

Upgrade One	Upgrade Two	Upgrade Three
Target Player	Target Player	Target Tower
Stays on field. Draw an additional minion or curse at the start of your turn	Stays on field. Your minion limit is increased by one	SOF. The next time target tower would take damage, instead prevent that damage and destroy ~.
Upgrade Four	Upgrade Five	Upgrade Six
Target Player	Target Player	Target Tower
Stays on field. Once per turn, discard one card and then draw another card of the same type	Target players minions gain +2 power until end of turn.	Stays on field. Target tower gains +2 power and +5 armor. If this tower has no armor, destroy this upgrade
Upgrade Seven	Upgrade Eight	Upgrade Nine
Target Tower	Target Tower	Target Multi
Remove all curses from target tower	Remove all curses from target tower	Target tower you control deals its damage to target minion

Upgrade Ten	Upgrade Eleven	Upgrade Twelve
Target Tower	Target Minion	Target Minion
Target tower gains +10 armor	Target minion takes no damage this turn	Stays on field. Target minion gains +3 power
Upgrade Thirteen	Upgrade Fourteen	Upgrade Fifteen
Target Minion	Target Multi	Target Minion
Stays on field. When target minion deals damage to a defense tower, deal twice that much damage instead.	Sacrifice target minion. Deal damage equal to its power to target tower	Stays on field. Whenever target minion attacks, deal 2 damage to another target minion
Upgrade Sixteen	Upgrade Seventeen	Upgrade Eighteen
Target Minion	Target Minion	Target player
Stays on field. Target Minion gains +3 power	Stays on field. Target minion gains haste. If it would die, destroy ~ instead	Stays on field. At the start of target players turn, that player summons a 2/1 minion.

Upgrade Nineteen	Upgrade Twenty	Upgrade Twenty-one
Target Tower	Target Player	Target Player
Stays on field. At the start of your turn, target tower gains +2 armor	Target player draws a card from each deck and each of that players opponents draw one card from any deck.	Target player looks at the top 3 cards of any deck. Put one in hand and the others back on top in any order.
Upgrade Twenty-two	Upgrade Twenty-three	Upgrade Twenty-four
Target Player	Target Minion	Target Player
SOF. Whenever an enemy minion dies, all your towers gain +1 armor.	SOF. Whenever target minion dies, bank the top two cards of any deck.	SOF. Whenever one of your minions die, all your towers gains +1 armor
Upgrade Twenty-five	Upgrade Twenty-six	Upgrade Twenty-seven
Target Player	Target Player	Target Tower
SOF. You cannot have curses target you or your Towers.	SOF. You cannot have curses target you or your Minions.	Whenever a player banks a card, all of your towers gain +1 armor.

Upgrade	Upgrade
Twenty-eight	Twenty-nine
Target Minion	Target Upgrade
Can only be played if you have a minion upgrade in play. Deal 5 damage to target minion.	Becomes a copy of target upgrade.