

Path of the
Tinker



Starter

Clockwork Ballista



4

Starter

Mechanized Snare



3



0

Concentrate



2



4

Built to Last



5

Innovator's Triumph



Clockwork Ballista

Starter – Sequence



Attack



Attack



4

I get +1 attack power.

Tinker

02/22/22 – GLORYBOUND



Mechanized Snare

Starter – Sequence



I

Block an attack.



II

Block an attack.



When I block an attack, recall me.



3

[recall me unless you pay

Concentrate



Advanced



0





Gain .

At the end of the turn, if you weren't hit by an attack this turn, gain an additional  .



2

If I would make you gain , instead gain that much .



Built to Last

Advanced – Innate Permanent



4



Innate: Play before match starts.

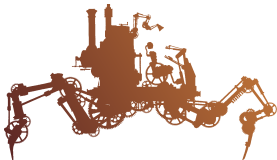
Your sequence cards stay in play for an additional turn, with the same effect as the final printed turn.

Innovator's Triumph

Advanced – Permanent




5



On play: Score one point.

All your other non-heirloom cards have their upgraded effects.

(Upgrades are marked by the  symbol.)