9

8

7

6

4

5

3

2

1

0

10

KO Points

---

10

9

8

7

5

6

4

3

Health

2

1

12

11

Print 1 time

Boon

Crystal

Silver Coin

Gold Coin

Copper Coin

Print 1 time

Market Rise

Increase a Price Dice by 1.

KO this card.

Flash Sale

Reroll one of the Price Dice.

KO this card.

Healing Touch

Remove a Poison Dice from one Champion.

Poisoned Dart

Poison Dice +1

Rich Tastes

Draw 3 cards from the Resource Deck. KO this card.

Champion for Hire

Draw 1 card from either the Champion Deck or the Champion Discard Pile. KO this card.

Repositioning

All opponents Discard 1 card from their Hand in turn order.

Displacement

An opponent Discards 2 cards from their Hand.

Recycle

Draw 1 card from the Resource Discard Pile.

Salvage

Draw 1 card from the Item Discard Pile and then Discard this card.

+1 Item.

Hot Soup

Restore 1 Health to any Champion.

Scorching Flames

Deal 1 Damage to any Champion.

Free Money

Draw 1 card from the Resource Deck.

Surplus Store

Draw 1 card from the Item Deck.

+1 Item.

One Man’s Trash

Draw 1 card from the KO Pile then KO this card.

Fortify

Armor Dice +1

Crystalline Shard

+1 Crystal to spend this turn.

+1 Coin to spend this turn.

Spare Pence

Doom Stone

Begin counting turns. At the end of your 3rd turn this Champion is Knocked Out.

Lock Down

An opponent cannot make any Purchases on their next turn.

Lock Out

An opponent cannot use any cards that are in their Reserves on their next turn. That player may still Reserve Cards.

Spare Pound

+5 Coins to spend this turn.

Crystalline Rock

+5 Crystals to spend this turn.

Impaired Defenses

Armor Dice -2

Bolster Protections

Armor Dice +2

Take all attached Items from an opponents Champions into your Hand. KO this card.

Regime Change

Open Market

Draw 1 card from the Champion Deck. In turn order, each player must bid cards from their Hand. All bids are revealed simultaneously. The player with the highest Coin value takes that Champion into their Hand.

In the case of a tie, KO the Champion. All bids are then Discarded.

Mineral Water

Restore 2 Health to a Champion.

Freeze Bolt

Deal 2 Damage to an opponent’s Champion.

Spare Shilling

+2 Coins to spend this turn.

Crystalline Gem

+2 Crystals to spend this turn.

The Doomstone

Financial Gains

Coins are worth +1 this turn.

Excavation

Crystals are worth +1 this turn.

Puppeteer

If you have an available space in your Line-Up, take control of an opponent’s Champion. Your opponent takes any attached cards into their Hand.

This Champion starts in your Line-up with Max Health and must wait 1 turn before using an Action. You cannot move another Champion to your Line-up this turn.

KO this card.

Vortex Staff

Shadow Scepter

**Action:** This Champion may choose to Damage any other Champion in play for 3. Ignore all attached Items on the Targeted Champion.

**Set Bonus:**

**Passive:** Once during your turn, all Champions in the Targeted players’ Line-up take 1 Damage and all of your Champions in your Line-up are Healed 1.

Restoration Salve

Vanishing Powder

This Champion may move between your Line-up and your Reserves. While Reserved, Items stay attached to the Champion but their effects are no longer active. When returning to your Line-up, this Champion must still wait 1 turn before using an Action.

**Set Bonus:**

**Passive:** This Champion Heals 1 Damage at the start of each turn it is in your Reserves.

Vortex Staff

Energy Orb

**Action:** This Champion may choose to Heal any other Champion in play for 3.

**Set Bonus:**

**Passive:** Once during your turn, all Champions in the Targeted players’ Line-up take 1 Damage and all of your Champions in your Line-up are Healed 1.

Greed of Midas

Loose Change

**Counter:** Each time this Champion is Targeted by and Action Draw 1 card from the Resource Deck.

**Set Bonus:**

**Passive:** Your Coins are worth +1

Snake Eyes

Eye of Ahn’ki

Each time this Champion uses an Action, roll a dice, if even apply Poison to the Targeted Champion.

**Set Bonus:**

**Passive:** This Champion no longer needs to roll a dice for success.

Phoenix Balm

During your turn you may Discard any number of Items from this Champion. Heal this Champion equal to the number of Items Discarded. Quiver cannot remove itself.

**Set Bonus:**

**Passive:** This Champion Heals 1 Damage at the start of each turn it is in your Reserves.

Serum of Mygar

This Champion cannot be Poisoned.

If this Champion is currently Poisoned, remove the Poison.

**Set Bonus:**

**Passive:** When Targeted, +1 Armor Dice after applying Damage to this Champion

Brass Blade

**Counter:** When this Champion is Targeted by an Action, this Champion may use an Action.

**Set Bonus:**

**Passive:** At the start of your turn, deal 1 Damage to any Champion.

Print 1 time

Snake Eyes

Eye of Vespus

Each time this Champion uses an Action, roll a dice, if even Heal this Champion 2 points.

**Set Bonus:**

**Passive:** This Champion no longer needs to roll a dice for success.

Restoration Salve

Mygar’s Armor

Mechanized Dagger

Rings of Confliction

Blackened Band

Any Poison Damage this Champion takes is now doubled.

**Set Bonus:**

**Passive:** This Champion is now Poisoned. This cannot be removed.

Curse of Thorngrasp

Vial of Waterblood

If this Champion does not use an Action during its turn, deal 1 Damage to this Champion.

**Set Bonus:**

**Passive:** The Champion is worth double KO Points

Curse of Thorngrasp

Elixir of Fate

This Champion cannot use an Action unless Damaged by an Action. Once this occurs, do not KO this card.

**Set Bonus:**

**Passive:** The Champion is worth double KO Points

Iron Curtain

Barbed Shoulders

**Counter:** When this Champion is Targeted by an Action, the Targeting Champion takes 2 Damage.

**Set Bonus:**

**Passive:** Opponents may not affect your Hand or Reserves

Mygar’s Armor

Plated Shielding

When Targeted by an Action, Damage -2.

**Set Bonus:**

**Passive:** When Targeted, +1 Armor Dice after applying Damage to this Champion

Iron Curtain

Protective Breastplate

All of your Champions take 1 less Damage when being Targeted by an Action.

**Set Bonus:**

**Passive:** Opponents may not affect your Hand or Reserves

Marksman’s Rifle

Blunderbuss

**Action:** Damage a Champion in an opponent’s Line-up for 4.

**Set Bonus:**

**Passive:** Once per turn, choose an opponent to Discard 1 Resource card from their Reserves.

Tempered Springs

If this Champion uses an Action that neither heals nor deals Damage, +1 Action for this Champion.

**Set Bonus:**

**Passive:** At the start of your turn, deal 1 Damage to any Champion.

Precision Scope

This Champion may Target Reserved Champions.

**Set Bonus:**

**Passive:** Once per turn, choose an opponent to Discard 1 Resource card from their Reserves.

Mechanized Dagger

Marksman’s Rifle

Nova Ensemble

Infinity Crystal

+2 Crystals to spend each turn.

**Set Bonus:**

**Passive:** This Champion no longer needs to pay Crystal Costs for Actions requiring Crystals.

Nova Ensemble

Mana Robes

**Counter:** When this Champion is Targeted by an Action, you may Discard Crystals. For each Crystal Discarded, Damage -1.

**Set Bonus:**

**Passive:** This Champion no longer needs to pay Crystal Costs for Actions requiring Crystals.

Nova Potion

Arcane Ash

When using an Action, this Champion deals +2 Damage

All other Champions in your Line-up deal +1 Damage.

**Set Bonus:**

**Passive:** This Champion no longer needs to pay Crystal Costs for Actions requiring Crystals.

Greed of Midas

Coin Purse

**Refresh:** If at the end of your turn, this Champion has not used an Action, Draw a card from the Resource Discard Pile.

**Set Bonus:**

**Passive:** Your Coins are worth +1

Helm of Eclisius

Blessed Ruby

**Refresh:** You may Discard 1 card and Draw another card from the same Deck.

**Set Bonus:**

**Counter:** If this Champion is Targeted, you may Refresh your Hand.

Nova Potion

Cosmic Dust

When this Champion uses an Action, you may choose a Champion to Heal for the amount of KO Points you currently have.

**Set Bonus:**

**Passive:** This Champion no longer needs to pay Crystal Costs for Actions requiring Crystals.

Rings of Confliction

Reversion Halo

Poison Damage now Heals this Champion.

**Set Bonus:**

**Passive:** This Champion is now Poisoned. This cannot be removed.

Treasure of Nan’teka

Gem of the Dark War

Once per turn, you may move one Item from one of your Champions to another one of your Champions.

**Set Bonus:**

**Action:** All Actions that Target your Champions until the start of your next turn Miss.

Treasure of Nan’teka

Transfusion Diamond

Once per turn, you may move up to 2 Damage from one of your Champions to another one of your Champions

**Set Bonus:**

**Action:** All Actions that Target your Champions until the start of your next turn Miss.

Helm of Eclisius

Socketed Crown

**Refresh:** If this Champion used an Action, Draw 2 additional cards from the Resource Deck.

**Set Bonus:**

**Counter:** If this Champion is Targeted, you may Refresh your Hand.

Armor of the Guard

Fortified Buckler

**Counter:** When this Champion is Targeted by an Action, Damage -2.

**Set Bonus:**

**Passive:** +1 Action per turn

Armor of the Guard

Fang Blade

When using an Action that deals Damage, deal +3 Damage.

**Set Bonus:**

**Passive:** +1 Action per turn

Revered Vestments

Symbol of Rak’tan

This Champion cannot be Damaged by anything that Damages 2 or less.

**Set Bonus:**

**Passive:** If KO'd, no KO Points are awarded for this Champion.

Revered Vestments

Shroud of the Phoenix

If KO'd, this Champion returns to your Hand. All attached cards are still KO'd.

**Set Bonus:**

**Passive:** If KO'd, no KO Points are awarded for this Champion.

Purity Robes

**Counter:** When this Champion is Targeted by an Action roll a dice, if even, the Action Misses.

**Set Bonus:**

This Champion is worth 1 KO Point.

Absolution Rod

Undead Eye

All Healing done to this Champion is considered Damage and all Damage is considered Healing.

**Set Bonus:**

This Champion is worth 1 KO Point.

Absolution Rod

10

Suppression 1

The Targeted Champion may not use an Action next turn.

Barge

12

Black-Eye 1

**Refresh:** Draw 1 card from either the Item Deck or the Item Discard Pile.

Pigpen

P

11

Guardian 1

Armor Dice +1 on any Champion.

Donko

Donko

9

Relative Bonk 1|2|3

If this Action Targets a bronze Champion, deal 1 Damage; Targets a silver Champion, deal 2 Damage; Targets a gold Champion, deal 3 Damage.

Meatbone

**Passive: Man Down**

If Meatbone is KO'd, choose a Champion to Heal to their Max Health.

11

Vampirism +X

Roll an Attack Dice, this Action deals Damage equal to the amount rolled and Franch is healed for the same amount.

Franch

9

Gear Heave 3x

KO any amount of Items attached to Wolfpelt. This ability does 3 Damage per KO'd Item. Any Items that would modify the Damage of this ability still apply even if KO'd.

Wolfpelt

**Passive: Another Man’s Treasure**

Once per turn, you may Draw a card from anywhere in the Item Discard Pile.

Forge

KO as many Items attached to Barge as you’d like. Target any Champion, for each Item KO'd, +3 to their Armor Dice.

**Passive: Revenge**

**Counter:** If any Champion in your Line-up is Targeted by an Action, Pigpen may use one Action.

Aggravation

Attack Dice +1.

If the Attack Dice reads at least 3, whenever you are Targeted by an Action, your opponents may not Target any Champion other than Donko.

10

Bloodlust 1

Until the start of your next turn, if you are Targeted, only Oxwood may be Targeted.

Oxwood

**Passive: Immortality**

During your turn, you may Discard Oxwood and all Items attached. This does not award any KO Points.

pa

7

**Passive: Duck and Cover**

Anytime Ebop’s Health drops below 3, Armor Dice +2.

Ebop

Bottleneck 2

Opponent may not purchase from the deck of your choice until the start of your next turn. Excluding Discard piles.

5

Foxy

Stunner 2

Opponent Discards one card.

6

Gwynn

Loose Change 2

**Refresh:** Draw an additional card from the Resource Deck.

6

Sir Kale

**Passive: Deep Wounds**

If Sir Kale has been Damaged by the Targeted Champion, Sir Kale deals double Damage before Damage modifications are applied.

Sword Lunge 2

4

Xerxes

Disorient 2

All opponents Discard 1 card.

6

Eldak

Flank 1

This Action may Target a Reserved Champion.

**Passive: Abandonment**

During your turn, you may KO Gwynn and Draw a card from the Champion deck to your Line-up. No KO points are awarded.

**Passive: Unbreakable**

When Pike Phalanx is used, Armor Dice +1.

7

Bain

Pike Phalanx 3

All Champions in your Line-up that have no Crystal Cost stated on their card, Armor Dice +1, including Bain.

6

Battlebeard

**Passive: Hunker Down**

When Battlebeard is Targeted by an Action he takes half the Damage he normally would have, rounded down.

Thrash 5

7

Lionheart

**Passive: Enrage**

While Lionheart is in your Line-up, at the end of each turn or when Targeted by an Action, Attack Dice +1

Release Rage 3x

This attack deals 3 Damage times the amount shown on the Attack Dice on top of Lionheart. When this Action is used, remove the Attack Dice from Lionheart.

7

Marin

**Passive: Rally Call**

**Refresh:** Draw 1 card from any deck you’d like, including the Discard and KO piles.

Stiff Strike 3

This Action ignores all Items attached to the Targeted Champion.

7

Strong Arm 3

Petros

Hammer Down

You may KO an Item attached to one of your opponents Champions. Ignore all effects of the KO'd Item.

9

Leodak

Confusion X

Roll an Attack Dice to determine how much Damage this Action deals. Roll another Attack Dice, if you roll a 3 or less, apply that Damage to yourself, otherwise, apply that Damage to the Targeted Champion.

If this Action KOs Leodak, return Leodaks' Health to 1. No KO point is awarded.

6

Shakuul

Group Hug 2

This Action does +1 Damage for each other Champion in your Line-up.

1♦

5

Frost Breath 2

The Targeted Champion cannot take an Action or be Targeted by an Action until your next turn.

Cornelius

**Passive: Dying Breath**

If Cornelius is KO'd, instead restore Cornelius’ Health to 1. This only triggers once.

0♦

6

Luther

Mana Beam X

Discard as many Crystals as you’d like. For every Crystal Discarded, this attack does 1 Damage to the Targeted Champion.

3♦

7

Chem Bomb

Apply Poison to all Champions in an opponent’s Line-up.

Vicros

Acid Burn 6

This Action can only Target a Poisoned Champion.

0♦

7

**Passive: Conjure**

Once per turn, you may Draw an Item.

Ebenezer

**Passive: Transmute**

Once per turn, Discard a card and Draw a card from the deck the Discarded card came from.

1♦

5

Ice Spike 2

Ezra

**Passive: Mana Burn**

When Ezra is Targeted by an Action, you may Discard Crystals. For each Crystal Discarded, Damage -1. If Ezra has Mana Garbs attached, for each Crystal Discarded, Damage -2.

1♦

6

Valencia

Split Bolts 2|1

This attack deals 2 Damage to the Targeted Champion and 1 Damage to each champion directly next to the Targeted Champion.

**Passive: Counter Reflex**

Valencia’s Split Bolts does not trigger Counters.

**Passive: Slow Dominance**

When Zerelias is placed in your Line-up, Attack Dice +1. Each time Zerelias KO’s a Champion, Attack Dice +1. When KO’d, Zerelias grants KO Points equal to the amount shown on the Attack Dice.

6♦

7

Zerelias

Astral Displacement

KO the Targeted Champion.

3♦

6

**Passive: Negate Counter**

Violet’s Chain Lightning, does not trigger Counters.

Chain Lightning 5|3

This Action deals 5 Damage to the Targeted Champion and 3 Damage to each champion directly adjacent to the Targeted Champion.

Violet

3♦

6

Swift Tide 2

This Action Targets all Champions in an opponents Line-Up.

Fletcher

Rising Flood

Roll an Attack Dice. If even, KO all of one opponents Reserved Cards. No KO Points are awarded for this Action.

1♦

8

Affliction X

For each additional Crystal spent, Poison Dice +1 for that number of Champions.

Luna

Lunar Shift

Apply 2 Damage to all Poisoned Champions in play excluding your Champions. Any Champion that is KO'd in this way grants you one KO Point.

2♦

8

Belian

Substitution

Place a Champion from the KO Pile on top of Belian.

Continue play as this Champion for the next 2 turns.

Belian does not inherit Health from that Champion.

Any Action utilized during Substitution has no Crystal cost.

At the end of your 2nd turn, place the substituted Champion on the bottom of the Champion Deck.

2♦

6

Eternal Grip 4

If this Action KO’s the Targeted Champion, you may Reserve that Champion if you have an available Reserve Pile.

Bryce

**Passive: Imperishable**

When Bryce is KO'd, return Bryce to your Hand, excluding Items attached to Bryce. KO points are still awarded to your opponent.

3♦

5

Lady Dara

Fire Ball 5

This Action may Target a Reserved Champion.

4

**Passive: Short Fuse**

Lady Dara does not need to wait in your Line-up for 1 turn before taking an Action.

8

**Passive: Visible Secrets**

All of your opponents must play with their Hands face-up.

Bastion

**Passive: Hidden Motives**

You may play with your Reserve Piles face-down.

5

Copper Bomb 2

Opponent must Discard 1 Copper, otherwise this Action deals 4 Damage.

Holt

**Passive: Tool Exchange**

Once per turn, you may move one Item from any one of your Champions to another one of your Champions. Includes Reserved Champions.

5

Dismiss 1

You may KO all of the cards in one of your Reserve Piles. No KO Points are awarded if a Champion is KO'd

Gad

Foreman 1 Opponent must Reserve a card from their Hand to an empty Reserve Pile. If they cannot, this Action instead deals +1 Damage.

5

Wrench 1

Look at the top card of any deck. Either place that card back on top of the deck or in its corresponding Discard pile.

Maxwell

Dynamite 2   
You may shuffle any Discard Pile into its corresponding Deck.

7

Transmogrifier 2

Choose a Deck, look at the top 5 cards of the Deck and rearrange them as you please. Return the cards to the top of the deck.

Mortimer

**Passive: Counterfeit** During your turn, all Coins may be used as Crystals and all Crystals may be used as Coins. 1:1 Ratio per card.

5

Crystalline Drilling 2

All Crystals are worth +1 on your next turn.

Tink

8

**Passive: Clone**

Whenever Pidix enters your Line-up or at the start of your turn, you may borrow one Passive from any Champion until the start of your next turn. Excluding Reserved Champions.

Pidix

Mimic

You may choose one of the Targeted Champions abilities. Ignoring all Crystal Costs and Items attached to the Targeted Champion, execute that ability.

7

Death or Taxes

Discard any amount of Coins. If your opponent cannot Discard double that value then deal it as Damage.

Kala

Appropriations

Choose an opponent to Discard all Coins in their Hand or make all opponents Discard 2 Coins from their Hand.

7

Turn and Burn 2

You may return all cards in a single Reserve Pile into your Hand and Reserve as many cards as you’d like into that Pile before Refresh.

Belina

**Passive: Trip Wire**

Only you may play Boon Cards.

6

Iron Grip

The Targeted Champion may not use an Action on their next turn. All other Champions in that opponent’s Line-up are indirectly Damaged 2.

Goddart

0♦

36

**Passive: Soul Bond**

If the Champion that Anlar is aiding is KOd, Anlar is also KOd.

Anlar

**Passive: Empowerment**

Once per turn, you may choose any Champion in a Line-up. That Champion now deals double Damage after all modifiers are applied and also awards double KO Points until a different Champion is chosen.

3♦

56

Hymn +3

If Hymn is used during your turn, one other Champion in your Line-up may use another Action. Can only be used once per turn.

Holliana

Revive

Bring one Champion from the KO Pile to your Reserves. If you do not have space to Reserve this Champion, this Action cannot be used.

2♦

6

Spirit Drain 3/+3

Deal 3 Damage to the Targeted Champion and Heal any other Champion for 3.

Wyndom

2♦

6

Gladice

**Passive: Holy Hands**

Gladice heals double when Targeting a Breaker.

Cleanse +3

If the Targeted Champion is Poisoned, remove Poison.

1♦

5

Leonan

Dark Light X

If the last Action used by Leonan was Dark Light, Attack Dice +1. Otherwise, set Attack Dice to 1. This Action Damages for the value shown on the Attack Dice.

Pure Light +X

If the last Action used by Leonan was Pure Light, Attack Dice +1. Otherwise, set Attack Dice to 1. This Action heals for the value shown on the Attack Dice.

1♦

5

Jackson

**Passive: Vaccinate**

Your Champions may not be poisoned. If they are, remove Poison.

Flash of Light +3

2♦

4

Ava

Angelic Void +2

If the Targeted Champion has 3 or less Health, deal 2 Damage to a Champion in an opponent’s Line-up.

Destruction

Remove up to two Armor Dice from any Champions.

