

Metallicize

1



Power

At the end of each turn,
gain 1 **block**.

Metallicize

1



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1



Power

At the end of each turn,
gain 1 **block**.

Bludgeon

3



Attack

Deal 10 **damage**.

Bludgeon

3



Attack

Deal 10 **damage**.

Limit Break

1



Skill

Double your strength.

Limit Break

1



Skill

Double your strength.

True Grit

1



Skill

Gain 2 **block**. Exhaust a card in your hand.

True Grit

1



Skill

Gain 2 **block**. Exhaust a card in your hand.

True Grit

1



Skill

Gain 2 **block**. Exhaust a card in your hand.

True Grit

1



Skill

Gain 2 **block**. Exhaust a card in your hand.

True Grit

1



Skill

Gain 2 **block**. Exhaust a card in your hand.

True Grit

1



Skill

Gain 2 **block**. Exhaust a card in your hand.

True Grit

1



Skill

Gain 2 **block**. Exhaust a card in your hand.

True Grit

1



Skill

Gain 2 **block**. Exhaust a card in your hand.

Juggernaut

1



Power

Whenever you gain **block**,
deal 1 **damage** to ALL
enemies.

Juggernaut

1



Power

Whenever you gain **block**,
deal 1 **damage** to ALL
enemies.

Entrench

1



Skill

Double your **block**.

Entrench

1



Skill

Double your **block**.

Entrench

1



Skill

Double your **block**.

Entrench

1



Skill

Double your **block**.

Pommel Strike

1



Attack

Deal 2 **damage**. Draw 1
card.

Pommel Strike

1



Attack

Deal 2 **damage**. Draw 1 card.

Pommel Strike

1



Attack

Deal 2 **damage**. Draw 1
card.

Pommel Strike

1



Attack

Deal 2 **damage**. Draw 1
card.

Pommel Strike

1



Attack

Deal 2 **damage**. Draw 1 card.

Pommel Strike

1



Attack

Deal 2 **damage**. Draw 1 card.

Pommel Strike

1



Attack

Deal 2 **damage**. Draw 1 card.

Pommel Strike

1



Attack

Deal 2 **damage**. Draw 1 card.

Flex

0



Skill

Gain 1 strength. Lose 1 strength at the end of your turn.

Flex

0



Skill

Gain 1 strength. Lose 1 strength at the end of your turn.

Flex

0



Skill

Gain 1 strength. Lose 1 strength at the end of your turn.

Flex

0



Skill

Gain 1 strength. Lose 1 strength at the end of your turn.

Flex

0



Skill

Gain 1 strength. Lose 1 strength at the end of your turn.

Flex

0



Skill

Gain 1 strength. Lose 1 strength at the end of your turn.

Flex

0



Skill

Gain 1 strength. Lose 1 strength at the end of your turn.

Flex

0



Skill

Gain 1 strength. Lose 1 strength at the end of your turn.

Impervious

2



Skill

Gain 8 block. Exhaust.

Impervious

2



Skill

Gain 8 block. Exhaust.

Offering

0



Skill

Gain 2 **energy**. Draw 2 cards. Lose 2 HP.

Offering

0



Skill

Gain 2 **energy**. Draw 2 cards. Lose 2 HP.

Quick Strike

0



Attack

Deal 1 **damage.**

Quick Strike

0



Attack

Deal 1 **damage.**

Quick Strike

0



Attack

Deal 1 **damage.**

Quick Strike

0



Attack

Deal 1 **damage.**

Quick Strike

0



Attack

Deal 1 **damage.**

Quick Strike

0



Attack

Deal 1 **damage.**

Quick Strike

0



Attack

Deal 1 **damage.**

Quick Strike

0



Attack

Deal 1 **damage**.

Inflame

1



Power

Gain 1 strength.

Inflame

1



Power

Gain 1 strength.

Inflame

1



Power

Gain 1 strength.

Inflame

1



Power

Gain 1 strength.

Inflame

1



Power

Gain 1 strength.

Inflame

1



Power

Gain 1 strength.

Inflame

1



Power

Gain 1 strength.

Inflame

1



Power

Gain 1 strength.

Hemokinesis

1



Attack

Deal 4 **damage**. Lose 1 HP.

Hemokinesis

1



Attack

Deal 4 **damage**. Lose 1 HP.

Hemokinesis

1



Attack

Deal 4 **damage**. Lose 1 HP.

Hemokinesis

1

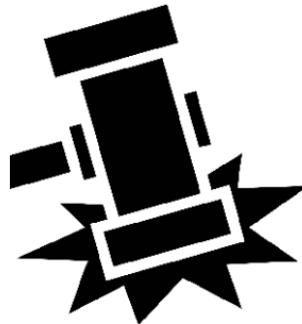


Attack

Deal 4 **damage**. Lose 1 HP.

Bash

2

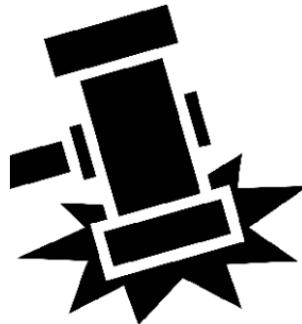


Attack

Deal 1 **damage**. Strength
affects Bash 3 times.

Bash

2

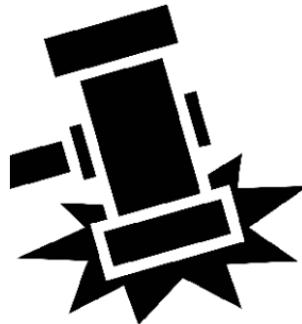


Attack

Deal 1 **damage**. Strength
affects Bash 3 times.

Bash

2

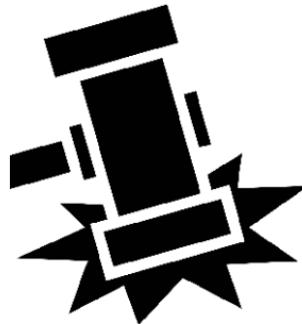


Attack

Deal 1 **damage**. Strength
affects Bash 3 times.

Bash

2



Attack

Deal 1 **damage**. Strength
affects Bash 3 times.

Cleave

1



Attack

Deal 2 **damage** to ALL
enemies.

Cleave

1



Attack

Deal 2 **damage** to ALL
enemies.

Cleave

1



Attack

Deal 2 **damage** to ALL
enemies.

Cleave

1



Attack

Deal 2 **damage** to ALL
enemies.

Cleave

1



Attack

Deal 2 **damage** to ALL
enemies.

Cleave

1



Attack

Deal 2 **damage** to ALL
enemies.

Cleave

1



Attack

Deal 2 **damage** to ALL
enemies.

Cleave

1



Attack

Deal 2 **damage** to ALL
enemies.

Shrug It Off

1



Skill

Gain 2 **block**. Draw 1 card.

Shrug It Off

1



Skill

Gain 2 **block**. Draw 1 card.

Shrug It Off

1



Skill

Gain 2 **block**. Draw 1 card.

Shrug It Off

1



Skill

Gain 2 **block**. Draw 1 card.

Shrug It Off

1



Skill

Gain 2 **block**. Draw 1 card.

Shrug It Off

1



Skill

Gain 2 **block**. Draw 1 card.

Shrug It Off

1



Skill

Gain 2 **block**. Draw 1 card.

Shrug It Off

1



Skill

Gain 2 **block**. Draw 1 card.

Rage

0



Skill

Whenever you play an Attack, gain 1 **block** this turn.

Rage

0



Skill

Whenever you play an Attack, gain 1 **block** this turn.

Rage

0



Skill

Whenever you play an Attack, gain 1 **block** this turn.

Rage

0



Skill

Whenever you play an Attack, gain 1 **block** this turn.

Seeing Red

0



Skill

Gain 2 **energy**. Exhaust.

Seeing Red

0



Skill

Gain 2 **energy**. Exhaust.

Seeing Red

0



Skill

Gain 2 **energy**. Exhaust.

Seeing Red

0



Skill

Gain 2 **energy**. Exhaust.

Body Slam

1



Attack

Deal **damage** equal to your current **block**.

Body Slam

1



Attack

Deal **damage** equal to your current **block**.

Body Slam

1



Attack

Deal **damage** equal to your current **block**.

Body Slam

1



Attack

Deal **damage** equal to your current **block**.

Body Slam

1



Attack

Deal **damage** equal to your current **block**.

Body Slam

1



Attack

Deal **damage** equal to your current **block**.

Body Slam

1



Attack

Deal **damage** equal to your current **block**.

Body Slam

1



Attack

Deal **damage** equal to your current **block**.

Double Tap

1



Skill

This turn, your next
Attack is played twice.

Double Tap

1



Skill

This turn, your next
Attack is played twice.

Reaper

2



Attack

Deal 2 **damage**. Heal for
unblocked damage dealt.
Exhaust.

Reaper

2



Attack

Deal 2 **damage**. Heal for
unblocked damage dealt.
Exhaust.

Barricade

2

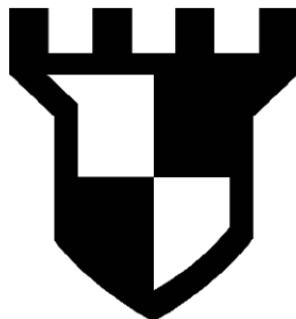


Power

Block no longer expires at
the end of your turn.

Barricade

2



Power

Block no longer expires at
the end of your turn.

Whirlwind

X



Attack

Spend all **energy**. Deal **X** **damage** twice to ALL enemies.

Whirlwind

X



Attack

Spend all **energy**. Deal **X** **damage** twice to ALL enemies.

Whirlwind

X



Attack

Spend all **energy**. Deal **X** **damage** twice to ALL enemies.

Whirlwind

X



Attack

Spend all **energy**. Deal **X** **damage** twice to ALL enemies.

Feed

1



Attack

Deal 2 **damage**. If this kills an enemy, gain 1 max HP permanently. Exhaust.

Feed

1



Attack

Deal 2 **damage**. If this kills an enemy, gain 1 max HP permanently. Exhaust.

Clash

0



Attack

Deal 3 **damage**. Can only be played if every card in your hand is an Attack.

Clash

0



Attack

Deal 3 **damage**. Can only be played if every card in your hand is an Attack.

Clash

0



Attack

Deal 3 **damage**. Can only be played if every card in your hand is an Attack.

Clash

0



Attack

Deal 3 **damage**. Can only be played if every card in your hand is an Attack.

Spot Weakness

0



Skill

If target enemy is at full
HP, gain 1 **strength**.

Spot Weakness

0



Skill

If target enemy is at full
HP, gain 1 **strength**.

Spot Weakness

0



Skill

If target enemy is at full
HP, gain 1 **strength**.

Spot Weakness

0



Skill

If target enemy is at full
HP, gain 1 **strength**.

Spot Weakness

0



Skill

If target enemy is at full
HP, gain 1 **strength**.

Spot Weakness

0



Skill

If target enemy is at full
HP, gain 1 **strength**.

Spot Weakness

0



Skill

If target enemy is at full
HP, gain 1 **strength**.

Spot Weakness

0



Skill

If target enemy is at full
HP, gain 1 **strength**.

Bloodletting

0



Skill

Gain 2 energy. Lose 1 HP.

Bloodletting

0



Skill

Gain 2 energy. Lose 1 HP.

Bloodletting

0



Skill

Gain 2 energy. Lose 1 HP.

Bloodletting

0



Skill

Gain 2 energy. Lose 1 HP.