Boon

Boon

Boon

Print 1 time

2

Boon

Boon

Print 1 time

3

Choose an opponent to Discard 2 cards from their Hand

Displacement

All opponents Discard 1 card

-Supplies-

Repositioning

Draw the top card from the Item Discard Pile and then discard this card.

+1 Item

Salvage

Draw the top card from the Coin Discard Pile

-Supplies-

Recycle

Deal 1 damage to an opponent’s Champion

Scorching Flames

Restore 1 Health to a Champion

-Supplies-

Hot Soup

+1 Crystal

Crystalline Shard

+1 Coin

-Supplies-

Spare Pence

+1 Armor Dice

Fortify

Draw the top card off of the Knock Out Pile

-Supplies-

One Man’s Trash

Draw 1 Item from the Item Deck.

+1 Item

Surplus Store

Draw 1 Coin from the Coin Deck

-Supplies-

The Bank

+2 Armor Dice

Bolster Protections

-2 Armor Dice

-Supplies-

Impaired Defenses

Choose an opponent’s Champion. That Champion cannot attack until your next turn

The Silence

Choose one of your Champions, That Champion cannot be attacked until your next turn.

-Supplies-

The Shadows

+2 Crystals

Crystalline Gem

+2 Coins

-Supplies-

Spare Shilling

Deal 2 damage to an opponent’s Champion

Freeze Bolt

Restore 2 Health to a Champion

-Supplies-

Mineral Water

For each player, draw 2 cards off the top of the Champion Deck. Do not reveal these cards. Choose one of them and place the rest of them on the bottom of the Champion Deck.

Each player then plays (face-down) as many Coin Cards as they would like to bid. Bids are played in turn order. All players will reveal their bid simultaneously. The player with the highest bid takes that Champion into their Hand. All players Discard all Coin Cards that were bid.

Open Market

-Supplies-

2

Apply a Poison Dice to one Champion

Poisoned Dart

Remove a Poison Dice from one Champion

-Supplies-

Healing Touch

If you have an available space for a Champion in play, you may take control of an opponent’s Champion. Your opponent may return any attached cards back into their Hand. This Champion starts in your line-up as normal with full health. You may not move another Champion to your line-up this turn.

Puppeteer

Take all attached Items from one of your opponents Champions into your Hand.

-Supplies-

Change of Plans

Crystals are worth double their value for this turn

Excavation

All Coin Cards are worth 1 more than their value for this turn

-Supplies-

Financial Gains

Deal 3 damage to an opponent’s Champion

Heat Tunnel

Restore 3 Health to a Champion

-Supplies-

Blossoming Springs

1

Choose an opponent that may not move any cards out of their Reserves on their next turn. That player may still Reserve Cards.

Lock Out

Choose and opponent that may not make any purchases on their next turn

-Supplies-

Lock Down

+3 Crystals

Crystalline Rock

+3 Coins

-Supplies-

Spare Pound

While this card is attached, all Healing done to this Champion is considered damage and all damage is considered Healing.

Undead Eye

Once this card is attached begin counting turns. At the start of your opponents 3rd turn this Champion is Knocked Out. This may be attached to an opponents Champion.

-Supplies-

Doom Stone

**Passive: One Man’s Trash**

Once per turn, you may draw an Item Card from the Item Discard Pile only.

Breaker

Wolfpelt

Gear Heave 3X

Choose any amount of Item Cards attached to Wolfpelt. Place these cards in the Knock Out pile. This ability damages 3 damage per Knocked Out card.

12 Health

**Passive: Man Down!**

If Meatbone is Knocked Out, choose a Champion to heal to their max Health.

Breaker

Meatbone

Relative Bonk 1|2|3

If this ability is used against a common Champion, deal 1 damage; against an uncommon Champion, deal 2 damage; against a rare Champion, deal 3 damage.

9 Health

Reroll one of the Price Dice, then Knock Out this card

Flash Sale

Increase the Price Dice by 1, then Knock Out this card

-Supplies-

Market Rise

This Champion may choose to damage any other Champion in play for 3. If used, forfeit your Attack Phase. Ignore all attached Item cards on the Defending Champion.

**Set Bonus**:

Once per your turn, all of the Defending opponents Champions take 1 damage and all of your Champions are Healed for 1

Vortex Diamond

Shadow Secptre

-Gear-

While this is attached, during your turn, before your attack, this Champion may move freely between your line-up and your Reserves. All Items stay attached to the Champion. When returning to your line-up, this Champion must still wait 1 turn before using an ability.

**Set Bonus**:

Once per your turn, all of the Defending opponents Champions take 1 damage and all of your Champions are Healed for 1

Vortex Diamond

Vanishing Powder

-Gear-

This Champion may choose to Heal any other Champion in play for 3. If used, forfeit your Attack Phase.

**Set Bonus**:

Once per your turn, all of the Defending opponents Champions take 1 damage and all of your Champions are Healed for 1

Vortex Diamond

Energy Orb

-Gear-

3

While this card is attached, on your turn, you may Discard any number of Item cards from this Champion.

**Set Bonus**:

This Champion may attack 2 times.

Quickweight Tunic

Quiver

-Gear-

When this Champion is attacked roll a dice, if even, the attack is unsuccessful.

**Set Bonus**:

This Champion may attack 2 times.

Quickweight Tunic

Cloth Cloak

-Gear-

Each time this Champion is attacked, roll a dice, if even, draw 1 Coin card.

This doesn’t include Healing.

**Set Bonus**:

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

Tribal Relic

Coin Totem

-Gear-

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

**Set Bonus**:

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

Tribal Relic

Poison Totem

-Gear-

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

**Set Bonus**:

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

Tribal Relic

Healing Totem

-Gear-

When this Champion is attacked, this Champion may use an ability.

Crystal cost still enforced.

This does not apply if the Champion this is attached to is Knocked Out.

**Set Bonus**:

This Champion may attack 2 times.

Quickweight Tunic

Hidden Dagger

-Gear-

Print 1 time

If this Champion is attacked, all of the attacking opponent’s Champions take 1 damage.

Excludes Poison damage.

**Set Bonus**:

During your Attack Phase you may damage all Champions in play for 2. If so, forfeit your Attack Phase.

The Blunderbuss

Gun Powder

-Gear-

During your Attack Phase, you may attack any one Champion for 4 damage instead of using an ability.

If used, forfeit your Attack Phase.

**Set Bonus**:

During your Attack Phase you may damage all Champions in play for 2. If so, forfeit your Attack Phase.

The Blunderbuss

Weathered Pipe

-Gear-

Once per turn, if this Champion uses an ability that deals no damage, this Champion may use another ability.

Crystal cost still enforced.

**Set Bonus**:

During your Attack Phase you may damage all Champions in play for 2. If so, forfeit your Attack Phase.

The Blunderbuss

Brass Casing

-Gear-

2

When attacking, deal +1 damage.

When defending, take -1 damage.

Poison damage excluded.

**Set Bonus**:

Armor Dice +7

Plate Armor

Armored Gauntlets

-Gear-

If this Champion is attacked, the attacking Champion takes 2 damage.

Poison damage excluded.

**Set Bonus**:

Armor Dice +7

Plate Armor

Barbed Shoulders

-Gear-

All of your Champions take 1 less damage when defending against an ability.

Poison damage excluded.

**Set Bonus**:

Armor Dice +7

Plate Armor

Protective Breastplate

-Gear-

Poison damage now Heals this Champion.

**Set Bonus**:

You may take a second turn after this turn. This applies once per turn.

Absolution Rob

Reverse Aid

-Gear-

When this Champion uses an ability, you may choose a Champion to Heal for 3

**Set Bonus**:

You may take a second turn after this turn. This applies once per turn.

Absolution Rob

Vital Lens

-Gear-

When this Champion uses an ability, Heal this Champion for 2

**Set Bonus**:

You may take a second turn after this turn. This applies once per turn.

Absolution Rob

Blessing of Life

-Gear-

1

While this is attached, this Champions Crystal cost is reduced by 2.

**Set Bonus**:

This Champion no longer needs to pay Crystal Costs

Nova Ensemble

Enchanted Necklace

-Gear-

When attacking, this Champion deals +2 damage.

The Champions adjacent to this Champion deal +1 damage when attacking.

**Set Bonus**:

This Champion no longer needs to pay Crystal Costs

Nova Ensemble

Arcane Ash

-Gear-

If this Champion is attacked, you may Discard Crystals. For each Crystal Discarded, reduce damage taken by 1.

**Set Bonus**:

This Champion no longer needs to pay Crystal Costs

Nova Ensemble

Mana Garbs

-Gear-

When attacked, this Champion takes -2 damage.

This excludes poison damage.

**Set Bonus**:

You may take 3 attacks with this Champion this turn (Crystal Cost still enforced)

Lions Armor

Fortified Buckler

-Gear-

If this Champion uses an ability, draw 2 extra Coin cards at the start of your next turn.

**Set Bonus**:

You may take 3 attacks with this Champion this turn (Crystal Cost still enforced)

Lions Armor

Reinforced Helm

-Gear-

This Champion deals +3 damage when attacking.

**Set Bonus**:

You may take 3 attacks with this Champion this turn (Crystal Cost still enforced)

Lions Armor

Fang Blade

-Gear-

1

If Knocked Out, this Champion returns to your Hand. All attached cards are still Knocked Out.

**Set Bonus**:

If Knocked Out, no Knock Out Points are awarded for this Champion

Revered Vestments

Holy Aegis

-Gear-

This Champion cannot be damaged by any attacks that hurt less than 3. This includes poison damage.

**Set Bonus**:

If Knocked Out, no Knock Out Points are awarded for this Champion

Revered Vestments

Blessed Stave

-Gear-

This Champion cannot be Poisoned.

If this Champion is currently Poisoned, Poison is removed.

**Set Bonus**:

If Knocked Out, no Knock Out Points are awarded for this Champion

Revered Vestments

Purity Robes

-Gear-

Bottleneck 2

Until your next turn, 1 defending opponent may not purchase from the deck of your choice. This does not include discard piles.

Warrior

Ebop

7 Health

**Passive: Duck and Cover**

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

Pure Light +X

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

Dark Light X

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

Cleric

Leonan

5 Health

1 Crystal Cost

Cleanse +3

If the Champion being healed is Poisoned, remove Poison.

**Passive: Holy Hands**

Gladice heals double when healing a Breaker.

Cleric

Gladice

6 Health

2 Crystal Cost

This Champion cannot use an ability unless they have been attacked at least once. Once this occurs, do not Knock Out this card.

This card may be attached to an opponents Champion.

**Set Bonus**:

The Champion with this set equipped now grants double Knock Out Points

Thorngrasp’s Curse

Exlier of Fate

-Gear-

Any Poison damage this Champion takes is now doubled.

This card may be attached to an opponents Champion.

**Set Bonus**:

The Champion with this set equipped now grants double Knock Out Points

Thorngrasp’s Curse

Demon’s Breath

-Gear-

Protect

Knock Out as many Item cards attached to Barge as you’d like. Choose any Champion, for each card Knocked Out, add 3 to their Armor Dice.

Breaker

Barge

Suppression 1

The Defending Champion may not use an ability next turn.

10 Health

2

Disorient 2

All of you opponents discard 1 card.

Warrior

Xerxes

4 Health

Flank 1

This ability may be used on a Reserved Champion.

Warrior

Eldak

6 Health

Angelic Void +2

If the Champion being healed 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 up to two Champions in one opponent’s line-up.

Cleric

Ava

4 Health

3 Crystal Cost

Stunner 2

The opponent you attacked discards one card.

Warrior

Foxy

5 Health

Loose Change 2

At the beginning of next turn draw 1 additional card from the Coin Deck

Warrior

Gwynn

6 Health

Sword Lunge 2

**Passive: Deep Wounds**

If Sir Cale is attacking the Champion that has attacked Sir Cale since your last turn, Sir Cale deals double damage.

Warrior

Sir Cale

6 Health

3

Aggravation

If this is your first time using Aggravation, set an Attack Dice on Donko to 0. Otherwise, increase this Dice by 1. If the dice is 2 or more, whenever you are attacked, your opponents may not attack any Champion other than Donko.

Breaker

Donko

Donko

Guardian 1

Choose a Champion, increase their Armor Dice by 1.

11 Health

**Passive: Transmute**

Once per turn, discard a single card and draw a new card off the top of the deck that the card originally came from.

Mage

Ebenezer

**Passive: Conjure**

Once per turn, you may draw the top card off the Gear Deck at no cost.

9 Health

0 Crystal Cost

Acid Burn 6

This ability can only damage Poisoned Champions.

Mage

Vicros

Chem Bomb

Apply Poison to all Champions in one opponent’s line-up.

7 Health

5 Crystal Cost

Hammer Down

You may choose 1 item attached to one of your opponents Champions and Knock Out that item.

Warrior

Petros

7 Health

Strong Arm 3

Confusion X

Roll an Attack Dice to determine how much damage this attack deals. Then roll another Attack Dice, if you roll a 3 or less, apply that damage to yourself, otherwise, apply that damage to the defending Champion.

Warrior

Leodak

9 Health

Group Hug 3

This attack does +1 damage for each other Champion that has no Crystal Cost stated on their card that is in your line-up.

Warrior

Shakuul

6 Health

2

3

Split Bolts 2|1

This attack deals 2 damage to the Defending Champion and 1 damage to each champion directly next to the Defending Champion.

Mage

Valencia

6 Health

2 Crystal Cost

5 Health

3 Crystal Cost

Flash of Light +3

**Passive: Replenish**

While Jackson is in your line-up, your Champions may not be poisoned. If they are, remove Poison.

Cleric

Jackson

Mana Beam X

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

Mage

Luther

6 Health

0 Crystal Cost

2

If this Champion does not use an ability on its turn, deal 1 damage to this Champion.

This card may be attached to an opponents Champion.

**Set Bonus**:

The Champion with this set equipped now grants double Knock Out Points

Thorngrasp’s Curse

Vial of Waterblood

-Gear-

Attach this card to any Champion in your line-up. This Champion cannot be attacked until they have used ability. Once they have, Knock Out this card.

Sneak

Attach this card to any Champion in your line-up. While this card is attached, if you are attacked, only this Champion may be attacked.

-Supplies-

Distract

Draw 1 card from the Champion Deck or the Champion Discard Pile

Champion for Hire

Draw 3 cards from the Coin Deck

-Supplies-

Rich Tastes

1

**Passive: Revenge**

If a Champion in your line-up is attacked, Pigpen may then use an ability.

Breaker

Pigpen

P

Black-eye 1

12 Health

Stock Up

You may either draw the top card from the Item Deck or the Item Discard Pile.

**Passive: Immortality**

At any time during your turn, while Oxwood is in your line-up, you may Discard Oxwood and all Items attached. This does not award any Knock Out Points to an opponent.

Breaker

Oxwood

Bloodlust 1

Until your next turn, if you are attacked, only Oxwood may be attacked

11 Health

**Passive: Divide and Conquer**

While Franch is in your line-up, you may divide any amount of attack damage done to your Champions and spread it to any of your other Champions in your line-up. This cannot be used to Knock Out a Champion.

Breaker

Franch

Vampirism X

Roll an Attack Dice, deal that much damage to one Champion, Franch is healed for the amount of damage dealt.

12 Health

**Reserved Passive:**

**Empowered Link**

When Anlar is Reserved, choose a Champion in play, that Champion does double damage.

Anlar is Knocked Out if the Champion he is linked with is Knocked Out. No Knock Out points are awarded for Anlar if he is Knocked Out in this way.

Cleric

Anlar

2 Health

0 Crystal Cost

Cleric

Wyndom

Spirit Drain 3/+3

Deal 3 damage to an opponent’s Champion. Heal any other Champion in any players line-up for 3.

6 Health

3 Crystal Cost

5 Health

3 Crystal Cost

Revive

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

Cleric

Holliana

Hymn +3

If it is your turn, you may take another Attack Phase. Can only be used once per turn.

Rising Flood

Roll an Attack Dice. If you roll and even number, Knock Out all of one opponent’s Reserved Piles.

Mage

Fletcher

Swift Tide 2

Apply this damage to all of your opponent’s Champions.

6 Health

6 Crystal Cost

**Passive: Imperishable**

When Bryce is Knocked Out, return Bryce to your Hand, not including Gear cards attached to Bryce. A Knock Out point is still awarded to your opponent.

Mage

Bryce

Eternal Grip 4

If this ability Knocks Out the Defending Champion, you may Reserve that Champion.

8 Health

2 Crystal Cost

Fire Ball 5

You may choose to apply all of this damage to a Reserved Champion.

Mage

Lady Dara

5 Health

3 Crystal Cost

**Passive: Short Fuse**

Lady Dara does not need to wait in your line-up for 1 turn before using an ability.

2

4

**Passive: Trip Wire**

While Belina is in your line-up, no Boon Cards may be used.

Engineer

Belina

Turn and Burn 2

Return all cards in a single Reserve Pile into your hand.

7 Health

Counterfeit On your next turn, all Coin cards may be used as one Crystal per card.

Engineer

Mortimer

Transmogrophier 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.

7 Health

**Passive: Hidden Motives**

While Bastion is in play, you may play with your Reserve Piles face-down.

Engineer

Bastion

**Passive: Visible Secrets**

While Bastion is in play, all of your opponents must play with their Hands shown.

10 Health

Foreman 1 Choose an opponent, that player must reserve a card from their Hand to an empty Reserve Pile. If they cannot, this attack deals 1 additional damage.

Engineer

Gad

Dismiss 1

You may Knockout all of the cards in one of your Reserve Piles. No Knock Out Points are awarded if a Champion is Knocked Out.

5 Health

Engineer

Tink

Crystalline Drilling 2

All Crystal cards are worth double on your next turn.

5 Health

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

Engineer

Maxwell

Wrench 1

Look at the top card of any deck. Either Place that card back on top of the deck or in the discard pile.

5 Health

3

**Passive: Mana Burn**

When Ezra is attacked, you may Discard Crystals. For each Crystal Discarded reduce damage taken by 1. If Ezra is wearing Mana Garbs, for each Crystal Discarded reduce damage taken by 2.

Mage

Ezra

Ice Spike 3

5 Health

2 Crystal Cost

**Passive: Dying Breath**

If Cornelius’ health falls below 0, restore Cornelius’ health to 1. This only applies once.

Mage

Cornelius

Dragon’s Breath 2

5 Health

2 Crystal Cost

Frost Breath

Turn one opponents Champions over, that Champion cannot attack of be attacked until your next turn.

**Passive: Tool Exchange**

Once per turn, you may move one item from one of your Champions to another one of your Champions. This includes Reserved Champions.

Engineer

Holt

Copper Bomb 2

5 Health

Lunar Shift

Apply 2 damage to all Poisoned Champions in play excluding your Champions. Any Champion that is Knocked Out in this way grants you one Knock Out Point.

Mage

Luna

Affliction

Increase the Defending Champions Poison Dice by 1.

8 Health

1 Crystal Cost

Release Rage 3x

This attack deals 3 times damage times the amount shown on the Attack Dice on top of this card. When this attack is used, reset the Attack Dice back to 0.

**Passive: Enrage**

When Lionheart enters your line-up, set an Attack Dice on Lionheart and set it to 0. Each time, at the beginning your turn, increase the amount shown on the dice by 1.

Warrior

Lionheart

7 Health

Stiff Strike 3

**Passive: Rally Call**

If you have 2 or more Champions in your line-up, you may draw an extra card at the beginning of your turn from any deck you’d like, including discard piles.

Warrior

Marin

7 Health

Piked Phalanx 2

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

Warrior

Bain

8 Health

9 Health

No Mercy 5

Hunker Down 2

If Battlebeard is attacked next turn, Battlebeard takes half the damage he normally would have, rounded down.

Warrior

Battlebeard

1

Mimic

Choose one of your opponents Champions. You may use one of their attacks this turn. Ignore all Crystal Costs and Gear attached to the mimicked Champion.

Engineer

Pidix

Clone

Draw a Champion card. You may use any of that Champions attacks this turn, then discard the Champion.

8 Health

Engineer

Marin

Iron Grip

Choose an opponent’s Champion, that Champion cannot attack next turn. All other Champions in that opponent’s line-up are damaged 1.

7 Health

Pay to Win X

Pay any amount of Coin cards you’d like to hurt any Champion that amount.

Engineer

Kala

Death or Taxes

All opponents discard all Coin Cards from their Hand, if they have none to discard, you may choose one of their Champions to take 3 damage.

7 Health

1

Astral Displacement

Knock Out one of your opponents Champions. You are awarded 1 Knock Out Point.

Mage

Zerelias

6 Health

6 Crystal Cost

Substitution

Place one Knocked Out Champion from the Knock Out Pile on top of Belian. Belian remains as this Champion for 2 turns but does not inherit Health or Crystal requirements from the new Champion. Any ability utilized during Substitution does not cost Crystals.

Using this ability counts as your Attack Phase this turn.

After 2 turns, place the substituted Champion on the bottom of the Champion Discard Pile.

Mage

Belian

8 Health

2 Crystal Cost

Mage

Violet

Chain Lightning 5|3

This attack deals 5 damage to the Defending Champion and 3 damage to each champion directly adjacent to the Defending Champion.

6 Health

3 Crystal Cost

