









THE CORRUPTED COUNCIL EMERGES
INFLUENCE - 38

STARTING RESOURCES
1 arcanist resource, 1 face-down card
GLORYBOUND

STARTING DRAW
9 going last, otherwise 8

RESTORE RULE
At the start of your turn, restore all your depleted cards and detach all resources from your faction.

DEVELOP RULE
At the start of your turn, draw a card or play a resource.

DRAW
COST - Pay 3.
EFFECT - Draw a card.

RESOURCE
COST - Pay 4.
EFFECT - Play a resource.

"CONSPIRE AND RETIRE"
COST - Use only during your turn. Pick a tactic in an opponent's discard pile. X is its cost. Pay X+3.
EFFECT - Duplicate the tactic. Put the tactic in its owner's hand.

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PURSUIT OF FORBIDDEN KNOWLEDGE
INFLUENCE - 33

STARTING RESOURCES
2 Obsession
GLORYBOUND

STARTING DRAW
9 going last, otherwise 8

RESTORE RULE
At the start of your turn, restore all your depleted cards and detach all resources from your faction.

DEVELOP RULE
At the start of your turn, draw a card or play a resource.

DRAW
COST - Pay 3.
EFFECT - Draw a card.

RESOURCE
COST - Pay 4.
EFFECT - Play a resource.

FRONT SIDE
When you deploy a tactic, you may pay 1. If you do, put a token on this card.

"STUDY UP"
COST - Pay 1. Discard a tactic.
EFFECT - Look at the top 2 cards of your deck. Put one of those cards in your hand and the other on top of your deck.
When there are 3 tokens on this card, flip this card over and add 2 tokens.

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PURSUIT OF FORBIDDEN KNOWLEDGE
INFLUENCE - 33

STARTING RESOURCES
2 Obsession
GLORYBOUND

STARTING DRAW
9 going last, otherwise 8

RESTORE RULE
At the start of your turn, restore all your depleted cards and detach all resources from your faction.

DEVELOP RULE
At the start of your turn, draw a card or play a resource.

DRAW
COST - Pay 3.
EFFECT - Draw a card.

RESOURCE
COST - Pay 4.
EFFECT - Play a resource.

BACK SIDE
"SORCEROR SUPREME"
COST - Use this only in response to a card being deployed. X is its numeric cost. Pay X+2.
EFFECT - Terminate the card but put it back into its owner's hand instead of their discard pile. Its owner puts a card from their hand on top of their deck.
If an opponent deploys a tactic, remove a token from this card. When there are no tokens on this card, flip this card over.

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THE WALLED STREET
INFLUENCE - 38

STARTING RESOURCES
1 banker resource, 1 face-down card
GLORYBOUND

STARTING DRAW
9 going last, otherwise 8

RESTORE RULE
At the start of your turn, restore all your depleted cards and detach all resources from your faction.

DEVELOP RULE
At the start of your turn, draw a card or play a resource.

DRAW
COST - Pay 3.
EFFECT - Draw a card.

RESOURCE
COST - Pay 4.
EFFECT - Play a resource.

"BUY MORE MONEY"
COST - Pay 4. Destroy a resource you own.
EFFECT - Put the top 2 cards of your deck into play as face-down resources. Your faction gains 1 influence.

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BEHOLD, THE 1%
INFLUENCE - 33

STARTING RESOURCES
2 Greed
GLORYBOUND

STARTING DRAW
9 going last, otherwise 8

RESTORE RULE
At the start of your turn, restore all your depleted cards and detach all resources from your faction.

DEVELOP RULE
At the start of your turn, draw a card or play a resource.

DRAW
COST - Pay 3.
EFFECT - Draw a card.

RESOURCE
COST - Pay 4.
EFFECT - Play a resource.

FRONT SIDE
X is the number of face-down cards in your Glory Field.

"TRICKLE-UP ECONOMICS"
COST - Use this only during your turn. Pay 2. Put a token on this card.
EFFECT - Draw X+2 cards. Discard a card. Each opponent draws a card and then discards a card.
When there are 3 tokens on this card, flip this card over and place a card from your hand face-down in your Glory Field.

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BEHOLD, THE 1%
INFLUENCE - 33

STARTING RESOURCES
2 Greed
GLORYBOUND

STARTING DRAW
9 going last, otherwise 8

RESTORE RULE
At the start of your turn, restore all your depleted cards and detach all resources from your faction.

DEVELOP RULE
At the start of your turn, draw a card or play a resource.

DRAW
COST - Pay 3.
EFFECT - Draw a card.

RESOURCE
COST - Pay 4.
EFFECT - Play a resource.

BACK SIDE
"TRICKLE-DOWN ECONOMICS"
COST - Only your opponents may use this ability, once per turn and only during their own turn.
EFFECT - Remove a token from this card. Choose one of the following:
OPTION 1: Draw 3 cards. Discard 2 cards.
OPTION 2: Play a resource.
OPTION 3: Gain 5 influence.
At the end of an opponent's turn, you may pay 3. If you do, remove a token from this card. When there are no tokens on this card, flip this card over and gain 5 influence.

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CHICKEN WING EXPRESS
INFLUENCE - 38

STARTING RESOURCES
1 gearsmith resource, 1 face-down card
GLORYBOUND

STARTING DRAW
9 going last, otherwise 8

RESTORE RULE
At the start of your turn, restore all your depleted cards and detach all resources from your faction.

DEVELOP RULE
At the start of your turn, draw a card or play a resource.

DRAW
COST - Pay 3.
EFFECT - Draw a card.

RESOURCE
COST - Pay 4.
EFFECT - Play a resource.

"6.9 ON THE RICHTER SCALE"
COST - Use this only during your turn and not during a battle. Pay 6.
EFFECT - Put a character into play from your hand. If you do, each opponent may do the same.

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LARGE ISSUES IN TINY TOWN
INFLUENCE - 33

STARTING RESOURCES
2 Elitism
GLORYBOUND

STARTING DRAW
9 going last, otherwise 8

RESTORE RULE
At the start of your turn, restore all your depleted cards and detach all resources from your faction.

DEVELOP RULE
At the start of your turn, draw a card or play a resource.

DRAW
COST - Pay 3.
EFFECT - Draw a card.

RESOURCE
COST - Pay 4.
EFFECT - Play a resource.

FRONT SIDE
"TINKER"
COST - Pick an item you control. Void it.
EFFECT - Draw a card.
When you deploy an item, you may pay 1. If you do, put a token on this card. If an item leaves play, remove a token from this card. When there are 3 tokens on this card, flip this card over.

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LARGE ISSUES IN TINY TOWN
INFLUENCE - 33

STARTING RESOURCES
2 Elitism
GLORYBOUND

STARTING DRAW
9 going last, otherwise 8

RESTORE RULE
At the start of your turn, restore all your depleted cards and detach all resources from your faction.

DEVELOP RULE
At the start of your turn, draw a card or play a resource.

DRAW
COST - Pay 3.
EFFECT - Draw a card.

RESOURCE
COST - Pay 4.
EFFECT - Play a resource.

BACK SIDE
Any non-"gear" item with a token on it gains the "character" type and has X strength, X life and 3 speed, where X is its numeric cost.

"PLAYING GOD"
COST - Use this only during your turn. Pay 4. Pick a non-"gear" item.
EFFECT - Put a token on it.
If an item leaves play, remove a token from this card. When there are 1 or less tokens on this card, flip this card over.

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STABBER MCSTABBY'S HIDEOUT
INFLUENCE - 38

STARTING RESOURCES
1 rogue resource, 1 face-down card
GLORYBOUND

STARTING DRAW
9 going last, otherwise 8

RESTORE RULE
At the start of your turn, restore all your depleted cards and detach all resources from your faction.

DEVELOP RULE
At the start of your turn, draw a card or play a resource.

DRAW
COST - Pay 3.
EFFECT - Draw a card.

RESOURCE
COST - Pay 4.
EFFECT - Play a resource.

"JUST DESSERTS"
COST - Pick a character that inflicted damage to your faction this turn. Pay 2.
EFFECT - Void the character. Your faction loses 2 influence.

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AMIDST CROWDED STREETS
INFLUENCE - 33

STARTING RESOURCES
2 Deception
GLORYBOUND

STARTING DRAW
9 going last, otherwise 8

RESTORE RULE
At the start of your turn, restore all your depleted cards and detach all resources from your faction.

DEVELOP RULE
At the start of your turn, draw a card or play a resource.

DRAW
COST - Pay 3.
EFFECT - Draw a card.

RESOURCE
COST - Pay 4.
EFFECT - Play a resource.

FRONT SIDE
"MAKE A RUCKUS"
COST - Use this only once per battle. Pick an attacking character you control with 4 speed or more. Pay 2.
EFFECT - This turn, the character gains 1 strength and 1 speed and loses 1 life. Put a token on this card.
When there are 4 tokens on this card, flip this card over and remove all tokens from this card.

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AMIDST CROWDED STREETS
INFLUENCE - 33

STARTING RESOURCES
2 Deception
GLORYBOUND

STARTING DRAW
9 going last, otherwise 8

RESTORE RULE
At the start of your turn, restore all your depleted cards and detach all resources from your faction.

DEVELOP RULE
At the start of your turn, draw a card or play a resource.

DRAW
COST - Pay 3.
EFFECT - Draw a card.

RESOURCE
COST - Pay 4.
EFFECT - Play a resource.

BACK SIDE
"USE THE DISTRACTION"
COST - Pick a character with 3 speed you control. Pay 3.
EFFECT - The next time the picked character inflicts damage to an opponent's character this turn, destroy that character. Draw a card.
When you control no characters with 4 speed or more, flip this card over.

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AFTERMATH OF THE AMBUSH
INFLUENCE - 35

STARTING RESOURCES
2 different staple resources
GLORYBOUND

STARTING DRAW
9 going last, otherwise 8

RESTORE RULE
At the start of your turn, restore all your depleted cards and detach all resources from your faction.

DEVELOP RULE
At the start of your turn, draw a card or play a resource.

DRAW
COST - Pay 3.
EFFECT - Draw a card.

RESOURCE
COST - Pay 4.
EFFECT - Play a resource.

At the start of your turn, choose a threshold type. X is that type. Until the start of your next turn, each of your face-down resources that doesn't have "PROVIDES - X" gains "PROVIDES - X".

While you have less than 4, you must pay 1 to deploy cards of a different trade than your Gloryholder.

"GODS GIVE ME STRENGTH"
COST - X is the number of different trades among cards you control. Pay X+2. Pick a character you control that is of a different trade than your Gloryholder.
EFFECT - Until the start of your next turn, the character gains X strength and is voided at the start of your next turn.

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HUG THE RAINBOW
INFLUENCE - 35

STARTING RESOURCES
2 different staple resources
GLORYBOUND

STARTING DRAW
9 going last, otherwise 8

RESTORE RULE
At the start of your turn, restore all your depleted cards and detach all resources from your faction.

DEVELOP RULE
At the start of your turn, draw a card or play a resource.

DRAW
COST - Pay 3.
EFFECT - Draw a card.

RESOURCE
COST - Pay 4.
EFFECT - Play a resource.

When a card that provides (C), (D), (S), or (R) enters play under your control, trigger the following:
If (C): Until the start of your next turn, all hands are revealed at all times.
If (D): Until the start of your next turn, locations cannot be destroyed by damage.
If (S): Until the start of your next turn, all characters lose COVERT.
If (R): Until the start of your next turn, the top card of each deck is revealed at all times.
If (R): Until the start of your next turn, Gloryholders cannot be blocked by less than 2 characters.

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S-S-SECRET COBRA BASE
INFLUENCE - 38

STARTING RESOURCES
1 warlord resource, 1 face-down card
GLORYBOUND

STARTING DRAW
9 going last, otherwise 8

RESTORE RULE
At the start of your turn, restore all your depleted cards and detach all resources from your faction.

DEVELOP RULE
At the start of your turn, draw a card or play a resource.

DRAW
COST - Pay 3.
EFFECT - Draw a card.

RESOURCE
COST - Pay 4.
EFFECT - Play a resource.

"DON'T TREAD ON ME"
COST - Pick a character that has damage assigned to it. X is the amount of damage assigned. Y is the character's life. Pay Y.
EFFECT - If the character is destroyed this turn, its owner loses X-Y influence. Your faction loses Y influence.

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ENTER THE GORE PIT
INFLUENCE - 33

STARTING RESOURCES
2 Rage
GLORYBOUND

STARTING DRAW
9 going last, otherwise 8

RESTORE RULE
At the start of your turn, restore all your depleted cards and detach all resources from your faction.

DEVELOP RULE
At the start of your turn, draw a card or play a resource.

DRAW
COST - Pay 3.
EFFECT - Draw a card.

RESOURCE
COST - Pay 4.
EFFECT - Play a resource.

FRONT SIDE
If an opponent's character would be destroyed by damage inflicted by any of your characters, place that character face-down in your Glory Field, instead.

"SEEING RED"
COST - Pay X, where X is the number of face-down cards in your Glory Field. Pick a character.
EFFECT - This turn, the character gains X strength and loses 1 life.
When there are 7 face-down cards in your Glory Field, flip this card over and randomly place 3 of the face-down cards into the void.

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ENTER THE GORE PIT
INFLUENCE - 33

STARTING RESOURCES
2 Rage
GLORYBOUND

STARTING DRAW
9 going last, otherwise 8

RESTORE RULE
At the start of your turn, restore all your depleted cards and detach all resources from your faction.

DEVELOP RULE
At the start of your turn, draw a card or play a resource.

DRAW
COST - Pay 3.
EFFECT - Draw a card.

RESOURCE
COST - Pay 4.
EFFECT - Play a resource.

BACK SIDE
Opponents must pay 2 to pick Gloryholders.

"THE UNDISPUTED CHAMPION"
COST - Void 2 face-down cards in your Glory Field.
EFFECT - Your Gloryholder can only be destroyed by damage until the start of your next turn.
Flip this card over if there are no face-down cards in your Glory Field or if your Gloryholder is not in play.

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Rules Of The Gore Pit

Everyone has decided... with the world coming to an end, what better time to FIGHT TO THE DEATH?

Welcome to the GORE PIT! Crazy, multiplayer action where there are no second chances. Each team has a mighty Gloryholder who looks into the fray from their prestigious Glory Field, before jumping in to get their own hands dirty.

DECK CONSTRUCTION: In this mode, you'll be rockin' a 75 card deck, including starting resources (not including your faction). You cannot have any more than a single copy of any non-staple card. You will also begin the game with a **UNIQUE** character in a new zone called the Glory Field. This character is referred to as your deck's Gloryholder and counts against your deck limit. Your deck must also obey any **GLORYBOUND** rules on your faction, if any.

THE GLORY FIELD & GLORYHOLDER: Your Glory Field is a new zone where your Gloryholder will sit, face-up and visible to all (continued on the back)

Questions? Check out the Comprehensive Rules at www.thespoilscardgame.com.

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Rules Of The Gore Pit

(continued from the front)

players. This zone is not considered to be in play and from this zone your Gloryholder can be deployed, as normal, as if it were in your hand. All the same cost and threshold restrictions apply. When a Gloryholder is deployed, its owner puts a token in their Glory Field. The cost to deploy a Gloryholder is increased by the number of tokens in the owner's Glory Field as an EXTRA COST. If a Gloryholder you own would leave play in any way (except due to paying a cost), you may choose to put it in your Glory Field instead.

GLORYBOUND: Many of the new Factions have a new keyword, **GLORYBOUND**. If you use a Faction with this keyword, your deck cannot include any cards that do not share the same trade as your Gloryholder. It also means that any of your face-down resources will now provide X threshold type, where X is the the trade type of your Gloryholder. Loyalty goes far in The Gore Pit!

Now get out there and make some new frenemies!

Questions? Check out the Comprehensive Rules at www.thespoilscardgame.com.

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Dragonfly Illustrations and Art by Arcane