all Power on that Pawn.                                                           |                       |
| XVI     | The Tower          | The Pawn in play with the highest influence is discarded. If there is a tie, you choose which one of the tied Pawns to discard. |                       |
| XVII    | The Star           | Look at the top 3 cards of your deck; put one in your hand and put the rest on the bottom of your deck in any order.            |                       |
| XVIII   | The Moon           | Put the top 4 cards from your discard pile on the bottom of your deck in any order.                                             |                       |
| XIX     | The Sun            | Pawns in play lose all printed <b>traits</b> while this card is in your Mystick Cross.                                          |                       |
| XX      | Judgement          | Choose a Pawn in play with tarot rank 5 or less. That Pawn returns to its owner's hand.                                         |                       |
| XXI     | The World          | Choose a Pawn in play. Move one Power from the pool to that Pawn, if able.                                                      |                       |