

2 Additional Tribute
a little extra tribute goes a long way

ARCANIST TACTIC

EXTRA COST – Deploy this only in response to a non-tactic card being deployed.

If you control you may look at the top card of your deck. If you do, you may put it on the bottom.

Any opponent may pay 1. If they do, draw a card and terminate this card. Otherwise, terminate the non-tactic card being deployed.

The plumes on the top of their hoods become erect in the presence of voidal energy. Run away before they completely straighten...

Art: Yassen Sholov
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5 Bewilderbeast
it's a moose-shark-bear-a-pede!

ARCANIST CHARACTER – beast, monstrosity

3 STR 3 LIFE 3 SPD

When an opponent discards any number of cards, this card gains X strength and X life this turn, where X is the number of cards discarded.

I think.

Art: Chantelle Basson
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3 Close Call
but its got no eyes or ears! how did it know?

ARCANIST TACTIC

EXTRA COST – Pick a character you control.

Put the character into its owner's hand. Put this card into play under its owner's control as a face-down resource instead of into their discard pile.

You said steal a living god. You said nothing about me getting dead!

Art: Godfrey Escote
RELIST COMMON 003/140 © Arcane Tinsmith 2014 www.TheSpoils.com

3 Confessions of Countless Souls
some walls can speak even when you're not listening

ARCANIST TACTIC

EXTRA COST – Choose a number for X. Put X characters you control into the void. Pick X+1 characters.

Put those characters into their owner's hand. Look at the top X+1 cards of your deck. You may put any number of those cards on the bottom of your deck in any order. Put the remaining cards on the top of your deck in any order.

The punishment of heretics is to suffer the Ritual of Eternal Mortarization.

Art: Jesse Malhot
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6 Eldridge Gosche, Godstealer
a great mind bent beneath the weight of its own greatness

ARCANIST CHARACTER – ritualist, eldridge

4 STR 5 LIFE 3 SPD

UNIQUE ELDRIDGE

When this card enters play or is destroyed, you may pick 3 or fewer non-resource cards you control. If you do, put up to 3 tokens divided however you want on those cards.

READY THE RITE
COST – Remove 2 tokens from this card. Pick a tactic you own in the void or in your discard pile.
EFFECT – Put the tactic into your hand.

TRIBUTE
COST – Pay 1. Destroy this card. Pick a player.
EFFECT – That player discards 2 cards. Draw a card.

Art: Godfrey Escote
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3 Forbidden Bibliotheca
it giveth and taketh away

ARCANIST LOCATION

0 STR 0 LIFE 0 SPD

UNIQUE BIBLIOTHECA

This card enters play with 3 tokens on it.
This card gains 1 structure for each token on it.

RESEARCH
COST – Deplete this card. Put a token on this card. Pay 2.
EFFECT – Draw 2 cards. Put a card from your hand on the bottom of your deck.

CHECK OUT
COST – Deplete this card. Remove 2 tokens from this card.
EFFECT – Each opponent discards 2 cards.

Art: Remonije Waskovic
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3 Gruesome Sand Beaver
feeds on the bones of men

ARCANIST CHARACTER – beast

4 STR 2 LIFE 3 SPD

COVERT

EXTRA COST – Pick a face-down resource you control and put it into its owner's hand.

Sand beavers are known for random acts of violence upon the unsuspecting traveler. They live in the desert to avoid the whole dam business.

Art: Jesse Malhot
RELIST UNCOMMON 007/140 © Arcane Tinsmith 2014 www.TheSpoils.com

7 Guardbeast of Thabbash
the leash is just for show

ARCANIST CHARACTER – warbeast

4 STR 5 LIFE 3 SPD

– **COVERT**

– This character can block **COVERT** parties and non-**COVERT** parties.

These large animals can be surprisingly stealthy. Do not let a guardbeast catch you unaware - it will be the last thing you do. Unless you are a sand beaver.

Art: Brian Bieleke
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2 Hate of Man
thabbashites worship even the lowest of living gods

ARCANIST CHARACTER – god

1 STR 2 LIFE 1 SPD

This character loses 1 life and all non-Arcanist characters lose 1 strength for each token on this card.

SPREAD THE HATE
COST – Pay 2. Deplete this card.
EFFECT – Put a token on this card.

Art: Roadglobe Langleit
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4 Ignatius Gloamspike
not nearly as evil as the other gloamspikes

1 STR 5 LIFE
3 SPD

ARCANIST CHARACTER – Ignatius, blade of questionable morality

UNIQUE IGNATIUS

When this card attacks, look at the top 2 cards of your deck. You may put any number of those cards on the bottom of your deck in any order. Put the remaining cards on the top of your deck in any order.

When this card inflicts damage to a faction, look at the top 2 cards of the faction's controller's deck. Put any number of those cards on the bottom of their deck in any order. Put the remaining cards on the top of their deck in any order. Draw a card.

Maybe. Hopefully.

Art: Godfrey Escote
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8 Meh, another Living God
le sigh

6 STR 6 LIFE
1 SPD

ARCANIST CHARACTER – god

FLIP UP – 7

bleh

I mean, what more is there to say about it?

Art: Joost Klein
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6 Night-basking Basilisk
petrifying quietus of the dark

3 STR 2 LIFE
3 SPD

ARCANIST CHARACTER – beast

COVERT

EXTRA COST – If you control reduce the numeric cost of this card by 4.

I am the terror that craps in the night.

Art: Jamie Lister
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Obsessive Concentration

ARCANIST RESOURCE

This resource may only be played from your hand face down.

FLIP IT – **COST** – Use this only while this card is a face-down resource. Reveal this card. Pay 4. **EFFECT** – Put this card into play face-up. Draw 3 cards. If you do, put 3 cards from your hand on the bottom of your deck.

Art: Naga
UNCOMMON
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3 Offering of False Friendship
enjoy your beads!

ARCANIST TACTIC

EXTRA COST – Pick a character.

Any opponent may pay 2. If they do, terminate this card. Otherwise, put that character and characters with the same name as that character on the bottom of their owner's deck.

You can't fake sincerity - you have to make it up on the spot.

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3 Predatory Lamp
gotcha!

1 STR 1 LIFE
3 SPD

ARCANIST CHARACTER – lurker

COVERT

When this card enters play, you may pick a character with **COVERT**. If you do, that character loses **COVERT** while this card is in play.

Bringing light to where the sun don't shine in all kinds of nasty ways.

I should have been sad when the lamp went out, but instead I was delighted.

Art: Yannis Miliou
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6 Profane Proposal
everybody needs a retirement plan

1. STEAL A LIVING GOD OF THABBASH
2. HARNESS ITS POWER
3. RANSOM THE WORLD
4. ???
5. PROFIT

ARCANIST TACTIC

EXTRA COST – Pick an opponent.

Search your deck for 5 cards with different names and reveal them. That player separates those cards into two piles. Put one pile into your hand and shuffle the other into your deck.

... and this my friends, is how we obtain ultimate voidal power.

Art: Mara Miranda
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1 Puerile Ecto-Manipulator
kid's play

1 STR 1 LIFE
3 SPD

ARCANIST CHARACTER – ecto-manipulator

When this card enters play you may pick a non-resource card. If you do, put a token on the card.

Thirty days in the dungeon! Everyone in this room! Mmmmmuuuuugh!

It wasn't school he disliked - it was just the principal of it.

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2 Seance Sensor
found in the archives of the forbidden bibliotheca...

ARCANIST ITEM

This card enters play with 2 tokens on it.

SEIZE

COST – Remove a token from this card. Deplete this card. Pick a player.

EFFECT – That player discards a card.

ABSORB HUMOUR

COST – Pay 2. Deplete this card.

EFFECT – Put a token on this card.

Art: Victor Adams
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2 **Seriously Weird Crystalline Artefact**
...this strange item obviously houses great power...

ARCANIST ITEM

RECYCLE JUNK
COST – Pay 3. Pick a non-resource card in your discard pile and remove it from the game. X is the numeric cost of the card.
EFFECT – Search your deck for a card with the same type as the picked card and numeric cost X or less. Put it into your discard pile. Draw a card.

SERAPHIM FUSION
COST – Pay 4. Pick a **UNIQUE IGNATIUS** you control. Destroy this card.
EFFECT – Search your deck for a card named “Uhlutht Niudla” and put it into play.

Art: Victor Adams **RARE** 02/140 © Aranea Trism 2014 www.TheSpoils.com

1 **Serpentine Scepter**
...that can change the course of Iugubria's future

ARCANIST ITEM – gear

ATTACH TO CHARACTER

SOUL DRAIN
COST – Pay 1.
EFFECT – Deplete the attached character.

SOUL CHARGE
COST – Use this ability only once each turn. Pay 1.
EFFECT – Restore the attached character. It cannot attack this turn.

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4 **Thabbashite Barbeque**
you want a burger or a weenie? ...uhhhh

ARCANIST TACTIC

EXTRA COST – Pick a non-resource card.

Any opponent may pay 2. If they do, put this card into its owner's hand and terminate it. Otherwise, put the picked card into its owner's hand. Look at an opponent's hand and choose a non-resource card in it. That player discards the card.

The expedition grew silent when it was announced the Thabbashites would be serving finger foods.

Art: Geoffrey Escoto **UNCOMMON** 02/140 © Aranea Trism 2014 www.TheSpoils.com

4 **Thabbashite Communicant**
pierced peace

ARCANIST CHARACTER – ritualist

When a card that provides at least 1 enters play under your control, you may look at the top card of your deck. If you do, you may put it on the bottom.

The women of the Muelon tribe believe that heart's blood, properly prepared and served, satiates the living gods. There are notable risks involved in the feeding, primarily, being eaten.

Art: Jamie Liller **COMMON** 02/140 © Aranea Trism 2014 www.TheSpoils.com

4 **Thabbashite Temple**
anything but inconspicuous

ARCANIST LOCATION

CALL UPON THE GODS
COST – Deplete this card. X is the number of 1 you control. Pay 10-X.
EFFECT – Search your deck for a character with numeric cost X or less and put it into play depleted.

VOLATE
COST – Pay 2. Pick a face-up resource you control.
EFFECT – Flip that resource face-down under its owner's control.

Art: Alex Harbado **RARE** 02/140 © Aranea Trism 2014 www.TheSpoils.com

6 **Uhlutht Niudla**
ph'nglui mglw'nafh uhlutht r'lyeh vgh' nagi' fhtagn

ARCANIST CHARACTER – uhlutht, seraphim, dragon

UNIQUE UHLUTHT

PREVAIL UPON
COST – Put a resource you control into its owner's hand. Pick a player. Pay 1.
EFFECT – That player puts a face-down resource they control into its owner's hand.

AVAIL ANEW
COST – Reveal a resource from your hand and shuffle it into your deck. Pay 1.
EFFECT – If the revealed card was named “Obsession”, this card gains **CONVERT** this turn. Draw a card.

Art: Geoffrey Escoto **RARE** 02/140 © Aranea Trism 2014 www.TheSpoils.com

2 **Vexing Nullifier**
viciously vexing the vivacious

ARCANIST CHARACTER – ritualist

If this character would inflict battle damage to a character, put that character into its owner's hand instead.

If a character would inflict battle damage to this character, put this character into its owner's hand instead.

Art: Yaseen Shobier **COMMON** 02/140 © Aranea Trism 2014 www.TheSpoils.com

3 **Voidal Humour Redistribution**
top men toiling away

ARCANIST TACTIC

EXTRA COST – Choose a number for X. Remove X tokens from cards you control.

Put X tokens divided however you want on any non-resource cards. Draw a card.

One day, unless we find ourselves a source, Voidal Humour may run out. That's where the god comes in.

Art: Alex Harbado **RARE** 02/140 © Aranea Trism 2014 www.TheSpoils.com

5 **Will of a Living God**
to some a blessing, to others a curse

ARCANIST TACTIC – mutation

ATTACH TO CHARACTER
(put this card into play attached to that character instead of into its owner's discard pile)

This card enters play with 3 tokens on it.

The attached character gains 1 strength and 1 life for each token on this card.

At the start of your turn, remove a token from this card. If you cannot, destroy the attached character.

Art: Najase **UNCOMMON** 02/140 © Aranea Trism 2014 www.TheSpoils.com





3 Motivational Dancer
uh uh... no touchie

2 STR 3 SPD 1 LIFE

BANKER CHARACTER – dancer, mau

At the end of your turn, you may pay 1. If you do, pick a character and deplete it. That character cannot be restored by its controller's faction's next **RESTORE RULE**.

PRIVATE DANCE
COST – Pay 1. Deplete this card. Pick a character.
EFFECT – Deplete the character.

PAY UP
COST – Pay 1. Inflict 1 damage to your faction. Deplete this card. Pick a depleted character.
EFFECT – Inflict 1 damage to the character.

Art: Christopher Mico
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1 Personal God Shrine
unrequited reverence

3 STRUCTURE

BANKER LOCATION

When a card that provides at least 1 enters play under your control, you may pay 3. If you do, you may pick a character or location in your discard pile and put it on top of your deck.

At first, I found it curious the Thabbashites devoted themselves to worshipping beings that did not give them the least notice. Later, I realized this hardly distinguished them from any other cult.

Art: Jose Muñoz
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5 President Model #16
always the right man for the job

8 STR 3 SPD 8 LIFE

BANKER CHARACTER – executive

This card enters play with 9-X tokens on it, where X is the number of 1 you control.

This card loses 1 strength and 1 life for each token on it.

He can run your country or company, it just depends on the intelligence of your people.

Art: Alex Orscho
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1 Public Defender Intern
at least you're not a slave

1 STR 3 SPD 1 LIFE

BANKER CHARACTER – lackey, lawyer

When this card enters play, draw a card.

If you were, you wouldn't be wearing clothes. More coffee!

Art: Lenn Jo
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5 Religious Rejection
agreeing to disagree

BANKER TACTIC

EXTRA COST – Pick a character without an item attached to it.

Destroy the character. If you control 1, draw a card.

"False man, now you pay in blood"
"Don't just stand there! Throw me a spear!"

Art: Heme Jerssen
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1 Resurrecting Necromorph
stop calling me daisy

2 STR 2 SPD 2 LIFE

BANKER CHARACTER – mau, necromorph

When another character is put into your discard pile from play, if this card is in your discard pile, you may pay 1. If you do, put this card into play under your control. Deplete it.

"Yes, Ms. Daisy."

Art: Victor Arlene
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0 Spurious Anthropologist
just work with me here, look at all of this

0 STR 2 SPD 2 LIFE

BANKER CHARACTER – advisor

TACTICAL

When this card blocks, you may pick a character in your discard pile. If you do, add that character to the blocking party. If that card or this card would leave play this turn, remove both cards from the game instead.

At the end of a battle, if this card blocked, remove it from the game.

FLIP UP – 1 1 1

Art: Godfrey Escote
RARE 052/140
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4 Thabbashite Deacon
the living gods call for collection

1 STR 3 SPD 3 LIFE

BANKER CHARACTER – priest

When a card that provides at least 1 enters play under your control, you may pick a faction. If you do, it gains 1 influence.

The clergy of the Doarden tribes have developed an ingenious way of coercing the masses to give offerings. They fashion collection baskets from the skulls of recalcitrant Thabbashites and then voidly augment the skulls into monstrous shapes capable of biting.

Art: Jarek Madyla
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3 Unloyal Necromorph
in life he was the most loyal of mercenaries

4 STR 3 SPD 4 LIFE

BANKER CHARACTER – necromorph, mercenary

If this card would be destroyed, any opponent may pay 2. If they do, that player takes control of this card instead and all damage already inflicted to this card this turn is reduced to 0.

Dang it! Where's the off button?

Art: Wlodek Piegara
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3 **0v3rw0rk3d 31f**
none shall pass

GEARSMITH CHARACTER – 31f

Abilities on locations cannot be used.

Locations opponents control lose 1 structure.

FLIP UP – 2

One 31f alone at the barricade confronted armored carmajigs, while others fled. He stood for freedom for us all, but few care now if he's jailed or dead.

Art: Jarek Miedysa

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4 **73ch!**
will it fly?

GEARSMITH TACTIC

Search your deck for a Gearsmith card and reveal it. If you do, put it into play under your control as a face-down resource.

533 7h053 C48135 J0? 7h47'5 4 n0. 8u7 w17h 7h3 r1gh7 73ch...

Original Open MKD Concept by Asayuan

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4 **A Boy and His Toy**
how many times have I told you? knock!

GEARSMITH CHARACTER – inventor

When this card enters play, put a Micromajig token into play under your control.

He is a sad, strange, not-so-little man, and he has our pity.

Art: Mara Miranda

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5 **Abused 31f Conveyor**
these boots weren't made for walking

GEARSMITH CHARACTER – mechanic, 31f

When this card enters play, you may pick a character. This turn, the picked character gains 3 strength and 3 life.

The road goes ever on and on and on and on... And on!

Art: Alex Blochman

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2 **Changing Boothmajig**
for when you are in a hurry

GEARSMITH CHARACTER – majig

WARDROBE CHANGE

COST – Deplete this card. Pick a character. Pick a "gear" card you control.

EFFECT – Attach the "gear" card to the character.

Hitting the battlefield in style never goes out of fashion.

Art: Victor Adams

RARE 059/140

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4 **Cr4ck13**
aaaah, snap!

GEARSMITH CHARACTER – 31f

When damage is inflicted to this card, put that many Micromajig tokens into play under your control.

They just keep popping out!

Art: Conrado Sessagony

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3 **Deity Delimitation Device**
a small glitch means that sometimes it releases "other" things

GEARSMITH ITEM

ENTRAPMENT

COST – Deplete this card. Pick a character you control. X is its numeric cost.

EFFECT – Put that character into the void. Put X-1 tokens on this card.

RELEASE

COST – Deplete this card. Choose a number for X.

EFFECT – Remove X tokens from this card. If you do, pick a character you own in the void with numeric cost X. Put that character into play under your control.

Art: Lucas Pankalchil

RARE 061/140

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5 **Digital Claywork Compendium**
this screen has amazing resolution!

GEARSMITH ITEM

This card cannot be picked.

RESEARCH

COST – Pay 2. Deplete this card.

EFFECT – Reduce the next numeric cost you pay this turn by 4.

SMASH KEYS

COST – Destroy this card.

EFFECT – Reduce the next numeric cost you pay this turn by 2.

Art: Hans Janssens

RARE 062/140

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Eltist Upgrade

GEARSMITH RESOURCE

This resource may only be played from your hand face down.

PROVIDES –

FLIP IT –

COST – Use this only while this card is a face-down resource. Reveal this card. Pay 5.

EFFECT – Put this card into play face-up. This turn, all Micromajigs gain 1 strength and 1 life.

Art: Haggan

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3 **RC Flashlight**
never leave home without one

1 **STR** **3** **LIFE**
3 **SPD**



GEARSMITH CHARACTER – machine

This card cannot be blocked.
This card can block **COVERT** parties.

Art: Mark Schmidt
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0 **Runic Distributor**
31337 60057 93n3r470r

GEARSMITH ITEM

LOAD
COST – Pay 2.
EFFECT – Put a token on this card.

GATHER
COST – Choose a number for X. Pay X+1. Remove X tokens from a card you control.
EFFECT – Put X tokens on this card.

SPREAD OUT!
COST – Pay 3. X is the number of tokens on this card. Destroy this card.
EFFECT – Put X tokens divided however you want on any number of non-resource cards you control.

Art: Alex Hunsdo
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Original Open R&D Concept by Jay
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1 **Scrapple-Jack**
I've been happily workin' in the lab ever since

1 **STR** **1** **LIFE**
3 **SPD**



GEARSMITH CHARACTER – horsemajig

EXTRA COST – You may destroy a Micromajig token you control.

When this card enters play, if you destroyed a Micromajig token as part of its cost, you may pick an item in your discard pile and put it into your hand.

Art: Chantelle Basson
UNCOMMON 075/140 © Antoine Tournier 2014
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1 **Subdermal Micromajig**
less cute than some say

GEARSMITH TACTIC

EXTRA COST – Pick an opponent. Destroy a Micromajig token you control.

Destroy an attacking character that player controls. That player puts a Micromajig token into play under their control.

FLIP UP – 2 **STR** and draw a card.

He started throwing trash at us, next thing we knew was Larry's chest exploded and this thing is calling me boss.

Art: Lucas Pansikelli
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Original Open R&D Concept by AerosolFloor
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4 **Surprising Dudes**
I think I found something

GEARSMITH TACTIC

EXTRA COST – Deploy this only during your turn.

Put 2 Micromajig tokens into play under your control. Put this card into play under its owner's control as a face-down resource instead of into their discard pile.

Art: Nathan Iversen
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8 **T Force 5 MegaManlyMajig**
the world is his gym

8 **STR** **6** **LIFE**
3 **SPD**



GEARSMITH CHARACTER – t force 5, majig

When this card enters play, you may detach up to 3 resources from your faction.

He's here to pump you up!

Art: Carlos Villa
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3 **Thabbashite Organist**
the living gods call for melody

1 **STR** **1** **LIFE**
1 **SPD**



GEARSMITH CHARACTER – monstrosity

When a card that provides at least 1 enters play under your control, reduce the numeric cost of the next card you play this turn by 1.

This odd gargantuan relic is actually alive. Nature in Luridia is not without its bizarre tendencies evidenced in this case by the instrumental biology of this unmoving creature.

Art: Nathan Iversen
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1 **Unstable Modification**
the leg-bone is connected to the... hip-bone?

GEARSMITH TACTIC – mutation

ATTACH TO CHARACTER (put this card into play attached to that character instead of into its owner's discard pile)

At the start of your turn, choose one of the following as this card's rules text until the start of your next turn:

OPTION 1
The attached character gains 1 strength.

OPTION 2
The attached character gains 1 life.

OPTION 3
The attached character can block **COVERT** parties.

Art: Alex Elchorn
COMMON 080/140 © Antoine Tournier 2014
Original Open R&D Concept by Elize
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2 **Visible Loaf**
sometimes a sandwich just isn't enough

GEARSMITH ITEM

This card enters play with 3 tokens on it.

DEFLECT
COST – Pay 3. Remove a token from this card and deplete it. Pick a character.

EFFECT – This turn, the next time damage would be inflicted to the character, reduce it to 0.

We could make a joke about an 31f hiding a loaf in his pants, but that would just be poor taste.

Art: Geoffrey Escoto
UNCOMMON 081/140 © Antoine Tournier 2014
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3 Catastrophic Caper
hide yo kids, hide yo wife!

ROGUE TACTIC

EXTRA COST – Deploy this only in response to a card or ability that picked a character as an extra cost.

Put the character into its owner's hand. If you do and the character is a **UNIQUE PLUCK**, draw a card.

FLIP UP – 1

There's a thief from Clockman named Pluck, who is often found running amuck, but when under duress, he slipped under her dress, sometimes thieves are lucky as fu... all get-out.

Art: Godfrey Jacobs
UNCOMMON 082/140
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4 Cheats, the Dirty Rotten
he likes to trade at a 5:1 ratio

ROGUE CHARACTER – pluck, grifter

UNIQUE PLUCK

EXTRA COST – Pick an opponent.

When this card enters play, if you picked an opponent as part of its cost, search that player's deck for 4 non-resource cards with different names, reveal them and put them into the void. If you do, randomly put 2 of those cards into their discard pile. For the rest of the game, you may deploy the voided cards as though they were in your hand even if you cannot meet their threshold.

When Cheats saw the two rare items, he did a double take.

Art: Godfrey Jacobs
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2 Chum, the Ugliest Sarume
deception through saliva

ROGUE CHARACTER – dragon

UNIQUE CHUM, TACTICAL

EXTRA COST – Pick a card in a discard pile. X is its numeric cost.

When this card enters play, if you picked a card as part of its cost, remove that card from the game. Search an opponent's deck for a card with numeric cost X or less and put it into their discard pile.

SERAPHIM FUSION

COST – Pay 4. Pick a unique pluck you control. Destroy this card.

EFFECT – Search your deck for a card named 'Omahkapi's Pluck' and put it into play.

A Pluck's best friend.

Art: Mira Miranda
RARE 084/140
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3 Craniata Nester
malevolent desert terror

ROGUE CHARACTER – monstrosity

When a card that provides at least 1 enters play under your control, you may pick an opponent. If you do, put the top card of their deck into their discard pile.

This card gains 1 strength and 1 life for each character card in each opponent's discard pile.

Art: Victor Adams
UNCOMMON 085/140
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Deceptive Domain

ROGUE RESOURCE

This resource may only be played from your hand face down.

PROVIDES –

FLIP IT –

COST – Use this only while this card is a face-down resource. Reveal this card. Pick a location. X is its numeric cost. Pay X+4.

EFFECT – Put this card into play face-up. Take control of the location.

Art: Victor Adams
UNCOMMON 086/140
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3 Don't Trip
one faceplant coming up

ROGUE TACTIC

EXTRA COST – Pick an attacking character.

If the picked character would inflict battle damage, inflict that damage to itself instead.

FLIP UP – 3

Art: Victor Adams
COMMON 087/140
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2 Dweedle Tee
and then I says... let's battle

ROGUE CHARACTER – clown

This card gains 1 strength and 1 life for each token on it.

BULGE –

COST – Pay 3 or shuffle your deck. Deplete this card.

EFFECT – Reveal the top card of your deck. Put that card into your discard pile. Put tokens on this card equal to the threshold of the revealed card.

Contranwise, if it was so, it might be; and if it were so, it would be; but as it isn't, it ain't. That's logic.

Art: Brian Johnson
UNCOMMON 088/140
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2 Ferret Oil Coating
it's... sticky...

ROGUE ITEM – gear

ATTACH TO CHARACTER

Anything that can pick the attached character must pick it.

FLIP UP – 1

The word on the street is that this will really help you stand out in a crowd.

Art: Jesse Hernandez
UNCOMMON 089/140
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1 Flashy Bangs
tip of the day: wax on wax off

ROGUE ITEM

BURST

COST – Pick a blocking character. Destroy this card.

EFFECT – Remove the character from the battle. Deplete it.

FLIP UP – 1

Solar flare!

Art: David North
UNCOMMON 090/140
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3 Fwing Snipe
swallowed the finger, kept the ring

1 STR 1 LIFE
4 SPD



ROGUE CHARACTER – beast

TACTICAL

When this card enters play, you may pick a character. If you do, the character gains 1 speed this turn. Flip a coin. If you win, the character also gains 1 strength this turn.

We thought of going with "My preciousssss" - but that is well overused, so we decided not to!
That would also imply the ring is precious. Which it isn't. Really. What are you doing? DON'T TOUCH IT!

Art: Mark Schmitz
UNCOMMON 09/1/14 © Arcane Yemman 2014 www.TheSpoils.com

5 Gnarling Lupine
my leg! it won't grow back!

2 STR 2 LIFE
3 SPD



ROGUE CHARACTER – beast

REND

COST – Use this ability only once each turn. Destroy a face-down resource you control.

EFFECT – This turn, this card gains 3 strength, 3 life and 1 speed.

He needed another leg.

Art: Mennagh Stanekovic
COMMON 09/1/14 © Arcane Yemman 2014 www.TheSpoils.com

4 Impeccable Triggerman
thanks for the pizza

2 STR 1 LIFE
3 SPD



ROGUE CHARACTER – assassin

This card enters play depleted.

ASSASSINATE

COST – Deplete this card. Pick a depleted character.

EFFECT – If the character has 4 life or less, destroy it.

RELOAD

COST – Pay 3.

EFFECT – Restore this card. This turn, it cannot attack.

Art: Mennagh Stanekovic
RARE 09/1/14 © Arcane Yemman 2014 www.TheSpoils.com

5 Inebriated Defenestration
two hits: me hitting you, you hitting the window.

1 STR 1 LIFE
1 SPD



ROGUE TACTIC

Put the top 5 cards of an opponent's deck into their discard pile. Draw 2 cards.

Have a nice trip. See you next fall.

Art: Johan Jonstad
UNCOMMON 09/1/14 © Arcane Yemman 2014 www.TheSpoils.com

3 Low-hanging Clothesline
the bigger they are...

1 STR 1 LIFE
1 SPD



ROGUE TACTIC

EXTRA COST – Pick a depleted character.

If the character has 5 life or more, destroy it.

"I'm taller than you! I'm taller!"
"Yeah? Well I'm smarter."

Art: Courtney Woodruff
COMMON 09/1/14 © Arcane Yemman 2014 www.TheSpoils.com

3 Loyal Companion
jo's right hand mau

2 STR 2 LIFE
3 SPD



ROGUE CHARACTER – outcast, mau

TACTICAL

HELPING PAW –

COST – Discard this card from your hand. Pick a character that is blocking or being blocked. Pay 4.

EFFECT – This turn, that character gains 3 strength and 3 life.

NINE LIVES –

COST – Use this only if this card is in your discard pile. Pay 5.

EFFECT – Put this card into play under your control.

When you see her, you will never be the same and neither will she.

Art: Geoffrey Escoto
UNCOMMON 09/1/14 © Arcane Yemman 2014 www.TheSpoils.com

3 Ocular Dispersal
colorblind in all but one

1 STR 1 LIFE
1 SPD



ROGUE TACTIC – mutation

ATTACH TO CHARACTER
(put this card into play attached to that character instead of into its owner's discard pile)

If the attached character would assign battle damage, it assigns damage equal to its numeric cost instead of its strength.

If this card would be destroyed, flip it face-down under its owner's control instead.

Considered a blessing by Thabbashites.
Good thing he isn't a teacher, he would have a hard time controlling his pupils.

Art: Mark Hyper
UNCOMMON 09/1/14 © Arcane Yemman 2014 www.TheSpoils.com

1 Sneaky Sarco
such a beautiful way to die

1 STR 1 LIFE
4 SPD



ROGUE CHARACTER – hedonist, sarcophyle

When this card enters play, flip a coin. If you win, put a token on this card.

While there is a token on this card, it gains **COVERT**.

FEED

COST – Pay 1. Remove a token from this card.

EFFECT – This turn, this card gains 1 strength and 1 life.

Art: Lauren Allman
UNCOMMON 09/1/14 © Arcane Yemman 2014 www.TheSpoils.com

1 Super Slingerang XL200
found the new model on a dead 31f

1 STR 1 LIFE
4 SPD



ROGUE ITEM

When this card enters play you may discard a card at random. If you do, you may pick a character and destroy it.

SLING

COST – Pay 3. Pick an item. Destroy this card.

EFFECT – Destroy that card.

RANG

COST – Pay 4 or discard a non-resource Rogue card.

EFFECT – Put this card into its owner's hand.

FLIP UP – 1

Art: Mara Miranda
RARE 09/1/14 © Arcane Yemman 2014 www.TheSpoils.com

4 Thabbashite Dartist
spit assassin

3 STR 1 LIFE
3 SPD

ROGUE CHARACTER – hunter

When a card that provides at least 1 enters play under your control, you may pick a character. If you do, that character loses 1 life this turn.

Blow guns are a favored weapon among the tribe of Geroam. One shot. One kill. No exceptions.

Art: Godfrey Jacobs
COMMON 100/140
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www.TheSpoils.com

2 Thabbashite Urchin
I swear the bear don't care

2 STR 2 LIFE
3 SPD

ROGUE CHARACTER – outlaw

☠☠☠ – While an opponent controls an item, this card cannot be blocked.

"First I stick my tongue out like this, see? Then I stick my toe out like this, see? Then it's a simple matter of not being seen, see?"

"And if that doesn't work?"

"We flee, see?"

Art: Marc Miranda
COMMON 101/140
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8 Theological Theft
that's how you steal a god

4 STR 4 LIFE
3 SPD

ROGUE TACTIC

EXTRA COST – Choose a number for X. Pick X players. Each of those players puts the top 10 cards of their deck into their discard pile. Pick X characters in an opponent's discard pile. Put those characters into play under your control.

FLIP UP – 7

Eldridge's therapist suggested he take something for his kleptomania, so he took a god.

Art: Victor Adams
RARE 102/140
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4 Thieving Casino
the house always wins

4 STR 4 LIFE
3 SPD

ROGUE LOCATION

At the start of your turn, flip a coin. If you win, pick a player and put the top 4 cards of their deck into their discard pile.

CASH OUT – Deplete this card. Pick a character in an opponent's discard pile. X is its numeric cost. Pay X+4.

EFFECT – Put it into play under your control.

Art: Marc Miranda
RARE 103/140
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3 Torchlight Safehouse
nest for ne'er-do-wells

5 STR 5 LIFE
3 SPD

ROGUE LOCATION

When this card is destroyed, your faction loses 3 influence.

At the start of your turn, you may pick up to 3 characters you control. If you do, they gain **COVERT** this turn.

No key can be bought for money or love, only stolen from the pocket of a fellow thief.

Art: Annette Khan
RARE 104/140
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6 Torchlight Sarcophyle
it's death o'clock

4 STR 4 LIFE
3 SPD

ROGUE CHARACTER – sarcophyle

While a player controls a character with **COVERT**, this character gains **COVERT**.

I'm going to give you the choice I never had.

Art: Brooke Gillette
COMMON 105/140
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4 TZONE! Street Dancer
better than those turbo and o-zone guys

2 STR 2 LIFE
4 SPD

ROGUE CHARACTER – dancer, outcast, performer

TACTICAL

It's like that, and that's the way it is.

Art: Hans Jensen
COMMON 106/140
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1 Underdog
never say die

0 STR 1 LIFE
4 SPD

ROGUE CHARACTER – outcast

This card gains X strength, where X is the number of characters in play that your opponents own.

Man is not made for defeat. A man can be destroyed but not defeated.

Art: Hans Jensen
UNCOMMON 107/140
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1 Unexpected Transformation
this isn't even my final form

4 STR 4 LIFE
3 SPD

ROGUE TACTIC

EXTRA COST – Pick a character you control. X is its cost. Put it on the bottom of its owner's deck. Choose a number for Y. Pay Y-X.

Search your deck for a character with cost Y or less and reveal it. You may deploy it for free. If you don't, put it on top of your deck.

Wait, maybe it is. Is it? Let me check. No yeah, sorry guys. This is totally my final form. My bad.

Art: Hans Jensen
RARE 108/140
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6 Damascus Sword Swinger
bathes in the blood of his victims

5 STR 5 LIFE
2 SPD

WARLORD CHARACTER – soldier

While a “gear” card is attached to this card, it gains 2 strength.

The pen is mightier than the sword if the sword is very short, and the pen is very sharp.

Who uses a short sword?

Art: Lucas Swedberg
RARE COMMON 118/140
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4 Dizzying Blow
a fistful of fists

WARLORD TACTIC

EXTRA COST – Pick a character that is attacking your faction.

Inflict 1 damage to the character and remove it from the battle. Draw a card.

You made me bleed my own blood!

Art: John Tornlund
RARE COMMON 119/140
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5 Everlasting Blade of Light
the bane of all darkness

+3 STR +3 LIFE
+0 SPD

WARLORD ITEM – gear

UNIQUE BLADE OF LIGHT
The attached character gains 3 strength and 3 life. This card does not leave play if the attached card leaves play.

EQUIP
COST – Pick a character. If it is a **UNIQUE RUDOLPHUS** then X is 0, otherwise X is 2. Pay X.

EFFECT – Attach this card to the character if you can.

SERAPHIM FUSION
COST – Use this ability only if this card is attached to a **UNIQUE RUDOLPHUS**. Pay 1. Destroy this card.

EFFECT – Search your deck for a card named “Vexillarius Dacia-Draco” and put it into play.

Art: El Shazam
RARE 120/140
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6 Fire Tail Kamikaze
riding the winds of death to a party near you

4 STR 3 LIFE
3 SPD

WARLORD CHARACTER – dragon

When this card enters play, you may pick a character. If you do, inflict 3 damage to that character.

When this card is destroyed, you may pick a faction or location. If you do, inflict 3 damage to that faction or location.

I love the smell of burning flesh in the morning!

Art: Chantelle Benson
RARE UNCOMMON 121/140
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3 Fire Tail Kocktail
no minimum age

WARLORD TACTIC

EXTRA COST – Deploy this only not during a battle. Pick a character or location.

Inflict 2 damage to the card. Draw a card.

You smell that? Smells like victory!

...and bacon.

Art: Chantelle Benson
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2 Horns of Thabbash
bad, ass.

+1 STR +1 LIFE
+0 SPD

WARLORD ITEM – gear

ATTACH TO CHARACTER

The attached character gains 1 strength, 1 life and cannot block.

⬇️⬆️⬇️ – The attached character gains 3 strength.

Art: Geoffrey Excoffier
RARE COMMON 123/140
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3 Infectious Pustulo
you should've seen him before

WARLORD TACTIC – mutation

ATTACH TO CHARACTER
(put this card into play attached to that character instead of into its owner's discard pile)

EXTRA COST – Deploy this only not during a battle.

When the attached character is blocked, inflict 1 damage to each member of the blocking party.

He is part of the collective now.

Art: Cristina Kneale
RARE UNCOMMON 124/140
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1 Keep Pushing
onward, for glory

WARLORD TACTIC

EXTRA COST – Deploy this only not during a battle. Destroy a resource you control. Pick a character with 3 strength or less.

Restore that character. Draw a card.

Showing off is the fool's idea of glory. Well, I loooove being a fool!

Art: Marc Miranda
RARE 125/140
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4 Leaping Sarume
can't jump hoops either

3 STR 2 LIFE
3 SPD

WARLORD CHARACTER – dragon

TACTICAL

EXTRA COST – Deploy this only not during a battle.

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

⬇️⬆️⬇️⬆️⬇️ – When this card enters play, inflict 1 damage to all your opponent's characters.

Art: Jose Muñoz
RARE UNCOMMON 126/140
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3 **Lingamite Descendant**
muh grad fodder wa a lingamite warrior

2 **STR** **1** **LIFE**
4 **SPD**

WARLORD CHARACTER – soldier

When battle damage is inflicted to this card while it's attacking, reduce the amount to 0.

"I don't care about your family tree, but you ARE one of our best deaf soldiers."

"huh?"

Yes, his grandfather was Gideon. His father was deaf and when all of Gideon's other children were turned into barbarians, he remained unchanged. Through his son, Gideon's legacy remains.

Art: Jose Muñoz **RELIST** UNCOMMON 127/140 © Ariane Tesson 2014 www.TheSpoils.com

5 **Overly Eager Exemplar**
revenge me my brothers

3 **STR** **3** **LIFE**
3 **SPD**

WARLORD CHARACTER – soldier

FOR MY BROTHERS!
COST – Pay 1. Destroy this card.
EFFECT – Search your deck for a "soldier" card and reveal it. If you do, put it into your hand.

Revenge is a dish best served with a sword - and a flail - and an army - and my mother in law!

Art: Joery Klein **RELIST** UNCOMMON 128/140 © Ariane Tesson 2014 www.TheSpoils.com

4 **Phantasmagoric Tollbooth**
they had big axes, so we decided to pay

6 **STRUCTURE**

WARLORD LOCATION

UNIQUE TOLLBOOTH

If a non-token character would enter play under an opponent's control, they may pay 1. If they don't, put that character into its owner's discard pile instead.

☹☹☹☹☹☹ – When a character an opponent owns is put into their discard pile from anywhere, you may pay 1. If you do, pick a faction and inflict 1 damage to it.

Art: Victor Adams **RELIST** RARE 129/140 © Ariane Tesson 2014 www.TheSpoils.com

Raging Ferocity

WARLORD RESOURCE

This resource may only be played from your hand face down.

FLIP IT – ☹
COST – Use this only while this card is a face-down resource. Reveal this card. Pick a player. X is number of resources that player controls. Y is the number of resources you control. Pay 4.
EFFECT – Put this card into play face-up. Inflict X - Y damage to the picked player's faction.

Art: Nagara **RELIST** UNCOMMON 130/140 © Ariane Tesson 2014 www.TheSpoils.com

2 **Rapacious Soldier**
i will add your head to my head collection

4 **STR** **1** **LIFE**
3 **SPD**

WARLORD CHARACTER – soldier

This character cannot block.

I will do your hair and make you pretty! Pretty, I say!

Art: Adrian Wiles **RELIST** COMMON 131/140 © Ariane Tesson 2014 www.TheSpoils.com

2 **Rudo Mangod, Holder of Light**
handsome, fearsome, awesome

1 **STR** **3** **LIFE**
3 **SPD**

WARLORD CHARACTER – rudo, blade of questionable morality

UNIQUE RUDOLPHUS

While this card is restored, all characters you control gain 1 strength and 1 life.

At the start of each turn, if this card has a 'gear' card attached to it, restore this card.

Only a true Mangod heir could free the sword from its resting place. In one swift movement, Rudo claimed his birthright to badassery and generations of stored power. This is going to end very poorly for somebody.

Art: Geoffrey Everett **RELIST** RARE 132/140 © Ariane Tesson 2014 www.TheSpoils.com

4 **Skilled Bannerman**
don't wave at him

3 **STR** **3** **LIFE**
3 **SPD**

WARLORD CHARACTER – soldier

PROVIDES – ☹

Give them NOTHING! But take from them EVERYTHING!

Art: Hans Janssen **RELIST** COMMON 133/140 © Ariane Tesson 2014 www.TheSpoils.com

5 **Some Crazy Ornerly Unfriendly Thug**
i am the horde

5 **STR** **5** **LIFE**
4 **SPD**

WARLORD CHARACTER – fighter, tough guy

I used to be a disagreeable warrior for the Imperial Army, I disagree now more than I used to. You know how I stayed alive in the army? All these years? Fear. The spectacle of fearsome acts. Somebody steals from me, I cut off his arms. He offends me, I cut out his tongue. He rises against me, I cut off his head, stick it on a pike, raise it high up so all in the ranks can see. That's what preserves the order of things. Fear. It's just that, now, I don't care about order anymore.

Art: Matt Jansz **RELIST** UNCOMMON 134/140 © Ariane Tesson 2014 www.TheSpoils.com

4 **Special Forces**
shhhhhhhhhhhhhhhhh

4 **STR** **3** **LIFE**
2 **SPD**

WARLORD CHARACTER – soldier

UNDERCOVER OPERATIONS

COST – Pay 3.
EFFECT – This turn, this character gains **COVERT** and loses 1 life.

I'd crawl into a mau's toilet if it kept me out of sight.

Art: Nemanja Stankovic **RELIST** RARE 135/140 © Ariane Tesson 2014 www.TheSpoils.com

4 Stern But Fair Backhand
high five to the face

WARLORD TACTIC

If you deployed this card in response to a tactic, terminate the tactic. Put this card into play under its owner's control as a face-down resource instead of into their discard pile.

Low five to the ground.

Art: Criticon Studio
RIFT UNCOMMON 136/140
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1 Suicide Smash
me found meself a hammer of destruction

WARLORD TACTIC

EXTRA COST – Pick a character you control. X is its strength. Destroy it. Pick a location.

If you control ☼☼☼, inflict 3 damage to an opponent's faction. Inflict X damage to the location. If it is destroyed by that damage, draw a card.

FLIP UP – 3

One body. You only get one body. How hard is that remember?

Art: Criticon Studio
RIFT UNCOMMON 137/140
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4 Thabbashite Bowlegger
epic mount d00d

WARLORD CHARACTER – rider

When a card that provides at least ☼ enters play under your control, you may pick a character. If you do, that character gains 2 strength this turn.

Riding beaver into glory! Sometimes beavers can be tamed... sort of.

Art: Yess Stoolov
RIFT COMMON 138/140
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6 Twisted Cannoneer
he's still alive!

WARLORD CHARACTER – tyrant

FIRE!

COST – Use this only not during a battle. Pick a faction. Destroy a character you control. Pay 1.

EFFECT – Inflict 1 damage to the faction.

That proves the enemy is weak! Fire at will!

Art: Jank Medyla
RIFT UNCOMMON 139/140
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5 Vicious Bruiser
don't lose your head

WARLORD CHARACTER – fighter

☼☼☼☼☼ – This card gains 2 strength and 4 life.

Flawless Victory. FATALITY!

Art: Nemesis Stankov
RIFT COMMON 140/140
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LUGUBRIAN COUNCIL
EXPEDITION DIVISION
INFLUENCE - 21

STARTING RESOURCES
1 Obsession, 1 staple resource

STARTING DRAW
8 going first, 9 going second

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 put a token on this card then, draw a card or play a resource.

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

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

EVIL PLAN
COST – Remove 4 tokens from this card. Pay 3.
EFFECT – Search your deck for a tactic, reveal it and put it into your hand.

ENERGIZE WITH HUMOUR
COST – Remove 2 tokens from this card. Pick a character.
EFFECT – Put a token on that character.

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The Lugubrian Council of Quotidian Affairs
(Expedition Division)

In the melancholy north, a new ruling class has come to reign over the swamps and briars of grim Lugubria. Heralded by the smokestacks of industrial magic, the captains of voidal industry have suborned the power of the ancient houses and come to the forefront as a major player in all things political, financial and magical in Luridia. The Lugubrian Council of Quotidian Affairs is their instrument, a forum for their conspiracies and a united front to the world. In recent years, Eldridge Gosche has risen to the seat of Chairman of the Council, and has used his new political sway to launch his most ambitious plot to date: the theft of a god.

In his quest for power, Gosche became privy to a fact that no sane man knows: each Living God is an unfathomable well of voidal power. Unrestrained and untapped in the ruins of Marduun they only draw chaos and destruction in their wake. At the disposal of industrial arcanists, such a source of voidal energy could bring untold powers to whoever controlled it. Thus, Eldridge hatched a scheme to introduce one to Lugubria. Through the Council, he assembled the Expedition Division: a team of ethnographers, arcanologists, tinkers and security bears to attempt a mission never before contemplated. The Expedition Division's mission proceeds apace. The consequences of their actions, whether a success or failure, will forever change the face of Luridia.

THE PRIMITIVE TRIBES OF THABBASH
INFLUENCE - 24

STARTING RESOURCES
1 face-down Obsession, 1 staple resource

STARTING DRAW
8 going first, 9 going second

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.

If you deployed a tactic and it would go to a discard pile, you may pay 3. If you do, put that tactic into play under its owner's control as a face-down resource instead of into their discard pile. Attached it to their faction.

You must pay 2 to deploy tactics using **FLIP UP**.

In the desert outside of Marduun, the warring Thabbash tribes worship their Living Gods. Incapable of communication and devoid of intelligence, The Living Gods melt people and animals, cause spontaneous combustion, and transform their followers into monsters. Their follower's only hope for survival will be the use of their own volition...


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The Primitive Tribes of Thabbash

Two hundred years ago, the nomadic Thabbashite hordes launched a holy war that brought down the walls of ancient Marmothoa and laid low one of the few great Empires of Luridia. Today, their descendants still occupy the ruins of Marduun, reveling in the victory of their ancestors. They have installed their various Living Gods amongst the ruins of the city and continue to worship their writhing deities with fanatical devotion. Where temples once rang with the voices of cherubic choirs, they now echo the tortured noises of grotesque Thabbashite rituals. Where merchants and moneychangers once counted glittering stacks of gold and gems, maniacal altars tally the bones of those offered up to the Living Gods. For their part, the Living Gods regard the obeisance of the Thabbashites with the same indifference as they have always regarded all things.

For the better part of two centuries, the civilized world has been content to leave the Thabbashites to indulge their profane traditions undisturbed. But now, a party of adventurers from a distant part of the world has appeared, and done the unthinkable: they have stolen a Living God of Thabbash from its tribe. This crime has incited the wrath of all Thabbashites against the outsiders. Once again, under their own volition, the wicked and wild hordes of Thabbash ride to war.

THE TOURNAMENT FACTION
INFLUENCE - 25



STARTING RESOURCES - Any 2 staple resources.
STARTING DRAW - 8 going first, 9 going second.

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.

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

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

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STAPLE

The Tournament Faction

An organizing body responsible for Luridia's largest formal competition in which wits and athleticism are measured in equal parts. Uniquely egalitarian, the Tournament accepts men, women, things, apparati from every walk and corner of Luridia. Originally based in Marduun, the Mau carried the rituals and ceremony of The Tournament with them on their Great Pilgrimage and brought it to the place it now resides: Clockman. An ancient tradition that crosses cultural boundaries, even the most bloodthirsty enemies will often set aside their differences to attend the event.

The popularity of The Tournament has remained constant throughout geography and history. Great upheavals like the fall of ancient Marmothoa or the very recent Lugubrian crisis do little to dissuade the throngs of enthusiasts. From the farflung beaches of Goru Goru Gidea, from the twisted peaks of Shattergale, even from the reclusive mountain monasteries of Nidia, the people all come and fill the stadiums to the point of bursting. Cries of victory and defeat ring out across the arenas and the hearts of the observers swell with exultation.

The means to victory are irrelevant. The origins of the competitors are irrelevant. The Tournament abides by only one rule:

To the victor go The Spoils.

UNLIKELY HEROES
INFLUENCE - 22



STARTING RESOURCES - Any 2 different staple resources.
STARTING DRAW - You may search your deck for a staple resource that is not any of your starting resources, reveal it and put it into your hand. Then draw 7 going first, 8 going second.

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.

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

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

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STAPLE

The Unlikely Heroes

The Swords of Great Justice are long dead. Once a band of powerful warriors in the service of the Empire of Marmothoa, the courage of the Swords could not withstand the sorcerous treachery of Gloamspike and Elizabeth. One by one, the Swords were defeated, their artefacts lost to time and space, and the terrible majesty of the Seraphim thought forever vanished from the world. No one suspected they would ever return. One by one, against all hope, the artefacts of the Seraphim have resurfaced, in places as distant as Lugubria, Metatropea and Acrolos. Fey coincidence, impossible treasure maps, and even the ghosts of the damned all conspired to place the artefacts into the hands of our most Unlikely Heroes.

The Seraphim once chose to serve the majesty of masterful swordsmen, keen archers, and fearsome berserkers. Today, they have come to ally themselves with the likes of Acrolosian tinkers, brawling Imperial Army officers, legal clerks, void students, and the greatest con man to ever live. The strange power that brought this motley band together is unknown and unseen, but its purpose has become clear: if the world is to remain unburdened by the absolute rule of an evil man or the wracking chaos of uncivilized hordes, our heroes must band together and fight.

Art: TGA, www.thespoils.com

ARCANIST STAPLE RESOURCE

Obsession



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BANKER STAPLE RESOURCE

Greed



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