



Artificer Ascension

Conjured Move - Ascension Sequence



Conjured - I appear when another card conjures me and disappear when I leave play.

Your opponent's attacks get -2 attack power while I am in play.

1. attack 2
2. attack 2

Clay Guardian

Starter Move - Sequence



1. Block an attack
2. Block an attack

End step: If I blocked an attack this turn, return me to your hand.

Crafter's Focus

Starter Move



invoke.

End step: If you weren't hit by an attack this turn, gain two inspiration.



Explosive Iteration

Starter Move - Sequence



1. attack 1
2. attack 2

Infuse with Power

Move



Choose up to two items. **Charge** each item chosen this way.

Precise Concepts, Precise Tools

Starter Inspiration



Equip: Equip me and any number of other cards from your hand face-down as inspiration.



Runic Detonation

Move



As an additional cost to play me, ruin a sequence you have in play. (*(Ruined cards are banished when they leave play.)*)

Your opponent's attacks get -1 power this turn.

attack 3

Signature: The Artificer

Signature Move



You can only claim me if you are on the Path of the Disciple, and only after losing half your hearts.

Equip: Equip one of your starter moves. I become an upgraded copy of that card.

Explosive Iteration – I get +1 attack power.

Clay Guardian – I lose my **end step** effect.

Crafter's Focus – The second time you play me this match, conjure your ascension to hand.

Temporal Filament

Item



Equip: Charge me.

When you play a sequence, remove a charge from me to attach a Chronotech Augment to that sequence.