



Eff with me Ammo
MYSTIC

17 HEALTH

2 ATTACK COST

2 ATTACK

BOSS

Eff with me Ammo has **Agility** as long as you have a Rat on your team.

②🐭: Create a Mystic Fighter Rat token named "Head Rat" with 2 Health, 0 Attack Cost, and 1 Attack.

Steve Ellis

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DS3 037



Turner, Straphanger
SURVIVOR

2 HEALTH

1 LEVEL

1 ATTACK COST

1 ATTACK

FIGHTER • VAN HOOTEN

When Turner enters play, put a +1 Attack counter on target Survivor Fighter.

ChrisCross

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DS3 146



Whiskers of the Ancient
MYSTIC

2 LEVEL

2 WEAPON

WIELD COST

2

(Weapons enter wielded to a Fighter.)

When the wielder attacks, it becomes the Faction of your choice for the rest of this level.

The wielder gets +1 Attack for each Faction among your Boss and Fighters on your team.

Samuel Alexander

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DS3 152



Decisive Victory
SURVIVOR

2 LEVEL

2 TACTIC

Deal damage to target Fighter equal to the number of Bosses and Fighters on your team.

Adriano Kitani

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DS3 026



Gates, Supportive Sensei
MYSTIC

2 LEVEL

2 HEALTH

1 ATTACK COST

1 ATTACK

FIGHTER • ODDDZ

When Gates enters play, another target Boss or Fighter gets +2 Attack this level.

Juan Doe

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DS3 051



'Lique, Clockwork Hunter
SYNTH

4 LEVEL

4 HEALTH

1 ATTACK COST

1 ATTACK

FIGHTER • ENDLINGS

'Lique enters play with two +1 Attack counters.

At the beginning of each level, remove a +1 Attack counter from 'Lique.

J. Masters & A. Cramer

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DS3 069



Head Rat
MYSTIC

2 HEALTH

0 ATTACK COST

1 ATTACK

TOKEN • RAT

HOT MIKE SEZ: "SOMETIMES? IN THE MIDDLE OF THE NIGHT I CAN HEAR THEIR WHISKERS RUSTLING IN THE TUNNELS, LIKE THEY ARE SAYING SOMETHING. I CAN ALMOST GROK IT BUT THEN MY SCREAMS DROWN THEM OUT."

Adriano Kitani

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DS3 T02



Vigo the Sharp
SHIFTER

3 LEVEL

3 HEALTH

1 ATTACK COST

1+ ATTACK

FIGHTER • THE WADDLE

Vigo gets +1 Attack for each player that discarded a card this level.

Noon Pennington

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DS3 150



Motreina, Stepmonster
SYNTH

2 LEVEL

3 HEALTH

1 ATTACK COST

1 ATTACK

FIGHTER • THE JONESES

When Motreina enters play, wield up to one of your Weapons to target Fighter on your team.

①🔪: Wield one of your Weapons in play to target Fighter on your team.

Z. Howard & N. Daniel

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DS3 084

5 LEVEL

Fishhooks
SYNTH

4 HEALTH

2 ATTACK COST

3 ATTACK

FIGHTER • THE MARQUED

Enforcer (This must always be attacked before another Boss or Fighter on your team if able.)

DAF ©2026 MOTHERSHIP LABS DS3 044

2

Aha!
SHIFTER

TACTIC

Discard a card.
Draw two cards.

Neon Pennington ©2026 MOTHERSHIP LABS DS2 002

1 LEVEL

Mahna, Soft Speaker
SYNTH

3 HEALTH

1 ATTACK COST

1 ATTACK

FIGHTER • THE DEFACED

The first time Mahna becomes enhanced, draw a card. (This ability only triggers once. An enhancement is a Fortification, +1 Attack counter, or wielded Weapon.)

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3 LEVEL

Reika, First Novice
MYSTIC

2 HEALTH

0 ATTACK COST

1 ATTACK

FIGHTER • THE BOOM

Armor 1 (Prevent the first 1 damage each level that would be dealt to this.)

Response ♣: Block (A Boss or Fighter attacks this Fighter instead.)

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3

Malefice
MYSTIC

TACTIC

Destroy target Weapon. If it is wielded by a Fighter, deal damage to that Fighter equal to the Weapon's level.

Samuel Alexander ©2026 MOTHERSHIP LABS DS3 074

2

Signal Jam
SYNTH

RESPONSE

Change the target of a Tactic or Response card that has only one target.

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1 LEVEL

Yoshi, Victory at all Cost
MYSTIC

2 HEALTH

1 ATTACK COST

1+ ATTACK

FIGHTER • THE BOOM

Stealthy (It can't be attacked the level it enters play.)

Yoshi gets +1 Attack when attacking Synths.

2 ♣, Destroy Yoshi: Destroy target Synth Fighter.

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