

**9 Arrakis Eternity**  
horror of the sands

5 STR 5 LIFE  
3 SPD

**ARCANIST CHARACTER** – monstrosity

**COVERT**

**RECUR** – ☹️

**COST** – Use this only if this card is in your discard pile. Pay 2. Pick a player. Remove this card from the game.

**EFFECT** – That player discards 3 cards.

Art: Felipe Rivera  
RARE 000-1100  
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**5 Deicidal Detonation**  
BOOOOOOOM

**ARCANIST TACTIC**

Put a token on any number of non-resource cards.

**RECUR** – ☹️

**COST** – Use this only if this card is in your discard pile. Pay 4. Remove this card from the game.

**EFFECT** – Destroy each card with a token on it.

Art: Karmalibkova  
RARE 000-1100  
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**3 Ecto-Agriolimax**  
voidal mind-control slugs

1 STR 1 LIFE  
2 SPD

**ARCANIST CHARACTER** – insect

This card enters play with 2 tokens on it.

**SLITHER**

**COST** – Remove a token from this card. Pick an item or location.

**EFFECT** – Put the card into its owner's hand.

Art: Marc Nadeau  
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**3 Ecto-Conduit**  
harnessing the unknown power of the void

3 STR 3 LIFE  
3 SPD

**ARCANIST ITEM**

At the start of your turn, you may draw three cards, then put two cards from your hand on top of your deck in any order.

**HARNESS**

**COST** – Destroy this card.

**EFFECT** – Void the top card of your deck. If it is a tactic, you may deploy it as though it was in your hand even if you cannot meet its threshold.

Art: Steven Bantz  
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**0 Extremely Tiny Bonnet of Invisibility**  
it's tiny and invisible

0 STR 0 LIFE  
0 SPD

**ARCANIST ITEM** – gear

**ATTACH TO CHARACTER YOU CONTROL**

**EXTRA COST** – Pick an opponent. That player may detach up to 2 resources from their faction.

The attached character gains **COVERT**.

*Almost as fashionable, just as unseeable.*

Art: Rebecca Robinson  
RARE 000-1100  
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**4 Flesh Deliquesce**  
touched by god

**ARCANIST TACTIC**

**EXTRA COST** – Pick an opponent. X is the number of detached resources that player controls. Pick a character.

If the character has X strength or less, destroy it.

Art: Jesse Whelan  
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**6 God's Blessing of Foresight**  
the living god divines

6 STR 6 LIFE  
6 SPD

**ARCANIST TACTIC** – mutation

**UNIQUE BLESSING**

**ATTACH TO CHARACTER**

The attached character gains the following rules text:  
"At the start of your turn, you may pick a character you control and put a token on it.

All your characters lose 1 speed. Each character you control with a token on it gains 1 strength and **COVERT**."

Art: James Ireland  
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**2 Gosche's God Amplification Chamber**  
where the god goes, so goes eldridge

2 STR 2 LIFE  
2 SPD

**ARCANIST LOCATION**

When a character you control with a token on it leaves play, you may look at the top card of your deck. If you do, you may put it on the bottom.

**TRANSITION**

**COST** – Deplete this card. Pay 2. Pick a character you control.

**EFFECT** – Put a token on that character.

Art: Sebastian Pelt  
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**4 Ignatius, Tactician Crafter**

1 STR 5 LIFE  
3 SPD

**ARCANIST CHARACTER** – ignatious, blade of questionable morality

**UNIQUE IGNATIUS**

**Fealty** – While this card is in your hand and you control at least 4 staple resources of different trades, reduce this card's threshold requirement by any 3 resource icons.

All **UNIQUE UHLUHTC** gain 3 strength and 3 life.

**CIPHER**

**COST** – Pay 2. Deplete this card. Pick a tactic in your discard pile.

**EFFECT** – You may deploy the card. If that card would go to its owner's discard pile, remove it from the game instead.

Art: Rafi Caran  
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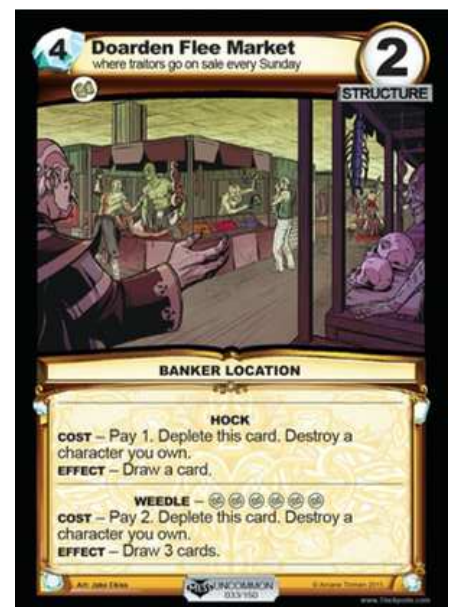






























**3 Jo Ciendeilio, Iron Born** 1 STR 3 SPD 1 DEF

**GEARSMITH CHARACTER** – jo, blade of questionable morality

**UNIQUE JO**  
**Fealty** - While this card is in your hand and you control at least 4 staple resources of different trades, reduce this card's threshold requirement by any 3 resource icons.  
 When this card enters or leaves play, you may search your deck for a gearsmith item and reveal it. If you do, put it into your hand.

Art: Chris Kuchta  
 UNCOMMON 079/150  
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**1 Last Minute Weaponization**  
 god transport cannon to the face

**GEARSMITH TACTIC**

**EXTRA COST** – Destroy an item you control. X was its numeric cost. Pick a character.  
 Inflict X+1 damage to the character. You may search your deck for an item with numeric cost X or less, reveal it, and put it into your hand.

**FLIP UP** – 2 1 STR 1 SPD 1 DEF

Art: Charlotte Epperson  
 RARE 074/150  
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**2 Lead the Assault**  
 the horn thundered and the thabashes came

**GEARSMITH TACTIC**

Pick an attacking character you control. It gains 2 strength and 2 life this turn. If you control an attacking party of at least 2 members, that character gains an additional 2 strength and 2 life this turn.

**FLIP UP** – 4 1 STR 1 SPD 1 DEF

Art: Tashina Williams  
 UNCOMMON 075/150  
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**3 P0p**  
 everyone out!

**GEARSMITH CHARACTER** – 3!f

**BOLSTER**  
**COST** – Deplete another character you control.  
**EFFECT** – This turn, this card gains 1 strength and 1 life.

**TEAMWORK**  
**COST** – Use this only once per turn. Pick 3 cards, each named "Sn4p", "Cr4ck13" and "P0p". Destroy a Micromajig token you control.  
**EFFECT** – This turn, the characters gain 1 strength, 1 life, and cannot be blocked.

Art: Mike Winkler  
 UNCOMMON 076/150  
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**4 Party Crashers**  
 from the void beyond time and space

**GEARSMITH CHARACTER** – majig

While this card is in an attacking party of 2 or more characters, it loses 1 speed.

1 STR 1 SPD 1 DEF – When this card is destroyed, put 2 Micromajig tokens into play under your control.

Art: Rami Winkler  
 UNCOMMON 077/150  
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**5 Redecorator Majig**  
 this goes there and there goes this

**GEARSMITH CHARACTER** – majig

**EXTRA COST** – You may pick a location and deplete it.  
 While this card is in play, the location cannot be restored by its controller's **RESTORE RULE**.  
 While the location is depleted, this card gains 3 strength and 1 life.

**FLIP UP** – 4 1 STR 1 SPD 1 DEF

Art: David Thoms  
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**4 Securitymajig Mark II**  
 413R71

**GEARSMITH CHARACTER** – majig

If you deployed this card using **FLIP UP**, it enters play with 3 tokens on it.  
 This card gains 1 strength for each token on it.  
 This card can block **COVERT** parties.

**FLIP UP** – 5 1 STR 1 SPD 1 DEF  
 Now with 455 insults per second!

Art: Felipe Barron  
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**4 Servers Unavailable**  
 4RRGRGHGHG4RGHG4RGH111111

**GEARSMITH TACTIC**

**EXTRA COST** – Deploy this only in response to a card being deployed.  
 Terminate the card.

**FLIP UP** – 5 1 STR 1 SPD 1 DEF and put a micromajig token into play under your control.

Art: Marc Brimacombe  
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**6 Silent Sentinels**  
 if you hear it

**GEARSMITH CHARACTER** – warmachine

All characters must attack if they can.  
1 STR 1 SPD 1 DEF – This card gains **AGGRO**.  
*It's too late.*

Art: Jake Elton  
 UNCOMMON 081/150  
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**3 Candy Skull Commander** 3 STR 2 DEF 3 SPD

**ROGUE CHARACTER – vigilante**

Whenever an opponent forms an attacking party, you may pay 2. If you do, you may flip a coin. If you win the flip, all of your characters gain 1 speed this turn.

☉☉☉☉☉☉☉ – When a coin is flipped, you may pay 1. If you do, draw a card.

Art: Andrew Miller UNCOMMON 099-150 www.TheSpoils.com

**4 Carnival Funhouse** 4 STR 4 DEF 4 SPD

**ROGUE LOCATION**

When this card enters play, pick one character your opponent controls and one character you control.

Switch the picked character's strength, life, and speed for as long as this card is in play.

Available for children's parties, bar mitzvahs, and funerals.

Art: Jesse Meador UNCOMMON 099-150 www.TheSpoils.com

**4 Carnival Whipmaster** 3 STR 3 DEF 4 SPD

**ROGUE CHARACTER – performer**

**TACTICAL**

**GRAND THEFT**

**COST** – Destroy this card.

**EFFECT** – Take control of one character and item an opponent controls. (You must take control of one of each card type.)

Unfortunately, the show in Acropolis was cancelled.

Art: Geoffrey Lewis UNCOMMON 099-150 www.TheSpoils.com

**6 Chosen Reaper of Thabbash** 5 STR 3 DEF 3 SPD

**ROGUE CHARACTER – outcast**

**CONSUME FORCE**

**COST** – Pay 1. Deplete another character you control.

**EFFECT** – This turn, this card gains 1 speed.

**FLIP UP** – 4 ☉

Thabbashite society is largely a mystery to the peoples of Luridia, but one thing is certain: if you see a Reaper, run.

Art: Todd Strasser UNCOMMON 099-150 www.TheSpoils.com

**2 Cicibee, The Implicator** 2 STR 3 DEF 3 SPD

**ROGUE CHARACTER – grifter, cicibee, sarcophyle**

**UNIQUE CICIBEE**

**IMPLY**

**COST** – Deplete this card. Pick a character.

**EFFECT** – That character's controller depletes that character or reveals the top card of their deck. If they reveal the top card of their deck and it's a character, take control of the picked character this turn.

☉☉☉☉☉ – When another "cicibee" card enters play, if it was deployed from your hand, you may pick a depleted character. If you do, destroy that character.

Art: Jesse Meador RARE 099-150 www.TheSpoils.com

**5 Conniving Puppeteer** 3 STR 3 DEF 3 SPD

**ROGUE CHARACTER – performer**

**BETRAY**

**COST** – Pick a non-tactic card in an opponent's discard pile. Destroy this card.

**EFFECT** – Put the card into play under your control.

Art: Todd Strasser UNCOMMON 099-150 www.TheSpoils.com

**1 Crow with Fists** 1 STR 1 DEF 3 SPD

**ROGUE CHARACTER – beast**

You may include as many copies of this card in your deck as you want.

With fists.

Art: Doug Strasser UNCOMMON 099-150 www.TheSpoils.com

**2 Cunning Ruse** 2 STR 2 DEF 2 SPD

**ROGUE TACTIC**

**EXTRA COST** – Pick an item.

Flip the item face-down under its owner's control.

Step right up to the Abram Ka-Darbo show, where today I'll be making your living god device disappear.

Art: Jeff Ward UNCOMMON 099-150 www.TheSpoils.com

**1 Efficacious Gunslinger** 1 STR 1 DEF 3 SPD

**ROGUE CHARACTER – vigilante**

When this card inflicts damage to a character, destroy that character.

First comes smiles. Then comes lies. Last is gunfire.

Art: Todd Strasser UNCOMMON 099-150 www.TheSpoils.com



**0 Expedition AutoBlind**  
fearless expedition: hiding from thabashles before it was cool

**ROGUE ITEM**

**HUNKER DOWN**  
**COST** – Pay 1. Deplete this card. Pick a character or tactic in a discard pile.  
**EFFECT** – Remove that card from the game. Draw a card, then put a card from your hand on the bottom of your deck.

**BUY TIME** – [3 icons]  
**COST** – Pay 1.  
**EFFECT** – Restore this card.

**FLIP UP** – 1 [1 icon]

Art: Andrew Stumpf © 2013  
RARE 100/150  
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**3 Ezekial Cutpurse**  
if I don't have it, there ain't any

**ROGUE CHARACTER – thief**

**UNIQUE EZEKIAL CUTPURSE**  
Characters you control with numeric cost 2 or less gain 1 strength.  
Characters you control with numeric cost 4 or more gain 1 speed.

**YOINK!**  
**COST** – Destroy this card. Pick a "gear" card. Pick a character.  
**EFFECT** – Take control of the "gear" card. Attach it to the character.  
*Unless you have it, then so do I.*

Art: Josh Miller © 2013  
RARE 101/150  
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**4 Feckless Chronicler**  
singing the song of the unlikely heroes

**ROGUE CHARACTER – performer**

This card cannot be blocked by characters with a [icon] in its rules text.  
This card gains 1 strength and 1 life for each token on it.  
[3 icons] – When this card is depleted, flip a coin. If you win, put a token on this card.

**FLIP UP** – 2 [1 icon]

Art: Gregory Berman © 2013  
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**6 God's Blessing of Transfiguration**  
the living god endows

**ROGUE TACTIC – mutation**

**UNIQUE BLESSING**  
**ATTACH TO CHARACTER**  
The attached character gains the following rules text:  
"All your characters gain 1 strength and lose 1 life."  
When a character you control inflicts battle damage to a faction, that faction's controller puts the top card of their deck into their discard pile.

Art: Josh Miller © 2013  
RARE 103/150  
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**2 Gory Trick Box**  
pain comes in pairs

**ROGUE ITEM – gear**

**ATTACH TO CHARACTER**  
The attached character gains 2 strength and loses 2 speed.  
*The slow poke is no joke.*

Art: Andrew Stumpf © 2013  
UNCOMMON 104/150  
www.TheSpoils.com

**2 Gosche's Spynarium**  
hidden by magic and ritual

**ROGUE LOCATION**

When a character you control with a token on it leaves play, you may pick a character. If you do, that character gains **COVERT** this turn.

**EXPERIMENT**  
**COST** – Deplete this card. Pay 2. Pick a character you control.  
**EFFECT** – Put a token on that character.

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**2 Lost on Floor 3**  
you thought I was done?

**ROGUE TACTIC**

**EXTRA COST** – Play only on your turn, after you have declared the end of your turn. (You can only play this in response to your opponent paying a cost at end of your turn.)  
Terminate your end of turn declaration. Detach a resource from your faction.

**FLIP UP** – 2 [3 icons]

Art: Jonathan Page © 2013  
RARE 106/150  
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**5 Moment of Annihilation**  
annihilation means something different to each thing

**ROGUE TACTIC**

**EXTRA COST** – You may remove up to 3 non-character cards in an opponent's discard pile from the game. If you do, reduce this card's numeric cost by the number of cards removed. Pick a character.  
If the character has 4 life or less, destroy it.

Art: Andrew Stumpf © 2013  
UNCOMMON 107/150  
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**4 Noxious Gambler**  
I play to win

**ROGUE CHARACTER – gambler**

When this card is restored, you may look at the top card of your deck. If you do, you may put that card on the bottom of your deck.  
*Or I don't play at all.*

Art: Josh Miller © 2013  
UNCOMMON 108/150  
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**3 Corrosive Waste Dispenser**  
voidal waste remover

**WARLORD ITEM**

This card enters play with 4 tokens on it.

When this card has no tokens on it, flip it face-down under its owner's control.

**CONVERT**  
**COST** – Pay 1. Remove a token from this card.  
**Destroy** a non-"micromajig" character you control.  
**EFFECT** – Each opponent destroys a character they control.

Art: Sebastian Piro © Arminio Torresen 2013 www.TheSpoils.com

**2 Crimson Pandiatius**  
eternal enemy of the cucurbita pepo

**WARLORD CHARACTER – beast**

This character cannot attack.

☹☹☹☹☹ – This card gains 4 life and loses all other rules text.

*It wasn't until the Pandiatius Army discovered the surprising side effects of Voidal Bamboo that the tides of war turned.*

Art: Alex Blackish © Arminio Torresen 2013 www.TheSpoils.com

**2 Difference of Opinion**  
a pluck and a chum walk onto a battlefield

**WARLORD TACTIC**

You may pick a character. If you do, inflict 1 damage to the character. If you control an attacking party of at least 2 members, you may pick a character. If you do, inflict 2 damage to the character.

**FLIP UP** – 4 ☹ and you may pick an item. If you do, destroy it.

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**3 Direstock Paratrooper**  
daggers from above

**WARLORD CHARACTER – soldier**

**FLIP UP** – 1 ☹

*In warfare, Dragon Riders will leap from their steeds to rain fury from the skies, confident that their dragon partners will be ready to swoop them up before they splatter on the ground. Which they do. Usually.*

Art: Chris Gaskin © Arminio Torresen 2013 www.TheSpoils.com

**6 Direstock Stronghold**  
a high-impregnable fortress-city complex

**WARLORD LOCATION**

**UNIQUE STRONGHOLD**

At the end of your turn, you may search your deck for a Warlord character and reveal it. If you do, put it on top of your deck.

When you deploy a character, X is that character's numeric cost and you may pick a faction. If you do, inflict X damage to that faction and put X damage markers on this card.

Art: George Barrios © Arminio Torresen 2013 www.TheSpoils.com

**1 Disposable Meatsack**  
every army has them

**WARLORD CHARACTER – soldier**

At the end of your turn, if this card is depleted, destroy it.

☹☹☹☹☹ – This card gains 1 strength and 1 speed.

*The Thabbashites killed Imperial Army and Counter-Imperial Army nondiscriminately in defense of their god.*

Art: Chris Gaskin © Arminio Torresen 2013 www.TheSpoils.com

**3 Geldale, City-Fortress**  
counter-imperial army stronghold

**WARLORD LOCATION**

Your opponents may only play tactics during their own turn.

*Located in the forests of Yenassa at the base of Elizabeth's Peak, the rangers of Geldale have protected the forest against monsters, invasions and monstrous invasions for generations.*

Art: Andrew F. Everett © Arminio Torresen 2013 www.TheSpoils.com

**6 God's Blessing of Boost**  
the living god empowers

**WARLORD TACTIC – mutation**

**UNIQUE BLESSING**  
**ATTACH TO CHARACTER**

When this card enters play, inflict 1 damage to all characters.

The attached character gains the following rules text:  
"At the start of each turn, inflict 1 damage to all your characters."  
All your characters gain 1 strength."

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**5 Gor-blach the Endowed**  
thabbashite champion

**WARLORD CHARACTER – fighter, tough guy**

**UNIQUE GOR-BLACH**  
**GET IN THERE** – ☹☹☹

**COST** – Deplete this card. Pick a blocked character you control. X is its strength. Pay X.  
**EFFECT** – Destroy the character. Inflict X damage to an opponent's faction. Inflict X damage to this card.

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