

Trapper, Hunter of the Pack **16** HEALTH
SYNTH

ATTACK COST **3** ATTACK **3**

BOSS • HUNTER

At the beginning of each level, if you have no cards in hand, draw an additional card.

2: Create a Synth Fighter token named "Bear Trap" with 0 Attack Cost, 0 Attack, and 1 Health. It has **Enforcer** and "When Bear Trap dies from an attack, deal 1 damage to the attacking Boss or Fighter."

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WillyB, Newcomer **5** HEALTH
SURVIVOR

LEVEL **5**

ATTACK COST **1** ATTACK **2**

FIGHTER • HERALDS

HOT MIKE SEZ: "EVEN IF BROOKLYN WASN'T DESTROYED IN THE CATAclysm, THERE IS NO WAY TO GET FROM THERE TO HERE. AND WILLYB IS A LIAR IF HE SAYS THAT'S WHERE HE CAME FROM."

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Emergency Brake **1** HEALTH
SHIFTER

ATTACK COST **1** ATTACK **1**

TACTIC

Destroy target Level 2 or lower Fighter.

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Mumbly Peg **2** HEALTH
SHIFTER

LEVEL **4**

ATTACK COST **1** ATTACK **1**

FIGHTER • THE WADDLE

When Mumbly Peg enters play, choose an opponent. That opponent discard a card.

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Pia, Laser Focused **4** HEALTH
SYNTH

LEVEL **4**

ATTACK COST **3** ATTACK **4**

FIGHTER • THE DEFACED

When Pia enters play, you may destroy an enhancement you own. If you do, draw a card.

Response 2: Fortify (This ability can be used from your hand on a Synth that isn't Fortified. Place this card under a Synth Boss or Fighter on your team. That Synth gains health equal to this Fighter's health.)

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Shadowcaster **3** HEALTH
MYSTIC

LEVEL **1**

ATTACK COST **1** ATTACK **1**

FIGHTER • ARTIST

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

1: Phantasmal (If he isn't Phantasmal, put a +1 Attack counter on him and he becomes Phantasmal.)

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Bear Trap **1** HEALTH
SYNTH

ATTACK COST **0** ATTACK **0**

TOKEN • FIGHTER

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

When Bear Trap dies from an attack, deal 1 damage to the attacking Boss or Fighter.

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Mist Me **3** HEALTH
MYSTIC

LEVEL **2**

ATTACK COST **1** ATTACK **1**

FIGHTER • INCARNATE

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

1: Phantasmal (If it isn't Phantasmal, put a +1 Attack counter on it and it becomes Phantasmal.)

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Gizzard, Persistent Pest **3** HEALTH
SHIFTER

LEVEL **3**

ATTACK COST **2** ATTACK **2+**

FIGHTER • THE SHAMBLES

You can have any number of copies of Gizzard, Persistent Pest on your team.

Gizzard, Persistent Pest gets +1 Attack for each other Fighter that shares a name with it in play.

Response 1: Block (A Boss or Fighter attacks this Fighter instead.)

Benjamin Dewey ©2026 MOTHERSHIP LABS DS3 054

4

LEVEL

4

HEALTH

2

ATTACK COST

3

ATTACK

Darby, Straphanger

SHIFTER

FIGHTER • THE SHAMBLES

HOT MIKE SEZ: "NOPE! NOT GONNA TALK SMACK ABOUT DARBY. SHE FINDS ALL THE BEST OLD COMIC BOOKS AND DOESN'T LET ANYONE USE THEM FOR... YOU KNOW. DARBY'S THE BEST!"

2

LEVEL

2

HEALTH

1

ATTACK COST

1

ATTACK

Steel Swipe

SHIFTER

TACTIC

Deal 2 damage to target Boss or Fighter. If your Boss is a Shifter, deal 3 damage instead.

1

LEVEL

2

HEALTH

1

ATTACK COST

1

ATTACK

Murder Countess

SHIFTER

FIGHTER • THE SHAMBLES

When Murder Countess enters play, deal 1 damage to up to two different target Bosses or Fighters.

2

LEVEL

2

HEALTH

1

ATTACK COST

1

ATTACK

Phern, Battle Ready

SHIFTER

FIGHTER • THE SHAMBLES

When Phern enters play, look at the top four cards of your deck. You may reveal a Tactic or Response card with cost 3 or lower and put it into your hand. Put the rest on the bottom of your deck in a random order. If you don't, put a +1 Attack counter on Phern.

1

LEVEL

1

HEALTH

1

ATTACK COST

1

ATTACK

Cache Money

SURVIVOR

RESPONSE

You gain 3.

3

LEVEL

4

HEALTH

1

ATTACK COST

1

ATTACK

Ryle, Unchecked

SHIFTER

FIGHTER • THE SHAMBLES

When Ryle is dealt damage, deal that much damage to target Boss or Fighter.
When Ryle deals attack damage, deal 2 damage to Ryle.

7

LEVEL

7

HEALTH

2

ATTACK COST

2+

ATTACK

Grammie, Picker-Upper

SYNTH

FIGHTER • THE JONESES

When Grammie enters play, you may wield any number of your Weapons to her.
Grammie gets +1 Attack for each Weapon she is wielding.

7

LEVEL

7

HEALTH

2

ATTACK COST

2+

ATTACK

Grammie, Picker-Upper

SYNTH

FIGHTER • THE JONESES

When Grammie enters play, you may wield any number of your Weapons to her.
Grammie gets +1 Attack for each Weapon she is wielding.

7

LEVEL

7

HEALTH

2

ATTACK COST

2+

ATTACK

Grammie, Picker-Upper

SYNTH

FIGHTER • THE JONESES

When Grammie enters play, you may wield any number of your Weapons to her.
Grammie gets +1 Attack for each Weapon she is wielding.