

ROD OF THWACKING



EQUIPMENT, LIMITED

WHEN QUASINDA DEALS MELEE DAMAGE, INCREASE THAT DAMAGE BY 1.

POWER: QUASINDA REGAINS 3HR.  
DESTROY THIS CARD.

NOTHING BEATS A GOOD THWACKING ROD, AND A GOOD THWACKING ROD BEATS EVERYONE! -- QUASINDA

SENTINELS  
OF THE  
MULTIVERSE

STRANDED

QUASINDA

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QUASINDA

RECKLESS DISREGARD



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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SENTINELS  
OF THE  
MULTIVERSE

STRANDED

QUASINDA

REGROUP



ONE-SHOT

YOU MAY DRAW UP TO 3 CARDS.

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

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

SENTINELS  
OF THE  
MULTIVERSE

STRANDED

QUASINDA

REGROUP



ONE-SHOT

YOU MAY DRAW UP TO 3 CARDS.

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STRANDED

QUASINDA

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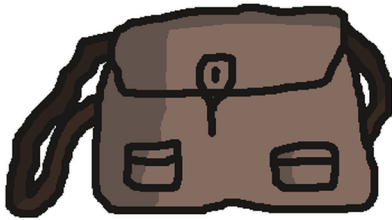
OK, SO, THAT DIDN'T WORK. PLAN B. SO DOES ANYONE HAVE A PLAN B? --QUASINDA

SENTINELS OF THE MULTIVERSE

STRANDED

QUASINDA

BACKPACK



ONE-SHOT

REVEAL 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.

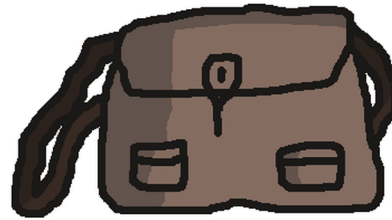
IT'S WHERE I KEEP MY STUFF. --QUASINDA

SENTINELS OF THE MULTIVERSE

STRANDED

QUASINDA

BACKPACK



ONE-SHOT

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DRAW A CARD.

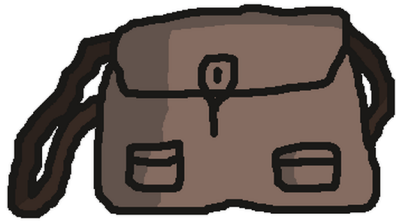
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IT'S WHERE I KEEP MY STUFF --QUASINDA

SENTINELS OF THE MULTIVERSE

STRANDED

QUASINDA

ATTACK, PLAN, ATTACK



ONGOING

WHEN THIS CARD ENTERS PLAY, QUASINDA DEALS 1 TARGET 1 IRREDUCIBLE MELEE DAMAGE.

POWER: QUASINDA DEALS 1 TARGET 1 MELEE DAMAGE. DISCARD A CARD TO MAKE THE DAMAGE IRREDUCIBLE.

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

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SENTINELS OF THE MULTIVERSE

STRANDED

QUASINDA

BODY BLOW!



ONGOING, LIMITED

POWER: QUASINDA DEALS 1 TARGET 3 MELEE DAMAGE.

HE WAS STILL MOVING, I SWEAR. --QUASINDA

# SENTINELS OF THE MULTIVERSE

## STRANDED

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BODY BLOW!



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# SENTINELS OF THE MULTIVERSE

## STRANDED

# QUASINDA

I'LL DISTRACT THEM



ONE-SHOT

ALL OTHER PLAYERS MAY DRAW A CARD.

COME AND GET ME, YOU HOODED DINGLEBERRIES.  
--QUASINDA

# SENTINELS OF THE MULTIVERSE

## STRANDED

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I'LL DISTRACT THEM



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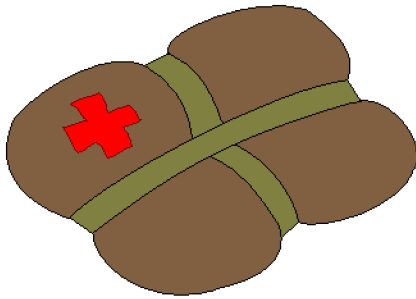
COME AND GET ME, YOU HOODED DINGLEBERRIES.  
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# SENTINELS OF THE MULTIVERSE

## STRANDED

## QUASINDA

MED-PACK



ONE-SHOT

ALL HERO TARGETS REGAIN 1HP

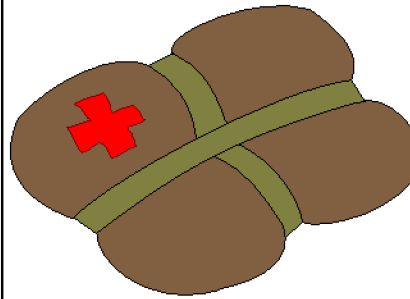
I'LL PATCH YOU UP --QUASINDA

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## STRANDED

## QUASINDA

MED-PACK



ONE-SHOT

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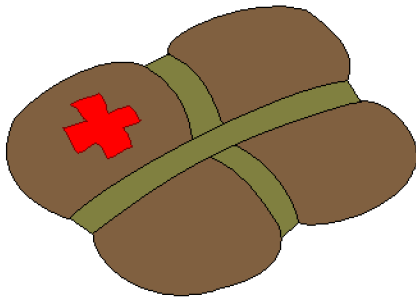
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SENTINELS OF THE MULTIVERSE

STRANDED

QUASINDA

ELEMENTAL GLOVES



EQUIPMENT

AT THE START OF YOUR TURN, SELECT ANY DAMAGE TYPE EXCEPT PSYCHIC OR PROJECTILE. ANY DAMAGE DEALT BY QUASINDA UNTIL THE START OF YOUR NEXT TURN IS THAT TYPE.

SOMETIMES MY PUNCHES NEED A LITTLE EXTRA OMPH. --QUASINDA

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STRANDED

QUASINDA

**SUPER THWACK**



**ONE-SHOT**

QUASINDA DEALS 1 TARGET 4 MELEE DAMAGE.

...I AM NOT LEFTHANDED. --QUASINDA

**SENTINELS**  
OF THE  
**MULTIVERSE**

**STRANDED**

**QUASINDA**

**SUPER THWACK**



**ONE-SHOT**

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**SUPER THWACK**



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**SENTINELS**  
OF THE  
**MULTIVERSE**

**STRANDED**

**QUASINDA**

**FRENZY**



**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

**SENTINELS**  
OF THE  
**MULTIVERSE**

**STRANDED**

**QUASINDA**



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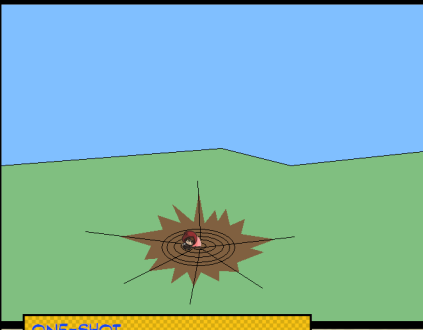
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# SENTINELS OF THE MULTIVERSE

## STRANDED

## QUASINDA

SOMETHING GETS BROKEN



ONE-SHOT

DESTROY AN ENVIRONMENT CARD.

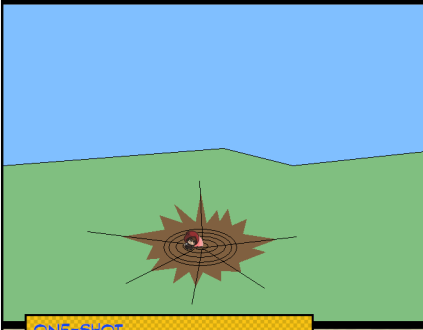
STAND BACK. I'M GOING TO MAKE A MESS. --QUASINDA

# SENTINELS OF THE MULTIVERSE

## STRANDED

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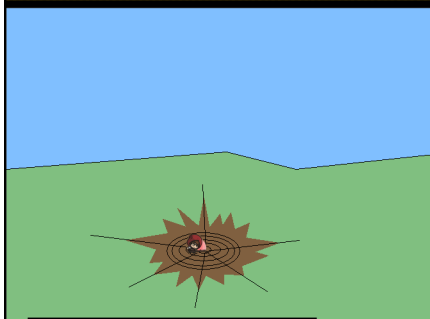
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SENTINELS OF THE MULTIVERSE

STRANDED

QUASINDA



CAN'T STOP NOW



ONGOING, LIMITED

AT THE START OF YOUR TURN, YOU MAY PLAY A CARD.

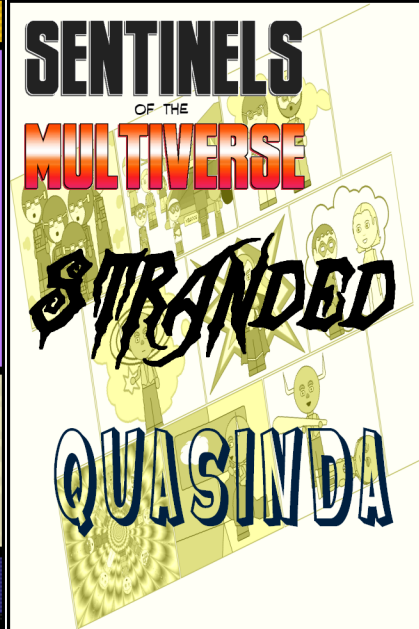
AT THE END OF YOUR TURN, QUASINDA DEALS HERSELF 3 PSYCHIC DAMAGE. IF SHE TAKES NO DAMAGE THIS WAY, DESTROY THIS CARD.

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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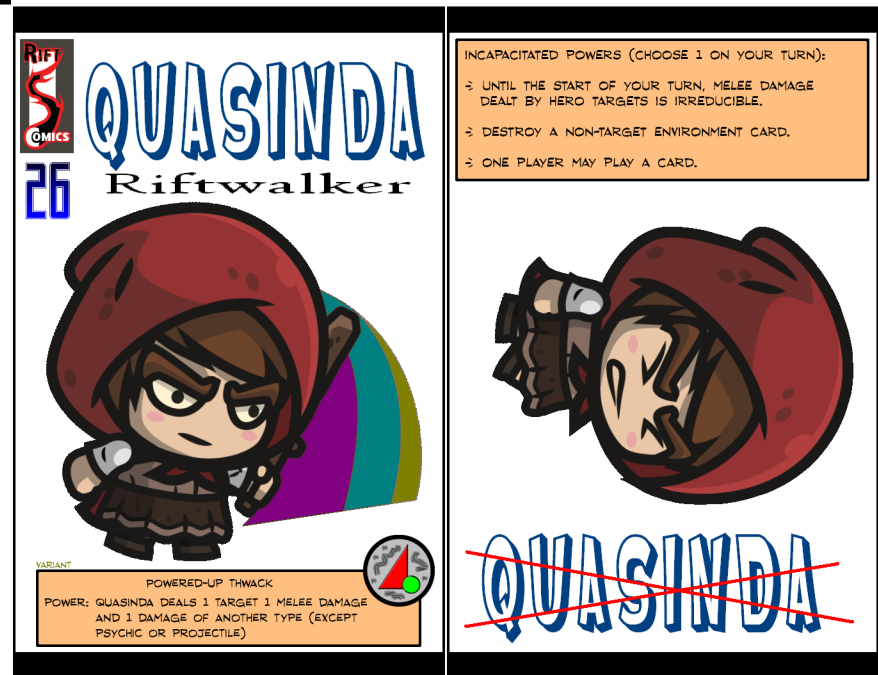
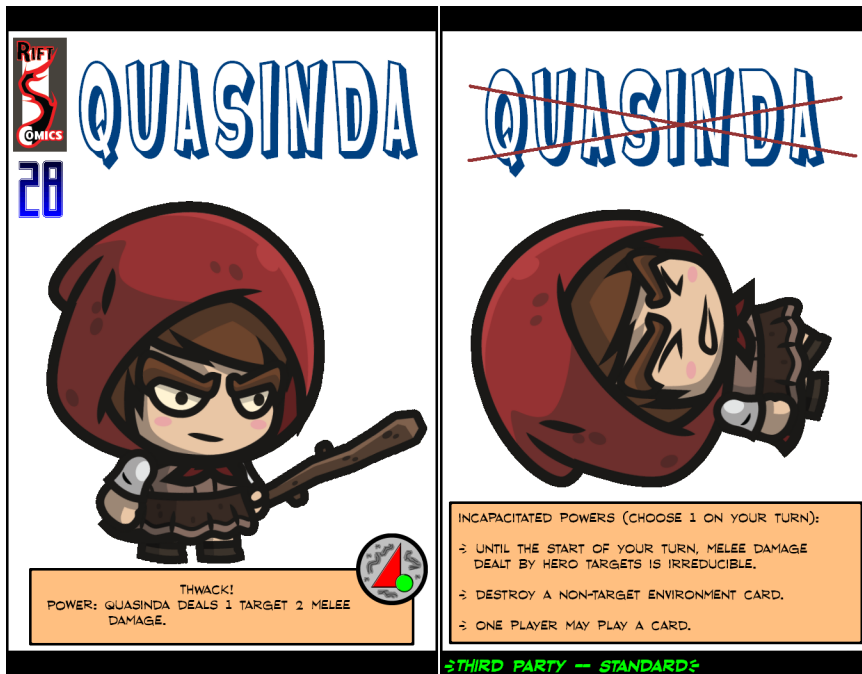
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QUASINDA





10/8/2023 (about 4 years after the deck was designed and the cards were arted)