

# Wu, the Naturalist of Car Keys

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 Gigantic  
Enhanced



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## Bot Bookton

CREATURE

MUTANT • SCIENTIST

**Reap:** Play the top card of your deck.

*"Look, Momo: now I have a quantum death ray, too!"*

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Gabriel Scavariello

067

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3

## Dæmo-Bot

CREATURE

MUTANT • SCIENTIST

**Reap:** Discard a card from your hand. If you do, draw a card.

**Destroyed:** Steal 1

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Colin Searle



068 ♦

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## Diametric Charge

ACTION

**Play:** Deal 1  to a creature, with 2  splash.

*Cool bots don't look at explosions.*

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## Lethologica

ACTION

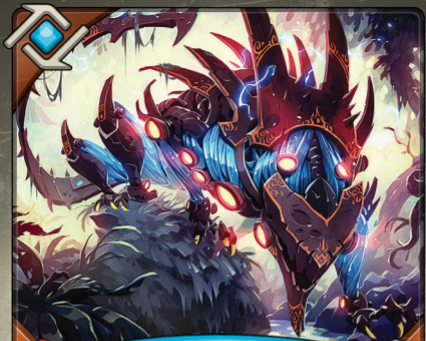
**Play:** Discard cards from the top of your deck until you discard a Logos card or run out of cards. If you discard a Logos card this way, put it into your hand.

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Marko Fiedler

075 ●

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## Munchling

CREATURE

MUTANT

Skirmish. (When you use this creature to fight, it is dealt no damage in return.)

**Fight:** You may discard a Logos card from your hand or archives. If you do, gain 1 .

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Nicola Savioli


 076 ●

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## Opposition Research

ACTION

Enhance . (These icons have already been added to cards in your deck.)

**Play:** Enemy creatures cannot reap during your opponent's next turn.

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BalanceSheet

 077 

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1

## Q-Mechs

CREATURE

ROBOT

**Play:** Draw a card.

**Destroyed:** Archive Q-Mechs.

*"When Archimedes refuses a task,  
I send the mechs."*

*- Quixo the "Adventurer"*

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Vladimir Zyrianov

078 ●

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## Standardized Testing

ACTION

**Play:** Destroy each creature with the lowest power and each creature with the highest power.

*The Logos like to call it aggressive motivation.*

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Marko Fiedler

080 ●

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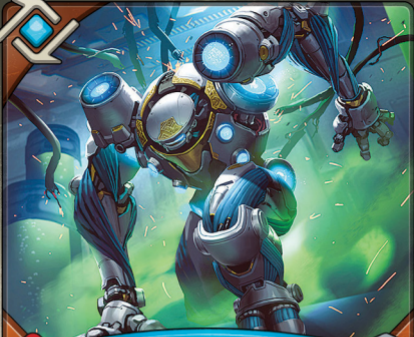


## Dimension Door

ACTION

**Play:** For the remainder of the turn, any 🎲 you would gain from reaping is stolen from your opponent instead.

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**8**

## Novu Dynamo

**2**

CREATURE

ROBOT

At the start of your turn, you may discard a Logos card from your hand or archives. If you do, gain 1 . Otherwise, destroy Novu Dynamo.

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1

## Cyber-Clone

CREATURE

MUTANT

**Play:** Purge another creature. Until Cyber-Clone leaves play, it has power equal to the purged creature's power, and gains that creature's armor, keywords, and traits.

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BalanceSheet

102 ★

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## Mind Over Matter

ACTION

**Play:** Put each creature into its owner's archives.

*"Okay, but if this is all a simulation, what happens if we reboot it?"*

*- Simon.Root, E-chivist*

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Grigory Serov

107 ★

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It's Coming...

ACTION

**Play:** Search your deck and discard pile for either half of a gigantic creature, reveal it, and put it into your hand. Shuffle your deck.

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Brolken

117

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
3

## Consul Primus

CREATURE

DINOSAUR • POLITICIAN

Enhance . (These icons have already been added to cards in your deck.)

**Reap:** Move 1  from a creature to another creature.

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Dany Orizio

187

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4

## Faust the Great

CREATURE

DINOSAUR

Your opponent's keys cost +1  for each friendly creature with  on it.

**Play:** You may exalt a friendly creature.

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Dany Orizio

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4

## Faust the Great

CREATURE

DINOSAUR

Your opponent's keys cost +1  for each friendly creature with  on it.

**Play:** You may exalt a friendly creature.

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Dany Orizio




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## Spoils of Battle

ACTION

**Play:** A friendly creature captures 1 .  
Each creature with  on it captures 1   
from its opponent.

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Diego Machuca

197 ●

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## Hedonistic Intent

ACTION

**Play:** Exalt each flank creature.

*"My friends, eat, drink, and be merry. For tomorrow we shall eat, drink, and be merry again."*

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Dong Cheng

207

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1

## Saurian Egg

CREATURE

5

DINOSAUR • EGG

Saurian Egg cannot fight or reap.

**Omni:** Discard the top 2 cards of your deck. If you discard any Saurian creatures this way, put them into play ready, give them three +1 power counters, and destroy Saurian Egg.

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Grigory Serov

210 ♦


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## Stomp

ACTION

**Play:** Deal 5  to a creature. If this damage destroys that creature, exalt a friendly creature.

*"Has anyone seen Flerp?"*

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Jessé Suursoo

213 ♦

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# Amphora Captura

ARTIFACT



ITEM

Enhance      .

When resolving a bonus icon, you may choose to resolve it as a  bonus icon instead.

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5

## Techno-Saurus

CREATURE

MUTANT • DINOSAUR

**Play:** You may exalt Techno-Saurus. If you do, deal 3  to a creature.

**Reap:** Discard a card from your hand. If you do, draw a card.

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David Auden Nash

241 ♦

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20







# Deusillus

CREATURE

MUTANT

(Play only with the other half of Deusillus.)

**Play:** Capture all of your opponent's . Deal 5  to an enemy creature.

**Fight/Reap:** Move 1  from Deusillus to the common supply. Deal 2  to each enemy creature.

Everyone comes to Hub City eventually.



Calo Monteiro

 244  /  2 of 2

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Deusilbus

1 of 2

# Blast Shielding

UPGRADE

This creature gets +2 armor.  
After this creature is used,  
its controller may attach  
Blast Shielding to one of this  
creature's neighbors.

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Stanislav Dikolenko

303

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4

## Securi-Droid

CREATURE

ROBOT

Taunt. (This creature's neighbors cannot be attacked unless they have taunt.)

Securi-Droid may be played as an upgrade instead of a creature, with the text: "This creature gains taunt."

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Natalie Russo

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4

## Securi-Droid

CREATURE

ROBOT

Taunt. (This creature's neighbors cannot be attacked unless they have taunt.)

Securi-Droid may be played as an upgrade instead of a creature, with the text: "This creature gains taunt."

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Natalie Russo

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3

## Sensor Chief Garcia

CREATURE

HUMAN

**Play/Fight/Reap:** Keys cost +2🔑 during your opponent's next turn.

*She hasn't taken the goggles off since the crash.*

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Josh Corpuz

313

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3

## Sensor Chief Garcia

CREATURE

HUMAN

**Play/Fight/Reap:** Keys cost +2🗡️ during your opponent's next turn.

*She hasn't taken the goggles off since the crash.*

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Josh Corpuz


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## Subdue

ACTION

**Play:** Deal 1  to a creature and stun it.

*"We should've done this outside."  
- Medic Ingram*

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Tomek Larek


 314 ●

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## Survey

ACTION

Enhance . (These icons have already been added to cards in your deck.)

**Play:** Look at the top 2 cards of your deck. Discard 1 of them.

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Vladimir Kafanov


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## Particle Sweep

ACTION

**Play:** Deal 2  to a creature. If it is a Mutant creature, destroy it instead.

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BalanceSheet

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## Quintrino Flux

ACTION

**Play:** Choose a friendly creature and an enemy creature. Destroy the chosen creatures and each creature with the same power as either of the chosen creatures.

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Michele Giorgi

328 ◆

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# Stunner

UPGRADE

This creature gains, "**Fight/Reap:**  
You may stun a creature."

*"Set stunners to...stun?"*

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Caravan Studio

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## Xenotraining

ACTION

**Play:** For each house represented among friendly creatures, a friendly creature captures 1 🎲.

*Blending in with the locals sounded easier on paper.*

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Regis Torres

333 ♦

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# Quixxle Stone

ARTIFACT



## ITEM

If a player has more creatures in play than their opponent, they cannot play creatures.

*The so-called Quixxle Stone was the first piece of æmber discovered by the Quantum's crew.*

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