

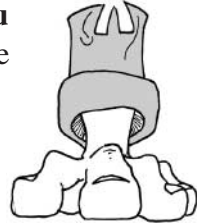


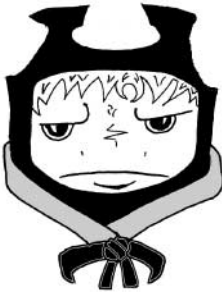
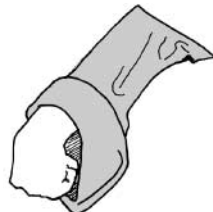
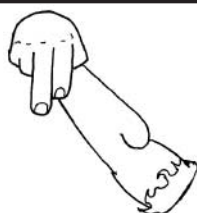


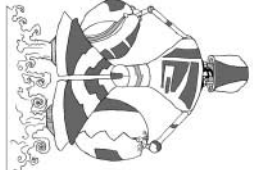
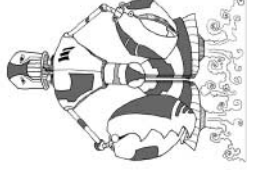


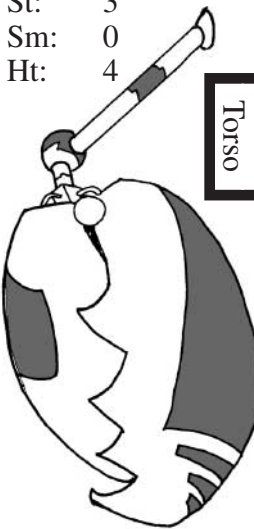
Fung Ku Arm Two Sp: 1 St: 1 Sm: 0 Ht: 2 	Fung Ku Arm Three Sp: 1 St: 1 Sm: 0 Ht: 2 	Fung Ku Arm Five Sp: 1 St: 1 Sm: 0 Ht: 2 	Fung Ku Arm Six Sp: 1 St: 1 Sm: 0 Ht: 2 	Fung Ku 
Fung Ku Starting Stats Sp: 7 St: 6 Sm: 6 Ht: 18 	Fung Ku Torso Sp: 1 St: 1 Sm: 6 Ht: 6 Busy Hands Vaulting Strike Spend 2 Power during your turn to make an attack.	Fung Ku Arm Four Sp: 1 St: 1 Sm: 0 Ht: 2 	Fung Ku Arm One Sp: 1 St: 0 Sm: 0 Ht: 2 	Fung Ku 

Your Kung Fu is Weak
If Fung Ku is attacked and damaged, he gains one power.

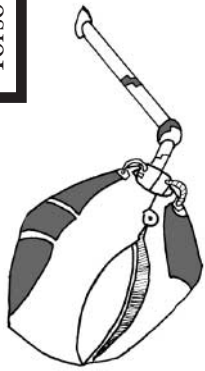
To assemble a Monster pawn, cut on the bold lines and fold on the dotted ones so that the Monster side faces out. Glue the base flaps together. For added stability, tape a penny to the inside of the base of the pawn.
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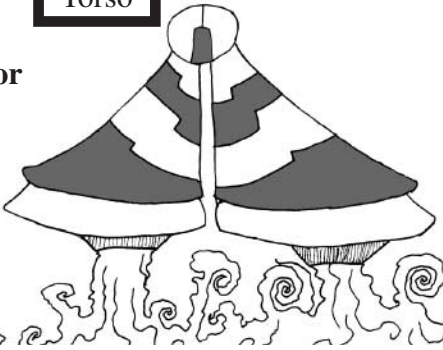
	Conciliator Head Sp: 0 St: 0 Sm: 3 Ht: 2
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Conciliator 	Conciliator 
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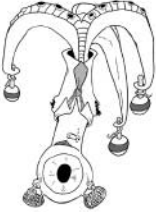
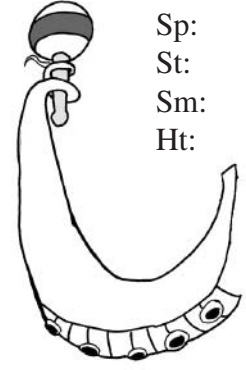
Conciliator Arm One Sp: 1 St: 3 Sm: 0 Ht: 4 	Conciliator Torso Sp: 1 St: 1 Sm: 1 Ht: 4 Adamantine Exoskeleton Reduce all damage from Club cards by 2
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Conciliator Head Sp: 5 St: 8 Sm: 4 Ht: 18	Conciliator Leg Sp: 2 St: 0 Sm: 0 Ht: 4
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Conciliator Arm Two Sp: 1 St: 4 Sm: 0 Ht: 4 	Conciliator Torso Sp: 1 St: 1 Sm: 6 Ht: 6 Busy Hands Vaulting Strike Spend 2 Power during your turn to make an attack.
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Conciliator Leg Sp: 2 St: 0 Sm: 0 Ht: 4 

Doom Claw
+1 damage when you play a Red card.

iFunk	 <p>Death Rattle During iFunk's turn, he may convert 2 Health to 1 Power. Can only do this once per turn.</p> <p>iFunk Arm Two Sp: 2 St: 0 Sm: 0 Ht: 4</p>	<p>iFunk Head One Sp: 0 St: 0 Sm: 3 Ht: 0</p> <p>Polyrhythm Drain Spend 1 power to reduce a Monster's Strength by 1 until the end of the turn</p>	<p>Superior Intellect Opponent's Royal Hearts don't trump, they only add their damage modifier.</p> <p>iFunk Head Two Sp: 0 St: 0 Sm: 3 Ht: 0</p>		
	 <p>iFunk Arm One Sp: 2 St: 1 Sm: 0 Ht: 4</p>	<p>iFunk Torso Sp: 1 St: 1 Sm: 2 Ht: 20</p>	<p>iFunk Starting Stats Sp: 7 St: 3 Sm: 8 Ht: 32</p>	<p>iFunk Arm Three Sp: 2 St: 1 Sm: 0 Ht: 4</p>	

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MONSTER MONITOR

SPEED

1 2 3 4 5 6 7 8 9 10 20 30 40 50

MOVES

1 2 3 4 5 6 7 8 9 10 20 30 40 50

STRENGTH

1 2 3 4 5 6 7 8 9 10 20 30 40 50

SMARTS

1 2 3 4 5 6 7 8 9 10 20 30 40 50

HEALTH

1 2 3 4 5 6 7 8 9 10 20 30 40 50

POWER POOL

MONSTER MONITOR

SPEED

1 2 3 4 5 6 7 8 9 10 20 30 40 50

MOVES

1 2 3 4 5 6 7 8 9 10 20 30 40 50

STRENGTH

1 2 3 4 5 6 7 8 9 10 20 30 40 50

SMARTS

1 2 3 4 5 6 7 8 9 10 20 30 40 50

HEALTH

1 2 3 4 5 6 7 8 9 10 20 30 40 50

POWER POOL

MONSTER MONITOR

SPEED

1 2 3 4 5 6 7 8 9 10 20 30 40 50

MOVES

1 2 3 4 5 6 7 8 9 10 20 30 40 50

STRENGTH

1 2 3 4 5 6 7 8 9 10 20 30 40 50

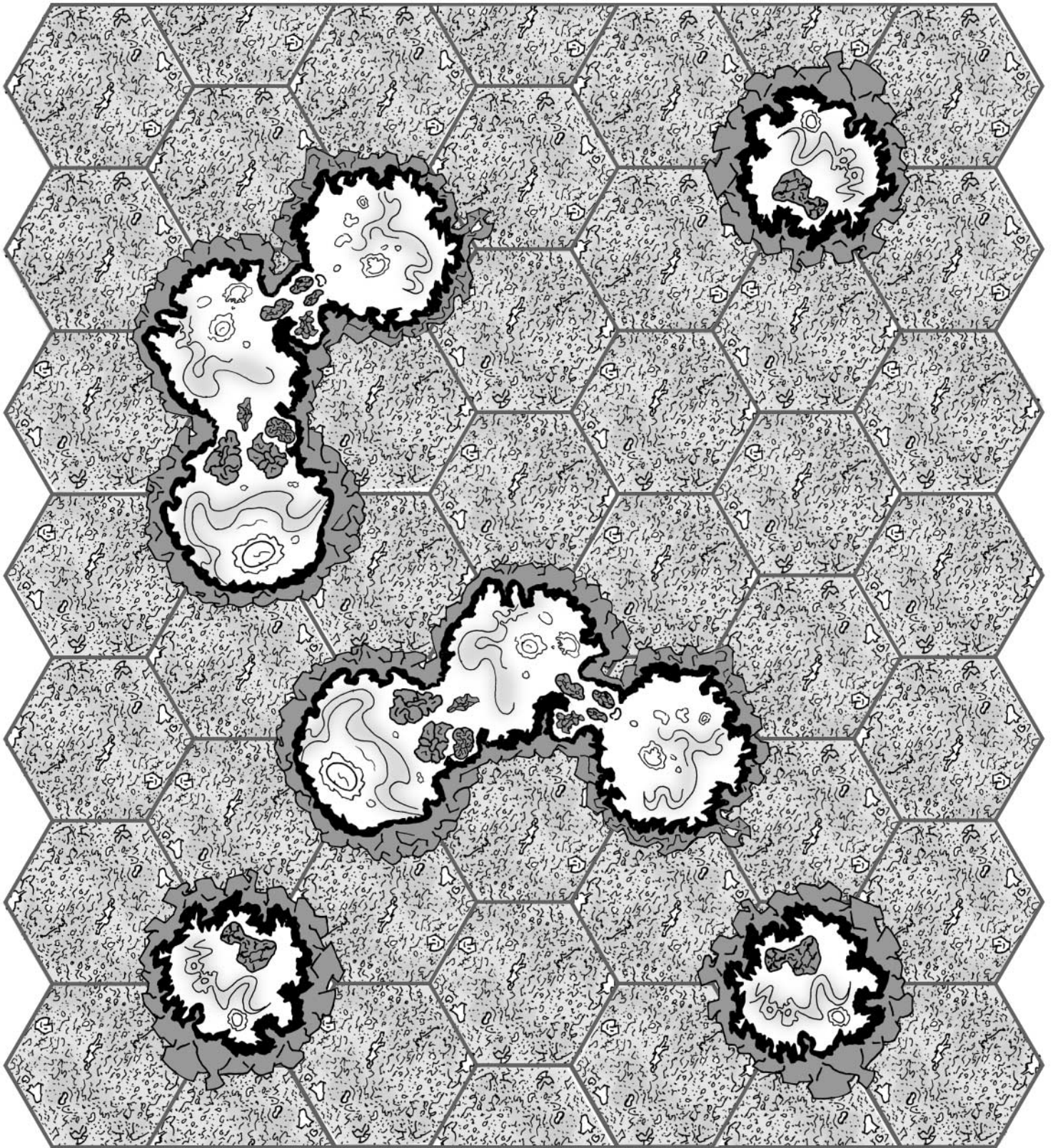
SMARTS

1 2 3 4 5 6 7 8 9 10 20 30 40 50

HEALTH

1 2 3 4 5 6 7 8 9 10 20 30 40 50

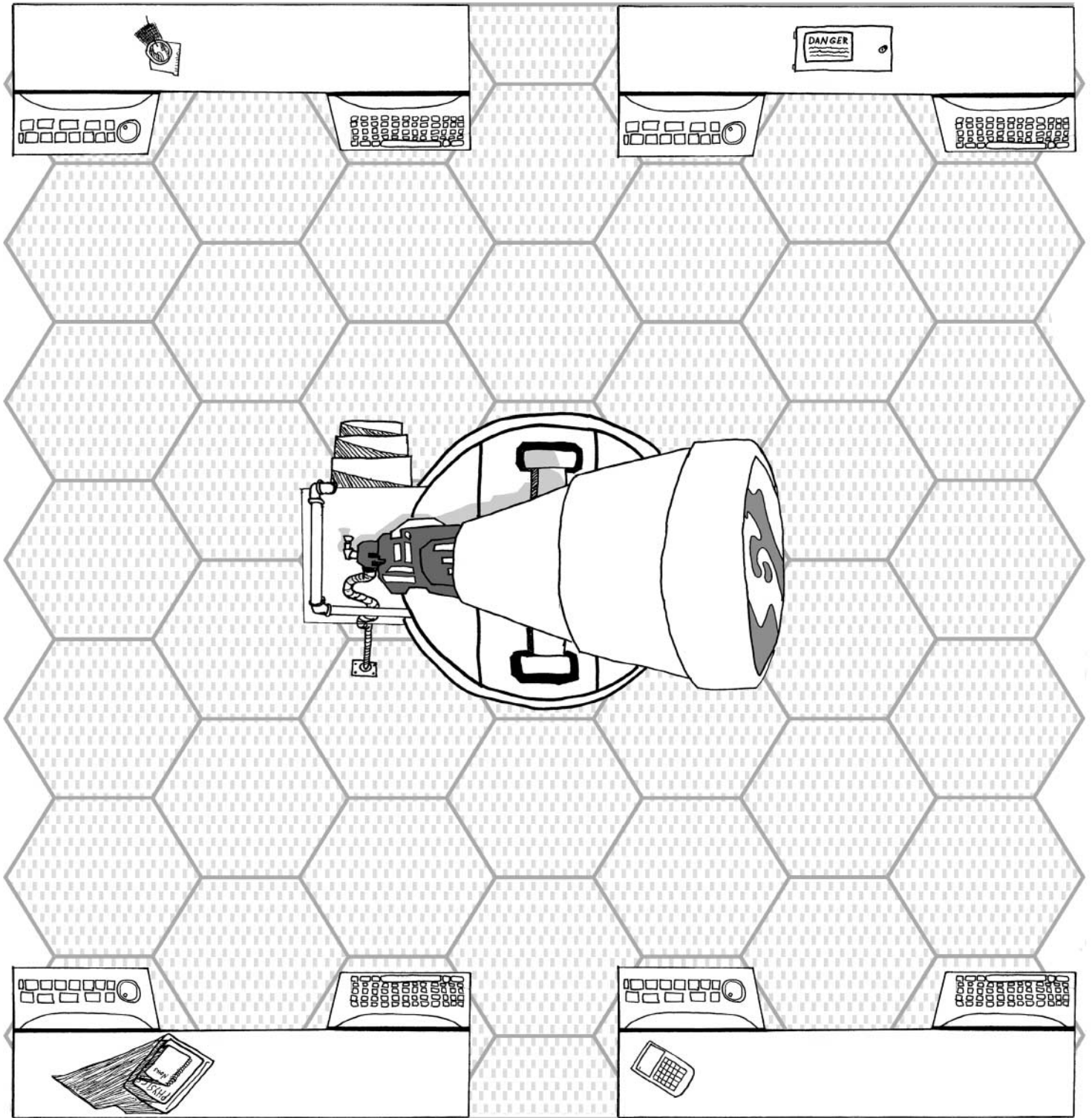
POWER POOL



THE FIERY PITS:

Monsters that land in the Fiery Pits take 2 damage for each action they remain there.

<p><i>Staff of Magma</i> (Item) 1 Use: +6 Damage</p>	<p><i>Asbestor Suit</i> (Item) No damage from Fiery Pits</p>	<p><i>Angry Salamander</i> Discard three cards.</p>	<p><i>Eruption!</i> Opponent takes 3 damage.</p>
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THE OBSERVATORY:

The Telescope is solid and cannot be moved through.

<p><i>Laser Pointer</i> (Item) +2 to hit</p>	<p><i>Pointy Astrolabe</i> (Item) +2 to damage</p>	<p><i>Science Textbook</i> (Item) +1 to hand size</p>	<p><i>Malfunctioning Generator</i> Draw a card from your deck. -[card] Health.</p>
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