





କିରାତୀ

Nyashia

3 3 3
Program. Creature. Corrupted.

Cyberspace Spawn.

Elusive.



ENEMY

Illus. Liiga Smilshkalne
ପିଲା ଟିକ୍କା ଶାନ୍ତିକାଳେ

0-3

9/74

480

0-3

0/74

480

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Nyashia

3 3 3
Program. Creature. Corrupted.

Cyberspace Spawn.

Alert. Elusive. Retaliate.



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ପିଲା ଟିକ୍କା ଶାନ୍ତିକାଳେ

12-17

13/74

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12-17

13/74

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Nyashia

3 3 3
Program. Creature. Corrupted.

Cyberspace Spawn.

Alert. Elusive. Retaliate.

Forced – After Nyashia ଟିକ୍କା engages your cyber avatar: Corrupt a non-weakness card in your hand.



ENEMY

Illus. Liiga Smilshkalne
ପିଲା ଟିକ୍କା ଶାନ୍ତିକାଳେ

18-23

15/74

483

18-23

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4-11

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କିରାତୀ

Nyashia

3 3 3
Program. Creature. Corrupted.

Cyberspace Spawn.

Alert. Elusive. Retaliate.

Forced – After Nyashia attacks or engages your cyber avatar: Corrupt a non-weakness card in your hand.



ENEMY

Illus. Liiga Smilshkalne
ପିଲା ଟିକ୍କା ଶାନ୍ତିକାଳେ

24+

17/74

484

24+

17/74

484

କିରାତୀ

Nyashia

କିରାତୀ

Nyashia

3 3 3
Program. Creature. Corrupted.

Cyberspace Spawn.

Elusive. Retaliate.



ENEMY

Illus. Liiga Smilshkalne
ପିଲା ଟିକ୍କା ଶାନ୍ତିକାଳେ

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Nyashia

3 3 3
Program. Creature. Corrupted.

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Forced – After Nyashia engages your cyber avatar: Corrupt a non-weakness card in your hand.



ENEMY

Illus. Liiga Smilshkalne
ପିଲା ଟିକ୍କା ଶାନ୍ତିକାଳେ

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Nyashia

3 3 3
Program. Creature. Corrupted.

Cyberspace Spawn.

Alert. Elusive. Retaliate.

Forced – After Nyashia attacks or engages your cyber avatar: Corrupt a non-weakness card in your hand.



ENEMY

Illus. Liiga Smilshkalne
ପିଲା ଟିକ୍କା ଶାନ୍ତିକାଳେ

24+

17/74

484

24+

17/74

484

କିରାତୀ

Nyashia



Vengeful Spirit

4 4 2

Program, Humanoid, Geist, Corrupted.

Cyberspace Spawn.

► **Parley.** Test ♦ (X) to attempt to banish the spirit. If you succeed, deal it X damage. (You choose X.)

ENEMY

Illus. Scott Uminga
Illustration by Scott Uminga

14-16
14-18
19/74
19/74
485
482

Vengeful Spirit

4 4 2

Program, Humanoid, Geist, Corrupted.

Cyberspace Spawn.

Hunter. ⚔

While Vengeful Spirit is ready, it gets +2 fight.

► **Parley.** Test ♦ (X) to attempt to banish the spirit. If you succeed, deal it X damage. (You choose X.)

ENEMY

Illus. Scott Uminga
Illustration by Scott Uminga

17-19
17-19
21/74
21/74
486
480

Vengeful Spirit

4 4 2

Program, Humanoid, Geist, Corrupted.

Cyberspace Spawn.

Hunter. ⚔

While Vengeful Spirit is ready, it gets +2 fight.

► **Corrupt** the top X cards of your deck: **Parley.** Test ♦ (X) to attempt to banish the spirit. If you succeed, deal it X damage. (You choose X.)

ENEMY

Illus. Scott Uminga
Illustration by Scott Uminga

23-25
23-25
25/74
25/74
488
488

Vengeful Spirit

4 4 2

Program, Humanoid, Geist, Corrupted.

Cyberspace Spawn.

► **Parley.** Test ♦ (X) to attempt to banish the spirit. If you succeed, deal it X damage. (You choose X.)

ENEMY

Illus. Scott Uminga
Illustration by Scott Uminga

14-16
14-18
19/74
19/74
485
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Vengeful Spirit

4 4 2

Program, Humanoid, Geist, Corrupted.

Cyberspace Spawn.

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ENEMY

Illus. Scott Uminga
Illustration by Scott Uminga

20-22
20-22
23/74
23/74
487
481

Vengeful Spirit

4 4 2

Program, Humanoid, Geist, Corrupted.

Cyberspace Spawn.

Hunter. ⚔

While Vengeful Spirit is ready, it gets +2 fight.

► **Corrupt** the top X cards of your deck: **Parley.** Test ♦ (X) to attempt to banish the spirit. If you succeed, deal it X damage. (You choose X.)

ENEMY

Illus. Scott Uminga
Illustration by Scott Uminga

23-25
23-25
25/74
25/74
488
488

Vengeful Spirit

4 4 2

Program, Humanoid, Geist, Corrupted.

Cyberspace Spawn.

Hunter. ⚔

► **Parley.** Test ♦ (X) to attempt to banish the spirit. If you succeed, deal it X damage. (You choose X.)

ENEMY

Illus. Scott Uminga
Illustration by Scott Uminga

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Vengeful Spirit

4 4 2

Program, Humanoid, Geist, Corrupted.

Cyberspace Spawn.

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While Vengeful Spirit is ready, it gets +2 fight.

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ENEMY

Illus. Scott Uminga
Illustration by Scott Uminga

20-22
20-22
23/74
23/74
487
481

Vengeful Spirit

4 4 2

Program, Humanoid, Geist, Corrupted.

Cyberspace Spawn.

Hunter. Retaliate.

While Vengeful Spirit is ready, it gets +2 fight.

► **Corrupt** the top X cards of your deck: **Parley.** Test ♦ (X) to attempt to banish the spirit. If you succeed, deal it X damage. (You choose X.)

ENEMY

Illus. Scott Uminga
Illustration by Scott Uminga

26+
26+
27/74
27/74
489
489



Final Fantasy Trading Card Game

Vengeful Spirit

4 4 2

Program, Humanoid, Geist, Corrupted.

Cyberspace Spawn.

Hunter. Retaliate.

While Vengeful Spirit is ready, it gets +2 fight.

→ Corrupt the top X cards of your deck: **Parley**. Test ♠ (X) to attempt to banish the spirit. If you succeed, deal it X damage. (You choose X.)



Illus. Scott Uminga
Illustrator: Scott Uminga

26+
27/74
@ 489
30+

Illus. Matt Zeilinger
Illustrator: Matt Zeilinger

TREACHERY
Neural EMP

Hazard.

Revelation – You must choose :

- ♦ Exhaust your Brain-Machine Interface. Switch to meatspace, if able.
- ♦ Take 2 damage.



TREACHERY
Neural EMP

Hazard.

Revelation – You must choose :

- ♦ Exhaust your Brain-Machine Interface. Switch to meatspace, if able.
- ♦ Take 2 damage.

Neural EMP

Hazard.

Surge.

Revelation – You must choose :

- ♦ Exhaust your Brain-Machine Interface. Switch to meatspace, if able.
- ♦ Take 2 damage.

Surge.

Revelation – You must choose :

- ♦ Exhaust your Brain-Machine Interface. Switch to meatspace, if able.
- ♦ Take 2 damage.

Neural EMP

Hazard.

Peril. Surge.

Revelation – You must choose :

- ♦ Exhaust your Brain-Machine Interface. Switch to meatspace, if able.
- ♦ Take 2 damage.

Neural EMP

Hazard.

Peril. Surge.

Revelation – You must choose :

- ♦ Exhaust your Brain-Machine Interface. Switch to meatspace, if able.
- ♦ Take 2 damage.

Peril. Surge.

Revelation – You must choose two:

- ♦ Exhaust your Brain-Machine Interface. Switch to meatspace, if able.
- ♦ Take 2 damage.
- ♦ Corrupt a non-weakness card in your hand.

Neural EMP

Hazard.

Peril. Surge.

Revelation – You must choose two:

- ♦ Exhaust your Brain-Machine Interface. Switch to meatspace, if able.
- ♦ Take 2 damage.
- ♦ Corrupt a non-weakness card in your hand.

Illus. Matt Zeilinger
Illustrator: Matt Zeilinger

20-27
33/74
@ 492
30-31

33/74
33/74
@ 492

Illus. Matt Zeilinger
Illustrator: Matt Zeilinger

TREACHERY
Neural EMP

Hazard.

26+

27/74
31/74
@ 493
30+

33/74
33/74
@ 493

Illus. Matt Zeilinger
Illustrator: Matt Zeilinger

28+
35/74
@ 493
32/74

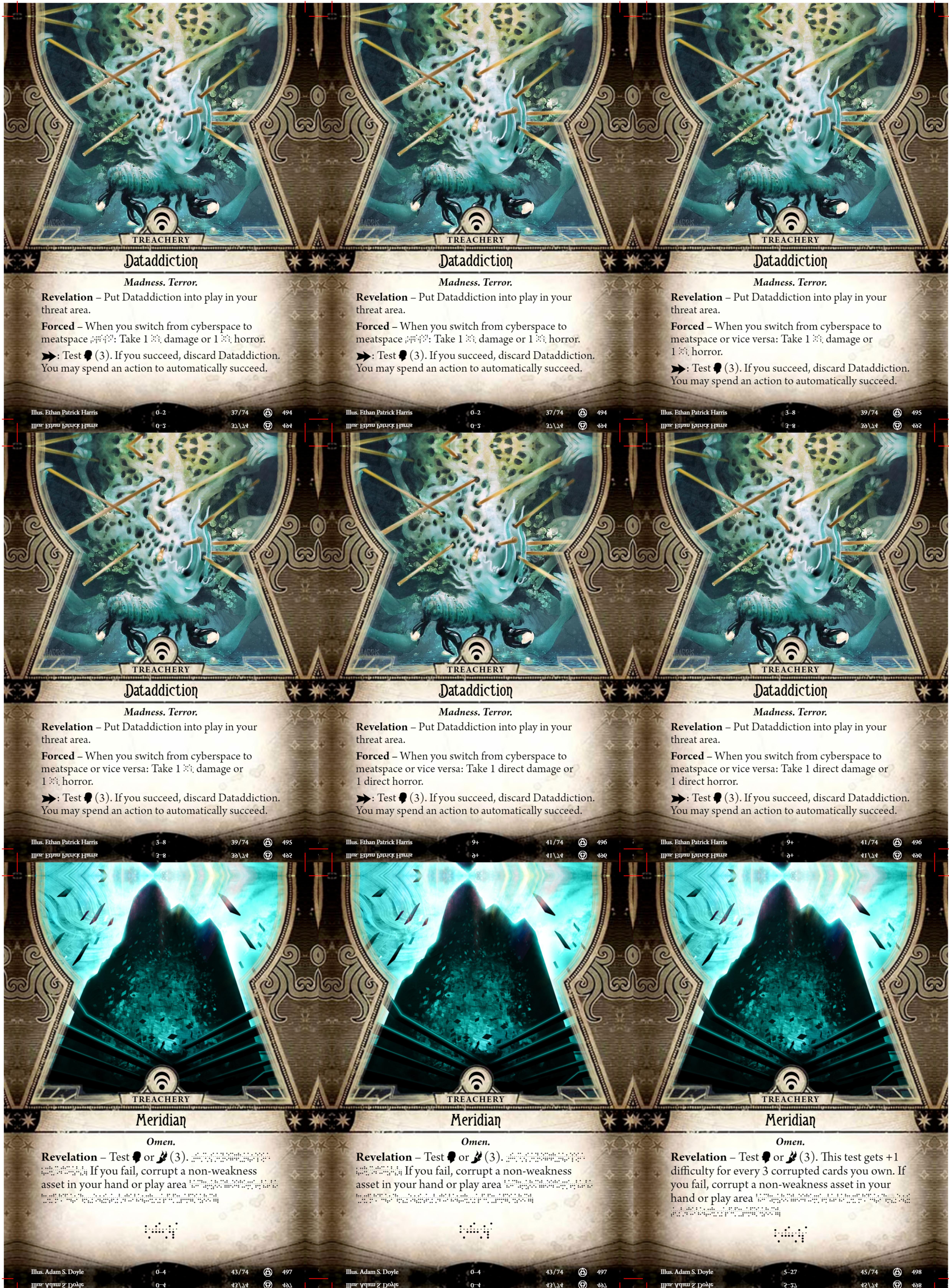
28+
35/74
@ 493
32/74

Illus. Matt Zeilinger
Illustrator: Matt Zeilinger

28+
35/74
@ 493
32/74

28+
35/74
@ 493
32/74









TREACHERY

Meridian

Omen.

Revelation – Test ♡ or ♦ (3). This test gets +1 difficulty for every 3 corrupted cards you own. If you fail, corrupt a non-weakness asset in your hand or play area.

»: Test ♡ (3).

Illus. Adam S. Doyle

5-27

45/74



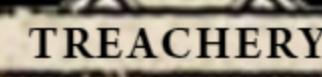
498

2-2A

42/24



468



TREACHERY

Meridian

Omen.

Revelation – Test ♡ or ♦ (3). This test gets +1 difficulty for every 3 corrupted cards you own. If you fail, corrupt a non-weakness asset in your hand or play area and search your deck, discard pile, hand, and all play areas for each other copy of that card and corrupt them as well. Shuffle your deck.

»: Test ♡ (3).

Illus. Adam S. Doyle

28+

47/74



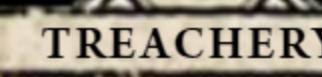
499

58+

45/24



468



TREACHERY

Meridian

Omen.

Revelation – Test ♡ or ♦ (3). This test gets +1 difficulty for every 3 corrupted cards you own. If you fail, corrupt a non-weakness asset in your hand or play area and search your deck, discard pile, hand, and all play areas for each other copy of that card and corrupt them as well. Shuffle your deck.

»: Test ♡ (3).



TREACHERY

Conundrum

Terror.

Revelation – Put Conundrum into play in your threat area.

Forced – When you switch from cyberspace to meatspace or vice versa: Corrupt a ♦ non-weakness card in your hand.

»: Test ♡ (3). If you succeed, discard Conundrum. You may spend an action to automatically succeed.

Illus. Scott Uminga

6-13

49/74



500

2-2A

42/24



200



TREACHERY

Conundrum

Terror.

Revelation – Put Conundrum into play in your threat area.

Forced – When you switch from cyberspace to meatspace or vice versa: Corrupt a ♦ non-weakness card in your hand.

»: Test ♡ (3). If you succeed, discard Conundrum. You may spend an action to automatically succeed.

Illus. Scott Uminga

6-13

49/74



500

2-2A

42/24



200



TREACHERY

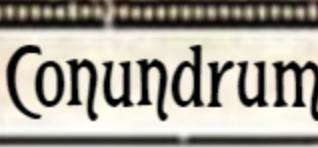
Conundrum

Terror.

Revelation – Put Conundrum into play in your threat area.

Forced – When you switch from cyberspace to meatspace or vice versa: Corrupt a random non-weakness card in your hand.

»: Test ♡ (3). If you succeed, discard Conundrum. You may spend an action to automatically succeed.



TREACHERY

Conundrum

Terror.

Revelation – Put Conundrum into play in your threat area.

Forced – When you switch from cyberspace to meatspace or vice versa: Corrupt a random non-weakness card in your hand.

»: Test ♡ (3). If you succeed, discard Conundrum. You may spend an action to automatically succeed.

Illus. Scott Uminga

14+

51/74



501

2-2A

21/24



201



TREACHERY

Bad Times

Curse. Terror.

Revelation – Test (4). Your base skill value is ♦ the number of corrupted cards you own. (Question mark icons count as matching icons.) For each point you fail by, corrupt the top card of your deck.

Illus. Adam S. Doyle

12-17

53/74



502

13-18



203



TREACHERY

Bad Times

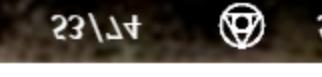
Curse. Terror.

Revelation – Test (4). Your base skill value is ♦ the number of corrupted cards you own. (Question mark icons count as matching icons.) For each point you fail by, corrupt the top card of your deck.

Illus. Adam S. Doyle

12-17

53/74



502

13-18



203



