

Sentinels of the Multiverse – Riftverse: Stranded – Hero Deck: Quasinda (v2)

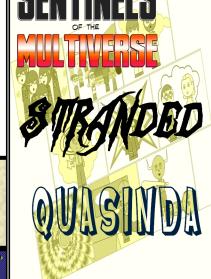
PECKLESS DISPEGAPO



ONGOING, LIMITED

- AT THE START OF YOUR TURN, QUASINDA DEALS UP TO 2 TARGETS 1 MELEE DAMAGE EACH.
- AT THE END OF YOUR TURN, QUASINDA DEALS HERSELF 2 PSYCHIC DAMAGE. IF SHE TAKES NO DAMAGE THIS WAY, DESTROY THIS CARD.

STOP RUNNING AWAY! I'M NOT DONE BEATING YOU! --QUASINDA



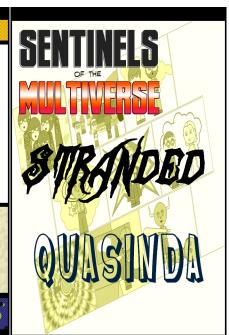
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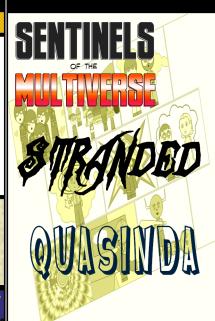
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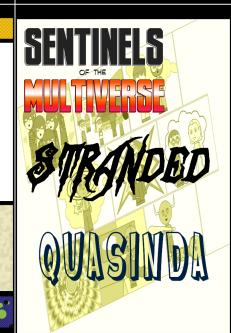


ONE-SHOT

YOU MAY DRAW UP TO 3 CARDS.

YOU MAY DISCARD 1 CARD. IF YOU DISCARDED THIS WAY, QUASINDA REGAINS 1HR

OK, SO, THAT DIDN'T WORK. PLAN B. SO DOES ANYONE HAVE A PLAN B? --QUASIND.



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OF THE STATE OF TH

STRANDED

QUASINDA

PEGROUP



ONE-SHOT

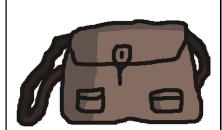
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SENTINELS WILLIAM IS TO BE TO

BACKPACK



ONE-SHOT

REYEAL CARDS UNTIL AN ONGOING OF EQUIPMENT CARD IS REVEALED.

PUT THAT CARD INTO YOUR HAND. SHUFFLE ANY OTHER REVEALED CARDS INTO YOUR DECK.

DRAW A CARD.

IT'S WHERE I KEEP MY STUFF -- QUASINDA



BACKPACK



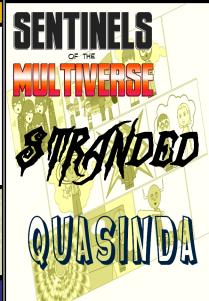
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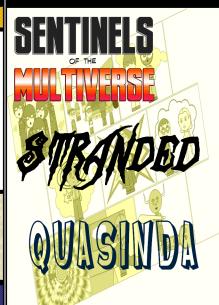
ATTACK, PLAN, ATTACK



ONGOING

POWER: QUASINDA DEALS 1 TARGET 2 IRREDUCIBLE MELEE DAMAGE.

YES, I HAVE A PLAN. THE PLAN IS TO THWACK THEM UNTIL THEY STOP GETTING BACK UP. -- QUASINDA



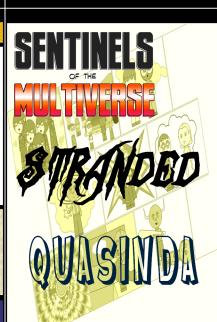
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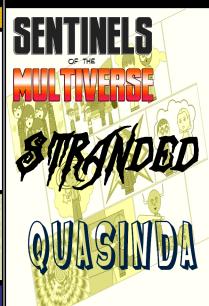
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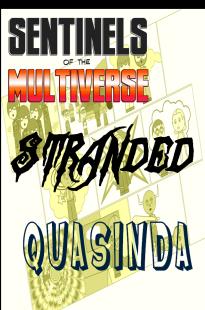
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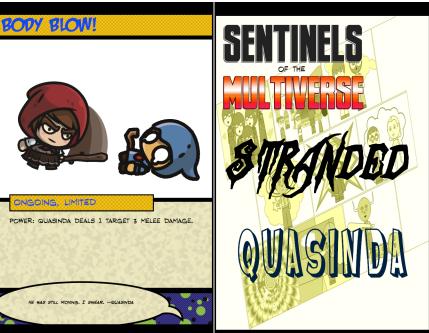
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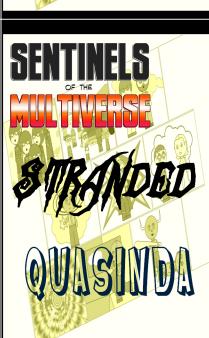




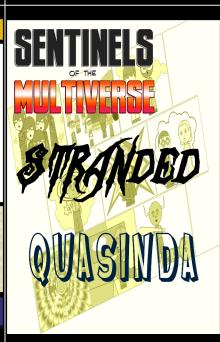






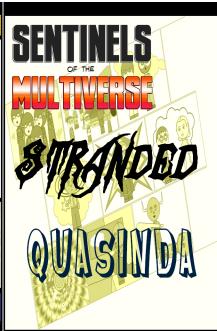












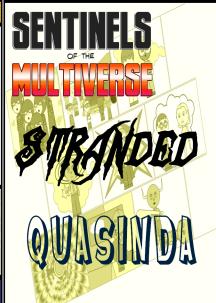
FIRESTICK

EQUIPMENT

WHEN THIS CARD ENTERS PLAY, QUASINDA DEALS 2 TARGETS 2 FIRE DAMAGE.

WHEN QUASINDA WOULD DEAL MELEE DAMAGE, YOU MAY CHANGE THE DAMAGE TYPE TO FIRE DAMAGE.

SOMETIMES I THWACK THEM SO FAST THAT MY THWACKING STICK CATCHES ON RIFE. THEN I CALL IT MY FIRESTICK. —QUASINDA



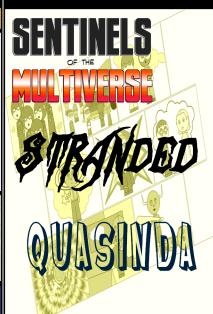


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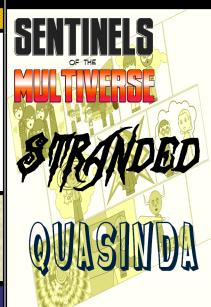


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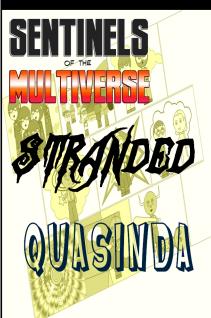
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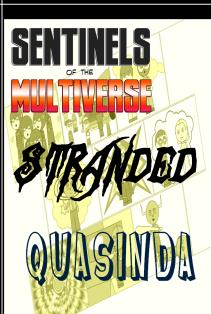








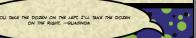


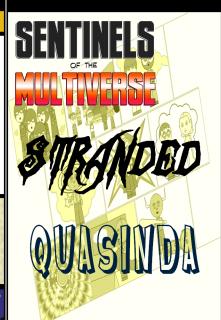




... I AM NOT LEFT-HANDED. -- QUASINDA







FPENZY



ONE-SHOT

QUASINDA DEALS 1 TARGET 3 MELEE DAMAGE.

QUASINDA DEALS A SECOND TARGET 2 MELEE DAMAGE.

QUASINDA DEALS UP TO 3 TARGETS 1 MELEE DAMAGE
EACH.

YOU TAKE THE DOZEN ON THE LEFT, I'LL TAKE THE DOZEN ON THE RIGHT. -- QUASINDA



FRENZY



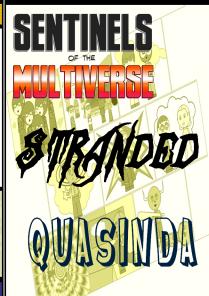
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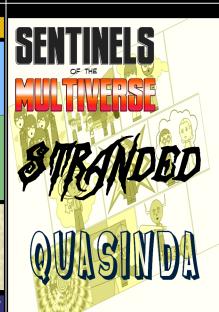
SOMETHING GETS BROKEN



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DESTROY AN ENVIRONMENT CARD.

STAND BACK, I'M GOING TO MAKE A MESS, --QUASING

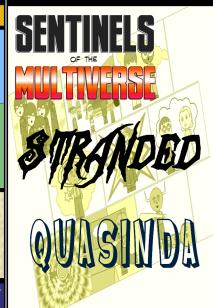


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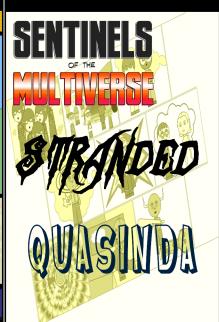


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ONGOING, LIMITED

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AT THE END OF YOUR TURN, QUASINDA DEALS HERSELF 2 PSYCHIC DAMAGE. IF SHE TAKES NO DAMAGE THIS WAY, DESTROY THIS CARD.

I'LL STOP WHEN THEIR PLANS ARE IN RUINS, THEIR MACHINES ARE IN PIECES, AND EVERY LAST ONE OF THEM IS IN PRISON OR THE MORGUE. --QUASINDA



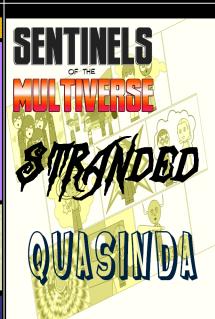


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