

Set	Qty	Name	Text	Type	Faction / Color	Cost	Defense	Other	Role	Notes	Artist	
Ancestry	1	Dwarf		Ancestry				Health +6	Avatar		Antonis Papantoniou	
Ancestry	1	Hammer Strike	{Sacrifice}: Stun a guard champion. <i>(In campaigns, stun a mi	Dwarf Ability					Personal Deck		L. Sean	
Ancestry	1	Hammer	{Gain 3 combat}	Dwarf Item ♦ Melee Weapon ♦ Hammer					Personal Deck		Robert Ardy	
Ancestry	1	Pick	{Gain 2 combat} <i>or</i> Acquire a gem with cost {2 gold} or less for free.	Dwarf Item ♦ Melee Weapon ♦ Pick					Personal Deck		Kingsley Calungcagin	
Ancestry	1	Elf	Draw one less card in your opening hand.	Ancestry				Health -8	Avatar		Shen Fei	
Ancestry	1	Elven Wisdom	{Expand and pay 2 gold}: You may discard a card to draw a card	Elf Skill					Personal Deck		Isuardi Therianto	
Ancestry	1	Elven Grace	Your skill cards cost {1 gold} less to use this turn. Draw a card.	Elf Action					Personal Deck		Antonis Papantoniou	
Ancestry	1	Sunstone Brooch	<i>Replaces: Gold</i> {Gain 1 gold} <i>or</i> {Gain 2 health}	Elf Item ♦ Magic Jewelry					Personal Deck		Ksenia Kozhevnikova	
Ancestry	1	Ogre	Cards in the market cost you an additional {1 gold} to acquire. <	Ancestry				Health +10	Avatar		Isuardi Therianto	
Ancestry	1	Crush You!	{Sacrifice}: {Gain 4 combat}	Ogre Ability					Personal Deck		Vaggelis Manousakas	
Ancestry	1	Shiny Rock	<i>Replaces: Gold</i> {Gain 2 gold}	Ogre Item ♦ Currency					Personal Deck		Kenneth Alimagno	
Ancestry	1	War Club	{Gain 5 combat}	Ogre Item ♦ Melee Weapon ♦ Club					Personal Deck		Robert Ardy	
Ancestry	1	Orc	You may not acquire the card closest to the market deck.	Ancestry				Health +4	Avatar		Jean Baptiste Andrier	
Ancestry	1	Battle Rage	{Sacrifice}: You may spend {Gold} as {Combat} this turn.	Orc Ability					Personal Deck		L. Sean	
Ancestry	1	Bully	You may acquire a card with cost {3 gold} or less for free.	Orc Action					Personal Deck		Apsara	
Ancestry	1	Ragged Blade	<i>Replaces: Gold</i> {Gain 3 combat}	Orc Item ♦ Melee Weapon ♦ Sword					Personal Deck		Philip Svantesson	
Ancestry	1	Smallfolk						Health -15	Avatar		David Gaillet	
Ancestry	1	Hide	If your {Health} would drop to 0 or less, instead sacrifice this card	Smallfolk Ability					Personal Deck		Robert Ardy	
Ancestry	1	Burgle	The next card you acquire this turn costs {1 gold} less if there is Draw a card.	Smallfolk Action					Personal Deck		Siregar	
Ancestry	1	Friendly Banter	{Gain 1 gold} Pick a faction. Friendly Banter has that faction this turn.	Smallfolk Action					Personal Deck		Jeffrey C. Vilorio	
The Lost Village	1	Mastery		Mastery	Blue				Mastery		Helder Almeida	
The Lost Village	1	Mastery		Mastery	Green				Mastery		Helder Almeida	
The Lost Village	1	Mastery		Mastery	Red				Mastery		Helder Almeida	
The Lost Village	1	Mastery		Mastery	Yellow				Mastery		Helder Almeida	
The Lost Village	1	Mastery		Mastery	Favored				Mastery		Helder Almeida	
The Lost Village	1	Clever Fox		Minion ♦ Beast	Blue			3	Setting		Siregar	
The Lost Village	1	Clever Fox		Minion ♦ Beast	Green			3	Setting		Siregar	
The Lost Village	1	Clever Fox		Minion ♦ Beast	Red			3	Setting		Siregar	
The Lost Village	1	Clever Fox		Minion ♦ Beast	Yellow			3	Setting		Siregar	
The Lost Village	1	Filthy Rat		Minion ♦ Beast	Blue			2	Setting		Ksenia Kozhevnikova	
The Lost Village	1	Filthy Rat		Minion ♦ Beast	Green			2	Setting		Ksenia Kozhevnikova	
The Lost Village	1	Filthy Rat		Minion ♦ Beast	Yellow			2	Setting		Ksenia Kozhevnikova	
The Lost Village	1	Filthy Rat		Minion ♦ Beast	Favored			2	Setting		Ksenia Kozhevnikova	
The Lost Village	1	Unnatural Fog		Hazard	Blue				Setting		Grzegorz Pedrycz	
The Lost Village	1	Unnatural Fog		Hazard	Red				Setting		Grzegorz Pedrycz	
The Lost Village	1	Warty Toad		Minion ♦ Beast	Green			4	Setting		David Auden Nash	
The Lost Village	1	Warty Toad		Minion ♦ Beast	Red			4	Setting		David Auden Nash	
The Lost Village	1	Warty Toad		Minion ♦ Beast	Yellow			4	Setting		David Auden Nash	
The Lost Village	1	Berserk		Action	Blue				Encounter 1		Andrés Agostini	
The Lost Village	1	Berserk		Action	Yellow				Encounter 1		Andrés Agostini	
The Lost Village	1	Creeper Vines			Favored				Encounter 1		Laura Csajagi	
The Lost Village	1	Roar			Red				Encounter 1		Shen Fei	
The Lost Village	1	Roar			Yellow				Encounter 1		Shen Fei	
The Lost Village	1	Trample			Green				Encounter 1		Joe Requeza	
The Lost Village	1	Trample			Red				Encounter 1		Joe Requeza	
The Lost Village	1	Infected Slash			Blue				Encounter 1		Souveraine	
The Lost Village	1	Infected Slash			Green				Encounter 1		Souveraine	
The Lost Village	1	Infected Slash			Favored				Encounter 1		Souveraine	
The Lost Village	1	Chomping Goat		Minion ♦ Beast	Blue			4	Encounter 2		Sebastian Giacobino	
The Lost Village	1	Chomping Goat		Minion ♦ Beast	Red			4	Encounter 2		Sebastian Giacobino	
The Lost Village	1	Hunting Cougar		Minion ♦ Beast	Green			6	Encounter 2		Ksenia Kozhevnikova	
The Lost Village	1	Hunting Cougar		Minion ♦ Beast	Yellow			6	Encounter 2		Ksenia Kozhevnikova	

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The Lost Village	1	Relentless Storm		Action	Favored				Encounter 2		Siregar	
The Lost Village	1	Swarming Rabbit		Minion ♦ Beast	Blue			2	Encounter 2		L. Sean	
The Lost Village	1	Swarming Rabbit		Minion ♦ Beast	Green			2	Encounter 2		L. Sean	
The Lost Village	1	Swarming Rabbit		Minion ♦ Beast	Red			2	Encounter 2		L. Sean	
The Lost Village	1	Swarming Rabbit		Minion ♦ Beast	Yellow			2	Encounter 2		L. Sean	
The Lost Village	1	The Infection Grows		Action ♦ Curse	Favored				Encounter 2		Souveraine	
The Lost Village	1	Blighted Ground		Hazard	Yellow				Encounter 3		Ksenia Kozhevnikova	
The Lost Village	1	Frenzied Hart		Minion ♦ Beast	Green		5+		Encounter 3		Souveraine	
The Lost Village	1	Frenzied Hart		Minion ♦ Beast	Favored		5+		Encounter 3		Souveraine	
The Lost Village	1	Insect Horde		Minion ♦ Swarm	Green		2+		Encounter 3		Olivier Bernard	
The Lost Village	1	Insect Horde		Minion ♦ Swarm	Red		2+		Encounter 3		Olivier Bernard	
The Lost Village	1	Pecking Chicken		Minion ♦ Beast	Blue			3	Encounter 3		Siregar	
The Lost Village	1	Pecking Chicken		Minion ♦ Beast	Red			3	Encounter 3		Siregar	
The Lost Village	1	Pecking Chicken		Minion ♦ Beast	Yellow			3	Encounter 3		Siregar	
The Lost Village	1	The Infection Takes Over		Action ♦ Curse	Blue				Encounter 3		Souveraine	
The Lost Village	1	The Infection Takes Over		Action ♦ Curse	Favored				Encounter 3		Souveraine	
The Lost Village	1	Transform: Galloping Elk		Action					Encounter 3		Siregar	
The Lost Village	1	Transform: Venomous Snake		Action					Encounter 3		Andrés Agostini	
The Lost Village	1	Transform: Web-Spinning Spider		Action					Encounter 3		Grzegorz Pedrycz	
The Lost Village	1	Transform: Keening Bat		Action					Encounter 3		Olivier Bernard	
The Lost Village	1	Level Up		Action					Encounter 3		David Gaillet	
The Lost Village	5	Shopkeep's Keys		Item ♦ Key			2		Pseudo-Market		Rainer Petter	
The Lost Village	5	Tasty Meal		Item ♦ Food			2		Pseudo-Market		Johnny Morrow	
The Lost Village	1	Phoenix Helm		Cleric Campaign Magic Armor ♦ Head   Cleric Magic Armor ♦ Head					Treasure		Isuardi Therianto	
The Lost Village	1	Shining Breastplate		Cleric Campaign Magic Armor ♦ Chest   Cleric Magic Armor ♦ Chest					Treasure		Souveraine	
The Lost Village	1	Helm of Fury		Fighter Campaign Magic Armor ♦ Head   Fighter Magic Armor ♦ Head					Treasure		Dhennis I. Balontong	
The Lost Village	1	Spiked Pauldrons		Fighter Campaign Magic Armor ♦ Shoulder   Fighter Magic Armor ♦ Shoulder					Treasure		Antonis Papantoniou	
The Lost Village	1	Hunter's Cloak		Ranger Campaign Magic Armor ♦ Back   Ranger Magic Armor ♦ Back					Treasure		Melvin Chan	
The Lost Village	1	Sure Shot Bracer		Ranger Campaign Magic Armor ♦ Arm   Ranger Magic Armor ♦ Arm					Treasure		Grzegorz Pedrycz	
The Lost Village	1	Shadow Mask		Thief Campaign Magic Armor ♦ Head   Thief Magic Armor ♦ Head					Treasure		Frag Games	
The Lost Village	1	Silent Boots		Thief Campaign Magic Armor ♦ Foot   Thief Magic Armor ♦ Foot					Treasure		Johnny Morrow	
The Lost Village	1	Runic Robes		Wizard Campaign Magic Armor ♦ Chest   Wizard Magic Armor ♦ Chest					Treasure		Umar Afzal	

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The Lost Village	1	Spellcaster Gloves		Wizard Campaign Magic Armor ♦ Hand   Wizard Magic Armor ♦ Hand					Treasure		L. Sean	
The Lost Village	1	Hammer of Light							Treasure		Helder Almeida	
The Lost Village	1	Talisman of Renewal		Cleric Item ♦ Magic Jewelry					Treasure		Takashi Tan	
The Lost Village	1	Rallying Flag		Fighter Item ♦ Banner					Treasure		Helder Almeida	
The Lost Village	1	Sharpening Stone		Fighter Item ♦ Tool					Treasure		Johnny Morrow	
The Lost Village	1	Flashfire Arrow							Treasure		Ren Tu	
The Lost Village	1	Pathfinder's Compass		Ranger Item ♦ Tool					Treasure		Rainer Petter	
The Lost Village	1	Blackjack							Treasure		Melvin Chan	
The Lost Village	1	Jeweler's Loupe							Treasure		Ksenia Kozhevnikova	
The Lost Village	1	Alchemist's Stone							Treasure		Johnny Morrow	
The Lost Village	1	Magic Mirror		Wizard Item ♦ Tool					Treasure		Dhennis I. Balontong	
The Lost Village	1	The Beast		The Beast Ability ♦ Curse					Avatar		Souveraine	
The Lost Village	1	The Beast Within		The Beast Action ♦ Curse					Treasure		Souveraine	
The Lost Village	1	Malvan's Staff		Item ♦ Magic Weapon ♦ Staff	Wild		3		Treasure		Siregar	
The Lost Village	1	Scorecard (40-70)   Scorecard (00-30)			Purple				Scorecard			
The Lost Village	1	Scorecard (00-09)   Scorecard (80-89)			Purple				Scorecard			
The Lost Village	1	Maddened Boar		Master ♦ Starting Health: 70 Master				Level 1 Mastery cards needed: 3 Cards to play: 1   Level 2 Cards to play: 1	Master		Radial Studio	
The Lost Village	1	Charging Bull		Master ♦ Starting Health: 80 Master				Level 1 Mastery cards needed: 3 Cards to play: 1   Level 2 Cards to play: 1	Master		Sebastian Giacobino	
The Lost Village	1	Alpha Wolf		Master ♦ Starting Health: 20 Master ♦ Level Up: Gain 20 {Health}				Level 1 Mastery cards needed: 3 Cards to play: 1   Level 2 Cards to play: 1	Master		L. Sean	
The Lost Village	1	Battering Ram		Master ♦ Starting Health: 17 Master ♦ Level Up: Gain 17 {Health}				Level 1 Mastery cards needed: 3 Cards to play: 1   Level 2 Cards to play: 1	Master		Rainer Petter	
The Lost Village	1	Covetous Raven		Master ♦ Starting Health: 15 Master ♦ Level Up: Gain 15 {Health}				Level 1 Mastery cards needed: 3 Cards to play: 1   Level 2 Cards to play: 1	Master		Jean Baptiste Andrier	
The Lost Village	1	Cunning Owl		Master ♦ Starting Health: 12 Master ♦ Level Up: Gain 12 {Health}				Level 1 Mastery cards needed: 3 Cards to play: 1   Level 2 Cards to play: 1	Master		Joe Requeza	
The Lost Village	1	Enraged Bear						Level 1 Mastery cards needed: 3 Cards to play: 1   Level 2 Cards to play: 1	Master		Anna Lakisova	

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The Lost Village	1	Malvan, Beast Maker		Master Master	♦ Starting Health: 120			Level 1 Cards to play: 1   Level 2 Cards to play: 1	Master		David Gailllet	
The Lost Village	1	Galloping Elk Form		Master Master				Level 1 Cards to play: 1   Level 2 Cards to play: 1	Master		Siregar	
The Lost Village	1	Keening Bat Form		Master Master				Level 1 Cards to play: 1   Level 2 Cards to play: 1	Master		Olivier Bernard	
The Lost Village	1	Venomous Snake Form		Master Master				Level 1 Cards to play: 1   Level 2 Cards to play: 1	Master		Andrés Agostini	
The Lost Village	1	Web-Spinning Spider Form		Master Master				Level 1 Cards to play: 1   Level 2 Cards to play: 1	Master		Grzegorz Pedrycz	
The Lost Village	1	The Hydra		Challenge				Health 40 x Players	Challenge		Antonis Papantoniou	
The Lost Village	1	Tibus, Guild Lord		Challenge				Health 40 x Players	Challenge		Alex Hurtado	
Journeys Kickstarter Promo P	1	Ad (Thank You Backers!)   Rules							Ad   Rules		Antonis Papantoniou	
Journeys Kickstarter Promo P	1	Battle Fire	{Gain 4 combat} Draw a card. <hr> {Imperial Ally}: Draw a card.	Action ♦ Spell	Imperial	5			Market Deck		Shen Fei	
Journeys Kickstarter Promo P	1	Reha, the Healer	{Expend}: If you played a champion this turn <i>(including this o	Champion ♦ Huma	Imperial	3	4		Market Deck		Siregar	
Journeys Kickstarter Promo P	1	Rickard, Imperial Archmage	{Expend}: If you played a champion this turn <i>(including this o	Champion ♦ Huma	Imperial	6	6 Guard		Market Deck		Apsara	
Journeys Kickstarter Promo P	2	Tithing	{Gain 2 gold} {Gain 2 health} <hr> {Imperial Ally}: {Gain 2 combat}	Action ♦ Priest	Imperial	1			Market Deck		Melvin Chan	
Journeys Kickstarter Promo P	1	Asha, the Resurrectionist	{Expend}: If you played a champion this turn <i>(including this o	Champion ♦ Huma	Necros	6	5 Guard		Market Deck		Jean Baptiste Andrier	
Journeys Kickstarter Promo P	2	Dark Sign	Draw a card. <hr> {Necros Ally}: Sacrifice a card in your hand.	Action ♦ Curse	Necros	1			Market Deck		Craig Maher	
Journeys Kickstarter Promo P	1	Enthrall	{Gain 3 gold} <hr> {Necros Ally}: Sacrifice a card in your hand or discard pile. <hr> {Sacrifice}: {Gain 6 combat}	Action ♦ Spell	Necros	4			Market Deck		Souveraine	
Journeys Kickstarter Promo P	1	Julian, Blood Guardian	{Expend}: If you played a champion this turn <i>(including this o	Champion ♦ Vampi	Necros	3	5		Market Deck		Antonis Papantoniou	
Journeys Kickstarter Promo P	1	Elven Fury	{Gain 10 combat} Target opponent discards a card.	Action ♦ Elf	Wild				Market Deck		Bramasta Aji	
Journeys Kickstarter Promo P	2	Elven War Song	{Gain 4 combat} Draw a card, then discard a card. <hr> {Wild Ally}: Target opponent discards a card.	Action ♦ Elf Spell	Wild	3			Market Deck		Vaggelis Manousakas	
Journeys Kickstarter Promo P	1	Gornok Spinebreaker	{Expend}: {Gain 4 combat} <hr> When you acquire a {Wild} card, you may put this card from you	Champion ♦ Troll V	Wild	5	5		Market Deck		L. Sean	
Journeys Kickstarter Promo P	1	Gruber, the Wayfinder	{Expend}: If you played a champion this turn <i>(including this o	Champion ♦ Elf	Wild	4	5 Guard		Market Deck		David Gailllet	
Journeys Kickstarter Promo P	1	Jase, Songweaver	{Expend}: If you played a champion this turn <i>(including this o	Champion ♦ Elf M	Wild	2	3		Market Deck		Antonis Papantoniou	
Journeys Kickstarter Promo P	2	Wolf Lord	{Expend}: Gain {1 gold} and {1 combat} for each {Wild} card you	Champion ♦ Huma	Wild	3	4		Market Deck		Alexander Gustafson	
Journeys Kickstarter Promo P	1	Davik, the Lender	{Expend}: If you played a champion this turn <i>(including this o	Champion ♦ Huma	Guild	4	4 Guard		Market Deck		Siregar	
Journeys Kickstarter Promo P	2	Illusionist	{Expend}: Put the next card you acquire this turn on top of your <hr> {Guild Ally}: {Gain 2 combat}	Champion ♦ Huma	Guild	4			Market Deck		Antonis Papantoniou	
Journeys Kickstarter Promo P	1	Scandal	Draw two cards. <hr> {Guild Ally}: Stun target champion. <hr> {Sacrifice}: {Gain 6 combat}	Action	Guild	7			Market Deck		Lester Niesta	
Journeys Kickstarter Promo P	1	Teague, the Breaker	{Expend}: If you played a champion this turn <i>(including this o	Champion ♦ Huma	Guild	5	6		Market Deck		Robert Ardy	

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Journeys Kickstarter Promo P	1	Cloak of Night	Draw two cards, then discard two cards. <hr> Whenever this card goes to your discard pile, target opponent d	Artifact Item ♦ Cloak		3			Artifact Deck		Jean Baptiste Andrier	
Journeys Kickstarter Promo P	1	Divining Wand	{Gain 2 gold} Draw a card. <hr> When you acquire this card, you may put it on top of your deck.	Artifact Item ♦ Wand		4			Artifact Deck		Melvin Chan	
Journeys Kickstarter Promo P	1	Shimmering Steel	{Gain 4 combat} Choose a faction. This card gains that faction this turn. <hr> When you acquire this card, you may put it into your hand.	Artifact Item ♦ Melee Weapon ♦ Swoi		4			Artifact Deck		Kingsley Calungeagin	
Journeys Kickstarter Promo P	1	Diplomacy	Trigger two or more ally abilities in one turn.	Quest					Quest Deck		Jeffrey Viloria	
Journeys Kickstarter Promo P	1	Havok	Have four or more action and/or champion cards in play.	Quest					Quest Deck		Antonis Papantoniou	
Journeys Kickstarter Promo P	1	Patrol	Gain at least 6 {Combat} and 4 {Health} in one turn.	Quest					Quest Deck		Melvin Chan	
Journeys Kickstarter Promo P	1	Half-Demon	Whenever you'd gain {Health} from another player or {Imperial} card, gain {1 health} less instead.	Ancestry				Health +5	Avatar		Antonis Papantoniou	
Journeys Kickstarter Promo P	1	Hellfire	{Sacrifice}: {Lose 3 health} Deal 3 damage to target opponent and each non-guard champio < >In campaigns, deal 3 damage to each master and minion in t	Half-Demon Ability					Ability		Shen Fei	
Journeys Kickstarter Promo P	1	Demon Blood	{Gain 1 gold} < >or</> You may sacrifice a card in your hand.	Half-Demon Action	Necros				Personal Deck		Antonis Papantoniou	
Journeys Kickstarter Promo P	1	Demonic Strength	{Gain 2 combat} <hr> {Necros Ally}: Set this card aside. At the end of your draw phase	Half-Demon Action					Personal Deck		Jean Baptiste Andrier	
Journeys: Travelers	1	Bounty Collection	{Gain 3 gold} You may put the next card you acquire this turn into your hand. <hr> {Guild Ally}: Draw a card.	Action	Guild	7			Market Deck		David Nash	
Journeys: Travelers	2	Daring Escape	Target opponent discards a card. You may put a card from your discard pile on top of your deck. <hr> {Sacrifice}: Draw a card.	Action	Wild	3			Market Deck		Shen Fei	
Journeys: Travelers	1	Fearless Charge	{Gain 5 combat} {Gain 5 health} Draw two cards. <hr> {Sacrifice}: Prepare all of your champions.	Action ♦ Warrior	Imperial	8			Market Deck		Apsara	
Journeys: Travelers	2	Sway	{Gain 3 gold} Champions you acquire this turn cost {1 gold} less. <hr> {Sacrifice}: Gain control of target champion until end of turn.	Action	Necros	3			Market Deck		Souveraine	
Journeys: Travelers	2	Con Artist	{Expend}: {Gain 2 combat} < >or</> Gain {1 gold} for each champion you stunned this turn.	Champion ♦ Human Rogue	Guild	2	2		Market Deck		Shen Fei	
Journeys: Travelers	1	Olara, the Slayer	{Expend}: {Gain 2 gold} <or> Deal 2 damage to each opposing champion.	Champion ♦ Human Mage	Necros	4	5		Market Deck		Laura Csajagi	
Journeys: Travelers	1	Pelleas, the Seeker	{Expend}: {Gain 3 combat} < >or</> Put an action from your discard pile on top of your deck.	Champion ♦ Elf	Wild	5	4 Guard		Market Deck		David Gaillet	
Journeys: Travelers	2	Veteran Squire	{Expend}: Gain {2 combat} for each {Imperial} champion you control.	Champion ♦ Human	Imperial	3	3		Market Deck		Jean Baptiste Andrier	
Journeys: Hunters	2	Confiscate	You may acquire a card with cost {4 gold} or less for free. <hr> {Imperial Ally}: {Gain 6 health}	Action	Imperial	3			Market Deck		Apsara	
Journeys: Hunters	1	Demonic Cloud	{Gain 7 combat} Deal 4 damage to each opposing champion. Draw a card. <hr> {Necros Ally}: Sacrifice a card in your hand or discard pile.	Action ♦ Demon Curse	Necros	7			Market Deck		Jessada Sutthi	
Journeys: Hunters	1	Pack's Fury	{Gain 7 combat} You may discard any number of cards. Draw a card for each card discarded this way.	Action ♦ Wolf	Wild	7			Market Deck		Antonis Papantoniou	
Journeys: Hunters	2	Thrash	{Gain 4 combat} < >or</> Stun target champion.	Action ♦ Rogue	Guild	2			Market Deck		Laura Csajagi	
Journeys: Hunters	1	Andor, the Valiant	{Expend}: {Gain 2 combat} Draw a card. <hr> {Imperial Ally}: Prepare another champion.	Champion ♦ Human Warrior	Imperial	6	5 Guard		Market Deck		Olivier Bernard	
Journeys: Hunters	2	Fettered Imp	{Expend}: Sacrifice a card in your hand or discard pile.	Champion ♦ Imp	Necros	2	3 Guard		Market Deck		Souveraine	

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Journeys: Hunters	1	Lenka, the Hunter	{Expend}: {Gain 4 combat} <hr> {Guild Ally}: Stun target champion.	Champion ♦ Ogre	Guild	5	5		Market Deck		Apsara	
Journeys: Hunters	2	Pathfinder	{Expend}: {Gain 2 combat} <hr> {Wild Ally}: {Gain 2 gold}	Champion ♦ Elf	Wild	3	4		Market Deck		Grzegorz Pedrycz	
Journeys: Discovery	1	Decanter of Souls	{Gain 2 gold} <hr> {Sacrifice}: {Gain 4 combat} <hr> Whenever this card goes to your discard pile, you may put a card from your discard pile on top of your deck.	Artifact Item ♦ Flas	Necros	3			Artifact Deck		Souveraine	
Journeys: Discovery	1	Dragon Shard	{Gain 6 health} <hr> Whenever this card goes to your discard pile, you may acquire a card from your discard pile.	Artifact Item ♦ Gem		4			Artifact Deck		L. Sean	
Journeys: Discovery	1	Phoenix Plume	{Gain 2 gold} Draw a card, then discard a card. <hr> {Sacrifice}: Target opponent discards a card. <hr> When you acquire this card, you may put it on top of your deck.	Artifact Item ♦ Feat	Wild	3			Artifact Deck		Siregar	
Journeys: Discovery	1	Shadow Tome	{Gain 3 combat} Draw a card. <hr> When you acquire this card, you may put it on top of your deck.	Artifact Item ♦ Bool	Guild	3			Artifact Deck		Olivier Bernard	
Journeys: Discovery	1	Staff of Radiance	Stun target champion. < >or</ > Draw a card. <hr> When you acquire this card, you may put it into your hand.	Artifact Item ♦ Weapon ♦ Staff		3			Artifact Deck		Ksenia Kozhevnikova	
Journeys: Discovery	1	Starlight Prison	{Gain 3 combat} {Gain 3 health} <hr> When you acquire this card, you may put into your hand.	Artifact Item ♦ Lant	Imperial	3			Artifact Deck		Shen Fei	
Journeys: Discovery	1	The Call	Trigger a {Wild} ally ability.	Quest					Quest Deck		Ksenia Kozhevnikova	
Journeys: Discovery	1	Discover	Acquire an item, a champion, and an action in a single turn.	Quest					Quest Deck		Shen Fei	
Journeys: Discovery	1	The Hunt	Trigger a {Guild} ally ability.	Quest					Quest Deck		David Gaillet	
Journeys: Discovery	1	Persuade	Sacrifice one of your cards from play, and a card from your hand.	Quest					Quest Deck		Anna Lakisova	
Journeys: Discovery	1	Rally	Have three or more champions in play at the same time.	Quest					Quest Deck		Findara McAvinchey	
Journeys: Discovery	1	Unify	Play cards of three or more different factions in a single turn.	Quest					Quest Deck		Apsara	
Journeys: Conquest	1	Arteks's Bones	{Gain 3 gold} <hr> {Sacrifice}: Put a champion from your discard pile on top of your deck. <hr> When you acquire this card, you may put it on top of your deck.	Artifact Item ♦ Bones	Necros	4			Artifact Deck		Findara McAvinchey	
Journeys: Conquest	1	Cup of Quickening	Prepare a champion. < >or</ > Draw a card. <hr> When you acquire this card, you may put it into your hand.	Artifact Item ♦ Cup		3			Artifact Deck		Ksenia Kozhevnikova	
Journeys: Conquest	1	Kemlo's Ring	Draw a card. <hr> When you acquire this card, you may put it into your hand.	Artifact Item ♦ Ring	Guild	3			Artifact Deck		Anna Lakisova	
Journeys: Conquest	1	Moonblade	{Gain 5 combat} <hr> Whenever this card goes to your discard pile, gain {5 health}.	Artifact Item ♦ Melee Weapon ♦ Sword		3			Artifact Deck		Wagner Chrissante	
Journeys: Conquest	1	Scrivener's Quill	{Gain 2 gold} {Gain 4 Health} <hr> {Sacrifice}: Prepare a champion. <hr> When you acquire this card, you may put it on top of your deck.	Artifact Item ♦ Feather	Imperial	3			Artifact Deck		Anna Lakisova	
Journeys: Conquest	1	Spellbinder	{Gain 4 combat} <hr> Whenever this card goes to your discard pile, draw a card.	Artifact Item ♦ Melee Weapon ♦ Dagger	Wild	3			Artifact Deck		Jorge Matar	
Journeys: Conquest	1	Defend	Have two or more guards in play at the same time.	Quest					Quest Deck		Grzegorz Pedrycz	
Journeys: Conquest	1	Drain	Trigger a {Necros} ally ability.	Quest					Quest Deck		Olivier Bernard	
Journeys: Conquest	1	Fortify	Trigger a {Imperial} ally ability.	Quest					Quest Deck		Sebastian Giacobino	
Journeys: Conquest	1	Inspire	Play three or more actions in a single turn.	Quest					Quest Deck		Andrés Agostini	
Journeys: Conquest	1	Loot	Acquire four or more cards in a single turn.	Quest					Quest Deck		Jean Baptiste Andrier	

Set	Qty	Name	Text	Type	Faction / Color	Cost	Defense	Other	Role	Notes	Artist	
Journeys: Conquest	1	The Ritual	Sacrifice three or more cards in a single turn <i>(from anywhere)</i>.	Quest					Quest Deck		Apsara	
Boss Deck: Lich	1	Deep Insight	{Expend}: Draw a card, then discard a card.	Soul Jar ♦ 35 Health					Soul Jar		Apsara	
Boss Deck: Lich	1	Heart of Evil	{Expend}: Perform a summoning.	Soul Jar ♦ 30 Health					Soul Jar		Apsara	
Boss Deck: Lich	1	Infernal Wealth	{Expend}: {Gain 2 gold} <i>< >or</i></i> Stun an opposing champion.	Soul Jar ♦ 40 Health					Soul Jar		Apsara	
Boss Deck: Lich	1	Manipulation	{Expend}: Acquire a card of cost four or less for free.	Soul Jar ♦ 45 Health					Soul Jar		Apsara	
Boss Deck: Lich	1	Unending Rage	{Expend}: {Gain 7 combat} <i><hr></i> It's dangerous to release anger that's been bottled up for centuries.	Soul Jar ♦ 55 Health					Soul Jar		Apsara	
Boss Deck: Lich	1	Void	{Expend}: Each opposing player loses 3 health. <i>< >(This causes an enemy boss to lose 9 health.)</i></i>	Soul Jar ♦ 50 Health					Soul Jar		Apsara	
Boss Deck: Lich	1	Abomination	{Expend}: {Gain 4 combat}	Minion ♦ Undead ♦ Construct			6 Guard		Grimoire		Andres Agostini	
Boss Deck: Lich	1	Banshee	{Expend}: Deal 2 damage to each opposing champion and player. <i>< >(Guards do not prevent this. This deals 6 damage to an enemy boss and 2 damage to their champions.)</i></i>	Minion ♦ Undead				3	Grimoire		Anna Lakisova	
Boss Deck: Lich	1	Ghoul	{Expend}: {Gain 3 combat} +{1 combat} for each champion in your discard pile.	Minion ♦ Undead			5 Guard		Grimoire		Francisco Miyara	
Boss Deck: Lich	1	Revenant	{Expend}: {Gain 5 health} <i>< >or</i></i> Stun an opposing champion.	Minion ♦ Undead				5	Grimoire		David Gaillet	
Boss Deck: Lich	3	Skeleton Horde	{Expend}: Gain {combat} equal to the starting size of the party. <i>< >(When playing against a boss, gain {3 combat}.)</i></i>	Minion ♦ Undead				4	Grimoire		Jack Hoyle	
Boss Deck: Lich	1	Wall of Bones		Minion ♦ Undead ♦ Construct			8 Guard		Grimoire		Grzegorz Pedrycz	
Boss Deck: Lich	1	Wall of Fire	{Expend}: Deal 2 damage to each opposing player. <i>< >(Guards do not prevent this. This deals 6 damage to an enemy boss.)</i></i>	Minion ♦ Magic ♦ Construct				7	Grimoire		Shen Fei	
Boss Deck: Lich	1	Zombie	{Expend}: {Gain 2 combat}	Minion ♦ Undead				1	Grimoire		Souveraine	
Boss Deck: Lich	1	Frozen Touch	Gain {combat} equal to the starting size of the party. <i>< >(When playing against a boss, gain {3 combat}.)</i></i> Target defeated player discards their hand. You can target <i>< >any</i></i> defeated player, even if another player has Stepped Up.	Action ♦ Curse					Personal Deck		Dhennis Balontong	
Boss Deck: Lich	2	Gold	{Gain 1 gold}	Item ♦ Currency ♦ Coin					Personal Deck		Antonis Papanтониou	
Boss Deck: Lich	1	Minor Summoning	Perform a summoning.	Action ♦ Spell					Personal Deck		Olivier Bernard	
Boss Deck: Lich	1	Major Summoning	Perform X summonings, where X is the starting size of the party. <i>< >(When playing against a boss, X is 3.)</i></i>	Action ♦ Spell					Personal Deck		David Nash	
Boss Deck: Lich	2	Ruby	{Gain 2 gold}	Item ♦ Currency ♦ Gem					Personal Deck		Apsara	
Boss Deck: Lich	1	Soul Crush	{Gain 3 combat} <i>< >or</i></i> Stun target champion.	Action ♦ Curse					Personal Deck		Grzegorz Pedrycz	
Boss Deck: Lich	2	Soul Diamond	Gain {gold} equal to the starting size of the party. <i>< >(When playing against a boss, gain {3 gold}.)</i></i> <i><hr></i> {Sacrifice}: Stun all champions target player controls.	Item ♦ Currency ♦ Gem					Personal Deck		Andres Agostini	
Boss Deck: Lich	1	Corruption   Control	CORRUPT THE CITY When you shuffle your deck, count the number of cards in your deck. <i>< >(Don't count cards from the Grimoire.)</i></i> If that total is 20 or more, you begin corrupting the city. The city is corrupting the city. If that total is 30 or more, you have corrupted the city! Flip this card. <i><hr></i> {Expend}: Perform a summoning. Gain {combat} equal to the starting size of the party. <i>< >(When playing against a boss, gain {3 combat}.)</i></i>   COMMAND THE CITY You have corrupted the entire city! It is under your command! Turn over the top card of your deck. <i><hr></i> {Expend}: Perform two summonings. Gain {combat} equal to twice the starting size of the party. <i>< >(When playing against a boss, gain {6 combat}.)</i></i>	Lich Power					Character Ability		Grzegorz Pedrycz	
Boss Deck: Lich	1	Lich   Rules		Boss ♦ Villain					Boss		Dhennis Balontong	
Boss Deck: Lich	1	Scorecard (40-70)   Scorecard (00-30)							Scorecard		Dhennis Balontong	

Set	Qty	Name	Text	Type	Faction / Color	Cost	Defense	Other	Role	Notes	Artist	
Boss Deck: Lich	1	Scorecard (00-09)   Scorecard (80-89)							Scorecard		Dhennis Balontong	
Boss Deck: Dragon	1	Demon Coin	{Gain 1 gold}	Item ♦ Currency ♦ Coin	Necros				Personal Deck		Apsara	
Boss Deck: Dragon	1	Dragon's Bite	{Gain 4 combat}	Action					Personal Deck		Dhennis Balontong	
Boss Deck: Dragon	1	Dragon's Claw A	{Gain 3 combat} If you have another Dragon's Claw in play when you play this, draw a card.	Action					Personal Deck		Jack Hoyle	
Boss Deck: Dragon	1	Dragon's Fire A	{Gain 4 combat} <hr> {Sacrifice}: Deal 4 damage to each opposing champion. <i> (Guards do not prevent this.)</i>	Action					Personal Deck		Takashi Tan	
Boss Deck: Dragon	1	Dragon's Tail	Deal 2 damage to each opposing champion and hero. <i> (Guards do not prevent this. This deals 6 damage to an enemy boss and 2 damage to their champions.)</i>	Action					Personal Deck		Jaime Tayag	
Boss Deck: Dragon	1	Elven Gold	{Gain 1 gold}	Item ♦ Currency	Wild				Personal Deck		Melvin Chan	
Boss Deck: Dragon	1	Guild Mark	{Gain 1 gold}	Item ♦ Currency ♦ Coin	Guild				Personal Deck		Grant Griffin	
Boss Deck: Dragon	1	Hoard	{Gain 1 gold} Reveal the next card in the Treasure Hoard. <i>or</i> If another player has more Hoard Items than you, steal one of th	Action					Personal Deck	You gain 1 gold AND either effect	Shen Fei	
Boss Deck: Dragon	1	Imperial Chevron	{Gain 1 gold}	Item ♦ Currency ♦ Coin	Imperial				Personal Deck		Dudu Torres	
Boss Deck: Dragon	1	Ruby A	{Gain 2 gold}	Item ♦ Currency ♦ Gem					Personal Deck		Apsara	
Boss Deck: Dragon	1	Ruby B	<i>(Put this card into your starting deck when facing two or more {Gain 2 gold}	Item ♦ Currency ♦ Gem					Personal Deck 2+		Apsara	
Boss Deck: Dragon	1	Dragon's Claw B	<i>(Put this card into your starting deck when facing two or more {Gain 3 combat} If you have another Dragon's Claw in play when you play this, d	Action					Personal Deck 2+		Jack Hoyle	
Boss Deck: Dragon	1	Cunning Blow	<i>(Put this card into your starting deck when facing three or more {Gain 3 combat} <i>or</i> Stun a champion. <hr> {Sacrifice}: You are no longer taunted and can't be taunted until	Action					Personal Deck 3+		David Gaillet	
Boss Deck: Dragon	1	Prismatic Diamond A	<i>(Put this card into your starting deck when facing three or more {Gain 3 gold} <hr> {Sacrifice}: You may steal a Hoard Item back from a player by pr	Item ♦ Currency ♦ Gem					Personal Deck 3+		Anna Lakisova	
Boss Deck: Dragon	1	Dragon's Fire B	<i>(Put this card into your starting deck when facing four or more {Gain 4 combat} <hr> {Sacrifice}: Deal 4 damage to each opposing champion. <i>(Gu	Action					Personal Deck 4+		Takashi Tan	
Boss Deck: Dragon	1	Ruby C	<i>(Put this card into your starting deck when facing four or more {Gain 2 gold}	Item ♦ Currency ♦ Gem					Personal Deck 4+		Apsara	
Boss Deck: Dragon	1	Prismatic Diamond B	<i>(Put this card into your starting deck when facing five or more {Gain 3 gold} <hr> {Sacrifice}: You may steal a Hoard Item back from a player by pr	Item ♦ Currency ♦ Gem					Personal Deck 5+		Anna Lakisova	
Boss Deck: Dragon	1	Dragon's Claw C	<i>(Put this card into your starting deck when facing five or more {Gain 3 combat} If you have another Dragon's Claw in play when you play this, d	Action					Personal Deck 5+		Jack Hoyle	
Boss Deck: Dragon	1	Amulet of Cleansing	<i>To acquire: Skill Check 8</i> <hr> {Expend}: {Gain 1 gold} Choose a faction. You count as having an extra card of that facti	Hoard Item ♦ Magic Amulet					Treasure Hoard		Johnny Morrow	
Boss Deck: Dragon	1	Boots of Speed	<i>To acquire: Skill Check 5</i> <hr> {Expend}: Put the next card you acquire this turn on top of your r	Hoard Item ♦ Magic Boots					Treasure Hoard		Johnny Morrow	
Boss Deck: Dragon	1	Crown of Will	To acquire: Skill Check 5 <hr> {Expend}: {Gain 1 gold} <i>or</i> {Gain 3 combat}	Hoard Item ♦ Magic Crown					Treasure Hoard		Olivier Bernard	
Boss Deck: Dragon	1	Gauntlets of Strength	<i>To acquire: Skill Check 6</i> <hr> {Expend}: Gain {2 combat} for each faction you have in play.	Hoard Item ♦ Magic Armor ♦ Gauntlets					Treasure Hoard		Cristian Gonzalez	
Boss Deck: Dragon	1	Guardian's Shield	<i>To acquire: Skill Check 4</i> <hr> Ignore the first 3 damage you would take each turn. <i>(When playing boss vs boss, ignore the first 5 damage instea	Hoard Item ♦ Magic Shield					Treasure Hoard		Rainer Petter	
Boss Deck: Dragon	1	Orb of Death	<i>To acquire: Skill Check 5</i> <hr> {Expend}: Stun an opposing champion.	Hoard Item ♦ Magic Orb					Treasure Hoard		Almeida	



Set	Qty	Name	Text	Type	Faction / Color	Cost	Defense	Other	Role	Notes	Artist	
Boss Deck: Dragon	1	Ring of Wishes	<i>To acquire: Skill Check 7</i> <hr> Ring of Wishes doesn't prepare at end of turn. It only prepares v <hr> {Expend}: Search your deck <i>(shuffle afterwards)</i> or discar	Hoard Item ♦ Magic Ring					Treasure Hoard		Rainer Petter	
Boss Deck: Dragon	1	Sword of Destiny	<i>To acquire: Skill Check 5</i> <hr> {Expend}: {Gain 5 combat}	Hoard Item ♦ Magic Melee Weapon ♦ Sword					Treasure Hoard		Helder Almeida	
Boss Deck: Dragon	1	Vial of Elven Tears	<i>To acquire: Skill Check 6</i> <hr> {Expend}: {Gain 5 health} Choose a faction. You count as having an extra card of that facti	Hoard Item ♦ Magic Elixir					Treasure Hoard		Ksenia Kozhenvikova	
Boss Deck: Dragon	1	Dragon   Rules		Boss ♦ Villain					Boss		Dhennis Balontong	
Boss Deck: Dragon	1	Scorecard (40-70)   Scorecard (00-30)							Scorecard		Dhennis Balontong	
Boss Deck: Dragon	1	Scorecard (00-09)   Scorecard (80-89)							Scorecard		Dhennis Balontong	
The Ruin of Thandar	1	Flame Burst	{Sacrifice}: Deal 2 damage to target master or minion.   {Sacrifice}: Deal 2 damage to target player or champion.	Wizard Campaign Ability   Wizard Ability				Level 1	Character Ability		Haroon Akram	
The Ruin of Thandar	1	Fire Blast	{Sacrifice}: Deal 4 damage to target master or minion.   {Sacrifice}: Deal 4 damage to target player or champion.	Wizard Campaign Ability   Wizard Ability				Level 2	Character Ability		Haroon Akram	
The Ruin of Thandar	1	Fireball	{Sacrifice}: Deal 4 damage to each master and minion in target   {Sacrifice}: Deal 4 damage to target player and to each of their c	Wizard Campaign Ability   Wizard Ability				Level 3	Character Ability		Apsara	
The Ruin of Thandar	1	Rolling Fireball	{Sacrifice}: Focus <i>(This card may target beyond your area ev Target a nearby area or the master's area. Deal 4 damage to ea	Wizard Campaign Ability   Wizard Ability				Level 4	Character Ability		Melvin Chan	
The Ruin of Thandar	1	Scorching Fireball	{Sacrifice}: Deal 4 damage to target player and to each of their c   {Sacrifice}: Deal 5 damage to each master and minion in target   {Sacrifice}: Deal 5 damage to target player and to each of their c	Wizard Campaign Ability   Wizard Ability				Level 4	Character Ability		Antonis Papantoniou	
The Ruin of Thandar	1	Barreling Fireball	{Sacrifice}: Focus <i>(This card may target beyond your area even if there are minions in your area.)</i> Target a nearby area or the master's area. Deal 6 damage to each master and minion in that area and to those in your area.   {Sacrifice}: Deal 6 damage to target player and to each of their champions. That player reveals their hand and discards a champion of your choice.	Wizard Campaign Ability   Wizard Ability				Level 5	Character Ability		Melvin Chan	
The Ruin of Thandar	1	Explosive Fireball	{Sacrifice}: Focus <i>(This card may target beyond your area even if there are minions in your area.)</i> Target a nearby area or the master's area. Deal 4 damage to each master and minion in that area and to those in your area.   {Sacrifice}: Deal 4 damage to target player and to each of their champions. That player reveals their hand and discards all champions with {4 defense} or less in their hand.	Wizard Campaign Ability   Wizard Ability				Level 5	Character Ability		Antonis Papantoniou	
The Ruin of Thandar	1	Searing Fireball	{Sacrifice}: Deal 7 damage to each master and minion in target area.   {Sacrifice}: Deal 7 damage to target player and to each of their champions.	Wizard Campaign Ability   Wizard Ability				Level 5	Character Ability		Apsara	
The Ruin of Thandar	1	Channel	{Expand and pay 2 gold}: {healthneg1} Draw a card.	Wizard Campaign Skill   Wizard Skill				Level 1	Character Skill		Dhennis Balontong	
The Ruin of Thandar	1	Deep Channel	{Expand and pay 2 gold}: {healthneg1} Look at the top two cards of your deck. Draw one and put the other one back.	Wizard Campaign Skill   Wizard Skill				Level 2	Character Skill		Shen Fei	
The Ruin of Thandar	1	Calm Channel	{Expand and pay 2 gold}: Draw a card.	Wizard Campaign Skill   Wizard Skill				Level 2	Character Skill		Dhennis Balontong	
The Ruin of Thandar	1	Soul Channel	{Expand and pay 2 gold}: {healthneg1} Look at the top three cards of your deck. Draw one and put the rest back in any order.	Wizard Campaign Skill   Wizard Skill				Level 3	Character Skill		Shen Fei	
The Ruin of Thandar	1	Pure Channel	{Expand and pay 2 gold}: Look at the top two cards of your deck. Draw one and put the other one back.	Wizard Campaign Skill   Wizard Skill				Level 3	Character Skill		Antonis Papantoniou	
The Ruin of Thandar	1	Serene Channel	{Expand and pay 2 gold}: {Gain 2 health} Draw a card.	Wizard Campaign Skill   Wizard Skill				Level 3	Character Skill		Dhennis Balontong	
The Ruin of Thandar	1	Precision Blow	{Sacrifice}: Deal 3 damage to target minion in your area.   {Sacrifice}: Deal 3 damage to target guard.	Fighter Campaign Ability   Fighter Ability				Level 1	Character Ability		Dhennis Balontong	
The Ruin of Thandar	1	Powerful Blow	{Sacrifice}: Deal 5 damage to target minion in your area.   {Sacrifice}: Deal 5 damage to target guard.	Fighter Campaign Ability   Fighter Ability				Level 2	Character Ability		Dhennis Balontong	

Set	Qty	Name	Text	Type	Faction / Color	Cost	Defense	Other	Role	Notes	Artist	
The Ruin of Thandar	1	Crushing Blow	{Sacrifice}: Deal 9 damage divided as you choose among minions in your area.   {Sacrifice}: {Gain 8 combat}	Fighter Campaign Ability   Fighter Ability				Level 3	Character Ability		Dhennis Balontong	
The Ruin of Thandar	1	Sweeping Blow	{Sacrifice}: Focus < >(This card may target beyond your area even if there are minions in your area.)</ > You may move target nearby minion to your area. Deal 9 damage divided as you choose among minions in your area.   {Sacrifice}: Deal 8 damage divided as you choose among opposing champions. Draw a card.	Fighter Campaign Ability   Fighter Ability				Level 4	Character Ability		Simon Pape	
The Ruin of Thandar	1	Smashing Blow	{Sacrifice}: Draw a card if there are any minions in your area. Deal 10 damage divided as you choose among minions in your area.   {Sacrifice}: {Gain 10 combat}	Fighter Campaign Ability   Fighter Ability				Level 4	Character Ability		Apsara	
The Ruin of Thandar	1	Whirling Blow	{Sacrifice}: Focus < >(This card may target beyond your area even if there are minions i n your area.)</ > You may move up to two target nearby minions to your area. Deal 10 damage divided as you choose among minions in your area.   {Sacrifice}: Deal 12 damage divided as you choose among opposing champions. Draw a card.	Fighter Campaign Ability   Fighter Ability				Level 5	Character Ability		Simon Pape	
The Ruin of Thandar	1	Mighty Blow	{Sacrifice}: Focus < >(This card may target beyond your area even if there are minions in your area.)</ > You may move target nearby minion to your area. Draw a card for each minion in your area. Deal 10 damage divided as you choose among minions in your area.   {Sacrifice}: {Gain 5 combat} You may deal 6 damage to target champion. Draw a card.	Fighter Campaign Ability   Fighter Ability				Level 5	Character Ability		Jean Baptiste Andrier	
The Ruin of Thandar	1	Devastating Blow	{Sacrifice}: Draw a card for each minion in your area. Deal 10 damage to each minion in your area.   {Sacrifice}: {Gain 12 combat}	Fighter Campaign Ability   Fighter Ability				Level 5	Character Ability		Apsara	
The Ruin of Thandar	1	Shoulder Bash	{Expand and pay 2 gold}: {Gain 2 combat}	Fighter Campaign Skill   Fighter Skill				Level 1	Character Skill		Dhennis Balontong	
The Ruin of Thandar	1	Knock Back	{Expand and pay 2 gold}: {Gain 2 combat} Focus < >(This card may target beyond your area even if there are minions in your area.)</ > You may move target nearby minion to your area.   {Expand and pay 2 gold}: {Gain 2 combat} You may expend target champion. < >(Expended guards do not prevent targeting or attacking other champions or their controller. Cards prepare at the end of their controller's turn.)</ >	Fighter Campaign Skill   Fighter Skill				Level 2	Character Skill		Melvin Chan	
The Ruin of Thandar	1	Shoulder Smash	{Expand and pay 2 gold}: {Gain 3 combat}	Fighter Campaign Skill   Fighter Skill				Level 2	Character Skill		Antonis Papantoniou	
The Ruin of Thandar	1	Knock down	{Expand and pay 2 gold}: {Gain 3 combat} Focus < >(This card may target beyond your area even if there are minions in your area.)</ > You may move target nearby minion to your area.   {Expand and pay 2 gold}: {Gain 3 combat} You may expend target champion. < >(Expended guards do not prevent targeting or attacking other champions or their controller. Cards prepare at the end of their controller's turn.)</ >	Fighter Campaign Skill   Fighter Skill				Level 3	Character Skill		Melvin Chan	
The Ruin of Thandar	1	Group Tackle	{Expand and pay 2 gold}: {Gain 2 combat} Focus < >(This card may target beyond your area even if there are minions in your area.)</ > You may move target nearby minion to your area and expend it.   {Expand and pay 2 gold}: {Gain 2 combat} Expend up to two target champions. < >(Expended guards do not prevent targeting or attacking other champions or their controller. Cards prepare at the end of their controller's turn.)</ >	Fighter Campaign Skill   Fighter Skill				Level 3	Character Skill		Shen Fei	
The Ruin of Thandar	1	Shoulder Crush	{Expand and pay 2 gold}: {Gain 4 combat}	Fighter Campaign Skill   Fighter Skill				Level 3	Character Skill		Antonis Papantoniou	

Set	Qty	Name	Text	Type	Faction / Color	Cost	Defense	Other	Role	Notes	Artist	
The Ruin of Thandar	1	Minor Resurrect	{Sacrifice}: Put a champion with cost {2 gold} or less from your discard pile into play. Use this ability only on a champion that was stunned since your last turn.	Cleric Campaign Ability   Cleric Ability				Level 1	Character Ability		Jaime Tayag	
The Ruin of Thandar	1	Lesser Resurrect	{Sacrifice}: Put a champion with cost {4 gold} or less from your discard pile into play. Use this ability only on a champion that was stunned since your last turn.	Cleric Campaign Ability   Cleric Ability				Level 2	Character Ability		Jaime Tayag	
The Ruin of Thandar	1	Resurrect	{Sacrifice}: Put a champion from your discard pile into play. Use this ability only on a champion that was stunned since your last turn.	Cleric Campaign Ability   Cleric Ability				Level 3	Character Ability		David Nash	
The Ruin of Thandar	1	Battle Resurrect	{Sacrifice}: Support <i>(You may use this on your turn or on a nearby player's turn.)</i> Put a champion from the active player's discard pile into play. Use this ability only on a champion that was stunned since that player's last turn.   {Sacrifice}: Put any champion, and up to one champion with cost {2 gold} or less, from your discard pile into play. Use this ability only on champions that were stunned since your last turn.	Cleric Campaign Ability   Cleric Ability				Level 4	Character Ability		Apsara	
The Ruin of Thandar	1	Holy Resurrect	{Sacrifice}: {Gain 5 health} Put a champion from your discard pile into play. Use this ability only on a champion that was stunned since your last turn.	Cleric Campaign Ability   Cleric Ability				Level 4	Character Ability		Shen Fei	
The Ruin of Thandar	1	Mass Resurrect	{Sacrifice}: Support <i>(You may use this on your turn or on a nearby player's turn.)</i> Put up to two champions from the active player's discard pile into play. Use this ability only on champions that were stunned since that player's last turn.   {Sacrifice}: Put up to three champions from your discard pile into play. Use this ability only on champions that were stunned since your last turn.	Cleric Campaign Ability   Cleric Ability				Level 5	Character Ability		Apsara	
The Ruin of Thandar	1	Righteous Resurrect	{Sacrifice}: Support <i>(You may use this on your turn or on a nearby player's turn.)</i> The active player gains {5 health}. That player may put a champion from their discard pile into play. Use this ability only on a champion that was stunned since that player's last turn.   {Sacrifice}: {Gain 5 health} Put any champion, and up to one champion with cost {2 gold} or less, from your discard pile into play. Use this ability only on champions that were stunned since your last turn.	Cleric Campaign Ability   Cleric Ability				Level 5	Character Ability		Andres Agostini	
The Ruin of Thandar	1	Divine Resurrect	{Sacrifice}: {Gain 10 health} Put a champion from your discard pile into play. Use this ability only on a champion that was stunned since your last turn.	Cleric Campaign Ability   Cleric Ability				Level 5	Character Ability		Shen Fei	
The Ruin of Thandar	1	Bless	{Expand and pay 2 gold}: Target player gains {3 health} and their champions gain {+1 defense} until the end of your next turn.	Cleric Campaign Skill   Cleric Skill				Level 1	Character Skill		Dhennis Balontong	
The Ruin of Thandar	1	Bless of Iron	{Expand and pay 2 gold}: Target player gains {4 health} and their champions gain {+2 defense} until the end of your next turn.	Cleric Campaign Skill   Cleric Skill				Level 2	Character Skill		Simon Pape	
The Ruin of Thandar	1	Bless of Heart	{Expand and pay 2 gold}: Focus <i>(This card may target beyond your area even if there are minions in your area.)</i> You and another target player each gain {3 health} and those players' champions each gain {+1 defense} until the end of your next turn.   {Expand and pay 2 gold}: Target player gains {4 health} plus an additional {1 health} for each champion they control, and their champions gain {+1 defense} until the end of your next turn.	Cleric Campaign Skill   Cleric Skill				Level 2	Character Skill		Antonis Papantoniou	
The Ruin of Thandar	1	Bless of Steel	{Expand and pay 2 gold}: Target player gains {5 health} and their champions gain {+3 defense} until the end of your next turn.	Cleric Campaign Skill   Cleric Skill				Level 3	Character Skill		Simon Pape	
The Ruin of Thandar	1	Bless the Flock	{Expand and pay 2 gold}: Focus <i>(This card may target beyond your area even if there are minions in your area.)</i> You and another target player each gain {4 health} and those players' champions each gain {+2 defense} until the end of your next turn.   {Expand and pay 2 gold}: Target player gains {5 health} plus an additional {1 health} for each champion they control, and their champions gain {+2 defense} until the end of your next turn.	Cleric Campaign Skill   Cleric Skill				Level 3	Character Skill		Souveraine	

Set	Qty	Name	Text	Type	Faction / Color	Cost	Defense	Other	Role	Notes	Artist	
The Ruin of Thandar	1	Bless of Soul	{Expand and pay 2 gold}: You and each nearby player gain {3 health} and those players' champions each gain {+1 defense} until the end of your next turn.   {Expand and pay 2 gold}: Target player gains {5 health} plus an additional {2 health} for each champion they control, and their champions gain {+1 defense} until the end of your next turn.	Cleric Campaign Skill   Cleric Skill				Level 3	Character Skill		Antonis Papantoniou	
The Ruin of Thandar	1	Pilfer	{Sacrifice}: Acquire an item of cost {2 gold} or less for free. <i>(For example, a Fire Gem.)</i>	Thief Campaign Ability   Thief Ability				Level 1	Character Ability		Dhennis Balontong	
The Ruin of Thandar	1	Theft	{Sacrifice}: Acquire a card of cost {2 gold} or less for free.	Thief Campaign Ability   Thief Ability				Level 2	Character Ability		Dhennis Balontong	
The Ruin of Thandar	1	Heist	{Sacrifice}: The next time you acquire a card this turn, you may acquire another card of the same faction and of equal or lesser cost for free.   {Sacrifice}: This turn, you may acquire a card of cost {1 gold} or more from an opponent's discard pile by paying its cost. You may not use this ability on your first or second turn.	Thief Campaign Ability   Thief Ability				Level 3	Character Ability		Jimmy Tayag	
The Ruin of Thandar	1	Timely Heist	{Sacrifice}: The next time you acquire a card this turn, you may acquire another card of the same faction and of equal or lesser cost for free. If the second card costs {3 gold} or less, put it into your hand.	Thief Campaign Ability   Thief Ability				Level 4	Character Ability		Antonis Papantoniou	
The Ruin of Thandar	1	Skillful Heist	{Sacrifice}: The next time you acquire a card this turn you may acquire another card of equal or lesser cost for free.   {Sacrifice}: This turn, you may acquire a card of cost {1 gold} or more from an opponent's discard pile by paying its cost. You may also acquire a card from the market row of cost {3 gold} or less for free. You may not use this ability on your first or second turn.	Thief Campaign Ability   Thief Ability				Level 4	Character Ability		Grzegorz Pedrycz	
The Ruin of Thandar	1	Practiced Heist	{Sacrifice}: The next time you acquire a card this turn you may acquire another card of the same faction and of equal or lesser cost for free. Put the second card into your hand.	Thief Campaign Ability   Thief Ability				Level 5	Character Ability		Antonis Papantoniou	
The Ruin of Thandar	1	Smooth Heist	{Sacrifice}: The next time you acquire a card this turn you may acquire another card of equal or lesser cost for free. Put cards of cost {3 gold} or less acquired in this way into your hand.	Thief Campaign Ability   Thief Ability				Level 5	Character Ability		L. Sean	
The Ruin of Thandar	1	Masterful Heist	{Sacrifice}: This turn, you may acquire a card of cost {1 gold} or more from an opponent's discard pile by paying its cost. You may also acquire a card from the market row of cost {5 gold} or less for free. You may not use this ability on your first or second turn.   {Sacrifice}: The next time you acquire a card this turn you may acquire another card that costs up to {1 gold} more for free.	Thief Campaign Ability   Thief Ability				Level 5	Character Ability		Grzegorz Pedrycz	
The Ruin of Thandar	1	Pickpocket	{Expand and pay 2 gold}: If you can target the master, gain {3 health} and look at the top card of their deck. You may put it into the master's discard pile <i>(or back on top of their deck)</i>.   {Expand and pay 2 gold}: {Gain 3 health} Target opponent discards a card.	Thief Campaign Skill   Thief Skill				Level 1	Character Skill		Jimmy Tayag	
The Ruin of Thandar	1	Sleight of Hand	{Expand and pay 2 gold}: {Gain 3 health} Target a player or master. Look at the top card of their deck. You may put it into their discard pile.   {Expand and pay 2 gold}: {Gain 3 health} Target opponent discards a card. If that card has no cost, gain {1 gold}.	Thief Campaign Skill   Thief Skill				Level 2	Character Skill		Melvin Chan	
The Ruin of Thandar	1	Swipe	{Expand and pay 2 gold}: {Gain 4 health} Focus <i>(This card may target beyond your area even if there are minions in your area.)</i> Look at the top card of target master's deck. You may put it into the master's discard pile.   {Expand and pay 2 gold}: {Gain 4 health} Target opponent discards a card.	Thief Campaign Skill   Thief Skill				Level 2	Character Skill		Apsara	

Set	Qty	Name	Text	Type	Faction / Color	Cost	Defense	Other	Role	Notes	Artist	
The Ruin of Thandar	1	Misdirection	{Expand and pay 2 gold}: {Gain 3 health} Target up to two players and/or masters. Look at the top card of their decks. You may put any of them into their discard piles.   {Expand and pay 2 gold}: {Gain 3 health} Target opponent discards a card. If that card has no cost, gain {2 gold}.	Thief Campaign Skill   Thief Skill				Level 3	Character Skill		Melvin Chan	
The Ruin of Thandar	1	Distracted Exchange	{Expand and pay 2 gold}: {Gain 4 health} Focus <->(This card may target beyond your area even if there are minions in your area.)</-> Target a player or master. Look at the top card of their deck. You may put it into their discard pile.   {Expand and pay 2 gold}: {Gain 5 health} Target opponent discards a card. If that card has no cost, gain {1 gold}.	Thief Campaign Skill   Thief Skill				Level 3	Character Skill		David Nash	
The Ruin of Thandar	1	Lift	{Expand and pay 2 gold}: {Gain 6 health} Focus <->(This card may target beyond your area even if there are minions in your area.)</-> Look at the top card of target master's deck. You may put it into the master's discard pile.   {Expand and pay 2 gold}: {Gain 6 health} Target opponent discards a card.	Thief Campaign Skill   Thief Skill				Level 3	Character Skill		Apsara	
The Ruin of Thandar	1	Steady Shot	{Sacrifice}: Stun target minion with {4 defense} or less that isn't in your area.   {Sacrifice}: Stun target non-guard champion with {4 defense} or less.	Ranger Campaign Ability   Ranger Ability				Level 1	Character Ability		Bilal Bhatti	
The Ruin of Thandar	1	Well Placed Shot	{Sacrifice}: Stun target minion with {6 defense} or less that isn't in your area.   {Sacrifice}: Stun target non-guard champion with {6 defense} or less.	Ranger Campaign Ability   Ranger Ability				Level 2	Character Ability		Bilal Bhatti	
The Ruin of Thandar	1	Headshot	{Sacrifice}: Stun target minion that isn't in your area. Draw a card.   {Sacrifice}: You may stun target champion. Draw a card.	Ranger Campaign Ability   Ranger Ability				Level 3	Character Ability		Antonis Papantoniou	
The Ruin of Thandar	1	Quickshot	{Sacrifice}: Stun target minion that isn't in your area. You may put an arrow from your discard pile into your hand. Draw a card.   {Sacrifice}: You may stun target champion. You may put an arrow from your discard pile into your hand. Draw a card.	Ranger Campaign Ability   Ranger Ability				Level 4	Character Ability		Antonis Papantoniou	
The Ruin of Thandar	1	Twin Shot	{Sacrifice}: Stun target minion that isn't in your area, then another. Draw a card.   {Sacrifice}: You may stun target champion, then another. Draw a card.	Ranger Campaign Ability   Ranger Ability				Level 4	Character Ability		Johnny Morrow	
The Ruin of Thandar	1	Snapshot	{Sacrifice}: Stun target minion that isn't in your area. You may put up to two total bows and/or arrows from your discard pile into your hand. Draw a card.   {Sacrifice}: You may stun target champion. You may put up to two total bows and/or arrows from your discard pile into your hand. Draw a card.	Ranger Campaign Ability   Ranger Ability				Level 5	Character Ability		Antonis Papantoniou	
The Ruin of Thandar	1	Longshot	{Sacrifice}: Stun target minion that isn't in your area, then another. You may put an arrow from your discard pile into your hand. Draw a card.   {Sacrifice}: You may stun target champion, then another. You may put an arrow from your discard pile into your hand. Draw a card.	Ranger Campaign Ability   Ranger Ability				Level 5	Character Ability		Grzegorz Pedrycz	
The Ruin of Thandar	1	Triple Shot	{Sacrifice}: Stun target minion that isn't in your area, then a second, then a third. Draw a card.   {Sacrifice}: You may stun target champion, then a second, then a third. Draw a card.	Ranger Campaign Ability   Ranger Ability				Level 5	Character Ability		Johnny Morrow	

Set	Qty	Name	Text	Type	Faction / Color	Cost	Defense	Other	Role	Notes	Artist	
The Ruin of Thandar	1	Track	{Expand and pay 2 gold}: Look at the top three cards of your deck. You may put up to two of them into your discard pile, then put the rest back in any order.	Ranger Campaign Skill   Ranger Skill				Level 1	Character Skill		Jimmy Tayag	
The Ruin of Thandar	1	Fast Track	{Expand and pay 2 gold}: You and target nearby player each look at the top three cards of your decks. You may each put up to two of them into your discard piles, then put the rest back in any order.   {Expand and pay 1 gold}: Look at the top three cards of your deck. You may put one of them into your discard pile, then put the rest back in any order.	Ranger Campaign Skill   Ranger Skill				Level 2	Character Skill		Souveraine	
The Ruin of Thandar	1	Careful Track	{Expand and pay 2 gold}: Look at the top four cards of your deck. You may put up to two of them into your discard pile, then put the rest back in any order.	Ranger Campaign Skill   Ranger Skill				Level 2	Character Skill		Antonis Papantoniou	
The Ruin of Thandar	1	Instinctive Track	{Expand and pay 2 gold}: You and up to two target nearby players each look at the top three cards of your decks. You may each put up to two of them into your discard piles, then put the rest back in any order.   {Expand and pay 1 gold}: Look at the top three cards of your deck. You may put up to two of them into your discard pile, then put the rest back in any order.	Ranger Campaign Skill   Ranger Skill				Level 3	Character Skill		Souveraine	
The Ruin of Thandar	1	Relentless Track	{Expand and pay 2 gold}: You and target nearby player each look at the top four cards of your decks. You may each put up to two of them into your discard piles, then put the rest back in any order.   {Expand and pay 1 gold}: Look at the top four cards of your deck. You may put one of them into your discard pile, then put the rest back in any order.	Ranger Campaign Skill   Ranger Skill				Level 3	Character Skill		Helder Almeida	
The Ruin of Thandar	1	Flawless Track	{Expand and pay 2 gold}: Look at the top five cards of your deck. You may put up to three of them into your discard pile, then put the rest back in any order.	Ranger Campaign Skill   Ranger Skill				Level 3	Character Skill		Antonis Papantoniou	
The Ruin of Thandar	1	Additional Health (Cleric)		Additional Health				Level 1 Health +7   Level 2 Health +14	Hero		Dhennis I. Balontong	
The Ruin of Thandar	1	Additional Health (Fighter)		Additional Health				Level 1 Health +9   Level 2 Health +18	Hero		Dhennis I. Balontong	
The Ruin of Thandar	1	Additional Health (Ranger)		Additional Health				Level 1 Health +8   Level 2 Health +16	Hero		Jimmy Tayag   Haroon Akram	
The Ruin of Thandar	1	Additional Health (Thief)		Additional Health				Level 1 Health +6   Level 2 Health +12	Hero		Jimmy Tayag   Dhennis I. Balontong	
The Ruin of Thandar	1	Additional Health (Wizard)		Additional Health				Level 1 Health +5   Level 2 Health +10	Hero		Dhennis I. Balontong   Haroon Akram	
The Ruin of Thandar	1	Veteran Follower	<i>Replaces: Follower</i> {Expend}: {Gain 3 combat}	Cleric Champion ◆ Human			1 Guard		Treasure		Antonis Papantoniou	
The Ruin of Thandar	1	Redeemed Ruinos	When this champion becomes stunned, draw a card. <hr> {Expend}: {Gain 2 health}	Cleric Champion ◆ Human			1		Treasure		Grant Griffin	
The Ruin of Thandar	1	Everburning Candle	<i>Replaces: Gold</i> {Gain 1 gold} {Gain 3 health} <i>or</i> Put a champion without a cost <i>(such as Follower)</i> from your discard pile into your hand.	Cleric Item ◆ Candle					Treasure		Ksenia Kozhevnikova	
The Ruin of Thandar	1	Brightstar Shield	Draw a card. Attach this to a friendly champion in your area or in a nearby area. It has {+2 defense}. <i>(When that champion leaves play, put this into your discard pile.)</i>	Cleric Item ◆ Shield ◆ Attachment					Treasure		Shen Fei	
The Ruin of Thandar	1	Seasoned Shield Bearer	<i>Replaces: Shield Bearer</i> <i>Your shield again, my liege.</i>	Fighter Champion ◆ Human			5 Guard		Treasure		Antonis Papantoniou	

Set	Qty	Name	Text	Type	Faction / Color	Cost	Defense	Other	Role	Notes	Artist	
The Ruin of Thandar	1	Double-Bladed Axe	{Gain 3 combat} +{3 combat} for each minion in your area. <i>(In PVP, +{3 combat} for each opposing guard.)</i>	Fighter Item ♦ Melee Weapon ♦ Axe					Treasure		Marius Bota	
The Ruin of Thandar	1	Hand Scythe	<i>Replaces: Gold</i> {Gain 1 gold} Deal 3 damage to target minion in your area. <i>(In PVP, target an opposing guard.)</i>	Fighter Item ♦ Melee Weapon ♦ Scythe					Treasure		Grant Griffin	
The Ruin of Thandar	1	Jagged Spear	{Gain 4 combat} <hr> {Sacrifice}: Deal 4 damage to target master or minion not in your area. <i>(In PVP, target an opposing player or non-guard champion.)</i>	Fighter Item ♦ Melee Weapon ♦ Spear					Treasure		Rendi Arrahman	
The Ruin of Thandar	1	Honed Black Arrow	<i>Replaces: Black Arrow</i> {Gain 3 combat} If you have a bow in play, draw a card.	Ranger Item ♦ Arrow					Treasure		Antonis Papantoniou	
The Ruin of Thandar	1	Light Crossbow	<i>Replaces: Gold</i> {Gain 1 gold} {Gain 1 combat}	Ranger Item ♦ Ranged Weapon ♦ Bow					Treasure		Johnny Morrow	
The Ruin of Thandar	1	Snake Pet	{Expend}: Stun target minion in your area or draw a card. <i>(In PVP, you may also target an opposing guard.)</i>	Ranger Champion ♦ Snake				1	Treasure		Johnny Morrow	
The Ruin of Thandar	1	Unending Quiver	You may put an arrow from your discard pile into your hand. Draw a card.	Ranger Item ♦ Magic Quiver					Treasure		Melvin Chan	
The Ruin of Thandar	1	Keen Throwing Knife	<i>Replaces: Throwing Knife</i> {Gain 3 combat} +{2 combat} for each knife you've already played this turn.	Thief Item ♦ Ranged Weapon ♦ Knife					Treasure		Antonis Papantoniou	
The Ruin of Thandar	1	Sacrificial Dagger	{Gain 1 gold} {Gain 1 combat} You may sacrifice a card in your hand.	Thief Item ♦ Melee Weapon ♦ Dagger					Treasure		Ksenia Kozhevnikova	
The Ruin of Thandar	1	Enchanted Garrote	<i>Replaces: Gold</i> {Gain 1 gold} Deal 4 damage to target minion in a nearby area. <i>(In PVP, target an opposing non-guard champion.)</i>	Thief Item ♦ Magic Melee Weapon ♦ Garrote					Treasure		Rainer Petter	
The Ruin of Thandar	1	Knife Belt	{Gain 1 gold} Draw a card for each knife you have in play. <hr> It helps me cut a fine figure.	Thief Item ♦ Belt					Treasure		Antonis Papantoniou	
The Ruin of Thandar	1	Blazing Staff	<i>Replaces: Fire Staff</i> {Gain 3 combat} If you have two or more actions in play, draw a card.	Wizard Item ♦ Magic Weapon ♦ Staff					Treasure		Antonis Papantoniou	
The Ruin of Thandar	1	Serpentine Staff	<i>Replaces: Gold</i> {Gain 1 gold} Deal 2 damage to each minion in target area. <i>(In PVP, damage each opposing champion.)</i>	Wizard Item ♦ Magic Ranged Weapon ♦ Staff					Treasure		Rainer Petter	
The Ruin of Thandar	1	Silverskull Amulet	{Gain 2 gold} <hr> {Sacrifice}: Draw a card.	Wizard Item ♦ Magic Amulet					Treasure		Apsara	
The Ruin of Thandar	1	Arcane Wand	Draw a card. For the rest of the turn, whenever you play an action, gain {1 combat}.	Wizard Item ♦ Magic Weapon ♦ Wand					Treasure		Johnny Morrow	
The Ruin of Thandar	1	Ruinos Disciple	{Expend}: {Gain 3 combat}	Minion ♦ Human Fanatic	Blue			3	Setting		Johnny Morrow	
The Ruin of Thandar	1	Ruinos Disciple	{Expend}: {Gain 3 combat}	Minion ♦ Human Fanatic	Red				Setting		Johnny Morrow	
The Ruin of Thandar	1	Ruinos Disciple	{Expend}: {Gain 3 combat}	Minion ♦ Human Fanatic	Green				Setting		Johnny Morrow	
The Ruin of Thandar	1	Ruinos Disciple	{Expend}: {Gain 3 combat}	Minion ♦ Human Fanatic	Yellow				Setting		Johnny Morrow	
The Ruin of Thandar	1	Ruinos Enforcer	Elite <i>(Put this minion into the master's area.)</i> <hr> {Expend}: {Gain 5 combat}	Minion ♦ Human Fanatic	Green		5 Guard		Setting		Grant Griffin	
The Ruin of Thandar	1	Ruinos Enforcer	Elite <i>(Put this minion into the master's area.)</i> <hr> {Expend}: {Gain 5 combat}	Minion ♦ Human Fanatic	Yellow				Setting		Grant Griffin	
The Ruin of Thandar	1	Ruinos Enforcer	Elite <i>(Put this minion into the master's area.)</i> <hr> {Expend}: {Gain 5 combat}	Minion ♦ Human Fanatic	Red				Setting		Grant Griffin	
The Ruin of Thandar	1	Biting Imp	When you play a {Necros} card, stun this minion. <hr> {Expend}: Discard an item.	Minion ♦ Imp	Blue			4	Setting		Grzegorz Pedrycz	
The Ruin of Thandar	1	Biting Imp	When you play a {Necros} card, stun this minion. <hr> {Expend}: Discard an item.	Minion ♦ Imp	Green				Setting		Grzegorz Pedrycz	

Set	Qty	Name	Text	Type	Faction / Color	Cost	Defense	Other	Role	Notes	Artist	
The Ruin of Thandar	1	Biting Imp	When you play a {Necros} card, stun this minion. <hr> {Expend}: Discard an item.	Minion ♦ Imp	Red				Setting		Grzegorz Pedrycz	
The Ruin of Thandar	1	Biting Imp	When you play a {Necros} card, stun this minion. <hr> {Expend}: Discard an item.	Minion ♦ Imp	Yellow				Setting		Grzegorz Pedrycz	
The Ruin of Thandar	1	Twisting Bolt	This deals 10 damage to you. A nearby player may choose to su	Action ♦ Curse	Blue				Setting		Dhennis Balontong	
The Ruin of Thandar	1	Twisting Bolt	This deals 10 damage to you. A nearby player may choose to su	Action ♦ Curse	Favored				Setting		Dhennis Balontong	
The Ruin of Thandar	1	Charging Drunk	Unaware <i>(Nearby players deal double damage to this minion <hr> {Expend}: {Gain 4 combat}	Minion ♦ Human Drunk	Blue		4		Encounter 1		Shen Fei	
The Ruin of Thandar	1	Charging Drunk	Unaware <i>(Nearby players deal double damage to this minion <hr> {Expend}: {Gain 4 combat}	Minion ♦ Human Drunk	Red				Encounter 1		Shen Fei	
The Ruin of Thandar	1	Charging Drunk	Unaware <i>(Nearby players deal double damage to this minion <hr> {Expend}: {Gain 4 combat}	Minion ♦ Human Drunk	Green				Encounter 1		Shen Fei	
The Ruin of Thandar	1	Charging Drunk	Unaware <i>(Nearby players deal double damage to this minion <hr> {Expend}: {Gain 4 combat}	Minion ♦ Human Drunk	Yellow				Encounter 1		Shen Fei	
The Ruin of Thandar	1	Crazed Bartender	Unaware <i>(Nearby players deal double damage to this minion <hr> {Expend}: {Gain 8 combat}	Minion ♦ Human Bartender	Green		8		Encounter 1		Grzegorz Pedrycz	
The Ruin of Thandar	1	Broken Tables and Chairs	Your area is Blocked Off. <i>(You can't fight, heal, or target outs You may expend one of your champions to clear this hazard.	Hazard	Blue				Encounter 1		David Nash	
The Ruin of Thandar	1	Broken Tables and Chairs	Your area is Blocked Off. <i>(You can't fight, heal, or target outs You may expend one of your champions to clear this hazard.	Hazard	Favored				Encounter 1		David Nash	
The Ruin of Thandar	1	Temporary Insanity	For each nearby player, sacrifice the top card of the market deck <i>(Ignore Blocked Off players. If you are Blocked Off or if there	Action ♦ Curse	Red				Encounter 1		Jaime Tayag	
The Ruin of Thandar	1	Temporary Insanity	For each nearby player, sacrifice the top card of the market deck <i>(Ignore Blocked Off players. If you are Blocked Off or if there	Action ♦ Curse	Yellow				Encounter 1		Jaime Tayag	
The Ruin of Thandar	1	Ruin's Vampire	{Expend}: {Gain 4 combat} {Gain 4 health}	Minion ♦ Vampire Fanatic	Red		4		Encounter 2		Rainer Petter	
The Ruin of Thandar	1	Ruin's Vampire	{Expend}: {Gain 4 combat} {Gain 4 health}	Minion ♦ Vampire Fanatic	Blue				Encounter 2		Rainer Petter	
The Ruin of Thandar	1	Ruin's Vampire	{Expend}: {Gain 4 combat} {Gain 4 health}	Minion ♦ Vampire Fanatic	Yellow				Encounter 2		Rainer Petter	
The Ruin of Thandar	1	Ruin's Ambusher	Elite <i>(Put this minion into the master's area.)</i> Players' champions enter play expended. <hr> {Expend}: {Gain 3 combat}	Minion ♦ Human Fanatic	Green		6		Encounter 2		Rendi Arrahman	
The Ruin of Thandar	1	Ruin's Ambusher	Elite <i>(Put this minion into the master's area.)</i> Players' champions enter play expended. <hr> {Expend}: {Gain 3 combat}	Minion ♦ Human Fanatic	Yellow				Encounter 2		Rendi Arrahman	
The Ruin of Thandar	1	Clinging Imp	When you play a {Necros} card, stun this minion. <hr> {Expend}: Discard a card that costs {1 gold} or more.	Minion ♦ Imp	Red		3		Encounter 2		Takashi Tan	
The Ruin of Thandar	1	Clinging Imp	When you play a {Necros} card, stun this minion. <hr> {Expend}: Discard a card that costs {1 gold} or more.	Minion ♦ Imp	Blue				Encounter 2		Takashi Tan	
The Ruin of Thandar	1	Clinging Imp	When you play a {Necros} card, stun this minion. <hr> {Expend}: Discard a card that costs {1 gold} or more.	Minion ♦ Imp	Green				Encounter 2		Takashi Tan	
The Ruin of Thandar	1	Escape!	If the master's deck has been reshuffled this encounter, the mas	Action	Favored				Encounter 2		Shen Fei	
The Ruin of Thandar	1	Captive	You discover someone has been captured by the Ruinos! Go to <hr> {Expend}: Sacrifice the top card of the Ritual, or a Flesh Armor, ;	Champion ♦ Human	Blue		2		Encounter 3	You may sacrifice ANY Flesh Arm	Antonis Papantoniou	
The Ruin of Thandar	1	Ruin's Chanter	Elite <i>(Put this minion into the master's area.)</i> <hr> {Expend}: If the Ruinos Archpriestess is the master, add the top	Minion ♦ Human Fanatic	Blue		6		Encounter 3		Ksenia Kozhevnikova	
The Ruin of Thandar	1	Ruin's Chanter	Elite <i>(Put this minion into the master's area.)</i> <hr> {Expend}: If the Ruinos Archpriestess is the master, add the top	Minion ♦ Human Fanatic	Red				Encounter 3		Ksenia Kozhevnikova	
The Ruin of Thandar	1	Ruin's Chanter	Elite <i>(Put this minion into the master's area.)</i> <hr> {Expend}: If the Ruinos Archpriestess is the master, add the top	Minion ♦ Human Fanatic	Yellow				Encounter 3		Ksenia Kozhevnikova	
The Ruin of Thandar	1	Stone Golem	Tough <i>(This minion can't be stunned except by damage.)</i> <hr> {Expend}: {Gain 5 combat}	Minion ♦ Golem	Red		9		Encounter 3		Orjan Svendsen	



Set	Qty	Name	Text	Type	Faction / Color	Cost	Defense	Other	Role	Notes	Artist	
The Ruin of Thandar	1	Stone Golem	Tough <i>(This minion can't be stunned except by damage.)</i> <hr> {Expend}: {Gain 5 combat}	Minion ♦ Golem	Green				Encounter 3		Orjan Svendsen	
The Ruin of Thandar	1	Fire Pentagram	When the master flips a {red} card, this deals 5 damage to you & Hazard When you play a card that costs {5 gold}, clear this hazard.	Hazard	Green				Encounter 3		Ren Tu	
The Ruin of Thandar	1	Fire Pentagram	When the master flips a {red} card, this deals 5 damage to you & Hazard When you play a card that costs {5 gold}, clear this hazard.	Hazard	Yellow				Encounter 3		Ren Tu	
The Ruin of Thandar	1	Ruinos Zealot	Elite <i>(Put this minion into the master's area.)</i> When each other fanatic expends for the first time each turn, pre <hr> {Expend}: {Gain 6 combat}	Minion ♦ Human Fanatic	Favored		6 Guard		Encounter 3		L. Sean	
The Ruin of Thandar	1	Vexing Imp	Elite <i>(Put this minion into the master's area.)</i> When you play two {Necros} cards in one turn, stun this minion. <hr> {Expend}: Discard a random card.	Minion ♦ Imp	Favored			7	Encounter 3		Takashi Tan	
The Ruin of Thandar	1	Mastery			Favored				Mastery		Helder Almeida	
The Ruin of Thandar	1	Mastery			Blue				Mastery		Helder Almeida	
The Ruin of Thandar	1	Mastery			Green				Mastery		Helder Almeida	
The Ruin of Thandar	1	Mastery			Red				Mastery		Helder Almeida	
The Ruin of Thandar	1	Mastery			Yellow				Mastery		Helder Almeida	
The Ruin of Thandar	1	Elixir of Endurance	<i>(You have this item for the next encounter only. It begins play {Sacrifice}: {Gain 5 health}	Inventory Item ♦ Elixir					Treasure		L. Sean	
The Ruin of Thandar	1	Elixir of Fortune	<i>(You have this item for the next encounter only. It begins play {Sacrifice}: The next action you acquire this turn costs {1 gold} to	Inventory Item ♦ Elixir					Treasure		L. Sean	
The Ruin of Thandar	1	Elixir of Concentration	<i>(You have this item for the next encounter only. It begins play {Sacrifice}: You may sacrifice a card in your hand.	Inventory Item ♦ Elixir					Treasure		L. Sean	
The Ruin of Thandar	1	Elixir of Strength	<i>(You have this item for the next encounter only. It begins play {Sacrifice}: {Gain 3 combat}	Inventory Item ♦ Elixir					Treasure		L. Sean	
The Ruin of Thandar	1	Elixir of Wisdom	<i>(You have this item for the next encounter only. It begins play {Sacrifice}: Draw a card, then discard a card.	Inventory Item ♦ Elixir					Treasure		L. Sean	
The Ruin of Thandar	1	Steel of Karakan	Sacrifice the top four cards of the market deck. Gain {health} eq	Item ♦ Relic	Imperial	6			Market Deck		Grzegorz Pedrycz	
The Ruin of Thandar	1	Tooth of Ingarash	Gain {combat} equal to the number of cards in your discard pile. Draw a card.	Item ♦ Relic	Wild	6			Market Deck		Jaime Tayag	
The Ruin of Thandar	1	Shard of Slaughterclaw	Sacrifice the top three cards of the market deck. Gain {combat}	Item ♦ Relic	Necros	6			Market Deck		Shen Fei	
The Ruin of Thandar	1	Stone of Laughing Shadow	Sacrifice the top three cards of the market deck. This card beco	Item ♦ Relic	Guild	6			Market Deck		Melvin Chan	
The Ruin of Thandar	1	Enthralled Regulars		Master ♦ Starting Health: 50				Level 1 Mastery cards needed: 3 Cards to play: 1   Level 2 Cards to play: 2	Master		Antonis Papantoniou	
The Ruin of Thandar	1	Ruinos Zealot		Master ♦ Starting Health: 65				Level 1 Mastery cards needed: 3 Cards to play: 1   Level 2 Cards to play: 1	Master		L. Sean	
The Ruin of Thandar	1	Vexing Imp		Master ♦ Starting Health: 60				Level 1 Mastery cards needed: 3 Cards to play: 1   Level 2 Cards to play: 1	Master		Takashi Tan	
The Ruin of Thandar	1	Ruinos Archpriestess		Master ♦ Starting Health: 30				Level 1 Mastery cards needed: 3 Cards to play: 1   Level 2 Cards to play: 1	Master		Johnny Morrow	
The Ruin of Thandar	1	Slaughterclaw		Master ♦ Starting Health: 70				Level 1 Mastery cards needed: 2 Cards to play: 1   Level 2 Cards to play: 1	Master		Shen Fei	
The Ruin of Thandar	1	The Laughing Shadow		Master ♦ Starting Health: 75				Level 1 Mastery cards needed: 2 Cards to play: 1   Level 2 Cards to play: 1	Master		Melvin Chan	

Set	Qty	Name	Text	Type	Faction / Color	Cost	Defense	Other	Role	Notes	Artist	
The Ruin of Thandar	1	Ingarash the Insatiable		Master ♦ Starting Health: 80				Level 1 Mastery cards needed: 2 Cards to play: 1   Level 2 Cards to play: 2	Master		Guillaume Ducos	
The Ruin of Thandar	1	Karakán Flesh-of-Iron		Master ♦ Starting Health: 65				Level 1 Mastery cards needed: 2 Cards to play: 1   Level 2 Cards to play: 1	Master		Grzegorz Pedrycz	
Character Pack: Wizard	1	Wizard		Hero				Health 50	Hero		Dhennis I. Balontong   Haroon Akram	
Character Pack: Wizard	1	Channel   Rules (Part 2)	{Expand and pay 2 gold}: {healthneg1} Draw a card.	Wizard Skill   Part 2 of 2					Character Ability	Errata: In the first edition, this card's type was an "Ability". It is now a "Skill".	Dhennis I. Balontong	
Character Pack: Wizard	1	Fireball   Rules (Part 1)	{Sacrifice}: Deal four damage to target player and to each of their champions. <i></i>(Guards do not protect against this.)</i>	Wizard Ability   Part 1 of 2					Character Ability		Apsara	
Character Pack: Wizard	1	Cat Familiar	{Expend}: {Gain 1 combat} <i>or</i> {Gain 1 gold} <i>or</i> {Gain 1 health}	Champion ♦ Feline			2		Personal Deck		Apsara	
Character Pack: Wizard	2	Ignite	{Gain 2 combat}	Action ♦ Spell					Personal Deck		L. Sean	
Character Pack: Wizard	1	Spell Components	{Gain 1 gold} The next action you acquire this turn costs {1 gold} less.	Item ♦ Magic Supplies					Personal Deck		Apsara	
Character Pack: Wizard	1	Fire Staff	{Gain 1 combat} If you have two or more actions in play, draw a card.	Item ♦ Magic Weapon ♦ Staff					Personal Deck		Apsara	
Character Pack: Wizard	5	Gold	{Gain 1 gold}	Item ♦ Currency ♦ Coin					Personal Deck		Antonis Papantoniou	
Character Pack: Wizard	1	Scorecard (00-09)   Scorecard (80-89)							Scorecard		Haroon Akram   Dhennis I. Balontong	
Character Pack: Wizard	1	Scorecard (40-70)   Scorecard (00-30)							Scorecard		Haroon Akram   Dhennis I. Balontong	
Character Pack: Thief	1	Thief		Hero				Health 52	Hero		Jimmy Tayag   Dhennis I. Balontong	
Character Pack: Thief	1	Heist   Rules (Part 1)	{Sacrifice}: This turn, you may acquire a card from an opponent's discard pile by paying its cost. You may not use this ability on cards without a printed cost, or during your first or second turn.	Thief Ability   Part 1 of 2					Character Ability		Jimmy Tayag	
Character Pack: Thief	1	Pick Pocket   Rules (Part 2)	{Expand and pay 2 gold}: {Gain 3 health} Target opponent discards a card.	Thief Skill   Part 2 of 2					Character Ability	Errata: In the first edition, this card's type was an "Ability". It is now a "Skill".	Jimmy Tayag	
Character Pack: Thief	3	Throwing Knife	{Gain 1 combat} +{2 combat} for each knife you've already played this turn.	Item ♦ Ranged Weapon ♦ Knife					Personal Deck		Antonis Papantoniou	
Character Pack: Thief	5	Gold	{Gain 1 gold}	Item ♦ Currency ♦ Coin					Personal Deck		Antonis Papantoniou	
Character Pack: Thief	2	Ruby	{Gain 2 gold}	Item ♦ Currency ♦ Gem					Personal Deck		Apsara	
Character Pack: Thief	1	Scorecard (00-09)   Scorecard (80-89)							Scorecard		Dhennis I. Balontong   Jimmy Tayag	
Character Pack: Thief	1	Scorecard (40-70)   Scorecard (00-30)							Scorecard		Dhennis I. Balontong   Jimmy Tayag	
Character Pack: Ranger	1	Ranger		Hero				Health 58	Hero		Jimmy Tayag   Haroon Akram	
Character Pack: Ranger	1	Headshot   Rules (Part 1)	{Sacrifice}: Draw a card. You may stun target champion.	Ranger Ability   Part 1 of 2					Character Ability		Antonis Papantoniou	
Character Pack: Ranger	1	Track   Rules (Part 2)	{Expand and pay 2 gold}: Look at the top three cards of your deck. You may put up to two of them into your discard pile, then put the rest back on top of your deck in any order.	Ranger Skill   Part 2 of 2					Character Ability	Errata: In the first edition, this card's type was an "Ability". It is now a "Skill".	Jimmy Tayag	
Character Pack: Ranger	2	Black Arrow	{Gain 1 combat} If you have a bow in play, draw a card.	Item ♦ Arrow					Personal Deck		Bramasta Aji	
Character Pack: Ranger	1	Horn of Calling	{Gain 1 gold} The next champion you acquire this turn costs {1 gold} less.	Item ♦ Instrument					Personal Deck		Bramasta Aji	
Character Pack: Ranger	1	Hunting Bow	{Gain 2 combat}	Item ♦ Ranged Weapon ♦ Bow					Personal Deck		Bramasta Aji	
Character Pack: Ranger	5	Gold	{Gain 1 gold}	Item ♦ Currency ♦ Coin					Personal Deck		Antonis Papantoniou	
Character Pack: Ranger	1	Ruby	{Gain 2 gold}	Item ♦ Currency ♦ Gem					Personal Deck		Apsara	

Set	Qty	Name	Text	Type	Faction / Color	Cost	Defense	Other	Role	Notes	Artist	
Character Pack: Ranger	1	Scorecard (00-09)   Scorecard (80-89)							Scorecard		Haroon Akram   Jimmy Tayag	
Character Pack: Ranger	1	Scorecard (40-70)   Scorecard (00-30)							Scorecard		Haroon Akram   Jimmy Tayag	
Character Pack: Fighter	1	Fighter		Hero				Health 60	Hero		Dhennis I. Balontong	
Character Pack: Fighter	1	Crushing Blow   Rules (Part 1)	{Sacrifice}: {Gain 8 combat}	Fighter Ability   Part 1 of 2					Character Ability		Dhennis I. Balontong	
Character Pack: Fighter	1	Shoulder Bash   Rules (Part 2)	{Expand and pay 2 gold}: {Gain 2 combat}	Fighter Skill   Part 2 of 2					Character Ability	Errata: In the first edition, this card's type was an "Ability". It is now a "Skill".	Dhennis I. Balontong	
Character Pack: Fighter	1	Longsword	{Gain 3 combat}	Item ♦ Melee Weapon ♦ Sword					Personal Deck		Johnny Morrow	
Character Pack: Fighter	1	Shield Bearer		Champion ♦ Human			3 Guard		Personal Deck		Johnny Morrow	
Character Pack: Fighter	1	Throwing Axe	{Gain 2 combat} If playing this card would give you 7 or more combat this turn, do not.	Item ♦ Ranged Weapon ♦ Axe					Personal Deck		Johnny Morrow	
Character Pack: Fighter	6	Gold	{Gain 1 gold}	Item ♦ Currency ♦ Coin					Personal Deck		Antonis Papantoniou	
Character Pack: Fighter	1	Ruby	{Gain 2 gold}	Item ♦ Currency ♦ Gem					Personal Deck		Apsara	
Character Pack: Fighter	1	Scorecard (00-09)   Scorecard (80-89)							Scorecard		Dhennis I. Balontong	
Character Pack: Fighter	1	Scorecard (40-70)   Scorecard (00-30)							Scorecard		Dhennis I. Balontong	
Character Pack: Cleric	1	Cleric		Hero				Health 55	Hero		Dhennis I. Balontong   Jimmy Tayag	
Character Pack: Cleric	1	Resurrect   Rules (Part 1)	{Sacrifice}: Put a champion from your discard pile into play. Use this ability only on a champion that was stunned since your last turn.	Cleric Ability   Part 1 of 2					Character Ability		David Nash	
Character Pack: Cleric	1	Bless   Rules (Part 2)	{Expand and pay 2 gold}: Target player gains {3 health}. That player's champions gain {+1 defense} until the end of their next turn.	Cleric Skill   Part 2 of 2					Character Ability	Errata: In the first edition, this card's type was an "Ability". It is now a "Skill".	Dhennis I. Balontong	
Character Pack: Cleric	1	Follower A	{Expend}: {Gain 1 combat}	Champion ♦ Human			1 Guard		Personal Deck		David Nash	
Character Pack: Cleric	1	Follower B	{Expend}: {Gain 1 combat}	Champion ♦ Human			1 Guard		Personal Deck		David Nash	
Character Pack: Cleric	1	Spiked Mace	{Gain 2 combat}	Item ♦ Melee Weapon ♦ Mace					Personal Deck		David Nash	
Character Pack: Cleric	1	Prayer Beads	{Gain 2 gold} <i>or</i> {Gain 5 health} If you have two or more champions in play, gain both.	Item ♦ Holy Relic					Personal Deck		David Nash	
Character Pack: Cleric	6	Gold	{Gain 1 gold}	Item ♦ Currency ♦ Coin					Personal Deck		Antonis Papantoniou	
Character Pack: Cleric	1	Scorecard (00-09)   Scorecard (80-89)							Scorecard		Jimmy Tayag   Dhennis I. Balontong	
Character Pack: Cleric	1	Scorecard (40-70)   Scorecard (00-30)							Scorecard		Jimmy Tayag   Dhennis I. Balontong	
1st Kickstarter Promo Pack	2	Afterlife	{Gain 2 gold} <hr> {Necros Ally}: You may put a champion from your discard pile on top of your deck.	Action	Necros	3			Market Deck		David Nash	
1st Kickstarter Promo Pack	1	Crime Spree	{Gain 5 gold} {Gain 5 combat} <hr> {Guild Ally}: Put a card from your discard pile on top of your deck. <hr> {Sacrifice}: Stun target champion.	Action ♦ Rogue	Guild	7			Market Deck		Ksenia Kozhevnikova	
1st Kickstarter Promo Pack	2	Devotion	{Gain 4 health} Gain {1 gold} for each champion you have in play. <hr> {Imperial Ally}: Draw a card.	Action	Imperial	3			Market Deck		Marius Bota	
1st Kickstarter Promo Pack	1	Dragon Fire	{Gain 7 combat} Draw a card. <hr> {Sacrifice}: Deal four damage to target player and to each of their champions. <i>(Guards do not protect against this.)</i>	Action ♦ Dragon	Imperial	7			Market Deck		Takashi Tan	
1st Kickstarter Promo Pack	1	Mobia, Elf Lord	{Expend}: {Gain 3 gold} Draw a card.	Champion ♦ Elf Mage	Wild	7	6 Guard		Market Deck		Rainer Petter	
1st Kickstarter Promo Pack	2	Raiding Party	{Gain 2 gold} {Gain 4 combat} Target opponent discards a card.	Action ♦ Orc	Wild	3			Market Deck		Joewie Aderes	
1st Kickstarter Promo Pack	2	Robbery	{Gain 1 gold} Draw a card. <hr> {Guild Ally}: {Gain 2 combat}	Action ♦ Rogue	Guild	2			Market Deck		Shen Fei	

Set	Qty	Name	Text	Type	Faction / Color	Cost	Defense	Other	Role	Notes	Artist		
1st Kickstarter Promo Pack	1	The Summoning	{Gain 4 gold} You may put the next champion you acquire this turn on top of your deck. <hr> {Necros Ally}: Draw a card.	Action	Necros	7				Market Deck		Camille Alquier	
1st Kickstarter Promo Pack	1	Bjorn, the Centurion	{Expend}: {Gain 3 combat} <i>or</i> Put a Legionnaire token into play.	Champion ♦ Human Warrior	Imperial	5	4	Guard		Market Deck		Johnny Morrow	
1st Kickstarter Promo Pack	1	Bloodfang	{Expend}: {Gain 2 gold} <i>or</i> Discard a card. If you do, gain {6 combat}.	Champion ♦ Werewolf	Wild	5	5			Market Deck		Johnny Morrow	
1st Kickstarter Promo Pack	1	Droga, Guild Enforcer	{Expend}: {Gain 1 gold} <i>or</i> Stun target champion that's been damaged this turn.	Champion ♦ Human Rogue	Guild	3	3			Market Deck		Grzegorz Pedrycz	
1st Kickstarter Promo Pack	1	Galok, the Vile	{Expend}: {Gain 1 combat} You may sacrifice a card in your hand or discard pile. If you do, {Vampire	Champion ♦ Vampire	Necros	3	2			Market Deck		Inkognit	
1st Kickstarter Promo Pack	1	Gorg, Orc Shaman	{Expend}: Draw a card, then discard a card. <hr> {Wild Ally}: {Gain 3 combat}	Champion ♦ Orc Priest	Wild	3	3			Market Deck		Alex Hurtado	
1st Kickstarter Promo Pack	1	Kasha, the Awakener	{Expend}: Put a Zombie token into play.	Champion ♦ Human Necromancer	Necros	3	3			Market Deck		Christian Schob	
1st Kickstarter Promo Pack	1	Ren, Bounty Hunter	{Expend}: {Gain 2 combat} <i>or</i> Stun target champion of cost four or less. <hr> {Guild Ally}: If you've stunned a champion this turn, gain {3 gold}	Champion ♦ Human Warrior	Guild	4	4			Market Deck		Johnny Morrow	
1st Kickstarter Promo Pack	1	Valius, Fire Dragon	{Expend}: Deal three damage to target player and to each of the <hr> {Imperial Ally}: {Gain 4 combat}	Champion ♦ Dragon	Imperial	7	6			Market Deck		Camille Alquier	
1st Kickstarter Promo Pack	1	Bag of Holding	Draw a card. At the end of turn, when you draw a new hand of cards, draw an <hr> When playing with this treasure card, shuffle it into your person	Item ♦ Magic Satchel						Thief Personal Deck		David Nash	
1st Kickstarter Promo Pack	1	Blade of Conquest	{Gain 3 combat} Draw a card. Each time you stun a champion this turn, gain {2 health}. <hr> When playing with this treasure card, shuffle it into your person	Item ♦ Magic Weapon ♦ Sword						Fighter Personal Deck		Souveraine	
1st Kickstarter Promo Pack	1	Book of Secrets	You may acquire an action or item of cost three or less without p Draw a card. <hr> When playing with this treasure card, shuffle it into your person	Item ♦ Magic Book						Wizard Personal Deck		Souveraine	
1st Kickstarter Promo Pack	1	Starsoul Amulet	{Gain 1 gold} Gain {2 combat} for each champion you have in play. Draw a card. <hr> When playing with this treasure card, shuffle it into your person	Item ♦ Magic Jewelry						Cleric Personal Deck		Johnny Morrow	
1st Kickstarter Promo Pack	1	Stone of Seeking	Look at the top three cards of your deck. Put one into your hand <hr> When playing with this treasure card, shuffle it into your person	Item ♦ Magic Gem						Ranger Personal Deck		Apsara	
1st Kickstarter Promo Pack	8	Legionnaire   Zombie	{Expend}: {Gain 1 combat} <hr> If this token would leave play, put it back in the token pile. <i> (It can never go into your discard pile, hand, or deck.)</i>   {Expend}: {Gain 2 combat} <hr> If this token would leave play, put it back in the token pile. <i> (It can never go into your discard pile, hand, or deck.)</i>	Champion ♦ Token ♦ Human Warrior   Champion ♦ Token ♦ Zombie	Imperial   Necros		2	Guard   1		Token		Johnny Morrow   Souveraine	
1st Kickstarter Promo Pack, T	1	Tibus, Guild Lord	{Imperial Ally}: Tibus gains {5 health}. <hr> {Guild Ally}: Tibus keeps the revealed card, and reveals another. <hr> {Necros Ally}: Sacrifice every card in the market. Tibus gains {5 combat}. <hr> {Wild Ally}: If you have any champions, Tibus stuns one. If not, discard two cards.	Solo Challenge					Health 40	Challenge		Alex Hurtado	

Set	Qty	Name	Text	Type	Faction / Color	Cost	Defense	Other	Role	Notes	Artist	
1st Kickstarter Promo Pack, T	1	Tibus, Guild Lord	{Imperial Ally}: Tibus gains {5 health}. <hr> {Guild Ally}: Tibus keeps the revealed card, and reveals another. <hr> {Necros Ally}: Sacrifice every card in the market. Tibus gains {5 combat}. <hr> {Wild Ally}: If you have any champions, Tibus stuns one. If not, discard two cards.	Co-op Challenge				Health 40 x Players	Challenge		Alex Hurtado	
Base Set	1	Arkus, Imperial Dragon	{Expend}: {Gain 5 combat} Draw a card. <hr> {Imperial Ally}: {Gain 6 health}	Champion ♦ Dragon	Imperial		6 Guard		Market Deck		Johnny Morrow	
Base Set	1	Close Ranks	{Gain 5 combat} +{2 combat} for each champion you have in play. <hr> {Imperial Ally}: {Gain 6 health}	Action	Imperial	3			Market Deck		Apsara	
Base Set	1	Command	{Gain 2 gold} {Gain 3 combat} {Gain 4 health} Draw a card.	Action	Imperial	5			Market Deck		Antonis Papantoniou	
Base Set	1	Darian, War Mage	{Expend}: {Gain 3 combat} <i>or</i> {Gain 4 health}	Champion ♦ Human Mage	Imperial	4	5		Market Deck		Hannes Radke	
Base Set	1	Domination	{Gain 6 combat} {Gain 6 health} Draw a card. <hr> {Imperial Ally}: Prepare a champion.	Action	Imperial	7			Market Deck		Antonis Papantoniou	
Base Set	1	Cristov, the Just	{Expend}: {Gain 2 combat} {Gain 3 health} <hr> {Imperial Ally}: Draw a card.	Champion ♦ Human Paladin	Imperial	5	5 Guard		Market Deck		Ina Wong	
Base Set	1	Kraka, High Priest	{Expend}: {Gain 2 health} Draw a card. <hr> {Imperial Ally}: Gain {2 health} for each champion you have in play.	Champion ♦ Human Priest	Imperial	6	6		Market Deck		Richard Hanuschek	
Base Set	2	Man-at-Arms	{Expend}: {Gain 2 combat} +{1 combat} for each other guard you have in play.	Champion ♦ Human Warrior	Imperial	3	4 Guard		Market Deck	This card was printed with new art	Richard Hanuschek	
Base Set	1	Master Weyan	{Expend}: {Gain 3 combat} +{1 combat} for each other champion you have in play.	Champion ♦ Human Monk	Imperial	4	4 Guard		Market Deck		Simon Aan	
Base Set	1	Rally the Troops	{Gain 5 combat} {Gain 5 health} <hr> {Imperial Ally}: Prepare a champion.	Action	Imperial	4			Market Deck		Johnny Morrow	
Base Set	3	Recruit	{Gain 2 gold} {Gain 3 health} +{1 health} for each champion you have in play. <hr> {Imperial Ally}: {Gain 1 gold}	Action	Imperial	2			Market Deck		Johnny Morrow	
Base Set	2	Tithe Priest	{Expend}: {Gain 1 gold} <i>or</i> Gain {1 health} for each champion you have in play.	Champion ♦ Human Priest	Imperial	2	3		Market Deck		Trevor Smith	
Base Set	3	Taxation	{Gain 2 gold} <hr> {Imperial Ally}: {Gain 6 health}	Action	Imperial	1			Market Deck		Dylan Stafford	
Base Set	1	Word of Power	Draw two cards. <hr> {Imperial Ally}: {Gain 5 health} <hr> {Sacrifice}: {Gain 5 combat}	Action ♦ Spell	Imperial	6			Market Deck		Johnny Morrow	
Base Set	1	Borg, Ogre Mercenary	{Expend}: {Gain 4 combat}	Champion ♦ Ogre Warrior	Guild	6	6 Guard		Market Deck		L. Sean	
Base Set	3	Bribe	{Gain 3 gold} <hr> {Guild Ally}: Put the next action you acquire this turn on top of your deck.	Action	Guild	3			Market Deck		Souveraine	
Base Set	1	Death Threat	{Gain 1 combat} Draw a card. <hr> {Guild Ally}: Stun target champion.	Action ♦ Assassin	Guild	3			Market Deck		L. Sean	
Base Set	1	Deception	{Gain 2 gold} Draw a card. <hr> {Guild Ally}: Put the next card you acquire this turn into your hand.	Action	Guild	5			Market Deck		Souveraine	
Base Set	1	Fire Bomb	{Gain 8 combat} Stun target champion. Draw a card. <hr> {Sacrifice}: {Gain 5 combat}	Action	Guild	8			Market Deck		Johnny Morrow	

Set	Qty	Name	Text	Type	Faction / Color	Cost	Defense	Other	Role	Notes	Artist	
Base Set	1	Hit Job	{Gain 7 combat} <hr> {Guild Ally}: Stun target champion.	Action ♦ Assassin	Guild	4			Market Deck		Richard Hanuschek	
Base Set	2	Intimidation	{Gain 5 combat} <hr> {Guild Ally}: {Gain 2 gold}	Action ♦ Rogue	Guild	2			Market Deck		Johnny Morrow	
Base Set	1	Myros, Guild Mage	{Expend}: {Gain 3 gold} <hr> {Guild Ally}: {Gain 4 combat}	Champion ♦ Human Mage	Guild	5	3 Guard		Market Deck		Simon Aan	
Base Set	1	Parov, the Enforcer	{Expend}: {Gain 3 combat} <hr> {Guild Ally}: Draw a card.	Champion ♦ Human Rogue	Guild	5	5 Guard		Market Deck		Gialer Liew	
Base Set	3	Profit	{Gain 2 gold} <hr> {Guild Ally}: {Gain 4 combat}	Action	Guild	1			Market Deck		L. Sean	
Base Set	1	Rake, Master Assassin	{Expend}: {Gain 4 combat} You may stun target champion.	Champion ♦ Human Assassin	Guild	7	7		Market Deck		Ina Wong	
Base Set	1	Rasmus, the Smuggler	{Expend}: {Gain 2 gold} <hr> {Guild Ally}: Put the next card you acquire this turn on top of you	Champion ♦ Human Rogue	Guild	4	5		Market Deck		Simon Aan	
Base Set	1	Smash and Grab	{Gain 6 combat} You may put a card from your discard pile on top of your deck.	Action ♦ Rogue	Guild	6			Market Deck		L. Sean	
Base Set	2	Street Thug	{Expend}: {Gain 1 gold} <i>or</i> {Gain 2 combat}	Champion ♦ Human Rogue	Guild	3	4		Market Deck		Dylan Safford	
Base Set	2	Cult Priest	{Expend}: {Gain 1 gold} <i>or</i> {Gain 1 combat} <hr> {Necros Ally}: {Gain 4 combat}	Champion ♦ Human	Necros	3	4		Market Deck		Antonis Papantoniou	
Base Set	1	Dark Energy	{Gain 7 combat} <hr> {Necros Ally}: Draw a card.	Action ♦ Spell	Necros	4			Market Deck		Souveraine	
Base Set	1	Dark Reward	{Gain 3 gold} You may sacrifice a card in your hand or discard pile. <hr> {Necros Ally}: {Gain 6 combat}	Action	Necros	5			Market Deck		Trevor Smith	
Base Set	2	Death Cultist	{Expend}: {Gain 2 combat}	Champion ♦ Human	Necros	2	3 Guard		Market Deck		Johnny Morrow	
Base Set	3	Death Touch	{Gain 2 combat} You may sacrifice a card in your hand or discard pile. <hr> {Necros Ally}: {Gain 2 combat}	Action ♦ Curse	Necros	1			Market Deck		Antonis Papantoniou	
Base Set	1	Rayla, Endweaver	{Expend}: {Gain 3 combat} <hr> {Necros Ally}: Draw a card.	Champion ♦ Human Mage	Necros	4	4		Market Deck	This card was printed with new art	Dimas Pamungkas	
Base Set	3	Influence	{Gain 3 gold} <hr> {Sacrifice}: {Gain 3 combat}	Action	Necros	2			Market Deck		Dimas Pamungkas	
Base Set	1	Krythos, Master Vampire	{Expend}: {Gain 3 combat} You may sacrifice a card in your hand or discard pile. If you do, gain an additional {3 combat}.	Champion ♦ Vampire	Necros	7	6		Market Deck		Apsara	
Base Set	1	Life Drain	{Gain 8 combat} You may sacrifice a card in your hand or discard pile. <hr> {Necros Ally}: Draw a card.	Action ♦ Curse	Necros	6			Market Deck		Antonis Papantoniou	
Base Set	1	Lys, the Unseen	{Expend}: {Gain 2 combat} You may sacrifice a card in your hand or discard pile. If you do, gain an additional {2 combat}.	Champion ♦ Vampire	Necros	6	5 Guard		Market Deck		L. Sean	
Base Set	2	The Rot	{Gain 4 combat} You may sacrifice a card in your hand or discard pile. <hr> {Necros Ally}: {Gain 3 combat}	Action ♦ Curse	Necros	3			Market Deck		Antonis Papantoniou	
Base Set	1	Tyrannor, the Devourer	{Expend}: {Gain 4 combat} You may sacrifice up to two cards in your hand and/or discard pile. <hr> {Necros Ally}: Draw a card.	Champion ♦ Demon	Necros	8	6 Guard		Market Deck		Bramasta Aji	
Base Set	1	Varrick, the Necromancer	{Expend}: Take a champion from your discard pile and put it on top of your deck. <hr> {Necros Ally}: Draw a card.	Champion ♦ Human Necromancer	Necros	5	3		Market Deck		Ina Wong	
Base Set	1	Broelyn, Loreweaver	{Expend}: {Gain 2 gold} <hr> {Wild Ally}: Target opponent discards a card.	Champion ♦ Elf Mage	Wild	4	6		Market Deck	This card was printed with new art	Odysseas Stamoglou	

Set	Qty	Name	Text	Type	Faction / Color	Cost	Defense	Other	Role	Notes	Artist	
Base Set	1	Cron, the Berserker	{Expend}: {Gain 5 combat} <hr> {Wild Ally}: Draw a card.	Champion ♦ Human Warrior	Wild	6	6		Market Deck		Johnny Morrow	
Base Set	1	Dire Wolf	{Expend}: {Gain 3 combat} <hr> {Wild Ally}: {Gain 4 combat}	Champion ♦ Giant Wolf	Wild	5	5 Guard		Market Deck		Antonis Papantoniou	
Base Set	2	Elven Curse	{Gain 6 combat} Target opponent discards a card. <hr> {Wild Ally}: {Gain 3 combat}	Action ♦ Elf Curse	Wild	3			Market Deck		David Nash	
Base Set	3	Elven Gift	{Gain 2 gold} You may draw a card. If you do, discard a card. <hr> {Wild Ally}: {Gain 4 combat}	Action ♦ Elf	Wild	2			Market Deck		Johnny Morrow	
Base Set	1	Grak, Storm Giant	{Expend}: {Gain 6 combat} You may draw a card. If you do, discard a card. <hr> {Wild Ally}: Draw a card, then discard a card.	Champion ♦ Giant	Wild	8	7 Guard		Market Deck		Gialer Liew	
Base Set	1	Nature's Bounty	{Gain 4 gold} <hr> {Wild Ally}: Target opponent discards a card. <hr> {Sacrifice}: {Gain 4 combat}	Action	Wild	4			Market Deck		Souveraine	
Base Set	2	Orc Grunt	{Expend}: {Gain 2 combat} <hr> {Wild Ally}: Draw a card.	Champion ♦ Orc	Wild	3	3 Guard		Market Deck		Antonis Papantoniou	
Base Set	1	Rampage	{Gain 6 combat} You may draw up to two cards, then discard that many cards.	Action ♦ Orc	Wild	6			Market Deck		Antonis Papantoniou	
Base Set	1	Torgen Rocksplitter	{Expend}: {Gain 4 combat} Target opponent discards a card.	Champion ♦ Troll Warrior	Wild	7	7 Guard		Market Deck		L. Sean	
Base Set	3	Spark	{Gain 3 combat} Target opponent discards a card. <hr> {Wild Ally}: {Gain 2 combat}	Action ♦ Spell	Wild	1			Market Deck		Michael J. Williams	
Base Set	1	Wolf Form	{Gain 8 combat} Target opponent discards a card. <hr> {Sacrifice}: Target opponent discards a card.	Action ♦ Wolf	Wild	5			Market Deck		Bramasta Aji	
Base Set	2	Wolf Shaman	{Expend}: {Gain 2 combat} +{1 combat} for each other {Wild} card you have in play.	Champion ♦ Human Priest	Wild	2	4		Market Deck		Bramasta Aji	
Base Set	16	Fire Gem	{Gain 2 gold} <hr> {Sacrifice}: {Gain 3 combat}	Item ♦ Currency ♦ Gem		2			Fire Gems		Bramasta Aji	
Base Set	28	Gold	{Gain 1 gold}	Item ♦ Currency ♦ Coin					Personal Deck		Antonis Papantoniou	
Base Set	4	Shortsword	{Gain 2 combat}	Item ♦ Melee Weapon ♦ Sword					Personal Deck		Ina Wong	
Base Set	4	Dagger	{Gain 1 combat}	Item ♦ Melee Weapon ♦ Dagger					Personal Deck		Dylan Safford	
Base Set	4	Ruby	{Gain 2 gold}	Item ♦ Currency ♦ Gem					Personal Deck		Apsara	
Base Set	1	Scorecard (00-09)   Scorecard (80-89)			Blue				Scorecard			
Base Set	1	Scorecard (00-09)   Scorecard (80-89)			Green				Scorecard			
Base Set	1	Scorecard (00-09)   Scorecard (80-89)			Red				Scorecard			
Base Set	1	Scorecard (00-09)   Scorecard (80-89)			Yellow				Scorecard			
Base Set	1	Scorecard (40-70)   Scorecard (00-30)			Blue				Scorecard			
Base Set	1	Scorecard (40-70)   Scorecard (00-30)			Green				Scorecard			
Base Set	1	Scorecard (40-70)   Scorecard (00-30)			Red				Scorecard			
Base Set	1	Scorecard (40-70)   Scorecard (00-30)			Yellow				Scorecard			
Promos (Domination Storage)	1	Captain Koska	{Expend}: {Gain 3 combat} Choose a faction. Captain Koska has that faction this turn.	Champion ♦ Human Mercenary		4	4 Guard		Market Deck		Shen Fei	
Promos (Convention Promo)	1	Contract Negotiation	{Gain 2 gold} Choose a faction. Contract Negotiation has that faction this turn.	Action ♦ Mercenary		1			Market Deck		Melvin Chan	
Promos (Convention Promo)	1	Scorecard (40-70)   Scorecard (00-30)							Scorecard	Artwork: Ingarsh from The Ruin of Thandar   Artwork: Karakan from The Ruin of Thandar	Guillaume Ducos   Melvin Chan	

Set	Qty	Name	Text	Type	Faction / Color	Cost	Defense	Other	Role	Notes	Artist	
Promos (Convention Promo)	1	Scorecard (00-09)   Scorecard (80-89)							Scorecard	Artwork: Laughing Shadow from The Ruin of Thandar   Artwork: Slaughterclaw from The Ruin of Thandar	Shen Fei   Grzegorz Pedrycz	