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Health Track

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11

Knock Outs

Print 1 time

Recall Token

Recall Token

10

Coin

Coin

Coin

Print 1 time

Coin

Coin

Coin

Coin

Coin

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Coin

Coin

10

7

Crystal

Crystal

Crystal

Crystal

Crystal

Crystal

Crystal

1

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

Salvage

Draw the top card from the Coin Discard Pile

-Supplies-

Recycle



Deal 1 damage to an opponent’s Champion in play

Scorching Flames

Restore 1 Health to a damaged Champion

-Supplies-

Hot Soup



+1 Crystal this turn

Crystalline Shard

+1 Coin this turn

-Supplies-

Spare Pence



Banish 1 card from your Hand

Eliminate

Draw the top card off of the Banish Pile

-Supplies-

One Man’s Trash



Draw 1 Item from the Gear Deck

Surplus Store

Draw 1 Coin from the Coin Deck

-Supplies-

The Bank



You may reroll one of the Dice marking the price of any Deck, Banish this card.

Flash Sale

Once per turn, you may increase the price of a deck by 1, Banish this card.

-Supplies-

Market Rise



2

+2 Crystals this turn

Crystalline Gem

+2 Coins this turn

-Supplies-

Spare Shilling



Deal 2 damage to an opponent’s Champion in play

Freeze Bolt

Restore 2 Health to a damaged Champion

-Supplies-

Mineral Water



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

Silence

You may attack twice this turn

-Supplies-

Double Swing



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

Champion for Hire

Draw 2 Coins from the Coin Deck

and

Draw 1 Supply from the Gear Deck

-Supplies-

Rich Tastes



This Champion cannot be attacked until he has first attacked once. Once he has attacked, Banish this card.

Stealth

While this card is attached, your opponent may not attack any of you other Champions.

-Supplies-

Taunt



Banish this card, at the end of your turn you may keep 1 card from your Hand

Coward’s Way Out

If you discard this card to the top of the Gear Discard Pile at the end of your turn, you may keep 2 cards from your Hand

-Supplies-

Helping Hand



Apply Poison to one Champion in play

Poisoned Dart

Cure Poison from one Champion in play

-Supplies-

Healing Touch



Draw 1 Champion from the Champion Deck

Barracks

Reveal 1 Champion from your Hand, you may choose not to Discard this Champion at the end of your turn

-Supplies-

Storage



3

Crystals are worth double their value for this turn

Excavation

All Coin Cards are worth 1 more than their stated value

-Supplies-

Financial Gains



If you have an available space for a Champion in play, you may take control of an opponent’s Champion, Discarding all attached cards appropriately.

Puppeteer

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

-Supplies-

Change of Plans



Deal 3 damage to an opponent’s Champion in play

Acid Burn

Restore 3 Health to a damaged Champion

-Supplies-

Blossoming Springs



Choose and opponent that may not move any cards out of their Reserve Piles on their next turn

Lock Out

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

-Supplies-

Lock Down



+3 Crystals this turn

Crystalline Rock

+3 Coins this turn

-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 Banished.

-Supplies-

Doom Stone



While this card is in play, this Champion may be Reserved even without having an empty Reserve Pile.

**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.

**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 yourself 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.

**Set Bonus**:

This Champion may attack 2 times.

Quickweight Tunic

Hidden Daggers

-Gear-



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

**Set Bonus**:

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

Vortex Diamond

Shadow Secptre

-Gear-



While this is equipped, this Champion may move freely between Reserved and Active. While doing this, no attached card need to be Discarded or Banished. All items may stay on the Champion

**Set Bonus**:

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

Vortex Diamond

Vanishing Powder

-Gear-



3

Print 1 time

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

**Set Bonus**:

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

Vortex Diamond

Energy Orb

-Gear-



2

If this Champion is attacked, all of the attacking opponents Champions take 1 damage.

**Set Bonus**:

During your attack phase you may attack all Champions in play for 2 instead of using an ability.

The Blunderbuss

Gun Powder

-Gear-



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

**Set Bonus**:

During your attack phase you may attack all Champions in play for 2 instead of using an ability.

The Blunderbuss

Weathered Piping

-Gear-



When attacking with this Champion, if the attack deals no damage

**Set Bonus**:

During your attack phase you may attack all Champions in play for 2 instead of using an ability.

The Blunderbuss

Brass Casing

-Gear-



Any Poison damage this Champion takes is now doubled.

**Set Bonus**:

The Champion with this card equipped now grants 2 Knock Out Points

Thorngrasp’s Curse

Demon’s Breath

-Gear-



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

**Set Bonus**:

The Champion with this card equipped now grants 2 Knock Out Points

Thorngrasp’s Curse

Exlier of Fate

-Gear-



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

**Set Bonus**:

The Champion with this card equipped now grants 2 Knock Out Points

Thorngrasp’s Curse

Vial of Waterblood

-Gear-



When attacking, deal +1 damage.

When defending, take -1 damage.

**Set Bonus**:

Set a dice on top of this Champion to 7. Each time this Champion is attacked, you may subtract any damage from this number.

Plate Armor

Armored Gauntlets

-Gear-



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

**Set Bonus**:

Set a dice on top of this Champion to 7. Each time this Champion is attacked, you may subtract any damage from this number.

Plate Armor

Barbed Shoulders

-Gear-



All of your Champions take 1 less damage when being attacked.

**Set Bonus**:

Set a dice on top of this Champion to 7. Each time this Champion is attacked, you may subtract any damage from this number.

Plate Armor

Protective Breastplate

-Gear-



1

Poison damage now Heals this Champion 1

**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 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 2

**Set Bonus**:

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

Absolution Rob

Blessing of Life

-Gear-



This Champion cannot be Poisoned.

**Set Bonus**:

If Banished, no Knock Out Point is awarded for this Champion

Revered Vestments

Purity Robes

-Gear-



All of this Champions abilities cost 2 less Crystals.

**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 subtract any damage taken from Crystals attached to this Champion first, then apply the remainder to Health.

1 Damage = 1 Crystal Card.

Discard any Crystals used in this way.

**Set Bonus**:

This Champion no longer needs to pay Crystal Costs

Nova Ensemble

Mana Garbs

-Gear-



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

**Set Bonus**:

If Banished, no Knock Out Point is awarded for this Champion

Revered Vestments

Holy Aegis

-Gear-



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

**Set Bonus**:

If Banished, no Knock Out Point is awarded for this Champion

Revered Vestments

Blessed Stave

-Gear-



1

This Champion takes -2 damage when defending.

**Set Bonus**:

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

Lions Armor

Fortified Buckler

-Gear-



Each time this Champion attacks, draw 2 extra Coin cards at the start of your Next turn .

**Set Bonus**:

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

Lions Armor

Fang Blade

-Gear-



1

Strike 6

Whirlwind

Rearrange 1 opponents Champions however you’d like.



Warrior

Sir Cale

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**Passive: Barriers**

While Wolfpelt is in play, all of your Champions have a wall placed between them, preventing any spread damage.



Breaker

Wolfpelt

Threaten 1

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

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**Passive: Man Down!**

If one of your Champions is

Knocked Out while Meatbone is in play, Meatbone is healed for the max amount of Health that Champion had



Breaker

Meatbone

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Bloodlust 1

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

**Passive: Conjure**

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



Mage

Ezra

Basic Burn 3

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**Passive: Bubble Shield**

Cornelius may never be hit for more than 2 damage. If so, only apply 2 damage.



Mage

Cornelius

Poison Bolt 1

Apply Poison to the Defending Champion.

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Loose Change 2

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



Warrior

Gwynn

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Jab 2



Warrior

Xerxes

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Quick Stab 1

Haste

Rearrange your Champions however you’d like.



Warrior

Eldak

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Stunner 2

The opponent you attacked discards one card.



Warrior

Foxy

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Foreman Choose an opponent, that player must reserve a card from their Hand. If they do not have an available Reserve Pile, this attack deals 2 damage.



Engineer

Gad

Dismiss

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

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Root 2

The defending Opponents cannot rearrange or recall until your next turn.



Mage

Valencia

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Engineer

Tink

Gold Mine 2

All Crystal cards are worth double until the end of your next turn

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Charged Flames 2|1+

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

For every 2 additional Crystals attached to Luther, this attack does 1 additional damage to the Defending Champion and 1 additional damage to each Champion directly next to the Defending Champion.



Mage

Luther

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Hymn 2

You may use another attack this turn.

Cleanse

Cures Poison from the chosen Champion.

Cleric

Jackson



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Blessing 2

You may use another attack this turn.

**Passive: Holy Hands**

Avaya heals double when healing a Breaker.

Cleric

Avaya



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**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

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Dynamite   
Shuffle Any Discard Pile



Engineer

Maxwell

Wrench

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

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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

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**Passive: Lock Down**

While Donko is in play, your opponents may not rearrange their heroes, this take precedence over all other abilities or items.



Breaker

Donko

Donko

Protect 1

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

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**Passive: Bankruptcy**

While Barge is in play, no money may be purchased from the Coin Deck





Breaker

Barge

Fury 1

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

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**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

Fire Oil 3





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Chem Bomb 3

This damages all reserved Champions, including your own.





Mage

Vicros

Acid 4

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Group Hug 3

This attack does 1 additional damage for each Warrior you have in play other than Shakuul.





Warrior

Shakuul

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Disorient 3

All of you opponents discard 1 card.





Warrior

Petros

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Confusion X

Roll a 6-sided dice to determine how much damage this attack deals. Then roll another 6-sided dice, if you roll a 3 or less, apply that damage to yourself, otherwise, apply that damage to the defending Champion.





Warrior

Leodak

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**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.

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|  | 3 | x | # | of | opponents |  |  |

Counterfeit On your next turn, all Coins are worth double their value.





Engineer

Mortimer

Lock Out

Choose a Deck, until the start of your next turn the cost to purchase from that Deck is doubled.

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Flash of Light 2

You may use another attack this turn.

**Passive: Purity**

While Leonan is in play, you may draw 1 additional Gear card and 1 additional Coin card per turn

Cleric

Leonan





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Replenish 3

You may use another attack this turn.

**Passive: Double Down**

While Gladice is in play, any Gear used to heal has double its effect. This applies to all players.

Cleric

Gladice





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Heat Tunnel

Roll a 12-sided dice. If you roll and even number, select one card your opponent has reserved and place that card in the Knock Out pile.

Mage

Fletcher

Fire Ball 4

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Dragon’s Breath 5

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





Mage

Lady Dara

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**Passive: Imperishable**

When Valencia is Knocked Out, return Valencia to your Hand. A Knock Out point is still awarded to your opponent.

Mage

Bryce

Eternal Grip 4





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**Passive: Trip Wire**

While Belina is in play, if an opponent plays a Champion, that Champion cannot be used for 1 turn.





Engineer

Belina

Turn and Burn

Draw 1 Champion card. You may choose to play it, Reserve it, or Discard it.

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Chosen Fate

Reveal the top card of each deck. You may draw 1 card from either a deck or a discard. Discard all other revealed cards.





Engineer

Kala

Sleight of Hand

Draw 1 card from each Deck. Each player picks 2 cards to pass to the opponent on their left. Do not reveal these cards.

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No Mercy 5

Hunker Down

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





Warrior

Battlebeard

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Strong Arm 3

Hammer Down

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





Warrior

Bain

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Enrage

If this is your first time using Enrage, place a dice on Lionheart and set it to 1. Otherwise, add 1 to the value shown on his dice.

Release Rage 1

This attack deals 1 damage plus twice the amount shown on the dice on top of this card. When this attack is used, reset the dice back to 1.





Warrior

Lionheart

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**Passive: Stock Up**

While Pigpen is in play, you may Reserve 1 additional stack of any type. If Pigpen is Knocked Out, you must either play or Discard down to 5 Reserved stacks





Breaker

Pigpen

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Distract 1

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

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**Passive: Immortality**

At any time during your turn, while Oxwood is in play, you may Discard Oxwood. This does not award any Knock Out Points to an opponent.





Breaker

Oxwood

Aggravate 1

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

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**Passive: Divide and Conquer**

While Franch is in play, you may divide any amount of damage done to Franch and spread it to any other Champions in play. This must be done in increments of 1 and cannot be used to Knock Out a Champion





Breaker

Franch

Taunt 1

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

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Stiff Strike 3

**Passive: Rally Call**

If you have 3 or more Warriors in play, you may draw an extra card at the beginning of your turn from any deck you’d like, including discard piles.





Warrior

Marin

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Regeneration

Heal all of your Champions 2, not including any Champion that is Reserved.

Cleric

Holliana





Warm Touch 4

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Revive

Look through the Knock Out Pile and Reserve one Champion. If you do not

have a space to Reserve, this ability cannot be used.

Cleric

Wyndom





Breath of Life 5

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Engineer

Marin

Burn Down

Choose an opponent that will Discard 3 card of your choice. You must choose these cards without looking at them. All other opponents Champions are damaged 1.

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Mimic

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





Engineer

Pidix

Clone

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

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**Reserved Passive:**

**Empowered Link**

When Anlar is Reserved, choose a Champion in play, that Champion does double damage, not including poison damage. Anlar is Knocked Out/Banished if the Champion he is linked with is Knocked Out/Banished. No Knock Out points are awarded for Anlar.

Cleric

Anlar





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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.

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Ice Spike 6





Mage

Zerelias

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Substitution

Look through the Knock Out pile and place one Knocked Out Champion on top of Belian. You may play as that Champion for 2 turns and afterwards place that Champion on the bottom of the Champion Discard Pile.

Belian does not inherit Health or Mana requirements of the new Champion. Any ability utilized during Substitution does not cost Mana.





Mage

Belian

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Lunar Shift

Skip forward 3 turns, applying any poison damage that would have normally been dealt to any poisoned Champion. Any Champion that is Knocked Out counts as your Knock Out.





Mage

Luna

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Sharp Fever

Apply Poison to the Defending Champion.