



Affluent "Gumshoe" Ricci



5

# Ganger Chieftain

CREATURE



GIANT

**Play:** You may ready and fight with a neighboring creature.

*It takes two to fight, but more is better.*

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Forrest Imel

007

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## Groke

CREATURE



GIANT

**Fight:** Your opponent loses 1 *"Fierce as a Brutodon and about as sharp."**- Livia the Elder*

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Djib

008 ●

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## Gron Nine-Toes

CREATURE



GIANT

Gron Nine-Toes gets +4 power while it is damaged. (Gron Nine-Toes gets the power bonus only if he survives the damage.)

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Anton Zemskov

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## Warriors' Refrain

ACTION

**Play:** Stun each creature with power 3 or lower.

*The Brobnar have 30 different words for "battle."  
Conveniently, most of them rhyme.*

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Dong Cheng

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## Warriors' Refrain

ACTION

**Play:** Stun each creature with power 3 or lower.

*The Brobnar have 30 different words for "battle."  
Conveniently, most of them rhyme.*

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Dong Cheng

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# Fyre-Breath

UPGRADE

This creature gets +3 power and gains, "**Before Fight:** Deal 2◆ to each neighbor of the creature this creature fights."

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→ Fábio Perez

◆ 020 ◆

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## Gravelguts

CREATURE



GIANT

After an enemy creature is destroyed  
fighting Gravelguts, give Gravelguts  
two +1 power counters.

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Adam Vehige

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## Power of Fire

ACTION

**Play:** Sacrifice a friendly creature. If you do, each player loses ⚡ equal to half that creature's power (rounding down the loss). Gain 1 chain.

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Dany Orizio

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**Play:** Choose a ready friendly Brobnar creature. Exhaust it and gain ⚡ equal to half its power (rounding down the gain).

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Grigory Serov

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# Cybergiant Rig

UPGRADE

This creature gains, "At the end of your turn, this creature loses a +1 power counter."

**Play:** Fully heal this creature and give it a +1 power counter for each damage healed.

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Jordan Kerbow

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# Mega Gron Nine-Toes

CREATURE



GIANT

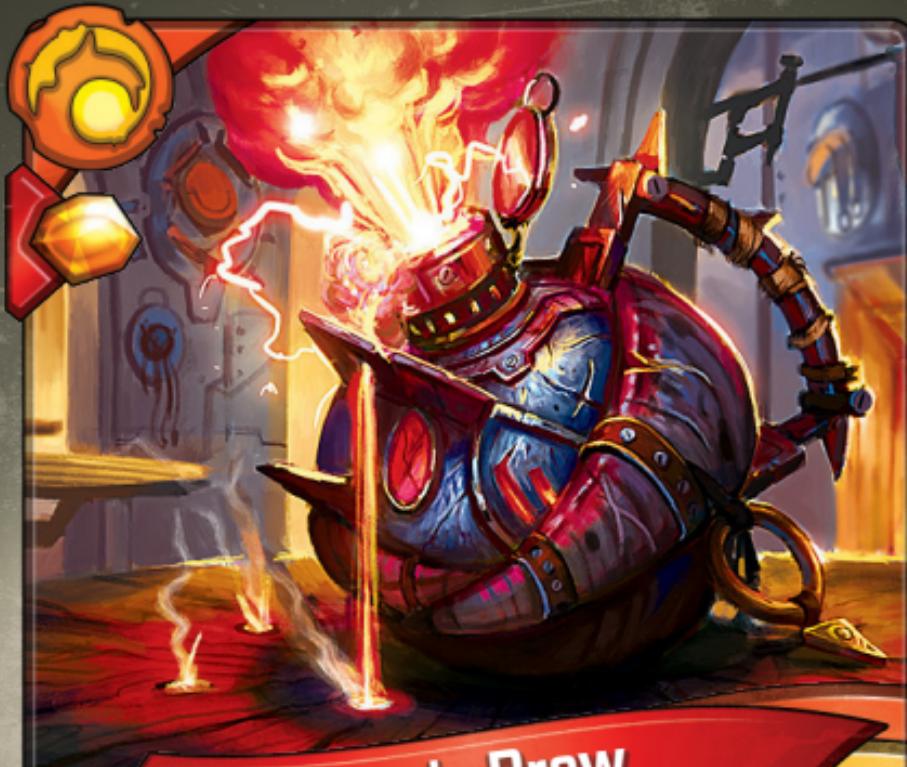
Mega Gron Nine-Toes gets +4 power while it is damaged. (Mega Gron Nine-Toes gets the power bonus only if he survives the damage.)

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Anton Zemskov

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## Gron's Brew

ACTION

**Play:** Give a creature two +1 power counters.

*Tastes like feet made of explosions.*

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Michele Giorgi

◆ 065 ◆

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# Blast Shielding

UPGRADE

This creature gets +2 armor.

After this creature is used,  
its controller may attach  
Blast Shielding to one of this  
creature's neighbors.

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Stanislav Dikolenko

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**Play:** If there are more enemy creatures than friendly creatures, deal damage to each enemy creature equal to the difference.



4

## Armory Officer Nel

CREATURE



ALIEN

Enhance . (These icons have already been added to cards in your deck.)

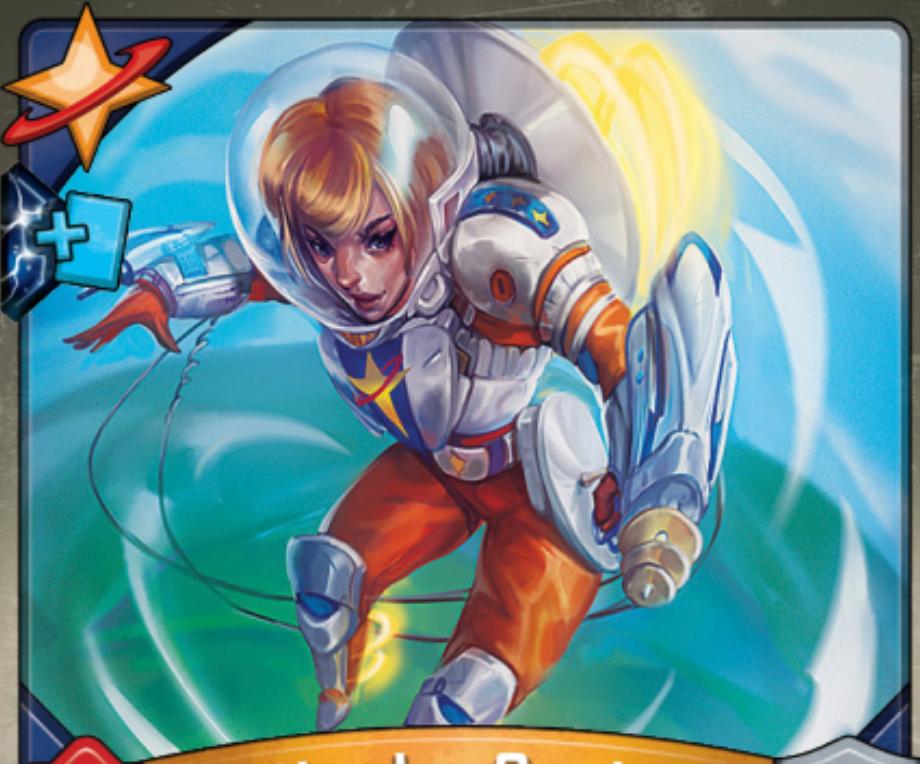
After an upgrade enters play, draw a card.

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Chris Bjors

&amp; 319 ♦

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2

# Hayden Oswin

CREATURE



HUMAN

**Reap:** Gain 1  for each upgrade on Hayden Oswin.

*"I made a few upgrades last night!"*

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Angelina Chernyak

&amp; 322 ♦

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3

# Stealthster

CREATURE



ROBOT

Elusive. (The first time this creature is attacked each turn, no damage is dealt.)

Stealthster may be played as an upgrade instead of a creature, with the text: "This creature gains elusive."

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Roman Semenenko

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# Transporter Platform

ARTIFACT



LOCATION

**Action:** Return a friendly creature and each upgrade attached to it to their owners' hands.

*"Don't be afraid."*

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Marko Fiedler

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## Commander Dhrxgar

CREATURE



MUTANT

After an upgrade is attached to Commander Dhrxgar or one of its neighbors, gain 1 .

*"It's Dhrxgar. It rhymes with Rmqxyrx."*

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Fábio Perez

&amp; 337 ★

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# Encounter Suit

## UPGRADE

After an action card is played, but before resolving its play effect, ward this creature.

*Just because this sector's air is breathable,  
it doesn't mean the next one's will be.*

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Hendry Iwanaga

& 339 ★

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**Fight:** Gain 1 📈 for each upgrade on  
Z-Force Agent 14.

*"The Logos didn't appreciate my genius.  
Perhaps the Star Alliance will."*



# Z-Particle Tracker

UPGRADE

This creature gains, "**Fight:** Search your deck for an upgrade and put it into your hand. Shuffle your deck."

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Vladimir Zyrianov

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# Z-Ray Blaster

UPGRADE



This creature gets +3 power and gains, "**Before Fight:** Deal 3★ to each neighbor of the creature this creature fights."

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Vladimir Zyrianov

355 ◊

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# Z-Wave Emitter

UPGRADE

At the start of your turn, ward  
this creature.



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 4

## Aubade the Grim

CREATURE

1

SPIRIT • KNIGHT

**Play:** Capture 3 .**Reap:** Discard 1  from Aubade the Grim.

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Marko Fiedler

Φ 213 ●

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 4

## Aubade the Grim

CREATURE

1

SPIRIT • KNIGHT

**Play:** Capture 3 .**Reap:** Discard 1  from Aubade the Grim.

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Marko Fiedler

Φ 213 ●

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## Golden Aura

ACTION

**Play:** Choose a creature. Fully heal the chosen creature. For the remainder of the turn, the chosen creature is considered to be in house Sanctum and cannot be dealt damage.

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Natalie Russo

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## Healing Blast

ACTION

**Play:** Fully heal a creature. If you healed 4 or more damage this way, gain 2█.

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Quentin de Warren

Φ 219 ●

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5

# Maruck the Marked

CREATURE

1

SPIRIT • KNIGHT

After Maruck the Marked prevents damage with its armor, capture 1 for each damage just prevented.

*What weapon can scar a being of pure light?*

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David Auden Nash

• 220 •

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# Protect the Weak

UPGRADE

This creature gets +1 armor  
and gains taunt. (This creature's  
neighbors cannot be attacked  
unless they have taunt.)

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Radial Studio

Φ 221 ●

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**Play:** Each player with 6舍得 or more is reduced to 5舍得.

*The cities of the Sanctum are safe, clean, and vibrant like few others on the Crucible. But few are judged worthy to enter.*

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Mark Bulahao

Φ 231 ◆

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## Gatekeeper

1

CREATURE

SPIRIT • KNIGHT

**Play:** If your opponent has 7 or more , capture all but 5 of it.

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Grigory Serov

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4

## Rothais the Fierce

CREATURE

2

HUMAN • KNIGHT

Taunt. (This creature's neighbors cannot be attacked unless they have taunt.)

Hazardous 4. (Before this creature is attacked, deal 4◆ to the attacking enemy.)

"Verily, I say unto thee; bring it on."

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Rodrigo Camilo

◆ 242 ◆

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# Armageddon Cloak

UPGRADE

This creature gains hazardous 2 and, "**Destroyed:** Fully heal this creature and destroy Armageddon Cloak instead."

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Andreas Zafiratos

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## One Stood Against Many

ACTION

**Play:** Ready and fight with a friendly creature 3 times, each time against a different enemy creature. Resolve these fights one at a time.

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Agri Karuniawan

Φ 259 ★

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# Seraphic Armor

UPGRADE

This creature gets +1 armor.

**Play:** Fully heal this creature.

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John Silva

Φ 263 ★

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Brobnar

Star Alliance

Sanctum

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Enhanced