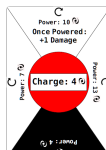
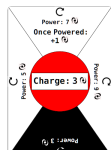


Jian the Harbinger

Starting Conduits:



Starting Hand:

Hand Size:5



Starting Deck:



Ability:

14 : Deal damage equal to the number of prepped spells you have times 2. You can accumulate for this ability over several turns.

Turn Order:

1. Cast any Prepped Spells
2. In any order, any number of times:
 - (a) Play Relic and Gem cards
 - (b) Play Spells to Conduits. Each Spell occupies 1 Conduit. Each Conduit holds 1 Spell.
 - (c) Buy cards
 - (d) Charge (rent) or Power (own) Conduits.
3. Cast any Spells on Unpowered Conduits that were not Charged this turn.
4. Draw back up to your hand size.

Curse: Any card containing

Boon: Any card which isn't a curse.

Mana: Purchasing power

Destroy: Remove from the game

Damage: How you win the game

Number of players

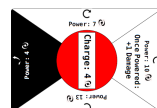
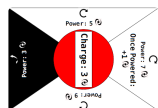
Adrenaline Rush:

Triggers once health is 20 or lower.

All cards you buy may be placed on top of the recipient's deck.

Sly Of The Hills

Starting Conduits:



Starting Hand:

Hand Size:4



Starting Deck:



Ability:

10 : Draw 4 cards at the end of your turn. You can accumulate for this ability over several turns. Spells cast in your not initially unlocked conduits deal 1 additional damage.

Turn Order:

1. Cast any Prepped Spells
2. In any order, any number of times:
 - (a) Play Relic and Gem cards
 - (b) Play Spells to Conduits. Each Spell occupies 1 Conduit. Each Conduit holds 1 Spell.
 - (c) Buy cards
 - (d) Charge (rent) or Power (own) Conduits.
3. Cast any Spells on Unpowered Conduits that were not Charged this turn.
4. Draw back up to your hand size.

Curse: Any card containing

Boon: Any card which isn't a curse.

Mana: Purchasing power

Destroy: Remove from the game

Damage: How you win the game

Number of players

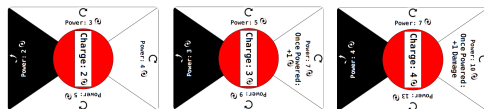
Adrenaline Rush:

Triggers once health is 20 or lower.

All cards you buy may be placed on top of the recipient's deck.

The Elusive Mist

Starting Conduits:



Starting Hand:

Hand Size:5



Starting Deck:




Ability:


You may store up to 3 Mana here. You may spend this mana as normal.


Turn Order:


1. Cast any Prepped Spells
2. In any order, any number of times:
 - (a) Play Relic and Gem cards
 - (b) Play Spells to Conduits. Each Spell occupies 1 Conduit. Each Conduit holds 1 Spell.
 - (c) Buy cards
 - (d) Charge (rent) or Power (own) Conduits.
3. Cast any Spells on Unpowered Conduits that were not Charged this turn.
4. Draw back up to your hand size.

Curse: Any card containing .

Boon: Any card which isn't a curse.

 Mana: Purchasing power

 Destroy: Remove from the game

 Damage: How you win the game

 Number of players

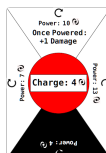
Adrenaline Rush:

Triggers once health is 20 or lower.

All cards you buy may be placed on top of the recipient's deck.

Ryn

Starting Conduits:



Starting Hand:



Hand Size:5



Starting Deck:




Ability:

10  : During the casting phase, you may cast a spell and deal double damage. You can accumulate  for this ability over several turns.


Whenever you play a spell, gain 1 mana.


Turn Order:


1. Cast any Prepped Spells
2. In any order, any number of times:
 - (a) Play Relic and Gem cards
 - (b) Play Spells to Conduits. Each Spell occupies 1 Conduit. Each Conduit holds 1 Spell.
 - (c) Buy cards
 - (d) Charge (rent) or Power (own) Conduits.
3. Cast any Spells on Unpowered Conduits that were not Charged this turn.
4. Draw back up to your hand size.


Curse: Any card containing .

Boon: Any card which isn't a curse.

 Mana: Purchasing power

 Destroy: Remove from the game

 Damage: How you win the game

 Number of players

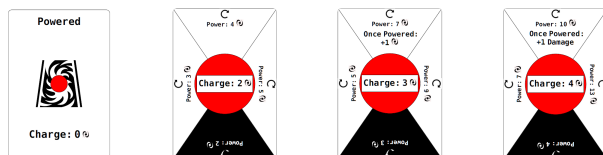
Adrenaline Rush:

Triggers once health is 20 or lower.

All cards you buy may be placed on top of the recipient's deck.

Solar

Starting Conduits:



Starting Hand:

Hand Size:5



Starting Deck:



Ability:

5 : You may place up to 3 cards from the top of your discard pile on top of your deck. You can accumulate for this ability over several turns.

Turn Order:

1. Cast any Prepped Spells
2. In any order, any number of times:
 - (a) Play Relic and Gem cards
 - (b) Play Spells to Conduits. Each Spell occupies 1 Conduit. Each Conduit holds 1 Spell.
 - (c) Buy cards
 - (d) Charge (rent) or Power (own) Conduits.
3. Cast any Spells on Unpowered Conduits that were not Charged this turn.
4. Draw back up to your hand size.

Curse: Any card containing .

Boon: Any card which isn't a curse.

Mana: Purchasing power

Destroy: Remove from the game

Damage: How you win the game

Number of players

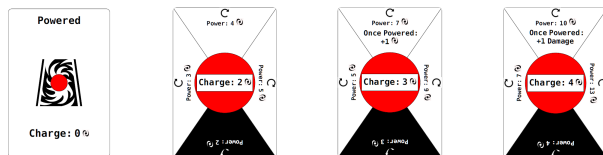
Adrenaline Rush:

Triggers once health is 20 or lower.

All cards you buy may be placed on top of the recipient's deck.

Solar

Starting Conduits:



Starting Hand:

Hand Size:5



Starting Deck:



Ability:

5 : You may place up to 3 cards from the top of your discard pile on top of your deck. You can accumulate for this ability over several turns.

Turn Order:

1. Cast any Prepped Spells
2. In any order, any number of times:
 - (a) Play Relic and Gem cards
 - (b) Play Spells to Conduits. Each Spell occupies 1 Conduit. Each Conduit holds 1 Spell.
 - (c) Buy cards
 - (d) Charge (rent) or Power (own) Conduits.
3. Cast any Spells on Unpowered Conduits that were not Charged this turn.
4. Draw back up to your hand size.

Curse: Any card containing .

Boon: Any card which isn't a curse.

Mana: Purchasing power

Destroy: Remove from the game

Damage: How you win the game

Number of players

Adrenaline Rush:

Triggers once health is 20 or lower.

All cards you buy may be placed on top of the recipient's deck.