

<p>Tower B</p> <p>Support</p> <p>3      45</p> <p>All your minions gain +1 power</p>	<p>Tower A</p> <p>Power</p> <p>6      30</p> <p>Once per game, bank the top card of each deck</p>	<p>Tower A</p> <p>Defense</p> <p>2      70</p> <p>Once per game, destroy target minion, upgrade, or curse</p>
<p>Tower A</p> <p>Support</p> <p>3      60</p> <p>At the start of the game, all your other towers gain +10 armor</p>	<p>Tower B</p> <p>Power</p> <p>8      20</p> <p>Once per game, deal 4 damage to all minions and towers</p>	<p>Tower B</p> <p>Defense</p> <p>1      120</p> <p>Whenever one of your minions takes damage, instead deal that much damage to ~</p>
<p>Tower A</p> <p>Support</p> <p>3      50</p> <p>At the start of your turn, you may discard a card from your bank at random. If you do, draw a card from any deck</p>	<p>Tower A</p> <p>Power</p> <p>6      25</p> <p>At the start of your turn, you may discard a card from your bank at random. If you do, deal 3 damage to target minion</p>	<p>Tower A</p> <p>Defense</p> <p>0      70</p> <p>At the start of your turn, you may discard a card from your bank at random. If you do, gain +1 armor and +1 power. (Max +3 power)</p>

Tower B  Support  3      50  Whenever you play a minion, target tower gains +1 armor	Tower B  Power  8      15  At the start of your turn, you may sacrifice a minion. If you do, the next minion you play this turn has haste.	Tower B  Defense  2      55  At the start of your turn, you may sacrifice a minion. If you do, you may destroy target curse
Tower C  Support  3      40  Whenever an opponent attacks you, you may place a zone marker of your choice on one target minion they control	Tower C  Power  7      20  Whenever ~ takes damage, you may sacrifice one minion. If you do, prevent damage equal to that minions health.	Tower C  Defense  1      70  Whenever a minion dies, gain +2 armor