

Tier	Rarity	Name	Effect Summary
I	Common	Ember Shard	Whenever you play 2 Attacks in a single turn, gain 1 Energy.
I	Common	Focused Lens	Draw 1 extra card the turn you play 3 Skills.
I	Common	Quickstep Emblem	The first time you play a Skill each turn, gain 3 Block.
I	Common	Vital Coil	Whenever you gain Block, heal 2 HP.
I	Common	Ancient Spark	Whenever you play an Attack, deal 1 damage to a random enemy.
II	Uncommon	Resonant Heart	At the end of your turn, if you played no Attacks, gain 1 Strength.
II	Uncommon	Ironbound Sigil	At the start of each combat, gain 5 Block.
II	Uncommon	Shard of Insight	If you draw zero cards during your draw phase, draw 1 additional card.
II	Uncommon	Greed's Edge	When you end a turn having spent no Energy, gain 5 Gold.
II	Uncommon	Mana Tap	Whenever you spend Energy, gain 1 Gold per Energy spent.
III	Rare	Catalyst of Wrath	Once per combat, upgrade a random card in your hand.
III	Rare	Aegis of the Ancients	Whenever you lose Block, gain 2 Strength.
III	Rare	Echo of Fortune	After any combat victory, remove one card from your deck and add a new card of the same rarity.
III	Rare	Reverberating Echo	Whenever you play an upgraded card, gain 1 Energy.
III	Rare	Battleforged Crest	At the start of each combat, upgrade a random card in your draw pile.
IV	Legendary	Avatar's Core	Start each combat with 2 additional Energy.

IV	Legendary	Worldbreaker Glyph	Whenever you play your tenth card in a combat, immediately gain 3 Energy.
IV	Legendary	Chronomancer's Pendant	Once per combat, when you play your last card for the turn, refill your Energy to full.
IV	Legendary	Soul Nexus	Whenever you play a Skill, gain 1 temporary HP.
IV	Legendary	Sigil of Renewal	At the start of each combat, heal 15% of your maximum HP.