Print 1 time

Print 25 total

10th one = Horn of Digan'ka

Eye of Bukovanska

Chiardolean Crown

Bain of Carlova

Achernar Jewel

Korczak Chest

Khryses Stone

Saiph Ring

Zeta Diamond

Ophiuchilious Stone

1 T

Treasure

1 T

Treasure

1 T

Treasure

1 T

Treasure

1 T

Treasure

1 T

Treasure

1 Treasures

1 T

Treasure

1 T

Treasure

1 T

Treasure

-Miner-

Recall 0

30

Miner

Jab 10

Look Ahead

Passive:

While Miner is your Leader, you may discard any amount of cards you would like from your hand. For each card discarded, +1 Credit

No Death Bonus

No 1st turn attack

-Miner-

Recall 0

30

Miner

Jab 10

Look Ahead

Passive:

While Miner is your Leader, you may discard any amount of cards you would like from your hand. For each card discarded, +1 Credit

No Death Bonus

No 1st turn attack

-Miner-

Recall 0

30

Miner

Jab 10

Look Ahead

Passive:

While Miner is your Leader, you may discard any amount of cards you would like from your hand. For each card discarded, +1 Credit

No Death Bonus

No 1st turn attack

Miners

3 T

Treasure

Zellion’s Star

-Miner-

Recall 0

30

Miner

Jab 10

Look Ahead

Passive:

While Miner is your Leader, you may discard any amount of cards you would like from your hand. For each card discarded, +1 Credit

No Death Bonus

No 1st turn attack

-Miner-

Recall 0

30

Miner

Jab 10

Look Ahead

Passive:

While Miner is your Leader, you may discard any amount of cards you would like from your hand. For each card discarded, +1 Credit

No Death Bonus

No 1st turn attack

Print 3 times

Health Tracking

10

20

-Mana Tracking-

30

40

60

50

70

80

90

100

10

20

-Health Tracking-

30

40

60

50

70

80

90

100

10

20

-Health Tracking-

30

40

60

50

70

80

90

100

10

20

-Mana Tracking-

30

40

60

50

70

80

90

100

10

20

-Mana Tracking-

30

40

60

50

70

80

90

100

10

20

-Health Tracking-

30

40

60

50

70

80

90

100

Print 6 times

Print 1 time

Din

0 ⱡⱡ

Din

0 ⱡⱡ

Din

0 ⱡⱡ

Din

Din

0 ⱡⱡ

Din

0 ⱡⱡ

Print 10 times

Din

0 ⱡⱡ

Din

0 ⱡⱡ

Din

0 ⱡⱡ

Din

3 ⱡⱡ

Din

3 ⱡⱡ

Din

3 ⱡⱡ

Din

C:\Users\doug.bowen\Desktop\noun_project_1476.pngC:\Users\doug.bowen\Desktop\noun_project_4199.pngC:\Users\doug.bowen\Desktop\noun_project_9686.pngC:\Users\doug.bowen\Desktop\noun_project_8442.pngC:\Users\doug.bowen\Desktop\svg_15734-01.pngC:\Users\doug.bowen\Desktop\noun_project_234.pngC:\Users\doug.bowen\Desktop\noun_project_4985.png

May Purchase one card

May Sell up to two cards

May Reserve Exiles

May Declare a Leader

May Recall your Leader

May use Items

May use 1 Rune

May unequipped items

May reset the Items available

Prepare Phase Actions

Din

3 ⱡⱡ

Din

3 ⱡⱡ

Din

3 ⱡⱡ

Din

3 ⱡⱡ

Din

3 ⱡⱡ

Print 5 times

Din

6 ⱡⱡ

Din

6 ⱡⱡ

Din

6 ⱡⱡ

Din

Din

6 ⱡⱡ

Din

6 ⱡⱡ

Din

6 ⱡⱡ

Print 5 times

-Item-

Cost 10

Once this card is attached to An Exile, begin counting your opponents turns. Once they’ve begun their 3rd turn, Banish that Exile.

Must have an Alchemist in play to attach this item. This item can always be attached.

Doom Stone

Equipment

-Item-

Cost 9

The Exile holding this item may take a second attack at the end of their Attack Phase. An Exile may only have 1 Booster card attached.

Only 1 Exile may use their Booster card per turn.

Neukum’s Boosterpack

Equipment

-Item-

Cost 8

If the Exile holding this item is Banished, return that Exile to your discard pile then Banish this card.

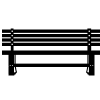
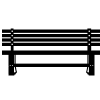
No bonus damage is awarded for this Exile.

Must have an Alchemist in play to be able to attach.

Bottled Fairy

Equipment

Unique Equipment



-Item-

Cost 10

For every Exile Banished by the Exile holding this, gain an additional 2 Treasure Cards

Mining Pick

Equipment

Print 1 time

-Item-

Cost 10

All healing done to this Exile are considered damage and all damage done to this Exile is considered healing.

Must have an Alchemist in play to attach this item.

Undead Eye

Equipment

-Item-

Cost 5

Attach this to one of your opponents Heroes. Each turn that passes that the attached Hero doesn’t attack they take 20 damage.

Must have an Alchemist in play to use this card.

Waterblood Poison

Potion

-Item-

Cost 4

Upon each attack, damage +10.

Can only be wielded by an Archer or a Rouge. Must have an Alchemist in play to attach this item.

Poison Sap

Equipment

-Item-

Cost 3

Upon each attack made by this Exile, the Exile holding this item may chose 1 Exile to restore 10 Health.

Can only be wielded by an Archer or a Rouge. Must have an Alchemist in play to attach this item.

Healing Sap

Equipment

Equipment

-Item-

Cost 5

The Exile holding this may, once per turn, Banish a Shilling or Pound to guarantee the success of a dice roll.

Coin Rig

Equipment

-Item-

Cost 6

Attach this to either Leader. That Leader can never Recall while this is attached. This card cannot be unequipped by another item, no exceptions.

Ball and Chain

Equipment

-Item-

Cost 4

Attack damage +10 for each individual attack made.

Lasts for 3 attacks, then Discarded.

Sharpening Stone

Equipment

Print 4 times

-Rune-

Cost 6

No other Leaders can Recall until at least one of them has been Banished. You may still Recall.

This card is Banished when your Exile is Banished. You may only play 1 Rune at a time.

Frost Shard

Rune

-Rune-

Cost 3

Miners do triple damage.

This card is Banished when your Exile is Banished. You may only play 1 Rune at a time.

Embolden Star

Rune

Runes

Print 1 time

-Rune-

Cost 9

At the start of your Attack Phase, Roll a dice. If the number > 10, +1 Attack

This card is Banished when your Exile is Banished. You may only play 1 Rune at a time.

Emerald of Djinn

Rune

-Rune-

Cost 3

While this is in play, at any time you may discard any amount of Treasure Cards. For each card discarded, draw 1 card.

This card is Banished when your Exile is Banished. You may only play 1 Rune at a time.

Azul’s Diamond

Rune

-Rune-

Cost 3

+4 Recycle

This card is Banished when your Exile is Banished. You may only play 1 Rune at a time.

Karrass Crystal

Rune

-Rune-

Cost 3

When Recycling, you may now discard down to 7 cards.

This card is Banished when your Exile is Banished. You may only play 1 Rune at a time.

Celestial Topaz

Rune

-Rune-

Cost 3

You may now Reserve 1 extrA Exile. If this Rune is Banished, you must choose one Reserved Exile to discard.

+2 Coins on each turn

This card is Banished when your Exile is Banished. You may only play 1 Rune at a time.

Trilionite

Rune

-Rune-

Cost 6

Your Attacks and Heals from the Reserve have double effect.

This card is Banished when your Exile is Banished. You may only play 1 Rune at a time.

Heart of the Mines

Rune

-Rune-

Cost 3

All Leaders are damaged 10 at the beginning of their turn, except yours

This card is Banished when your Exile is Banished. You may only play 1 Rune at a time.

Searing Ruby

Rune

Runes

Print 1 time

-Rune-

Cost 3

Your Reserved Exiles cannot be attacked.

This card is Banished when your Exile is Banished. You may only play 1 Rune at a time.

Onyx Ward

Rune

-Rune-

Cost 3

+2 Purchases

+1 Credit

This card is Banished when your Exile is Banished. You may only play 1 Rune at a time.

Montavious’ Gold

Rune

-Rune-

Cost 9

+1 Purchase

+2 Credits

+2 Recycle

This card is Banished when your Exile is Banished. You may only play 1 Rune at a time.

Oxbane’s Rose

Rune

-Item-

Cost 2

Max Mana +20.

Dragon Necklace

Armor

-Item-

Cost 5

If this Exile is attacked, apply all damage, then -10.

Defense Module

Armor

-Item-

Cost 0

Recall cost -2.

Anti-Gravity Boots

Armor

Armor

-Item-

Cost 8

The Exile wearing this armor can ignore all weapons and armor of any other Exile.

Magnetic Chestpiece

Armor

-Item-

Cost 6

Upon being attacked, the attacking Exile takes 10 damage for each successful attack against this Exile.

Barbed Shoulders

Armor

Print 4 times

-Item-

Cost 4

Damage dealt +10 per Item attached to the opponents Leader. Applied after all other damage is applied.

Spear of Ushalok

Weapon

-Item-

Cost 4

Does +10 to any attack or heal used by this Exile.

This card can only be wielded by a Sorcerer or a Cleric.

Jan-Otto’s Stave

Weapon

-Item-

Cost 8

Attack damage +20 after all damage is applied.

Nazai’s Blade

Weapon

Weapons

-Item-

Cost 7

For each attack/heal made to your opponents Leader by this Exile, Roll a dice, if >10, Banish 1 item attached to the defending Exile, your choice.

Stone Grinder

Weapon

-Item-

Cost 5

Attack damage +10 after all damage is applied.

This item can be sheathed at the end of your Attack phase, if so, Discard this card.

Rapier

Weapon

Print 4 times

-Item-

Cost 6

Attack damage +20 after all other damage is applied.

Can only be wielded by a Bandit or Rouge.

Sling Blade

Weapon

-Item-

Cost 2

+1 Purchase

+2 Credits

Discard this card

Merchant’s Secret

Supply

Supplies

-Item-

Cost 2

You may Recall your Leader at no Recall cost.

+1 Recycle

Banish this card

Retreat

Supply

-Item-

Cost 6

Choose one of your opponents Reserved Exiles. Switch it with their Active.

Banish this card

Challenge

Supply

Print 3 times

-Item-

Cost 6

+ 30 Mana

+2 Purchase

+1 Credit

Discard this card

Sweetwater Tonic

Supply

-Item-

Cost 6

+20 Health now

+10 Health at the start of your next turn

Discard this card

Restoration Potion

Supply

-Item-

Cost 3

Banish 2 cards.

Draw 1 card

Discard or Banish this card

Salvage Scraps

Supply

-Item-

Cost 5

+3 Recycle

Discard this card

Excavate

Supply

-Item-

Cost 3

Draw 3 cards.

Discard this card

Surplus

Supply

-Item-

Cost 4

+20 Health

+2 Recycle

Discard this card

Portable Defibrillator

Supply

-Item-

Cost 6

+40 Mana

+1 Purchase

Discard this card

Mineral Water

Supply

-Item-

Cost 4

+20 Mana

+2 Credits

Discard this card

Eye of Newt

Supply

-Item-

Cost 3

+20 Mana

+1 Credit

Discard this card

Crystalline

Supply

Supplies

s

Print 3 times

-Item-

Cost 6

+20 Health

+2 Credits

Discard this card

First Aid Kit

Supply

-Item-

Cost 9

+1 Purchase

+4 Credits

+3 Recycle

Discard this card

Banker

Supply

Print 20 times

-Item-

Cost 3

Draw 2 Cards

Discard this card

Gear Up

Constant

-Item-

Cost 2

+1 Purchase

Discard this card

Stock Pile

Constant

Constants

Assassins

-Assassin-

Recall 0

50

Leodak

Haste

Shuffle your Discard Pile and draw the top 3 cards into your Hand. These cannot be Recycled.

Quick Stab 20

Cost $3

-Assassin-

Recall 1

70

Petros

Douse 50

All Assassins on your Reserve may attach one Poison Sap Item at no cost. This only applies to Assassins without a Poison Sap attached.

Alchemist requirement still applies.

Cost $5

-Assassin-

Recall 0

50

Desonier

Stealth 20|60

This attack either deals 20 damage and you draw 3 cards, or deals 60 damage and you skip your next Attack Phase.

Cost $6

-Assassin-

Recall 1

60

Vicros

Distraction

No Opponent may attack Vicros until your next turn.

Shank 40

Cost $3

-Assassin-

Recall 1

50

Shakuul

Spinning Swipes 10x6

Roll 6 dice, does 10 damage per >10.

Cost $4

-Assassin-

Recall 0

70

Foxy

Sap

Your opponents Leader may not attack next turn. If the defending Exile Recalls, they are still Sapped.

Juke 30

Cost $6

-Breaker-

Recall 5

90

Donko

Double Up  
Passive:

Donko has 6 Item slots instead of the normal 4 slots.

Armor and Weapon limitations still apply as normal.

Cost $2

-Breaker-

Recall 3

90

Barge

Wall-to-Wall  
Passive:

While Barge is your Leader, no money may be purchased from the Item Bank.

Cost $7

-Breaker-

Recall 5

90

Wolfpelt

Divide and Conquer

Passive:

If Wolfpelt is your Leader, you may divide any amount of damage done to Wolfpelt and spread it to any other Exiles in play. This must be done in increments of 10 and cannot be used to Banish An Exile.

Cost $6

-Breaker-

Recall 4

90

Oxwood

Thick Skinned  
Passive:

Oxwood cannot be knocked out of the Active slot.

There is no exception to this.

Cost $2

-Breaker-

Recall 5

90

Pigpen

Hard Shell  
Passive:

At any time Pigpen may take damage for any other Exile.

Cost $5

Breakers

-Breaker-

Recall 4

90

Meatbone

Bloodlust  
Passive:

If any Exile is Banished while Meatbone is in play, Meatbone is healed for the max amount of Health the Banished Exile has.

Cost $4

-Alchemist-

Recall 0

90

Icarus

Transmute

You may exchange 1 card in your Hand for 1 card from the Item Bank costing exactly 3 more than that card. If you do this, Banish the exchanged card and discard anything gained this way.

Cost $6

-Alchemist-

Recall 0

80

Ebenezer

Exhaust Fumes 20

You may put the top card from your Discard Pile on top of your Deck.

Root 40

Cost $5

-Alchemist-

Recall 5

60

Ezra

Extraction 70

Pay Ezra's Recall Cost and Recall Ezra to the Reserve immediately. Damage from this attack is only applied once you pay Ezra's Recall Cost. If you cannot pay Ezra's Recall Cost, this attack cannot be used.

Cost $4

-Alchemist-

Recall 3

70

Luther

Double down

Passive: While Luther is in play, all items that heal have double their healing effect.

Purification 40

Cost $4

-Alchemist-

Recall 2

80

Poncho

Chem Bomb 20

Damages all Reserved Exilees in play including yours.

Fire Oil 30

Cost $4

-Alchemist-

Recall 1

80

Cornelius

Conjure

Gain an Herbal Tea to your hand at the cost of 1 Coin. Discard any money spent this way. This does not count as your purchase.

Acid 20

Cost $3

Alchemists

Sorcerers

-Sorcerer-

Valencia

60

Recall 5

Roothold

Opponent cannot

Recall next turn.

Imperishable

Passive: If Valencia is Banished, discard Valencia.

40

Cost $6

-Sorcerer-

Recall 3

Violet

70

Bolt

Summon

Search you Deck for any Exile and bring it into your Hand.

30

Cost $5

-Sorcerer-

Fire Ball

Heat Tunnel

Destroys your opponents Rune.

Cost $5

30

Fletcher

60

Recall 4

Lady Dara

60

-Sorcerer-

Cost $5

Dragon’s

Breath

Roll a dice, if >10, you may apply all of this damage to 1 of your Opponents Reserved Exiles.

30

Recall 2

-Sorcerer-

90

90

Master Belian

Recall 5

Substitution

Place a Banished Exile on top of Master Belian and play using that Exile for 2 turns, then Banish that Exile. Your Health and Mana remain the same. If that Exile is Banished by an attack, Master Belian is Banished as well.

Cost $6

-Sorcerer-

Luna

60

Ice Spike

30

Recall 4

Lunar Shift

Skip forward 3 turns. Banish any cards and apply any damage or healing that would have normally been performed during those 3 turns. Any Exile Banished by this attack is counted as your kill.

Cost $5

-Architect-

Recall 5

80

Gaston

Mimic  
Perform one of your opponents attacks. All damage, healing, and effects are applied to your Opponents Leader. Ignore any Mana costs and Item cards attached to the Mimicked Exile.

Cost $6

-Architect-

Recall 3

70

Maxwell

Minefield 20  
If your opponent moves any Exile to Active next turn, that Exile’s recall cost is doubled.

Wrench 40

Does double damage if attacking an Architect.

Cost $5

-Architect-

Recall 2

80

Gad

Burn and Turn   
Discard 2 cards, Draw 2 cards

Dynamite 40

Cost $5

-Architect-

Recall 2

80

Nutly

Burndown  
Your opponent discards 2 cards that you choose without looking.

Homing Rocket 40

Cost $5

-Architect-

Recall 5

70

Britz



Time Bomb   
Apply a Doom Stone to any of your opponents Exilees. This attack may only be used once by you.

Must have an Alchemist in play to use this attack.

Copper Bomb 30

Cost $4

-Architect-

Recall 3

50

Tinker

Trip wire  
Increase your opponents Leader’s Recall cost by 3. This attack can only be used on the Leader once. Lasts until it has been recalled.

Blast Powder 40

Cost $4

Architect

-Bandit-

Recall 0

90

Marin

Swap

Each player passes 2 cards to the player on their left. All players may discard one of them.

Hidden Dart 20

Cost $3

-Bandit-

Recall 2

60

Siet

Backstab 30

Pickpocket

Steal the highest valued Currency Card in your opponent’s hand. This card goes to your discard.

Cost $5

-Bandit-

Recall 0

80

Pidix

Swipe 30

Sleight of Hand

Draw 2 cards, then discard 2 cards, then Banish 1 card.

Cost $3

-Bandit-

Recall 1

80

Eliona

Blind Eye 40

SwitcExileo

You may switch your deck and discard piles around. Do not shuffle either of them.

Cost $5

-Bandit-

Recall 1

60

Kala

Blind Draw

Steal 2 cards from opponents hand; you may not see their cards when choosing. These cards go to your discard.

Quick Turn 30

Cost $4

-Bandit-

Recall 2

50

Gwynn

Slice and Dice 30

Sneak Attack

Blindly steal 1 card out of your opponents discard pile.

Cost $6

Bandits

-Archer-

Recall 3

60

Carter

Cheap Shot 30

Choose 1 Item attached to the defending Exile, you may Discard that Item to your opponents Discard Pile.

Cost $6

**D=2**

-Archer-

Quick Shot 30

If Donko is your Leader, damage x3

Steady Aim X

Does +20 damage for each time Steady Aim is used consecutively. Up to 60 damage

Furlong

70

Recall 2

Cost $5

**D=2**

-Archer-

Recall 4

90

Bain

Brotherly Love

If Bain moves to Active and Sir Cale is on your opponents Reserve, Sir Cale is forced to the opponents Leader.

Lob Shot 40 If this attack hits Sir Cale, draw 3 Cards.

dsdf

Cost $6

**D=2**

-Archer-

Recall 3

60

Bowen

Cost $6

Blind Shot 30x?

For each Exile your opponent has in play, roll a dice, if the number is >10, deals 30 damage to their Leader.

**D=2**

-Archer-

Recall 2

70

Corrath

Loaded Bow 20x3

Roll a dice 3 times, deals 20 damage per >10.

Long Shot 30

Cost $4

**D=2**

-Archer-

Recall 1

60

Belfore

Pinning Shot 20

You may attach 1 Equipment card from your Hand to the defending Exile immediately.

Cost $3

**D=2**

Archers

-Cleric-

60

40

Jackson

Hymn

30

10

Recall 2

Cost $4

**D=3**

-Cleric-

60

40

Gladice

Light

Choose up

to 3 Exilees in play. This heal restores 20 Health to each of those Exilees.

20

20

Recall 4

Cost $5

**D=3**

x3

-Cleric-

50

60

Holliana

Replenish

10

0

Revive

Return 1 Exile from the Banished Pile into your Hand.

0

50

Recall 5

Cost $6

**D=3**

-Cleric-

70

50

Wyndom

Guardian

Draw 4 cards

Penance

If healing any

Cleric, healing x2

10

10

Recall 5

Cost $4

**D=3**

-Cleric-

60

40

Leonan

Flash

20

10

Renew

May Banish any 1 Item card from the defending Exile. No exceptions.

30

30

Recall 3

Cost $6

**D=3**

-Cleric-

60

40

Avaya

Holy

20

10

Recall 3

Cost $3

**D=3**

Clerics

Templars

-Templar-

Recall 3

90

Cost $4

Bloodthirst 40

Discard 1 Card

War Shout 30

Your opponent must reveal their Hand.

Coda

-Templar-

Recall 2

80

Lord Eldak

Threaten 40

If your opponent attacks next turn, they must attack Lord Eldak as long as he is still Active.

Cost $3

-Templar-

Recall 5

90

Battlebeard

Hunker Down

Damage taken by Battlebeard next turn is halved, rounded down to the nearest 10.

Raging Fist 60

Cost $6

-Templar-

Recall 3

100

Xerxes

Rally Call 20

Attach 1 item to any Reserved Exile, including your opponents.

Strong Arm 30

Cost $3

-Templar-

Recall 4

70

Sir Cale

Brotherly Love

Passive: If Sir Cale moves to Active and Bain is on the opponents Reserve, Bain is forced to the opponents Leader.

Stiff Strike 50 If this attack hits Bain, draw 3 Cards.

Cost $5

-Templar-

Recall 3

100

Lionheart

Regroup

Return 1 Reserved Miner or Exile to your hand for no cost. Banish all items attached to that Exile. Each Exile may only be regrouped once.

Shoulder Slam 40

Cost $4