

The title 'ARCHMAJESTY' is rendered in a bold, black, serif font. It is centered and overlaid on a vibrant, multi-colored brushstroke that sweeps across the frame from the bottom left to the top right. The colors of the brushstroke include red, orange, yellow, green, and blue, creating a dynamic and artistic effect.

# ARCHMAJESTY

ARCANE COMPENDIUM, VOL. 1

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## WHAT IS IT?

Archmajesty is a deck-building tabletop tactics & roleplaying game design for 1 gamemaster (“GM”) and 1-3 players. Each card represents a magic spell, which can be chained together to devastating effect.

Each player creates a mage by choosing from 210 different cards and then constructing a 21-card deck.

Combat encounters are the main focus of the ruleset, presenting each player with tactical encounters that challenge their ability to strategize, position themselves, and adapt to a wide variety of unique threats.

## WHERE TO PLAY

Archmajesty was designed with virtual tabletops in mind, specifically those with custom card support like [Tabletop Simulator](#) or [Roll20](#).

The game can be played physically by printing cards and sliding them into card sleeves with a cardboard back, but no official physical products for Archmajesty will be available until a future date.

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# TEMPLATES

STYLE NAME	
Included Abilities	
x1	x1
Included Cards	
x2	x1
x2	x1
x1	x1
x1	x1

STYLE NAME	
Included Abilities	
x1	x1
Included Cards	
x2	x1
x2	x1
x1	x1
x1	x1

STYLE NAME	
Included Abilities	
x1	x1
Included Cards	
x2	x1
x2	x1
x1	x1
x1	x1

STYLE NAME	
Included Abilities	
x1	
Included Cards	
x2	x1
x1	x1
x1	x1

◆ LIST

STYLE NAME	
Included Abilities	
x1	
Included Cards	
x2	x1
x1	x1

STYLE NAME	
Included Abilities	
x1	
Included Cards	
x2	x1
x1	x1

◆ DDD	1 slot	DDD
DDD		
DDD		

◆ DDD	1 slot	DDD
DDD		
DDD		

◆ DDD	1 slot	DDD
DDD		
DDD		

◆ DDD	1 slot	DDD
DDD		
DDD		

SPELL NAME #000	
Physical   XX   XX	
Requirements: ———	
Range: Melee or Melee Weapon	
Attack: D20 + ANY   Damage: 10 + ANY	
Effect	

PLACEHOLDER



# MAJOR STYLES

Each major style has two abilities, five standard cards, two starters, two finishers, and one bonus card. Only styles with a “♦” in their name can be chose currently..

There are 15 major styles.

- ♦ Earthsteel Warrior
  - ♦ Trickgale Aerialist
  - ♦ Starseeker Spellsword
  - ♦ Wardforge Vigilant
  - ♦ Bladewaltz Duelist
  - ♦ Thundercrash Trickser
  - ♦ Daemonfyre Pyromancer
  - ♦ Swiftquiver Sentinel
  - ♦ Tidecall Summoner
  - ♦ Blightblood Noctarch
  - ♦ Valoursong Bard
  - ♦ Lionheart Banneret
  - ♦ Battlerage Champion
  - ♦ Windpalm Adept
  - ♦ Scrapsculpt Artificer
-

# Earthsteel Warrior ♦

LORE BLURB

[Style description]

[Synergies with other styles and artefacts]

EARTHSTEEL WARRIOR			
Included Abilities			
x1	Terse Technique	x1	Power of the Earth
Included Cards			
x2	Earthsteel Bash	x1	Steelroot Grasp
x2	Earthsteel Rush	x1	Anvilshatter Swing
x1	Pommel Pummel	x1	Stonerumble Cascade
x1	Earthsteel Fracture	x1	Earthsteel Aegis

♦ Terse Technique1 slotPassive

Whenever you form a combo with only one, two, or three cards, each card in that combo gains a +5/+5 bonus.

♦ Power of the Earth1 slotActive

Once during your turn you may have a single standard card in your hand gain [Trick] until the end of the round. You may only play that card if you are earthbound.

**Earthsteel Bash #001**  
Physical, Stone, Metal | 10 | 10

Requirements: ———  
Range: Melee or Melee Weapon  
Attack: D20 + MT | Damage: 10 + MT

Attack a single enemy. On hit: Push them 0-2 squares away. On bash: They suffer an additional 5 + MT damage.

**Earthsteel Rush #002**  
Physical, Stone, Metal | 10 | 10

Requirements: ———  
Range: Melee or Melee Weapon  
Attack: D20 + MT | Damage: 10 + MT

Shift 0-3 squares, then attack a single enemy. On hit: Carry them 0-3 squares. On bash: They gain 2 Weaken counters and you gain 2 Empower counters.

**Pommel Pummel #003**  
Physical, Stone, Metal | 10 | 10

Requirements: ———  
Range: Melee or Melee Weapon  
Attack: ——— | Damage: 7 + MT

Automatically hit a single enemy. On hit: They gain a Stun counter.

**Earthsteel Fracture #004**

Physical, Stone, Metal | 15 | 05

**Requirements:** ———**Range:** Melee or Melee Weapon**Attack:** ——— | **Damage:** 7 + MT

[**Piercing**] Place three Boulder objects within 5 squares, then for each Boulder within 5 squares, automatically hit a different enemy next to that Boulder from any range.

**Steelroot Grasp #005**

Physical, Stone, Metal, Flora | 15 | 05

**Requirements:** You must be earthbound**Range:** Melee or Melee Weapon**Attack:** D20 + MT | **Damage:** 12 + MT

Pull a single enemy within 6 squares towards any square next to you, they become earthbound, then attack that enemy. **On hit:** They gain 1 Stun or 2 Gravity counters.

**Anvilshatter Swing #006**

Physical, Stone, Metal | 15 | 05

**Requirements:** You must be earthbound**Range:** Melee or Melee Weapon**Attack:** D20 + MT | **Damage:** 15 + MT

Attack a single enemy. **On hit:** Until the end of the round, each attack targeting that enemy automatically hits.

**Stonerumble Cascade #007**

Physical, Stone, Metal | 10 | 10

**Requirements:** You must be earthbound**Range:** Melee or Melee Weapon**Attack:** ——— | **Damage:** 10 + MT

Place a bound 3×3 area, then automatically hit each enemy within that area from any range.

**Earthsteel Aegis #008**

Magical, Stone, Metal, Body | 10 | 10

**Requirements:** ———**Range:** 3 squares**Attack:** ——— | **Damage:** ———

[**Cantrip**] [**Enchant Ally**] Enchanted ally gains three Guard/10 tokens now, and two at the start of each round. At the end of each round, they may discard a card. If they don't, the enchantment wears off and they lose all Guard tokens it granted.

# Trickgale Aerialist ♦

LORE BLURB

[Style description]

[Synergies with other styles and artefacts]

TRICKGALE AERIALIST			
Included Abilities			
x1	Swiftwind Soar	x1	Gale Aquila
Included Cards			
x2	Ars Aeria	x1	Jetstream Blitz
x2	Cloudstep Rush	x1	Ars Tempestas
x1	Dragonhawk Dive	x1	Swiftwind Cyclone
x1	Swiftwind Spiral	x1	Trickgale Crescendo

♦ Swiftwind Soar2 slotsHybrid

At the start of each round you gain 2 Swift counters.

[Movement] During your turn while airborne, you may spend 1 movement point to move 1 square.

♦ Gale Aquila1 slotActive

Whenever you down an airborne enemy while being airborne yourself, you may shift 1-10 squares. If you do, you may then exploit a Swift counter to make a basic attack.

Ars Aeria #009

Physical, Wind | 15 | 05

Requirements: ———

Range: Melee or Melee Weapon

Attack: D20 + AG | Damage: 10 + AG

Attack a single enemy. If you and your target are airborne, this card gains a +5/+5 bonus.

Cloudstep Rush #010

Physical, Wind | 15 | 05

Requirements: ———

Range: Melee or Melee Weapon

Attack: D20 + AG | Damage: 10 + AG

Shift 1-6 squares, then attack a single enemy. | [Pitch] Gain 2 Swift counters.

Dragonhawk Dive #011

Physical, Wind | 15 | 05

Requirements: You must be airborne

Range: 2 squares or Melee Weapon (+1sq)

Attack: D20 + AG | Damage: 15 + AG

Shift 0-4 squares, then attack a single earthbound enemy. | [Pitch] Gain 2 Swift counters.



**Swiftwind Spiral #012**

Physical, Wind | 15 | 05

**Requirements:** You must be earthbound**Range:** 1 square or Melee Weapon**Attack:** D20 + AG | **Damage:** 12 + AG

Attack a single enemy. On hit: You both become airborne. | [Pitch] Gain 2 Swift counters.

**Jetstream Blitz #013**

Physical, Wind | 15 | 05

**Requirements:** ———**Range:** 1 square or Melee Weapon**Attack:** D20 + AG | **Damage:** 12 + AG

Shift 0-10 squares, then attack a single enemy. | [Pitch] Gain 2 Swift counters.

**Ars Tempestas #014**

Physical, Wind | 15 | 05

**Requirements:** Three other Green cards**Range:** 1 square or Melee Weapon**Attack:** D20 + AG | **Damage:** 10 + AG

Shift 0-4 squares, then attack a single enemy, then repeat the effect twice. If you and your target are airborne, this card gains a +5/+5 bonus.

**Swiftwind Cyclone #015**

Physical, Wind | 15 | 05

**Requirements:** Three other cards**Range:** 6 squares or Melee Weapon (+5sq)**Attack:** D20 + AG | **Damage:** 10 + AG

Draw a line from a square you occupy to any other square within range, then attack each enemy on that line. **On hit:** That enemy gains a Gravity counter.

**Trickgale Crescendo #016**

Physical, Wind | 15 | 05

**Requirements:** Only card in hand.**Range:** 6 squares or Melee Weapon (+5sq)**Attack:** ——— | **Damage:** 20 + AG

[Cantrip] Automatically hit each airborne enemy within range. | [Pitch] Each attack made by the last card in your next combo this turn becomes empowered.

# Starseeker Spellsword ♦

LORE BLURB

[Style description]

[Synergies with other styles and artefacts]

## STARSEEKER SPELLSWORD

### Included Abilities

x1 Fate’s Intervention      x1 Shape the Future

### Included Cards

x2 Starseeker’s Surge	x1 Glimmerstep Strike
x2 Glimmering Rays	x1 Wishing Star
x1 Horizon’s Edge	x1 Nebula Burst
x1 Anticommet Ascent	x1 Starlight Sleight

♦ Fate’s Intervention      1 slot      Active

At the end of the draw step, you may draw an additional card. If you do, you must play that card during your next turn if able.

*To play a card, it must be added to a combo or cast as a cantrip.*

♦ Shape the Future      1 slot      Passive

At the end of each round, you may discard your hand. If you do, gain one Strike/10 token for each card discarded.

### Starseeker’s Surge #017

Magical, Cosmic, Light | 10 | 05

Requirements: ———

Range: 2 squares or Melee Weapon

Attack: D20 + WL | Damage: 10 + WL

Teleport 0-3 squares, then attack a single enemy. If you are [Bright], or if this card was fixed, it gains a +3/+3 bonus and has [Overwhelm].

### Glimmering Rays #018

Magical, Cosmic, Light | 10 | 05

Requirements: ———

Range: 4 squares or Ranged Weapon

Attack: ——— | Damage: 2 + WL

Divide 2 automatically hitting attacks among enemies within range. If you are [Bright], divide 3 of those attacks instead.

### Horizon’s Edge #019

Magical, Cosmic, Void, Light | 10 | 05

Requirements: ———

Range: 2 squares or Melee Weapon

Attack: D20 + WL | Damage: 10 + WL

Attack a single enemy. On hit: If this card was played as part of a combo, once that combo finishes you may take one card from that combo and put it into your hand.

**Anticomet Ascent #020**

Magical, Cosmic, Fire, Ice | 10 | 05

**Requirements:** You must be earthbound**Range:** 2 squares or Melee Weapon**Attack:** D20 + WL | **Damage:** 10 + WL

Attack a single enemy, then become airborne. **On hit:** They become airborne as well and gain 1 Burn or Freeze counter. If this card was fixed, they gain both instead.

**Glimmerstep Strike #021**

Magical, Cosmic, Void, Light | 10 | 05

**Requirements:** ———**Range:** 2 squares or Melee Weapon**Attack:** D20 + WL | **Damage:** 10 + WL

Teleport 1-6 squares next to an enemy, then attack a single enemy. If this card was fixed, teleport 1-20 squares instead.

**Wishing Star #022**

Magical, Cosmic, Ice | 20 | 10

**Requirements:** Two other Blue cards**Range:** 2 squares or Melee Weapon**Attack:** D20 + WL | **Damage:** 12 + WL

Attack a single airborne enemy. **On hit:** They become earthbound, then you draw a card and gain a Strike/20 and Guard/10 token.

**Nebula Burst #023**

Magical, Cosmic, Fire | 20 | 10

**Requirements:** Two other cards**Range:** 2 squares or Melee Weapon**Attack:** ——— | **Damage:** 5 + WL

Automatically hit each enemy within range **On hit:** They gain 2 Burn counters. After this combo finishes, you may take a free Illuminate action while in any soul state.

**Starlight Sleight #024**

Magical, Cosmic, Light | 10 | 10

**Requirements:** ———**Range:** 2 squares or Melee Weapon**Attack:** D20 + WL | **Damage:** 7 + WL

[Trick] Attack a single enemy. If you are [Bright], or if this card was fixed, it gains a +5/+5 bonus.

# Wardforge Vigilant ♦

LORE BLURB

[Style description]

[Synergies with other styles and artefacts]

WARDFORGE VIGILANT			
Included Abilities			
x1	Wardforge Crucible	x1	Prismatic Deflection
Included Cards			
x2	Voidlight Jaunt	x1	Wardforge Advance
x2	Wardhammer Strike	x1	Prismatic Implosion
x1	Prism Splinter	x1	Wardhammer Assault
x1	Witherward Vortex	x1	Vigilant's Counterward

♦ Wardforge Crucible1 slotActive

Once per turn when you guard or protect an ally, you may double the Guard value of the expended card or token.

♦ Prismatic Deflection1 slotActive

Whenever you parry an attack, you may automatically hit a single enemy within 3 squares for 10 Magical, Light, and Metal-type damage.

Voidlight Jaunt #025

Magical, Light, Metal, Void | 10 | 10

Requirements: —

Range: 3 squares or Melee Weapon

Attack: D20 + MT or WL | Damage: 10 + MT or WL

[Protect/3] Teleport 1-5 squares next to an enemy, then attack a single enemy.

Wardhammer Strike #026

Magical, Light, Metal | 10 | 10

Requirements: —

Range: 3 squares or Melee Weapon

Attack: D20 + MT or WL | Damage: 10 + MT or WL

[Protect/3] Attack a single enemy. On hit: Gain a Protect/3/10 token.

Prism Splinter #027

Magical, Light, Stone | 10 | 10

Requirements: —

Range: 3 squares or Melee Weapon

Attack: D20 + MT or WL | Damage: 10 + MT or WL

[Protect/3] Attack a single enemy. On hit: You may discard a card or expend a single Guard or Protect token. If you do, this card gains a +0/+X bonus where X is its Guard value.

**Witherward Vortex #028**

Magical, Light, Stone | 10 | 10

**Requirements:** ———**Range:** 6 squares**Attack:** ——— | **Damage:** ———

[Protect/3] Pull 1-5 enemies within range towards you, then each adjacent enemy gains 2 Weaken counters and is taunted.

**Wardforge Advance #029**

Magical, Light, Metal | 10 | 10

**Requirements:** ———**Range:** 3 squares or Melee Weapon**Attack:** ——— | **Damage:** 10 + MT or WL

[Protect/3] Shift 0-X squares in a straight line where X is your Defence, then automatically hit each enemy whose square you passed through from any range.

**Prismatic Implosion #030**

Magical, Light, Stone | 10 | 10

**Requirements:** Two other cards**Range:** 3 squares**Attack:** ——— | **Damage:** 5 + MT or WL

[Protect/3] When played you may discard a card or expend a single Guard or Protect token. If you do, this card gains a +0/+X bonus where X is its Guard value. | Automatically hit each enemy within range.

**Wardhammer Assault #031**

Magical, Light, Metal | 10 | 10

**Requirements:** Two other cards**Range:** 3 squares**Attack:** D20 + MT or WL | **Damage:** 15 + MT or WL

[Protect/3] Attack a single enemy. **On hit:** Gain three Protect/3/10 tokens.

**Vigilant's Counterward #032**

Magical, Light, Metal | 10 | 10

**Requirements:** ———**Range:** 3 squares or Melee Weapon**Attack:** D20 + MT or WL | **Damage:** 10 + MT or WL

[Protect/3] If this card protects against an attack, you may immediately play it as a [Trick] | Attack a single enemy.

## Bladewaltz Duelist ♦

### LORE BLURB

[Style description]

[Synergies with other styles and artefacts]

### BLADEWALTZ DUELIST

#### Included Abilities

x1 Spiraling Waltz      x1 Duelist's Partner

#### Included Cards

x2 Trueblade Strike      x1 Swords of Solitude

x2 Ruthless Lunge      x1 Perforating Finale

x1 Bladewaltz Flourish      x1 Waltz Macabre

x1 Chasse of Blades      x1 Mantle of Reversal

#### ♦ Spiraling Waltz

1 slot

Passive

Whenever you parry an attack, choose one:

- ♦ Gain an Empower counter.
- ♦ The parried enemy gains an Expose counter.

#### ♦ Duelist's Partner

1 slot

Active

If no enemy has your Bladewaltz mark, you may place one on an enemy on the battlefield.

Whenever you attack an enemy with one of your marks, that attack gains a +5/+0 bonus and has "On hit: That enemy gains 1 Expose counter."

#### Trueblade Strike #033

Physical, Metal | 15 | 05

Requirements: —

Range: Melee or Melee Weapon

Attack: D20 + MT or AG | Damage: 10 + MT or AG

[Knell/10] Attack a single enemy. If you down them with this attack, you may draw a card.

#### Ruthless Lunge #034

Physical, Metal | 15 | 05

Requirements: —

Range: Melee or Melee Weapon

Attack: D20 + MT or AG | Damage: 10 + MT or AG

When played you may exploit an Expose counter on the target. If you do, this card gains a +0/+10 bonus and automatically hits. | Attack a single enemy.

#### Bladewaltz Flourish #035

Physical, Metal | 15 | 05

Requirements: —

Range: Melee or Melee Weapon

Attack: D20 + MT or AG | Damage: 10 + MT or AG

Whenever an enemy provides [Opportunity] to you, you may exploit an Expose counter on them. If you do, play this card as a [Trick] targeting them. | Attack a single enemy. On hit: You may automatically parry one of their attacks.

**Chasse of Blades #036**

Physical, Metal | 15 | 05

**Requirements:** ———**Range:** Melee or Melee Weapon**Attack:** D20 + MT or AG | **Damage:** 10 + MT or AG

Attack a single enemy. **On hit:** Until the end of the turn, whenever you play a card targeting them, you may carry them 1-2 squares. **On bash:** They gain 1 Expose counter and suffer 5 + MT or AG damage.

**Swords of Solitude #037**

Magical, Void, Light | 10 | 10

**Requirements:** ———**Range:** 2 squares**Attack:** ——— | **Damage:** ———

Place a bound 3×3 area that lasts for as long as you and at least one enemy are within it. | Enemies outside the area cannot target characters within it, and enemies within the area treat all squares outside of it as impassable terrain.

**Perforating Finale #038**

Physical, Metal | 15 | 05

**Requirements:** Three other cards**Range:** Melee or Melee Weapon**Attack:** D20 + MT or AG | **Damage:** 12 + MT or AG

[[Kneel/20](#)] Attack a single enemy. If you down them with this attack, you may draw up to two cards.

**Waltz Macabre #039**

Physical, Metal | 15 | 05

**Requirements:** Three other cards**Range:** Melee or Melee Weapon**Attack:** D20 + MT or AG | **Damage:** 12 + MT or AG

Shift 1-4 squares, then attack a single enemy. **On hit:** You may exploit an Expose counter on them. If you do, repeat this effect against an enemy you haven't attacked this turn.

**Mantle of Reversal #040**

Physical, Metal | 10 | 10

**Requirements:** ———**Range:** Self**Attack:** ——— | **Damage:** ———

[[Cantrip](#)] [[Enchant Ally](#)] You gain a Guard/10 token. Whenever you parry an attack, you may copy that attack targeting any enemy. If you do, the enchantment wears off.

# Thundercrash Trickster ♦

LORE BLURB

[Style description]

[Synergies with other styles and artefacts]

## THUNDERCRASH TRICKSTER

Included Abilities

x1 Static Rush x1 Lightning Technique

Included Cards

x2 Tempest Strike	x1 Stormbolt Cascade
x2 Arcing Stormbolt	x1 Thundercrash Ambush
x1 Crackling Decoy	x1 Galvanic Dragonstorm
x1 Switching Storm	x1 Culling Bolt

♦ Static Rush 2 slots Active

Whenever you shift, you may deal 5 Magical and Shock-type damage to an enemy within 5 squares.

♦ Lightning Technique 1 slot Active

Once during your turn if you are in [Twilight] you may have a single standard card in your hand gain [Trick] until the end of the round.

### Tempest Strike #041

Magical, Shock | 15 | 05

Requirements: —

Range: 3 squares or Melee Weapon

Attack: D20 + AG or WL | Damage: 7 + AG or WL

Shift 0-3 squares, then attack a single enemy. On hit: They gain a Stun counter.

### Arcing Stormbolt #042

Magical, Shock | 15 | 05

Requirements: —

Range: 3 squares or Melee Weapon

Attack: D20 + AG or WL | Damage: 7 + AG or WL

When played, you may mill 2, 4, or 6 cards. | Attack a single enemy, then chain that attack for every 2 cards milled.

### Crackling Decoy #043

Magical, Shock | 10 | 10

Requirements: —

Range: 5 squares

Attack: — | Damage: —

If you are in [Twilight], this card has [Trick] | Summon a Sparkdouble in your current square, then shift 1-3 squares. You may then have a single enemy within range become taunted by the nearest Sparkdouble you control.



**Switching Storm #044**

Magical, Shock | 15 | 05

**Requirements:** —**Range:** 10 squares**Attack:** — | **Damage:** 10 + AG or WL

Choose two characters within range. Swap their positions by teleporting them, or teleport one to a square next to the other. You may automatically hit any enemy or minion you control teleported this way.

**Stormbolt Cascade #045**

Magical, Shock | 15 | 05

**Requirements:** —**Range:** 3 squares or Ranged Weapon**Attack:** — | **Damage:** 6 + AG or WL

When played, you may mill 2, 4, or 6 cards. If you do, this card gains a +0/+X bonus where X is how many cards you milled. | Automatically hit 1-3 enemies within range.

**Thundercrash Ambush #046**

Magical, Shock | 15 | 05

**Requirements:** Three other cards**Range:** 3 squares or Ranged Weapon**Attack:** D20 + AG or WL | **Damage:** 12 + AG or WL

Summon a **Sparkdouble** in your current square, then shift 1-5 squares and attack a single enemy, dealing double damage if they are [Vulnerable].

**Galvanic Dragonstorm #047**

Magical, Shock | 15 | 05

**Requirements:** Three other cards**Range:** Battlefield**Attack:** — | **Damage:** 2 + AG or WL

When played, you may mill 2, 4, or 6 cards. | Summon a **Sparkdouble** in your current square, then shift 1-3 squares, then repeat this effect for every 2 cards milled. | Divide X attacks that automatically hit as you choose where X is how many **Sparkdoubles** you control plus one.

**Culling Bolt #048**

Magical, Shock | 15 | 05

**Requirements:** —**Range:** Battlefield**Attack:** — | **Damage:** 20 + AG or WL

If you are in [Twilight], this card has [Trick] | Automatically hit the enemy with the single lowest current HP. If they are downed, summon a **Sparkdouble** on a square they occupied.

**SPARKDOUBLE***Minion, Grunt, Illusion*

Combat	Defence	HP	MV	Upkeep
0	Grunt	1	0	1

**Illusion:** You may occupy squares with other characters. Additionally whenever you are targeted, sacrifice yourself at the end of the turn.

**Alluring Target:** Whenever an enemy enters a square next to you, taunt them.

**Reactive Afterimage:** Whenever you are dealt damage, automatically hit an enemy within 3 squares for twice that amount as Magical and Shock-type damage if able, then sacrifice yourself.

**Command:** This minion cannot be commanded.

# Daemonfyre Pyromancer ♦

LORE BLURB

[Style description]

[Synergies with other styles and artefacts]

## DAEMONFYRE PYROMANCER

Included Abilities

x1	Daemon Parade	x1	Whispering Inferno
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Included Cards

x2	Creeping Flames	x1	March of Madness
x2	Soulflare Lance	x1	Daemonic Rift
x1	Oscillating Blast	x1	Pyroclastic Finale
x1	Daemonforge Torrent	x1	Mesmeric Flicker

♦	Daemon Parade	1 slot	Active
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At the start of your turn, summon an **Impling** with 1★ in a square next to you.

Whenever an effect would ask you to pay a certain amount of HP, you may sacrifice a minion you control within 4 squares to fully pay that cost instead.

♦	Whispering Inferno	1 slot	Active
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During your turn, you may choose up to 3 enemies within 4 squares. Shift those enemies by 0-2 squares, they each then gain a Burn counter.

### Creeping Flames #049

Magical, Spirit, Fire | 10 | 05

Requirements: —

Range: 4 squares or Ranged Weapon

Attack: — | Damage: 5 + MT

Place a 2×2 area, then automatically hit each enemy within that area. **On hit:** They gain a Burn counter. If you down an enemy with this attack, repeat this effect centered on a square they occupied.

### Soulflare Lance #050

Magical, Spirit, Fire | 10 | 05

Requirements: —

Range: 8 squares or Ranged Weapon (+4sq)

Attack: D20 + MT | Damage: 5 + MT

As an additional cost, you may pay 20 HP. If you do, empower this card, then play it again. | Attack a single enemy. **On hit:** They gain a Burn counter.

### Oscillating Blast #051

Magical, Spirit, Fire | 10 | 05

Requirements: —

Range: 4 squares or Ranged Weapon

Attack: — | Damage: 5 + MT

As an additional cost, you may pay 20 HP. | Place a 3×3 area, or a 5×5 area if you paid the cost, then automatically hit each enemy within that area. You may exploit a Burn counter on any target to empower the attack against them.

**Daemonforge Torrent #052**

Magical, Spirit, Metal, Fire | 10 | 05

**Requirements:** —**Range:** 4 squares or Ranged Weapon**Attack:** D20 + MT | **Damage:** 7 + MT

As an additional cost, you may pay 20 HP. If you do, this card gains [Piercing] and automatically hits all targets. | Place a 2x2 area, then attack each enemy within that area. **On hit:** They gain 2 Burn and Expose counters.

**March of Madness #053**

Magical, Spirit, Mind, Fire | 10 | 05

**Requirements:** —**Range:** 4 squares or Ranged Weapon**Attack:** — | **Damage:** —

Place four 2x2 areas next to each other, then shift any characters within those areas by 0-4 squares. Each enemy shifted this way gains a Burn counter.

**Daemonic Rift #054**

Magical, Spirit, Fire | 10 | 05

**Requirements:** Three other cards**Range:** 4 squares or Ranged Weapon**Attack:** — | **Damage:** 7 + MT

As an additional cost, you may pay 20 HP. If you do, whenever you down an enemy with this card, summon an **Impling** with 1★ in a square they occupied. | Place a 4x8 area, then automatically hit each enemy within that area. Until the start of your next turn, whenever an enemy moves, or ends their turn within that area, they suffer 7 + MT damage.

**Pyroclastic Finale #055**

Magical, Spirit, Fire | 10 | 05

**Requirements:** Three other Red cards**Range:** 4 squares or Ranged Weapon**Attack:** — | **Damage:** 7 + MT

Place an XxX area where X is the number of enemies that gained Burn counters this turn, then automatically hit each enemy within that area. You may exploit a Burn counter on any target to empower the attack against them.

**Mesmeric Flicker #056**

Magical, Spirit, Mind, Fire | 10 | 05

**Requirements:** —**Range:** 4 squares or Ranged Weapon**Attack:** — | **Damage:** —

[Trick] Exploit 3 Burn counters on a basic enemy who just started their turn, then control them this turn as if they were your minion. | [Pitch] [Slow] Summon an **Impling** with 1★.

**IMPLING***Minion, Grunt, Daemon*

Combat	Defence	HP	MV	Upkeep
3	—	10	6	2
<b>Daemonic Kindling:</b> Whenever you are downed, sacrifice yourself. Whenever you are sacrificed, if your controller is within 4 squares of you, they gain a Surge counter.				
<b>Chaotic Mitosis:</b> At the end of the round, you may roll a D20. On an 11 or higher, your controller summons an Impling with 1★ next to you.				
<b>Command:</b> Discard a card to grant 1★.				
Pay 1★	Inflict a Burn counter on a single enemy within 2 squares.			

# Swiftquiver Sentinel ♦

LORE BLURB

[Style description]

[Synergies with other styles and artefacts]

## SWIFTQUIVER SENTINEL

### Included Abilities

x1	Swiftquiver Trick	x1	Hunter's Eye
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### Included Cards

x2	Eaglegrace Volley	x1	Blinshot Launch
x2	Giantsmite Shot	x1	Rain of 1,000 Thorns
x1	Thornshackle Shot	x1	Twisting Arbalest
x1	Sunspark Tracer	x1	Barkhide Companion

♦ Swiftquiver Trick	2 slots	Active
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Whenever you play a card that can be channeled through a melee weapon, you may choose to channel one of its attacks through an equipped ranged weapon instead.

♦ Hunter's Eye	1 slot	Passive
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Whenever you attack an enemy that is 6 or more squares away, that attack gains a +2/+2 bonus and [Overwhelm].

### Eaglegrace Volley #057

Physical, Flora, Wind | 10 | 05

Requirements: —

Range: 6 squares or Ranged Weapon

Attack: D20 + AG | Damage: 10 + AG

Shift 0-3 squares, then attack a single enemy. **On hit:** Shift 0-3 squares. If you miss, you automatically hit them for half damage instead.

### Giantsmite Shot #058

Physical, Flora | 10 | 05

Requirements: —

Range: 10 squares or Ranged Weapon (+4sq)

Attack: D20 + AG | Damage: 10 + AG

Attack a single enemy. This card gains a +5/+5 bonus for every square the target occupies past the first. **On hit:** If they only occupy one square, they gain a Stun counter.

### Thornshackle Shot #059

Physical, Flora | 10 | 05

Requirements: —

Range: 6 squares or Ranged Weapon

Attack: D20 + AG | Damage: 10 + AG

Attack two enemies within 3 squares of each other. If you hit at least one of them, they both gain a Freeze counter.

**Sunspark Tracer #060**

Physical, Flora, Light | 20 | 05

**Requirements:** —**Range:** 6 squares or Ranged Weapon**Attack:** — | **Damage:** 5 + AG

Place a 5×5 area, then automatically hit each enemy within that area. Until the end of the round, each attack targeting an enemy currently within that area gains a +3/+3 bonus and [Piercing].

**Blinkshot Launch #061**

Physical, Flora, Void | 10 | 05

**Requirements:** —**Range:** 10 squares or Ranged Weapon (+4sq)**Attack:** D20 + AG | **Damage:** 10 + AG

Attack a single enemy. **On hit:** You may have a single other ally next to you teleport to a square next to that enemy. They may then make a basic attack.

**Rain of 1,000 Thorns #062**

Physical, Flora | 10 | 05

**Requirements:** Three other cards**Range:** 10 squares or Ranged Weapon (+4sq)**Attack:** — | **Damage:** 7 + AG

Place a 10×10 area, then automatically hit each enemy within that area. If five or more enemies were downed this way, repeat this effect.

**Twisting Arbalest #063**

Physical, Flora | 10 | 05

**Requirements:** Three other Green cards**Range:** 10 squares or Ranged Weapon (+4sq)**Attack:** D20 + AG | **Damage:** 2 + AG

Draw a line from a square you occupy to a square within range, this card gains a +5/+5 bonus for every enemy on that line. Attack each enemy on that line.

**Barkhide Companion #064**

Magical, Bestial, Flora | 10 | 05

**Requirements:** —**Range:** 1 square**Attack:** — | **Damage:** —

[Cantrip][Opener] Summon a Swiftwood Wolf with 1★. | [Pitch] A single minion you control within 5 squares gains 2★ and 2 Surge counters.

**SWIFTWOOD WOLF***Minion, Regular, Plant, Beast*

Combat	Defence	HP	MV	Upkeep
3	10	15	8	4

**Loyal Companion:** If you start your turn next to your controller, you gain 1★.

**Rabid Growth:** At the start of each round, gain 1 Surge counter, then gain a +1 bonus to **Combat** until the end of the round for every Surge you have up to a +5 bonus.

**Command:** Discard a card to grant 1★.

Pay 1★

Make a **Bark & Bite** attack.

Taunt a single enemy within 5 squares.

**BARK & BITE***Physical, Bestial, Flora*

Range	Attack	Damage
Melee	D20 + 3	7 + 3

Attack a single enemy, then shift 0-3 squares towards your controller.

# Tidecall Summoner ✦

LORE BLURB

[Style description]

[Synergies with other styles and artefacts]

Movement to set up enemies for allies to finish off.  
Make enemies vulnerable (i.e. each attack targeting them becomes empowered)  
“Choke effects” based on splash counter count.  
Foretold effects. Perhaps a massive minion.

STYLE NAME		
Included Abilities		
x1		x1
Included Cards		
x2		x1
x2		x1
x1		x1
x1		x1
✦ DDD	1 slot	DDD
DDD		
DDD		
✦ DDD	1 slot	DDD
DDD		
DDD		

# Blightblood Noctarch ♦

LORE BLURB

[Style description]

[Synergies with other styles and artefacts]

## BLIGHTBLOOD NOCTARCH

### Included Abilities

x1 Echo of Inner Cruelty      x1 Thoughtweft Eclipse

### Included Cards

x2 Blightfang Strike	x1 Blightfang Curse
x2 Fury of the Noctarch	x1 Bloodfury Crescendo
x1 Frenzied Glimpse	x1 Go for the Throat
x1 Theft of Existence	x1 Bloodmist Jaunt

♦ Echo of Inner Cruelty      2 slots      Active

Whenever you deal damage to a basic enemy, place a Bloodecho mark on them.

Whenever an enemy with your Bloodecho mark is downed, you may summon a **Bloodgeist** with 1★ next to them.

♦ Thoughtweft Eclipse      1 slot      Active

Whenever you mill two or more cards while [Dark], you may take a card from your Void and put it in your hand.

### Blightfang Strike #073

Physical, Spirit, Dark | 15 | 05

Requirements: ———

Range: 3 squares or Melee Weapon

Attack: D20 + MT or WL | Damage: 10 + MT or WL

Mill two cards, then attack a single enemy. **On hit:** Heal a single ally within 3 squares by an amount equal to the damage dealt.

### Fury of the Noctarch #074

Physical, Spirit, Dark | 15 | 05

Requirements: ———

Range: 3 squares or Melee Weapon

Attack: D20 + MT or WL | Damage: 10 + MT or WL

As an additional cost, pay up to 10 HP. If you paid 10 HP this way, the attack automatically hits. | Attack a single enemy. This card gains a +0/+X bonus where X is half the amount of HP you paid.

### Frenzied Glimpse #075

Magical, Dark, Void | 15 | 05

Requirements: ———

Range: 3 squares or Melee Weapon

Attack: D20 + MT or WL | Damage: 10 + MT or WL

Mill two cards, then attack a single enemy. **On hit:** They gain 2 Weaken counters and you may take a card from your Void and put it in your hand.

**Theft of Existence #076**

Magical, Spirit, Dark | 15 | 05

**Requirements:** —**Range:** Melee or Melee Weapon**Attack:** — | **Damage:** 5 + MT or WL

Mill two cards, then automatically hit each enemy within range **On hit:** They each gain a Weaken counter. You then gain 1 Empower for each enemy hit this way.

**Blightfang Curse #077**

Magical, Spirit, Dark | 15 | 05

**Requirements:** —**Range:** Melee or Melee Weapon**Attack:** D20 + MT or WL | **Damage:** 8 + MT or WL

Place a Bloodecho mark onto 1-3 enemies within range, then attack one of those enemies. Until the end of the round, whenever an enemy with your Bloodecho mark is downed by an ally, that ally gains 2 Surge counters.

**Bloodfury Crescendo #078**

Physical, Spirit, Dark | 15 | 05

**Requirements:** Three other cards**Range:** 3 squares or Melee Weapon**Attack:** D20 + MT or WL | **Damage:** 12 + MT or WL

[Piercing] [Overwhelm] Place a bound 3×3 area, then attack each enemy within that area from any range.

**Go for the Throat #079**

Physical, Spirit, Dark | 15 | 05

**Requirements:** Two other cards**Range:** Melee or Melee Weapon**Attack:** D20 + MT or WL | **Damage:** 12 + MT or WL

[Knell/20] Mill two cards, then attack a single enemy. **On hit:** You gain 4 Surge counters. If you down them with this card, you gain 8 Surge counters instead.

**Bloodmist Jaunt #080**

Magical, Spirit, Dark | 15 | 05

**Requirements:** —**Range:** 3 squares or Melee Weapon**Attack:** — | **Damage:** 7 + MT or WL

If you are [Dark] this card has [Trick] | Mill two cards, teleport 1-3 squares, then automatically hit a single enemy. If that enemy has a Bloodecho mark, this card deals double damage.

**BLOODGEIST***Minion, Regular, Spirit*

Combat	Defence	HP	MV	Upkeep
*	10	*	6	4
<b>Cruel Reflection:</b> When summoned, your <b>Combat *</b> becomes equal to the highest attack attribute the marked enemy had. Your maximum HP <b>*</b> is equal to theirs as well.				
<b>Fleeting Existence:</b> At the end of each round, you must pay 10 HP. Whenever you are downed, you are removed from the battlefield.				
<b>Command:</b> Discard a card to grant 1★.				
Pay 1★	Make a <b>Bloodclaw</b> attack.			
<b>BLOODCLAW</b>		<i>Physical, Spirit, Dark</i>		
Range		Attack		Damage
Melee		D20 + *		7 + *
Attack a single enemy. If you down them with this attack, you gain 2 Surge counters.				



# Valoursong Bard ✧

LORE BLURB

- [Style description]
- [Synergies with other styles and artefacts]
- Pitch “singing”utility effects.
- Haste and moving allies
- Valour mark on allies to proc buffs
- Critical Enabler effect

VALOURSONG BARD			
Included Abilities			
x1		x1	
Included Cards			
x2		x1	
x2		x1	
x1		x1	
x1		x1	

✧ Pitch Perfect2 slotsHybrid

Cards in your hand have “[Pitch] Choose an ally within 5 squares, their next attack is empowered.”

Once per turn when you resolve a [Pitch] effect, choose one:

- ✧ Heal another ally within 5 squares for 10 HP.
- ✧ You may draw a card, then discard a card.

✧ DDD1 slotPassive

Whenever you target another ally with an effect, they gain a Bardic mark that lasts until the start of your next turn.

At the end of your turn, each ally with a Bardic mark gains their choice of a Strike/10 or Guard/5 token.

Stumbling Song #081

Magical, Sound, Mind | 15 | 05

Requirements: —

Range: 5 squares or Any Weapon

Attack: — | Damage: 15 + MT or AG

Shift a single other character 1-6 squares, continuing the movement whenever they bash. If an enemy shifted this way bashes into at least two different characters, you automatically hit them from any range | [Pitch] Shift a single other character within 5 squares by 1 square.

DDDD #082

Physical, Stone, Metal | 15 | 05

Requirements: —

Range: 5 squares or Ranged Weapon

Attack: — | Damage: 15 + MT or AG

DDD | [Pitch] DD

DDDD #082

Physical, Stone, Metal | 15 | 05

Requirements: —

Range: 5 squares or Any Weapon

Attack: D20 + MT or AG | Damage: 7 + MT or AG

Attack a single enemy. On hit: Until the start of your next round, automatically hit them from any range whenever they move. [Pitch] A single other ally within 5 squares gains 2 Swift counters.

**Manifold Hymn #082**

Magical, Sound, Steel | 15 | 05

**Requirements:** ———**Range:** 5 squares or Any Weapon**Attack:** D20 + MT or AG | **Damage:** 7 + MT or AG

Attack a single enemy twice. **On hit:** They gain a Weaken or Expose counter. If you hit twice, after this combo finishes, you may put it in your hand. | [**Pitch**] Choose another ally within 5 squares, they repeat their next attack once.

**Vigourous Reverb #082**

Magical, Sound, Body | 15 | 05

**Requirements:** ———**Range:** 5 squares or Any Weapon**Attack:** ——— | **Damage:** 7 + MT or AG

Place a Bardic mark on an ally within range, then automatically hit an enemy next to them from any range. Until the start of your next turn, whenever an ally with a Bardic mark downs an enemy, they gain 2 Surge counters. [**Pitch**] Distribute 3 Surge counters as you choose among other allies within 5 squares.

# Lionheart Banneret ♦

LORE BLURB

[Style description]

[Synergies with other styles and artefacts]

(Remind user that “another” means “any other ally but you”)

LIONHEART BANNERET			
Included Abilities			
x1	Warleader’s Presence	x1	Echoing Roar
Included Cards			
x2	Strike as One!	x1	Form the Frontline!
x2	Heroic Intervention	x1	Inspired Heroics
x1	Warleader’s Guidance	x1	Manifestation of Victory
x1	Press the Advantage!	x1	Roar of the Lionheart

♦ Warleader’s Presence2 slotsHybrid

At the end of each round, you may discard any number of cards to gain that many Strike/10 and Guard/10 tokens.

Allies may spend your positive status counters and Strike, Guard, and Protect tokens as if they were their own.

♦ Echoing Roar1 slotHybrid

Triple the range you can target allies with cards.

Once per turn whenever you target an ally with a card, they may gain 1 status counter of their choice.

Strike as One! #089

Physical, Sound | 10 | 10

Requirements: —

Range: 5 squares or Any Weapon

Attack: D20 + AG or WL | Damage: 8 + AG or WL

Attack an enemy, then an ally within 5 squares of them may make a basic attack targeting them. If at least one of these attacks hits, you both gain an Empower counter.

Heroic Intervention #090

Physical, Sound | 10 | 10

Requirements: —

Range: 5 squares or Any Weapon

Attack: D20 + AG or WL | Damage: 8 + AG or WL

Whenever an enemy attacks another ally, you may play this as a [Trick] targeting them. | Attack a single enemy. On hit: You gain a Haste counter and may automatically parry one of their attacks.

Warleader’s Guidance #091

Magical, Sound | 10 | 10

Requirements: —

Range: 5 squares

Attack: — | Damage: —

As an additional cost, you may discard a card. | Choose another ally, they may immediately form and resolve a 1-card combo, or a 2-card combo if you paid the cost.

**Press the Advantage! #092**

Magical, Sound | 10 | 10

**Requirements:** —**Range:** 5 squares**Attack:** — | **Damage:** —

1-4 enemies within range gain a Priority mark. | Until the end of the round, whenever another nonminion ally downs an enemy with a Priority mark, they draw a card. If they drew a standard card, they can play it as a [Trick].

**Form the Frontline! #093**

Magical, Sound | 10 | 10

**Requirements:** —**Range:** 5 squares**Attack:** — | **Damage:** —

Place a 5x5 area. Within that area each ally gains 2 Surge counters, and each enemy gains a Priority mark. Until the end of the round, any attack made against an enemy with a Priority mark gains [Knell/10] and [Overwhelm].

**Inspired Heroics #094**

Magical, Sound | 10 | 10

**Requirements:** Three other cards**Range:** 5 squares**Attack:** — | **Damage:** —

Each other ally gains 2 Empower counters, draws a card, and may immediately form and resolve a 1-card combo.

**Manifestation of Victory #095**

Magical, Sound, Spirit | 10 | 10

**Requirements:** Four other cards**Range:** 10 squares**Attack:** — | **Damage:** —

Place a 10x10 area, then each nonminion ally may make a basic attack from any range targeting any enemies within that area. For each enemy downed this way, grant 1 Surge counter to each nonminion ally.

**Roar of the Lionheart #096**

Magical, Sound, Spirit | 20 | 10

**Requirements:** —**Range:** 5 squares**Attack:** — | **Damage:** —

[Trick] The next card another ally plays this round automatically hits each target and gains a +0/+20 bonus if it's a single attack or a +0/+5 bonus if it's a multi-attack.

# Battlerage Champion ♦

LORE BLURB

[Style description]

[Synergies with other styles and artefacts]

BATTLEPAGE CHAMPION			
Included Abilities			
x1	Berserker Rage	x1	Barbarous Obstinace
Included Cards			
x2	Cleaving Massacre	x1	Shatterskull Rush
x2	Cunning Brutality	x1	Battlerage Momentum
x1	Minotaur Toss	x1	Minotaur Throttle
x1	Champion's Warcry	x1	Infinite Ire

♦ Berserker Rage2 slotsActive

As long as you are [Bloodied], you gain a +2 bonus to Might, and melee cards you play gain [Overwhelm].

♦ Barbarous Obstinace1 slotActive

Whenever you miss an attack, you may pay 15 HP, or 0 HP if you are [Bloodied] and make a basic attack.

Cleaving Massacre #097Physical, Bestial | 15 | 05

Requirements: ———

Range: Melee or Melee Weapon

Attack: D20 + MT | Damage: 10 + MT

Attack a single enemy. If you down them and you are [Bloodied], repeat this effect.

Cunning Brutality #098Physical, Bestial | 15 | 05

Requirements: ———

Range: Melee or Melee Weapon

Attack: D20 + MT | Damage: 10 + MT

Whenever an enemy provides [Opportunity] to you, you may play this as a [Trick] targeting them. | Attack a single enemy. On hit: They gain 2 Weaken counters.

Minotaur Toss #099Physical, Bestial | 15 | 05

Requirements: ———

Range: Melee

Attack: ——— | Damage: 10 + MT

Push a single enemy 1-5 squares away, or 1-10 squares if you are [Bloodied]. On bash: Automatically hit them and any enemy they bashed into from any range.

**Champion's Warcry #100**

Magical, Bestial, Sound | 15 | 05

**Requirements:** ———**Range:** Melee**Attack:** ——— | **Damage:** 7 + MT

You automatically hit 1-4 enemies within range, then each of those enemies individually chooses Fight or Flight.

- ◆ **Fight:** They gain 1 Weaken counter and are taunted.
- ◆ **Flight:** They shift 3 squares away from you, then gain 1 Stun counter.

**Shatterskull Rush #101**

Physical, Bestial | 15 | 05

**Requirements:** ———**Range:** Melee or Melee Weapon**Attack:** D20 + MT | **Damage:** 12 + MT

Shift 1-5 squares in a straight line, or 1-10 squares if you are [Bloodied]. If you bash into an enemy, you may carry them for the remaining distance instead. | Attack a single enemy.

**On hit:** If you carried them, they gain 2 Stun counters.

**Battlerage Momentum #102**

Physical, Bestial | 15 | 05

**Requirements:** Four other cards**Range:** Melee or Melee Weapon**Attack:** D20 + MT | **Damage:** 12 + MT

Shift 1-5 squares in a straight line, then attack a single enemy. If you down them, you may pay 15 HP, or 0 HP if you are [Bloodied]. If you do, shift 0-5 squares in a straight line, then immediately form and resolve a 2-card combo.

**Minotaur Throttle #103**

Physical, Bestial | 15 | 05

**Requirements:** Two other cards**Range:** Melee or Melee Weapon**Attack:** D20 + MT | **Damage:** 10 + MT

Attack a single enemy. **On hit:** They gain 2 Stun counters, then push them 1-5 squares away. **On bash:** Automatically hit them and any enemy they bashed into for half damage from any range.

**Infinite Ire #103**

Physical, Bestial, Spirit | 20 | 00

**Requirements:** ———**Range:** Melee or Melee Weapon**Attack:** ——— | **Damage:** ———

[Cantrip] Pay 25 HP, then draw 3 cards and gain 2 Swift and 1 Haste counter. Until the end of the round, attacks you make gain a +3/+3 bonus, but your Defence becomes 10 and you cannot take Guard or Protect actions.

# Windpalm Adept ♦

LORE BLURB

[Style description]

[Synergies with other styles and artefacts]

WINDPALM ADEPT			
Included Abilities			
x1	Windborne Guidance	x1	The Unseen Path
Included Cards			
x2	Withering Flurry	x1	Unbound Typhoon
x2	Galeforce Sweep	x1	Tornado Takedown
x1	Windrush Jaunt	x1	Endless Storm
x1	Collateral Tempest	x1	Tornado Flip

♦ Windborne Guidance2 slotsPassive

Attacks you make gain a +2/+2 bonus for each different status effect the target has up to a +10/+10 bonus.

♦ The Unseen Path2 slotsActive

Whenever you are prompted to choose from multiple options, you may choose none, or choose an additional option you haven't already picked.

Withering Flurry #105

Physical, Wind, Body | 15 | 10

Requirements: ———

Range: Melee or Melee Weapon

Attack: D20 + AG | Damage: 5 + AG

Divide two attacks among 1-2 enemies. If you hit an enemy at least once, they gain 2 Weaken counters. If you hit an enemy twice, they gain 2 Expose counters as well.

Galeforce Sweep #106

Physical, Wind, Body | 15 | 10

Requirements: ———

Range: Melee or Melee Weapon

Attack: D20 + AG | Damage: 5 + AG

Choose High or Low, then attack 1-3 enemies.

- ♦ High: This card gains a +0/+5 bonus.
- ♦ Low: On hit: That enemy gains a Stun counter.

Windrush Jaunt #107

Physical, Wind, Body | 15 | 10

Requirements: ———

Range: Melee or Melee Weapon

Attack: D20 + AG | Damage: 7 + AG

Shift 1-3 squares, then attack a single enemy whose square you passed through from any range. On hit: Choose Breeze or Gust.

- ♦ Breeze: Shift 0-5 squares.
- ♦ Gust: Shift them 1-5 squares.

**Collateral Tempest #108**

Magical, Wind, Body | 15 | 10

**Requirements:** ———**Range:** Melee or Melee Weapon**Attack:** ——— | **Damage:** ———

You gain 3 Swift counters. Until the end of the turn, whenever you play an attack card, that card makes an additional attack targeting a single other enemy next to you or one of the original targets from any range.

**Unbound Typhoon #109**

Physical, Wind, Body | 15 | 10

**Requirements:** ———**Range:** Melee or Melee Weapon**Attack:** D20 + AG | **Damage:** 10 + AG

Shift 1-5 squares, then attack a single enemy whose square you passed through from any range, then repeat this effect three times, each time targeting a different enemy. **On hit:** They gain an Expose counter.

**Tornado Takedown #110**

Physical, Wind, Body | 15 | 10

**Requirements:** Two other cards**Range:** Melee or Melee Weapon**Attack:** D20 + AG | **Damage:** 10 + AG

Attack a single enemy. **On hit:** Choose two different options:

- ◆ Shift that enemy to any square within 3 squares.
- ◆ This card gains a +0/+5 bonus.
- ◆ They gain 2 Weaken counters.
- ◆ They gain 2 Freeze counters.
- ◆ They gain 2 Stun counters.

**Endless Storm #111**

Physical, Wind, Body | 15 | 10

**Requirements:** Three other Green cards**Range:** Melee or Melee Weapon**Attack:** D20 + AG | **Damage:** 10 + AG

Attack a single enemy. Repeat this effect targeting the same enemy for every different status counter they have until an attack misses.

**Tornado Flip #112**

Physical, Wind, Body | 15 | 10

**Requirements:** ———**Range:** Self**Attack:** ——— | **Damage:** 15 + AG

[Trick] Automatically parry the next attack made against you this turn. If the attacker is next to you, you may shift them to any square within 3 squares, then automatically hit them from any range.



# Scrapsculpt Artificer ✦

LORE BLURB

[Style description]

[Synergies with other styles and artefacts]

SCRAPSCULPT ARTIFICER			
Included Abilities			
x1		x1	
Included Cards			
x2		x1	
x2		x1	
x1		x1	
x1		x1	

✦ Ferroarcanic Convergence	2 slots	Hybrid
Whenever you play a Metal-type card, you gain 1⚡.		
Whenever you gain ⚡ during your turn, you may pay 3⚡. If you do, summon a <b>Scrapoid</b> with 1★ in a square next to you.		

✦ DDD	1 slot	DDD
DDD		
DDD		

**Ingotsliver Shards #113**  
Magical, Metal | 10 | 05

**Requirements:** —  
**Range:** 5 squares or Any Weapon  
**Attack:** — | **Damage:** 7 + WL

Place a bound 1×5 area, then automatically hit each enemy within that area from any range. Afterwards, place 1⚡ in each unoccupied square within that area.

**Ironweld Arcbolt #114**  
Magical, Metal, Shock | 10 | 05

**Requirements:** —  
**Range:** 5 squares or Any Weapon  
**Attack:** — | **Damage:** 7 + WL

As an additional cost, you may pay up to 3⚡. | Attack a single enemy then chain that attack for every 1⚡ paid. If you paid the full cost, this card gains [Knell/10] and you may empower one of those attacks.

**Scavenger's Strike #115**  
Physical, Metal | 10 | 05

**Requirements:** —  
**Range:** 5 squares or Any Weapon  
**Attack:** D20 + WL | **Damage:** 7 + WL

[Piercing] Attack a single enemy. **On hit:** Remove all of their armour points. If you removed 10 or more armour points this way, gain 3⚡.

**Enspiriting Shockblast #116**

Magical, Metal, Shock, Spirit | 10 | 05

**Requirements:** —**Range:** 5 squares or Any Weapon**Attack:** — | **Damage:** 7 + WL

Place a 3×3 area, then automatically hit each enemy within that area from any range. You may then remove 3☼ from that area. If you do, summon a **Scrapoid** with 1★ in that area, then grant 1★ to each minion within that area.

**Klaxon Automata #117**

Magical, Metal, Sound | 10 | 05

**Requirements:** —**Range:** 5 squares or Any Weapon**Attack:** — | **Damage:** —

As an additional cost, you may pay up to 3☼. | Choose 1-X allies where X is the amount of ☼ you paid. Each of those allies may shift 0-4 squares, then make a basic attack.

**Rain of Shrapnel #118**

Magical, Metal, Fire | 10 | 05

**Requirements:** Three other cards**Range:** 5 squares or Any Weapon**Attack:** — | **Damage:** 10 + WL

[Piercing] [Knell/10] As an additional cost, you may pay 5☼. | Place a 3×3 area, or a 5×5 area if you paid the cost, then automatically hit each enemy within that area from any range. Afterwards, place 1☼ in each unoccupied square within that area.

**Ironspell Simulacra #119**

Magical, Metal, Mind, Body, Spirit | 10 | 05

**Requirements:** Three other Blue cards**Range:** 5 squares or Any Weapon**Attack:** — | **Damage:** —

Choose a basic minion or enemy, then summon a copy of that character under your control with the Construct type and the **Scrapheap** ability. If they are a minion, they also gain 1★ and have 0 Upkeep.

**Assemble the Scruptitan #120**

Magical, Metal, Spirit | 10 | 05

**Requirements:** —**Range:** 5 squares or Any Weapon**Attack:** — | **Damage:** —

[Foretold/5] [Cantrip] As an additional cost, sacrifice 3 minions you control. If this card wasn't [Foretold], you must also pay 5☼. | Summon a Scruptitan with 2★ next to you.

**SCRAPOID***Minion, Regular, Construct*

Combat	Defence	HP	MV	Upkeep
3	10	15	6	2
<b>Scrapheap:</b> Whenever you are downed, you are removed from the battlefield. When this happens, drop any ☼ you were holding plus an extra 2☼.				
<b>Cog in the Machine:</b> You may send ☼ to, or receive ☼ from any character up to 3 squares away. Additionally, once during your turn, you may pay 2☼ to grant yourself 1★.				
<b>Command:</b> Discard a card or pay 2☼ to grant 1★.				
Free	Pay 2☼ and empower your next attack.			
Pay 1★	Make a <b>Scrapshock</b> attack.			
<b>SCRAPSHOCK</b>		<i>Magical, Metal, Shock</i>		
Range			Attack	Damage
3 squares			————	2 + 3
Automatically hit a single enemy within range.				

**SCRAPTITAN***Minion, Elite, Construct*

Combat	Defence	HP	MV	Upkeep
5	10	100	6	5
You occupy a 2×2 space.				
<b>Great Scrapheap:</b> Whenever you are downed, you are removed from the battlefield. When this happens, drop any ☼ you were holding plus an extra 5☼.				
<b>Cog in the Machine:</b> You may send ☼ to, or receive ☼ from any character up to 3 squares away. Additionally, once during your turn, you may pay 2☼ to grant yourself 1★.				
<b>Command:</b> Discard a card or pay 2☼ to grant 1★.				
Free	Pay 2☼ and heal yourself for 5 HP.			
Pay 1★	Make a <b>Wrecking Claw</b> attack.			
Pay 2★	Pay 2☼ and make a <b>Shrapnel Blast</b> attack.			
<b>WRECKING CLAW</b>		<i>Physical, Metal</i>		
Range		Attack	Damage	
Melee		D20 + 5	10 + 5	
[Piercing] Attack a single enemy. <b>On hit:</b> You gain 2☼.				
<b>SHRAPNEL BLAST</b>		<i>Magical, Metal, Fire</i>		
Range		Attack	Damage	
3 squares		————	10 + 5	
Place a bound 3×3 area, then automatically hit each enemy within that area from any range.				

## MINOR STYLES

Each minor style has one ability, and five cards of any type.

There are 15 major styles.

- ◆ Tavernrat Taunter
- ◆ Omenroot Tender
- ◆ Witch-Queen's Wiles
- ◆ Forgeblast Artillery
- ◆ [Red/Green] (Summertide, likely replace)
- ◆ Solar Anomalies
- ◆ Blackguard's Brutality
- ◆ Rollstead Ranger
- ◆ [Blue]
- ◆ Starflare Raider
- ◆ Momentos of War
- ◆ Knave of Negation
- ◆ Legionary Talents
- ◆ Duskheart Rogue
- ◆ Saga of Heroes

## Tavernrat Taunter ♦

LORE BLURB

[Style description]

[Synergies with other styles and artefacts]

### TAVERN RAT TAUNTER

Included Abilities

x1 Drunken Bravado

Included Cards

x2 Brawler's Boast

x1 Taverner's Revenge

x1 Drinker's Dare

x1 Scuffler's Slam

♦ Drunken Bravado 2 slots *Passive*

Attack cards you play without [Critical] gain [Critical/20].

Increase the critical threshold of cards by 2 for every enemy you are taunting up to 5 a maximum of 5 enemies.

For example, if you play a card with [Critical/20] and you are taunting 3 enemies, it would actually have [Critical/14].

### Brawler's Boast #121

Magical, Sound | 10 | 10

Requirements: —

Range: 2 squares

Attack: — | Damage: —

[Protect/2] Taunt any number of enemies within range. For each enemy taunted this way, gain a Surge counter.

### Drinker's Dare #122

Physical, Sound | 10 | 10

Requirements: —

Range: Melee or Melee Weapon

Attack: D20 + MT | Damage: 10 + MT

[Protect/2] [Critical/18] Attack a single enemy. If you are taunting them, you gain a Guard/10 token. If you critically hit them, you gain another. | [Pitch] [Slow] Taunt an enemy within 5 squares.

### Taverner's Revenge #123

Physical, Sound | 10 | 10

Requirements: —

Range: Melee or Melee Weapon

Attack: D20 + MT | Damage: 10 + MT

[Protect/2] [Critical/18]. This card has [Trick] when an enemy attacks you. | Attack a single enemy. If you critically hit them, you may automatically parry one of their attacks. | [Pitch] [Slow] Taunt an enemy within 5 squares.

### Scuffler's Slam #124

Physical, Sound | 10 | 10

Requirements: Two other Red cards

Range: Melee or Melee Weapon

Attack: D20 + MT | Damage: 10 + MT

[Protect/2] [Critical/18]. Attack a single enemy. This card gains a +2/+2 bonus for every enemy you are taunting, and for every critical hit you made this turn. | [Pitch] [Slow] Taunt an enemy within 5 squares.

## Omenroot Tender ♦

LORE BLURB

[Style description]

[Synergies with other styles and artefacts]

### OMENROOT TENDER

Included Abilities

x1 Conjunctive Radiance

Included Cards

x2 Roots of Reality

x1 Pierce the Empyrean

x1 Primordial Surge

x1 Unleash the Empyrean

♦ Conjunctive Radiance 2 slots Hybrid

You gain a Surge counter at the start of each round.

Whenever you exploit a Surge counter during your turn, you may heal another ally within 3 squares of you for 10 HP.

*When paired with **One with All**, you would be able to heal an ally within 3 squares of any **Omenroot** instead.*

### Roots of Reality #125

Magical, Cosmic, Flora | 10 | 10

Requirements: —

Range: 3 squares or Melee Weapon

Attack: D20 + AG | Damage: 7 + AG

Place an **Omenroot** anywhere on the battlefield, then shift a character within range by 0-5 squares. If they were an enemy, attack them as well.

### Primordial Surge #126

Magical, Cosmic, Flora | 10 | 10

Requirements: —

Range: 3 squares

Attack: — | Damage: —

As an additional cost, you may exploit a Surge counter. | Another ally within range gains 1 Empower, 1 Swift, 1 Surge, and 1 Haste counter. If you paid the cost, they may also shift 0-3 squares and make a basic attack.

### Pierce the Empyrean #127

Magical, Cosmic, Flora | 10 | 10

Requirements: —

Range: Battlefield

Attack: — | Damage: —

[**Opener**] Place two **Omenroots** anywhere on the battlefield. Until the end of the round, whenever an ally teleports for the first time this round, they may gain 1 Empower, 1 Swift, 1 Surge, and 1 Haste counter.

### Unleash the Empyrean #128

Magical, Cosmic, Flora | 10 | 10

Requirements: Three other cards

Range: Battlefield

Attack: — | Damage: 7 + AG

[**Overwhelm**] Divide X attacks that automatically hit as you choose where X is how many **Omenroots** you control. Each of these attacks may originate from any **Omenroot** on the battlefield. For each enemy hit, choose a single status effect and cleanse each counter of that type from them.

### OMENROOT

Object, Plant

∞ HP

You cannot control more than 10 **Omenroots**.

**Conjunctive Breach:** All characters may enter a square occupied by an **Omenroot**. If they do, they teleport to any square next to another **Omenroot**.

♦ This counts as having shifted only 1 square.

**One with All:** Characters with the **Omentree Tender** style may choose to originate any abilities or cards they play from a square occupied by an **Omenroot** instead.

## Witch-Queen's Wiles ♦

LORE BLURB

[Style description]

[Synergies with other styles and artefacts]

### WITCH-QUEEN'S WILES

Included Abilities

x1 Cruel Display

Included Cards

x2 Siphoned Strength

x1 Eternal Slumber

x1 Inequivalent Exchange

x1 Witch-Queen's Curse

♦ Show of Force 2 slots Active

Whenever you attack a [Bloodied] enemy, you may have that attack automatically hit them. If you are [Dark], you may empower it as well.

Whenever you down a nongrunt enemy, you may grant 1★ to any allied minion within 5 squares of the downed enemy.

### Siphoned Strength #129

Magical, Dark, Body, Mind, Spirit | 10 | 05

Requirements: —

Range: 3 squares or Any Weapon

Attack: D20 + WL | Damage: 10 + WL

If you are [Dark], you may play this card as a [Cantrip] | Attack a single enemy. **On hit:** They gain a Weaken counter and an ally within 3 squares gains an Empower counter.

### Inequivalent Exchange #130

Magical, Dark, Body, Mind, Spirit | 10 | 05

Requirements: —

Range: 3 squares or Any Weapon

Attack: — | Damage: —

If you are [Dark], you may play this card as a [Cantrip] | [Enchant Enemy] Enchanted enemy reduces all their attack attributes to 0, and you gain a +X/+X bonus to all attacks where X was their highest attack attribute. If the enchanted enemy is hurt, the enchantment wears off.

### Eternal Slumber #131

Magical, Dark, Body, Mind, Spirit | 10 | 05

Requirements: —

Range: 3 squares or Any Weapon

Attack: — | Damage: —

If you are [Dark], you may play this card as a [Cantrip] | [Enchant Enemy] The enchanted enemy acts as if they are downed. If the enchanted enemy is hurt, the enchantment wears off.

### Witch-Queen's Curse #132

Magical, Dark, Body, Mind, Spirit | 10 | 05

Requirements: —

Range: 3 squares or Any Weapon

Attack: — | Damage: —

If you are [Dark], you may play this card as a [Cantrip] | Remove a single grunt, regular, or [Bloodied] elite-type enemy within range from the battlefield, then summon a Witchcurse Boar in a square they occupied.

### WITCHCURSE BOAR

Minion, Elite, Beast

Combat	Defence	HP	MV	Upkeep
5	10	50	6	5
<b>Porcine Geas:</b> Whenever your controller is hurt, the damage dealt to them is halved and the rest is dealt to you. Once per round whenever your controller targets you with a card or ability, you heal 10 HP.				
<b>The Curse Lifted:</b> When you are downed, you are removed from the battlefield. The enemy that you were summoned from is then placed onto a square you occupied with 1 HP.				
<b>Command:</b> Discard a card to grant 1★				
Pay 1★	Make a <b>Goretusk Charge</b> attack.			
<b>GORETUSK CHARGE</b>			Physical, Bestial	
Range			Attack	Damage
Melee			D20 + 5	7 + 5
Shift 0-4 squares, then attack an enemy.				

## Forgeblast Artillery ♦

LORE BLURB

[Style description]

[Synergies with other styles and artefacts]

### FORGEBLAST ARTILLERY

Included Abilities

x1 Arcane Designation

Included Cards

x2 Crucible Shell

x1 Forgeslag Barrage

x1 Scrapfire Traps

x1 Flashburst Shell

♦ Gaze of Designation

1 slot

Active

Once per turn whenever you discard, you may gain 3☼.

Whenever you play an attack or area card, you may pay 2☼.

If you do, double its range and it gains **[Piercing]**.

### Crucible Shell #133

Magical, Metal, Fire | 15 | 05

Requirements: —

Range: 10 squares

Attack: — | Damage: 15 + MT or WL

**[Foretold/4]** This card can only be added to a combo by paying 3☼. | Place a 3×3 area at least 3 squares away, then automatically hit each enemy within that area.

### Scrapfire Traps #134

Magical, Metal, Fire | 15 | 05

Requirements: —

Range: 10 squares

Attack: — | Damage: 5

As an additional cost, you may pay up to 3☼. | Place a 5×5 area with X charges where X is the ☼ paid plus two.

Whenever an enemy enters a square within that area, remove a charge and automatically hit them, then inflict 1 Burn counter.

### Forgeslag Barrage #135

Magical, Metal, Fire | 15 | 05

Requirements: —

Range: 10 squares

Attack: — | Damage: 5 + MT or WL

**[Foretold/4]** **[Knell/15]** This card can only be added to a combo by paying 3☼. | Place three 2×2 areas that don't overlap at least 3 squares away, then automatically hit each enemy within those areas. Afterwards, place 1☼ in each unoccupied square within those areas.

### Flashburst Shell #136

Magical, Metal, Fire | 15 | 05

Requirements: —

Range: 10 squares

Attack: — | Damage: —

**[Foretold/4]** This card can only be added to a combo by paying 3☼. | Place a 5×5 area at least 3 squares away, then each enemy within that area gains a Stun counter.

[Red/Green] ✧

LORE BLURB

[Style description]

[Synergies with other styles and artefacts]

STYLE NAME			
Included Abilities			
x1			
Included Cards			
x2		x1	
x1		x1	



## Solar Anomalies ♦

LORE BLURB

[Style description]

[Synergies with other styles and artefacts]

### SOLAR ANOMALIES

Included Abilities

x1 Gravitational Disturbance

Included Cards

x2 Ablation Cascade

x1 Warping Moontide

x1 Weight of the World

x1 Roguestar Impact

♦ Gravitational Disturbance 2 slots *Active*

Thrice during your turn you may place a Gravity counter on an enemy within 2 squares.

During your turn, you may exploit 1 Gravity counter on an enemy within 2 squares to shift them 1-5 squares. They cannot be shifted into any square next to another character.

### Ablation Cascade #141

Magical, Cosmic, Metal, Stone | 10 | 10

**Requirements:** —

**Range:** 2 squares or Melee Weapon (+1sq)

**Attack:** — | **Damage:** 5 + AG or WL

Automatically hit each enemy that is exactly 2 squares away. **On hit:** They gain a Gravity counter, and you may shift them to any square exactly 2 squares away from you.

### Weight of the World #142

Magical, Cosmic | 10 | 10

**Requirements:** —

**Range:** 2 squares or Melee Weapon (+1sq)

**Attack:** — | **Damage:** 5 + AG or WL

This card gains a +0/+1 bonus for each Gravity counter the target has up to a maximum of +0/+25. | Automatically hit a single enemy. If this attack dealt 15 or more damage, they gain 2 Freeze counters.

### Warping Moontide #143

Magical, Cosmic | 10 | 10

**Requirements:** —

**Range:** 2 squares or Melee Weapon (+1sq)

**Attack:** — | **Damage:** 5 + AG or WL

Automatically hit 1-3 enemies within range. **On hit:** They gain 2 Gravity counters, then shift them 1-3 squares. **On bash:** They gain 2 additional Gravity counters.

### Roguestar Impact #144

Magical, Cosmic, Stone | 10 | 10

**Requirements:** Three other cards

**Range:** 2 squares or Melee Weapon (+1sq)

**Attack:** D20 + AG or WL | **Damage:** 10 + AG or WL

Place a 3×3 area, then attack each enemy within that area.

- ♦ If they are airborne, that attack gains a +10/+10 bonus. **On hit:** They become earthbound.
- ♦ If they were already earthbound: **On Hit:** They gain 2 Stun and 2 Freeze counters.

# Blackguard’s Brutality ✧

LORE BLURB

[Style description]

[Synergies with other styles and artefacts]

## Rollstead Ranger ♦

LORE BLURB

[Style description]

[Synergies with other styles and artefacts]

### ROLLSTEAD RANGER

Included Abilities

x1 Packed & Prepared

Included Cards

x2 Lowdown Know-How x1 Ranger's Rundown

x1 Rollstead Ropetrick x1 Tracker's Takedown

♦ Packed & Prepared 2 slots *Hybrid*

One melee and one ranged weapon of your choice each take 1 less Equipment Slot to equip to a minimum of 0.

Once during your turn, you may discard a card in order to regain a single use of an equipped [Expendable] item.

### Lowdown Know-How #149

Physical, Metal | 10 | 10

**Requirements:** —

**Range:** Melee or Melee Weapon

**Attack:** D20 + AG | **Damage:** 8 + AG

Attack a single enemy, then apply the relevant effect:

- ♦ **Channeled:** This attack gains a +5/+5 bonus if you or the target shifted this turn.
- ♦ **Unchanneled:** Before or after this attack resolves, you may shift 1-4 squares.

### Rollstead Ropetrick #150

Magical, Flora | 10 | 10

**Requirements:** —

**Range:** 4 squares or Ranged Weapon

**Attack:** D20 + AG | **Damage:** 10 + AG

Attack a single enemy, then apply the relevant effect:

- ♦ **Channeled: On hit:** pull that enemy to a square next to you.
- ♦ **Unchanneled: On hit:** They gain a Stun counter.

### Ranger's Rundown #150

Physical, Metal | 10 | 10

**Requirements:** —

**Range:** Melee or Melee Weapon

**Attack:** D20 + AG | **Damage:** 12 + AG

You may make a basic ranged attack that must be channeled. If that attack hits, shift 0-4 squares. | Attack a single enemy. **On hit:** You gain 2 Swift counters.

### Tracker's Takedown #150

Magical, Flora | 10 | 10

**Requirements:** Two other cards

**Range:** 4 squares or Ranged Weapon

**Attack:** D20 + AG | **Damage:** 10 + AG

You may make a basic melee attack that must be channeled. If that attack hits, this card has [Knell/50]. Otherwise, it has [Knell/25]. | Attack a single enemy.

[Blue] ✧

LORE BLURB

[Style description]

[Synergies with other styles and artefacts]

Ice terrain object mage?

STYLE NAME		
Included Abilities		
x1		
Included Cards		
x2		x1
x1		x1

✧ DDD	1 slot	DDD
DDD		
DDD		

## Starflare Raider ♦

LORE BLURB

[Style description]

[Synergies with other styles and artefacts]

### STARFLARE RAIDER

Included Abilities

x1 Faster than Light

Included Cards

x2 Pulsar Charge

x1 Nova Overload

x1 Blinkwarp

x1 Arcanokinetic Impact

♦ Faster than Light

1 slot

Active

Whenever you teleport and intentionally bash into an enemy, if it was the first time bashing into them this turn, deal 5 Physical, Cosmic, and Light-type damage to them.

Whenever you willingly shift, you may teleport that many squares instead.

### Pulsar Charge #157

Physical, Cosmic, Light, Void | 15 | 05

**Requirements:** —

**Range:** Melee or Melee Weapon

**Attack:** D20 + MT or WL | **Damage:** 2 + MT or WL

[Piercing] Teleport 1-10 squares, then attack a single enemy. This card gains a +1/+1 bonus for every square teleported with it.

### Blinkwarp #158

Magical, Cosmic, Light, Void | 15 | 05

**Requirements:** —

**Range:** Melee or Melee Weapon

**Attack:** D20 + MT or WL | **Damage:** 2 + MT or WL

If you teleported 25 or more squares this turn, this card gains [Trick] for the rest of the round. | Teleport 1-3 squares, you may then attack a single enemy. **On hit:** Teleport 1-3 squares.

### Nova Overload #158

Magical, Cosmic, Light, Void | 15 | 05

**Requirements:** —

**Range:** Melee or Melee Weapon

**Attack:** — | **Damage:** 2 + MT or WL

This card gains a +0/+1 bonus for every square you have teleported so far this turn up to a maximum of +0/+10. | Automatically hit each enemy within range.

### Arcanokinetic Impact #158

Physical, Cosmic, Light, Void | 15 | 05

**Requirements:** Three other cards

**Range:** Melee or Melee Weapon

**Attack:** D20 + MT or WL | **Damage:** 12 + MT or WL

Attack a single enemy. **On hit:** Shift them X squares in a straight line where X is how many squares you have teleported so far this turn. **On bash:** That enemy and any enemy they bashed into take damage equal to the remaining distance.

## Mementos of War ♦

### LORE BLURB

[Style description]

[Synergies with other styles and artefacts]

### MENTOS OF WAR

#### Included Abilities

x1 Cycle of Violence

#### Included Cards

x2 Corroding Flurry x1 Ruination Edge

x1 Tetanic Malediction x1 Linger Will

♦ Cycle of Violence 1 slot Active

You may expend Strike tokens as Empower counters.

Whenever you down an enemy, gain a Strike/10 token.

### Corroding Flurry #161

Physical, Metal, Spirit, Toxic | 15 | 05

**Requirements:** —

**Range:** Melee or Melee Weapon

**Attack:** D20 + MT or AG | **Damage:** 7 + MT or AG

As an additional cost, you may expend a Strike token. | Place a 3×1 area, or a 3×3 area if you paid the cost, then attack each enemy within that area from any range. **On hit:** They gain a Poison, Expose, or Weaken counter.

### Tetanic Malediction #162

Magical, Metal, Spirit, Toxic | 15 | 05

**Requirements:** —

**Range:** 2 squares or Melee Weapon (+1sq)

**Attack:** D20 + MT or AG | **Damage:** 7 + MT or AG

As an additional cost, you may expend up to 2 Strike tokens. | Attack a single enemy. **On hit:** You may exploit one of their negative status counters as two Poison counters. Repeat the on hit effect once for every Strike token expended on this card.

### Ruination Edge #163

Physical, Metal, Spirit, Toxic | 15 | 05

**Requirements:** —

**Range:** 3 squares or Melee Weapon (+2sq)

**Attack:** D20 + MT or AG | **Damage:** 10 + MT or AG

If the target isn't [Bloodied], this card gains a +0/+10 bonus. | Attack a single enemy. **On hit:** If this card dealt 20 or more damage, you gain a Strike/10 token, and they gain a Poison, Expose, or Weaken counter.

### Linger Will #164

Physical, Metal, Spirit, Toxic | 15 | 05

**Requirements:** —

**Range:** Melee or Melee Weapon

**Attack:** D20 + MT or AG | **Damage:** 10 + MT or AG

[Cantrip][Opener] Attack a single enemy, then summon a **Rusted Soldier** with 1★, or 2★ if played as part of a combo.

| [Pitch] A single minion you control within 5 squares gains 2★ and you gain a Strike/10 token.

### RUSTED SOLDIER

Minion, Regular, Spirit, Warrior

Combat	Defence	HP	MV	Upkeep
3	12	15	6	4

**Shared Purpose:** You have access to your controller's Strike tokens, and may expend Strike tokens as Empower counters.

**Strength Passes On:** When you are downed, an ally within 5 squares gains 2 Surge counters. You are then removed from the battlefield.

**Command:** Discard a card to grant 1★.

Pay 1★	Make a <b>Rusted Slash</b> attack.
Pay 2★	Your controller gains a Strike/10 token.

#### RUSTED SLASH

Magical, Metal, Spirit, Toxic

Range	Attack	Damage
Melee	D20 + 3	7 + 3

Attack a single enemy. **On hit:** They gain a Poison, Expose, or Weaken counter.

## Knave of Negation ♦

LORE BLURB

[Style description]

[Synergies with other styles and artefacts]

### KNAVE OF NEGATION

Included Abilities

x1 Sleeve of Surprises

Included Cards

x2 Arcane Reversal

x1 Illusory Court

x1 Fool's Diminuendo

x1 Knight's Folly

♦ Sleeve of Surprises 2 slots Hybrid

You may always look at the top card of your deck. If it's a standard card, treat it as if it had [Protect/4].

Thrice per round, if the top card of your deck has [Protect], you may use it to protect as if it were in your hand. If that card parries an attack, you may play it as a [Trick].

### Arcane Reversal #165

Magical, Mind, Light | 10 | 10

Requirements: —

Range: 4 squares or Any Weapon

Attack: — | Damage: 12 + AG or WL

[Protect/4] If this card parries an attack, you may play it as a [Trick]. | Automatically hit a single enemy, then draw a card.

### Fool's Diminuendo #166

Magical, Mind, Light | 10 | 10

Requirements: —

Range: 4 squares or Any Weapon

Attack: D20 + AG or WL | Damage: 7 + AG or WL

[Protect/4] Whenever an enemy performs a multi-attack, this card has [Trick]. | Attack a single enemy. **On hit:** They halve the amount of attacks they make. If they aren't attacking, they gain a Weaken counter instead.

### Illusory Court #167

Magical, Mind, Light | 10 | 10

Requirements: —

Range: 4 squares or Any Weapon

Attack: — | Damage: —

[Cantrip][Protect/4] If this card parries an attack, you may play it as a [Trick]. | Place a 5x5 area with 50 armour points. Whenever an ally within that area is attacked by an enemy outside of it, they treat the area's armour points as their own when determining damage.

### Knight's Folly #168

Magical, Mind, Light | 10 | 10

Requirements: —

Range: 4 squares or Any Weapon

Attack: D20 + AG or WL | Damage: 7 + AG or WL

[Protect/4] Whenever an enemy performs a melee attack, this card has [Trick]. | Attack a single enemy. **On hit:** You may shift them 1-3 squares. If you didn't, they gain an Expose counter instead.

## Legionary Talents ♦

LORE BLURB

[Style description]

[Synergies with other styles and artefacts]

### LEGIONARY TALENTS

Included Abilities

x1 Soldier's Regimen

Included Cards

x2 Soldier's Stratagem

x1 Manipular Engagement

x1 Cohort's Advance

x1 Will of the Legion

#### ♦ Soldier's Regimen

1 slot

Passive

You gain one additional equipment slot that counts as two if it's only used to equip armour.

You may expend Guard tokens and cards in your hand as if they had [Protect/1].

#### Soldier's Stratagem #169

Physical, Metal, Body | 10 | 10

Requirements: —

Range: Melee or Melee Weapon

Attack: D20 + MT | Damage: 10 + MT

As an additional cost, you may discard a card. | Choose Sword or Shield. If you paid the cost, resolve both choices in any order:

- ♦ **Sword:** Attack a single enemy. **On hit:** You gain a Strike/10 token.
- ♦ **Shield:** You gain a Guard/10 token, then shift 0-3 squares.

#### Cohort's Advance #170

Physical, Metal, Body | 10 | 10

Requirements: —

Range: Melee or Melee Weapon

Attack: D20 + MT | Damage: 10 + MT

Choose Charge or Slam. If this is the first or last card in the combo, resolve both choices in any order:

- ♦ **Charge:** Shift 1-6 squares in a straight line, then attack a single enemy.
- ♦ **Slam:** Attack a single enemy. This attack gains a +0/+5 bonus if you have 3 or more Guard tokens.

#### Manipular Engagement #171

Physical, Metal, Body | 10 | 10

Requirements: —

Range: 4 squares or Any Weapon (+1sq)

Attack: D20 + MT | Damage: 10 + MT

Choose Skirmish or Defend. If this is the first or last card in the combo, resolve both choices in any order:

- ♦ **Skirmish:** Shift 0-3 squares, then attack a single enemy, then shift 0-3 squares.
- ♦ **Defend:** You and up to one other ally within range gains a Guard/10 token.

#### Will of the Legion #172

Magical, Mind, Body, Spirit | 10 | 10

Requirements: —

Range: Self

Attack: — | Damage: —

[Opener] [Cantrip] [Enchant Self] Whenever you are attacked, you may make a basic attack against the attacker with "On hit: You gain a Guard/10 token". At the end of each round, you may discard a card. If you don't, this enchantment wears off.



## Duskheart Rogue ♦

LORE BLURB

[Style description]

[Synergies with other styles and artefacts]

### DUSKHEART ROGUE

Included Abilities

x1 Wretch Reflexes

Included Cards

x2 Duskheart Strike

x1 Duskheart Finale

x1 Scoundrel's Gambit

x1 Shroud of Darkness

♦ Wretch Reflexes

1 slot

Hybrid

Enemy area attacks that target you automatically miss.

Whenever an attack misses you, you may shift 1 square.

### Duskheart Strike #173

Physical, Dark, Toxic | 15 | 05

**Requirements:** —

**Range:** 3 squares or Melee Weapon

**Attack:** D20 + AG | **Damage:** 5 + AG

Shift 0-3 squares, then attack a single enemy, then shift 0-3 squares. If they are [Vulnerable], this card gains a +0/+7 bonus and automatically hits.

### Scoundrel's Gambit #174

Physical, Dark, Toxic | 15 | 05

**Requirements:** —

**Range:** 3 squares or Melee Weapon

**Attack:** D20 + AG | **Damage:** 10 + AG

Attack a single enemy. **On hit:** Until the start of your next turn, that enemy becomes [Vulnerable] and they cannot guard, heal, or be protected.

### Duskheart Finale #175

Physical, Dark, Toxic | 15 | 05

**Requirements:** Two other cards

**Range:** 3 squares or Melee Weapon

**Attack:** D20 + AG | **Damage:** 10 + AG

Whenever an attack misses you, you may play this card as a [Trick] ignoring its requirements. | Attack a single enemy. If they are [Vulnerable], attack them thrice instead. **On hit:** They gain a Poison or Expose counter.

### Shroud of Darkness #176

Magical, Dark, Toxic | 15 | 05

**Requirements:** —

**Range:** Self

**Attack:** — | **Damage:** —

[Cantrip] [Enchant Self] Attacks targeting you from 3 or more squares away suffer a -5/+0 penalty. At the end of each round, you may discard a card. If you don't, this enchantment wears off.

# Saga of Heroes ♦

LORE BLURB

[Style description]

[Synergies with other styles and artefacts]

## SAGA OF HEROES

Included Abilities

x1 Fate's Flux

Included Cards

x2 Omen of Anticipation

x1 Impending Conclusion

x1 Tragedy Strikes

x1 The Sword Looms

♦ Fate's Flux 1 slot Active

At the start of your turn, you may increase the timer of a single [Foretold] card by 1-2 turns.

Once during your turn, you may discard a card to decrease the timer of one [Foretold] card by 1-2 turns. If this would set the timer to 0, it resolves immediately instead.

### Omen of Anticipation #177

Magical, Time, Cosmic | 15 | 05

Requirements: —

Range: 6 squares or Ranged Weapon

Attack: D20 + WL | Damage: 10 + WL

Place a 3×3 area, then attack each area within that area. On hit: Shift them 0-3 squares.

### Tragedy Strikes #178

Magical, Time, Cosmic | 15 | 05

Requirements: —

Range: 6 squares or Ranged Weapon

Attack: — | Damage: 10 + WL

[Foretold/5] This card automatically fails to resolve if it wasn't [Foretold]. | Place a 3×3 area, then automatically hit each enemy within that area. At the start of the next round, reset the timer to 5 and choose one option:

- ♦ Increase the size of the area by +1sq×+1sq.
- ♦ Move the area 1-6 squares.
- ♦ Increase the base damage by +10.

### Impending Conclusion #179

Magical, Time, Cosmic | 15 | 05

Requirements: Two other cards

Range: 6 squares or Ranged Weapon

Attack: D20 + WL | Damage: 7 + WL

Place a 5×5 area, then automatically hit each enemy within that area. Afterwards, you may shift any character within that area to any other square in that area.

### The Sword Looms #180

Magical, Time, Cosmic | 15 | 05

Requirements: —

Range: 6 squares or Ranged Weapon

Attack: — | Damage: 50 + WL

[Foretold/5] [Knell/50] This card automatically fails to resolve if it wasn't [Foretold]. | Place a 1×1 area that can't have its size modified, then automatically hit a single enemy within that area.

# ARCANIST ARTES

The arcanist artes represent universally useful spells usually taught to mage apprentices during their studies in the academy.

During character creation, you may exchange any spare cards at a 1:1 ratio for any cards from the Arcanist Artes.

## Dae's Gambit

By channeling the chaos flame of the Forgestar Dae, one is able to draw upon a wide variety of magic they may not normally have access to.

During character creation, you may spend 1 or more style points to choose any style and gain 5 copies of any cards from that style. You may choose to gain multiple copies of the same card. Additionally, each time you make Dae's Gambit, you gain access to one of Dae's Boons.

## Dae's Boons

◆ Midnight Sun	1 slot	Active
Once per turn whenever you cause an enemy to bash into an ally, that ally may draw a card, then make a basic attack that automatically hits that enemy.		
◆ Arcane Fortitude	X slots	Passive
You gain +X base maximum HP where X is ten x the number of Ability Slots invested in this ability.		
◆ Radiant Strength	1 slot	Active
At the start of each round, you gain 1 Empower, 1 Swift, 1 Surge, or 1 Haste counter.		

(3 more)

## Red Artes (5/10)

### Rune of Vitality #000

Magical, Body, Stone | 10 | 10

**Requirements:** —

**Range:** 5 squares

**Attack:** — | **Damage:** —

[Protect/5] [Trick] Heal a single ally for 20 HP. If played during your turn, they also gain 2 Surge counters.

### Painful Return #000

Physical, Mind, Body, Spirit | 15 | 05

**Requirements:** —

**Range:** 3 squares or Melee Weapon

**Attack:** D20 + MT | **Damage:** 7 + MT

Attack a single enemy. If you are [Bloodied], it gains a +5/+5 bonus and has [Piercing] and [Overwhelm].

### All or Nothing #000

Magical, Mind, Body, Spirit | 20 | 0

**Requirements:** —

**Range:** Self

**Attack:** — | **Damage:** —

[Cantrip] The first time you play this card each turn, draw 2 cards. | You gain 1 Empower, 1 Swift, 1 Surge, and 1 Haste counter. At the end of your turn, discard your hand.

### Circuitous Stoneworks #000

Magical, Stone, Spirit | 20 | 0

**Requirements:** —

**Range:** 5 squares

**Attack:** — | **Damage:** —

[Cantrip] Ignoring line of sight, place two Labyrinth Wall objects within range. Then if you control three or more objects, you may summon a Maze Guardian with 1★ next to any object you control on the battlefield.

### LABYRINTH WALL

Object, Stone

20 HP

You occupy a 1×3 space and block line of sight.

**Magic Maze:** When placing a Labyrinth Wall, it must always have at least two ways out. Additionally, characters who bash into a Labyrinth Wall suffer 5 Physical and Stone-type damage.

### MAZE GUARDIAN

Minion, Elite, Stone, Construct

Combat	Defence	HP	MV	Upkeep
3	10	50	0	5
<b>In the Walls:</b> You ignore line of sight and may occupy the same square as an object. At the end of each turn, if you are not next to an object, sacrifice yourself.				
<b>Stone Sentinel:</b> At the end of each round, if you were not commanded that round, you gain 1★.				
<b>Command:</b> Discard a card to grant 1★.				
Free	Once during your turn, teleport to any square adjacent to an object.			
Pay 1★	Make a <b>Stone Slam</b> attack.			
<b>STONE SLAM</b>		<i>Physical, Stone</i>		
Range		Attack	Damage	
Melee		D20 + 3	7 + 3	
Attack a single enemy. <b>On hit:</b> Shift them 0-3 squares.				

### Ruffian's Rebuke #000

Physical, Body, Mind, Spirit | 10 | 10

**Requirements:** —

**Range:** 5 squares

**Attack:** D20 + MT | **Damage:** 10 + MT

[Protect/2] Attack a single enemy. **On hit:** Until the end of the round, whenever that enemy attacks you, you may repeat this effect targeting them. | [Pitch] [Slow] Taunt an enemy within 5 squares.

*Notably, the effects of Ruffian's Rebuke stack with each subsequent hit, punishing an enemy that is perhaps focusing too much on you.*

## Green Artes (5/10)

### Ivy Fetters #000

Magical, Flora | 15 | 05

**Requirements:** ———

**Range:** 3 squares or Melee Weapon

**Attack:** D20 + AG | **Damage:** 5 + AG

[Knell/20] Attack a single enemy. **On hit:** They gain 1 Stun counter. If you down this enemy this turn, remove them from the battlefield.

### Deeproot Lash #000

Magical, Flora | 15 | 05

**Requirements:** ———

**Range:** 3 squares or Ranged Weapon

**Attack:** ——— | **Damage:** 8 + AG

Shift a single enemy within range by 1-5 squares. **On bash:** Automatically hit them and any enemy they bashed into from any range.

### Bidented Bolt #000

Magical, Flora | 15 | 05

**Requirements:** ———

**Range:** 5 squares or Any Weapon

**Attack:** D20 + AG | **Damage:** 10 + AG

Attack two enemies within 2 squares of each other. If this is the first or last card in the combo, it automatically hits and gains [Piercing].

### Legerdemaid #000

Magical, Wind, Water | 10 | 10

**Requirements:** ———

**Range:** 5 squares

**Attack:** ——— | **Damage:** ———

[Protect/5] [Trick] When played, choose one:

- ◆ A single enemy gains 2 Splash counters.
- ◆ Cleanse target character of all status counters.
- ◆ Remove all enchantments on target character.
- ◆ Remove target object from the battlefield.
- ◆ Remove target lingering area from the battlefield.

### Shattering Descent #000

Physical, Wind, Stone | 15 | 05

**Requirements:** ———

**Range:** Melee or Melee Weapon

**Attack:** D20 + AG | **Damage:** 7 + AG

If you are airborne, you become earthbound, and this card gains a +3/+3 bonus and [Overwhelm]. | Place a bound 3×3 area, then attack each enemy within that area from any range.

## Blue Artes (4/10)

### Rote Sorcery #000

Magical | 10 | 05

**Requirements:** ———

**Range:** Self

**Attack:** ——— | **Damage:** ———

[**Cantrip**] When played, choose an option you haven't picked yet this turn. Then if this is the third time you have played this card this turn, remove all copies of it from your deck until the end of combat and draw two cards.

- ◆ Draw a card.
- ◆ Discard a card, then gain a Haste counter.
- ◆ Take a free Illuminate action ignoring soul states.

### Gleamstone Burst #000

Magical, Light, Stone | 10 | 05

**Requirements:** ———

**Range:** 1 square or Melee Weapon

**Attack:** ——— | **Damage:** 2 + WL

[**Cantrip**] Automatically hit each enemy within range. **On hit:** If you are [**Bright**], they gain a Stun counter. | [**Pitch**] [**Slow**] Take a free Illuminate action ignoring soul states.

### Localized Chronoflux #000

Magical, Time | 10 | 10

**Requirements:** ———

**Range:** 5 squares

**Attack:** ——— | **Damage:** ———

[**Trick**] When played, choose one:

- ◆ A single ally gains a Haste counter.
- ◆ A single enemy gains a Stun counter.
- ◆ Choose up to 3 enemies whose turn just started, delay their turns until after the next allied turn, or the end of the round. (*Whichever is first.*)

### Voice of Guidance #000

Magical, Sound | 10 | 10

**Requirements:** ———

**Range:** 5 squares or Any Weapon

**Attack:** D20 + WL | **Damage:** 5 + WL

Attack a single enemy. **On hit:** Up to three minions you control within 5 squares each gain 1★. | [**Pitch**] A single minion you control within 5 squares gains 2★.

# ARTEFACTS

The artefacts presented in this compendium are mere vestiges of the true power of the original artefact.

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*Any mage worth their salt could manifest a fragment of Excalibur, but only one may truly wield the legendary blade.*

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Artefacts are incredibly powerful magic items that can only be used by performing a vestige ritual, and bonding one's soul to the artefact that is conjured.

During character creation, you gain 2 points to obtain artefacts. Each major artefact costs 2 points, and each minor artefact costs 1 point.

Artefacts act as both items and abilities, and can be equipped by using your Equipment Slots, Ability Slots, or any combination of both. As long as the artefact is equipped, you automatically equip its associated artefact ability at no additional cost.

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6/15 major artefacts | 7/15 minor artefacts

9/14 weapons, 1/8 trinkets, 2/8 armour

Human 2/2 | Elf 0/2

Svartal 1/2 | Charme 0/2

Merfolk 1/2 | Starfolk 2/2

Dragon 1/2 | Daemon 1/2

Dwarf 1/?

Critical artefact.

Bloodied-matters artefact.

Foretold-matters/giver artefact.

Bard pitch artefact

---

## Major Artefacts (6/15)

### Arms of Kepholid

LORE (MERFOLK)

◉ **Arms of Kepholid** 1 slot Melee, 1 square

Channeled attacks gain the Water-type and have “**On hit:** They gain a Splash counter.”

◆ **Tendrils of the Deep** *Arms of Kepholid, Hybrid*

You gain four additional armour slots that cannot be used to equip armour.

Up to four times during your turn, you may exploit a Splash counter on an enemy. If you do, shift them 1-4 squares. **On bash:** They suffer 10 Magical and Water-type damage.

### Champion's Cestus

LORE (HUMAN)

◉ **Champion's Cestus** 1 slot Melee, 1 square

[Shield] Channeled attacks gain a +1/+1 bonus.

◆ **Audaces Fortuna Iuvat** *Champion's Cestus, Active*

Whenever you are attacked by an enemy you are taunting, you may guard against it as if you spent a Guard/5 token.

Whenever you parry a melee attack, you may choose “*Pugnus!*” or “*Iactus!*”. If you are taunting the parried enemy, you may resolve both choices in any order:

- ◆ **Pugnus!**: Make a basic melee attack against the attacker.
- ◆ **Iactus!**: Push the attacker 0-3 squares away. **On bash:** They gain a Stun counter.

### Dirk of Doubling

LORE (~~~)

◉ **Dirk of Doubling** 1 slot Melee, 1 square

Channeled attacks gain [Piercing].

◆ **Doubling Rites** *Dirk of Doubling, Active*

Once during your turn, you may choose two cards from your hand. The first card becomes a copy of the second card until the end of the turn.

Once during your turn, you may discard two cards and choose a minion next to you. If you do, summon a copy of that minion with 1★ and 0 Upkeep.

- ◆ This ability cannot be activated if you currently control a minion copied by Doubling Rites.

### Orbital Plates

LORE (STARFOLK)

◉ **Orbital Plates** 3 slots +2 bonus to Defence

[Body Armour] You start each round with 20 armour points that last until the end of the round.

◆ **Steel Pattern Matrix** *Orbital Plates, Active*

At the start of your turn, you may choose up to three cards in your hand. Increase the Guard value of those cards by +5, they each gain [Protect/X] where X is their Guard value.



## Revelblade

LORE (CHARME)

◉ **Revelblade** 1 slot Melee, 1 square

Once per turn, fix a channeled attack as if you spent a Strike/20 token.

♦ **Schismbreaker** *Revelblade, Passive*

At the start of combat, reveal your deck. If you reveal at least 5 cards of each colour, you gain a +2 bonus to Might, Agility, Will, and Defence that lasts until the end of combat.

When forming a combo, increase your combo limit by +1 card as long as it contains at least 2 cards of each colour.

## Sceptre of Smithshot

LORE (SVARTAL)

◉ **Sceptre of Smithshot** 2 slots Melee, 1 square & Ranged, 6 squares

Channeled attacks gain **Piercing**.

♦ **Warning! Blast Zone!** *Sceptre of Smithshot, Hybrid*

Whenever you play an area card, you gain 2☼.

Whenever you place an area of effect, you may pay 2☼ or 4☼. If you do, increase the size of that area by +1sq×+1sq or +2sq×+2sq respectively.

## Minor Artefacts (7/15)

### Foehammer

LORE (DAEMON)

◉ **Foehammer** 1 slot Ranged, 4 squares

Channeled attacks gain **[Piercing]** and **[Overwhelm]**.

◆ **Brimstone Chamber** *Foehammer, Passive*

If you channel the last card in your combo through the Foehammer, it gains the following benefits:

- ◆ Up to six of that card's attacks automatically hit.
- ◆ Each attack gains a +6/+6 bonus.
- ◆ If it's the 6th round or greater, each attack gains a +13/+13 bonus instead.

### Godlight Greatsword

LORE (STARFOLK)

◉ **Godlight Greatsword** 2 slots Melee, 1 square

Channeled attacks gain a +2/+2 bonus.

◆ **Empyrean Might** *Godlight Greatsword, Hybrid*

At the start of combat, and each time you Illuminate, the Godlight Greatsword gains 1 charge.

Whenever you play a card channeled by the Godlight Greatsword that only targets a single enemy, you may expend a charge on it. If you do, place a bound 3×3 area and attack each enemy within that area from any range instead.

### Helmet of Sublimity

LORE (DWARF)

◉ **Helmet of Sublimity** 1 slot +0 bonus to Defence

**[Head Armour]** You start each round with 10 armour points that last until the end of the round.

◆ **Dwarvish Perfection** *Helmet of Sublimity, Hybrid*

Whenever an attack misses, you may automatically hit that enemy for half damage instead.

Your maximum HP cannot be reduced.

### Hypnagogic Mirror

LORE (CHARME-NOCTARCH)

◉ **Hypnagogic Mirror** 1 slot Melee, 1 square & Ranged, 1 square

Channeled attacks gain a +3/+3 bonus against enemies who are stunned, frozen, or who have a Dream mark.

◆ **Dream Barrier Breach** *Hypnagogic Mirror, Active*

At the start of each round, choose any three enemies on the battlefield without a Dream mark. The GM then places a Dream mark on one of those enemies.

**[Movement]** During your turn, you may spend 3 movement points to teleport next to any enemy who is stunned, frozen, or who has your Dream mark from any range.

- ◆ This counts as having shifted only 1 square.

## Immortal Elixir

LORE (HUMAN+STARFOLK+human princess stole starfolk elixir from Spinel)

◉ **Immortal Elixir** 1 slot 1 square

[Expendable/3] [Slow] When expended, choose one:

- ◆ Heal an ally within range for 40 HP
- ◆ Cleanse an ally of all negative status counters.
- ◆ An ally gains a +3/+3 bonus to all attacks until the start of your next turn. *(This effect doesn't stack.)*

◆ **Spinel's Endlessness** *Immortal Elixir, Active*

Once per turn whenever you play a card that doesn't target an enemy, you may regain one use of the Immortal Elixir.

## Skybreaker Edge

LORE (DRAGON)

◉ **Skybreaker Edge** 1 slot Melee, 1 square

Channeled attacks gain [Knell/10].

◆ **Lightning Frequency** *Skybreaker Edge, Active*

Whenever you down an enemy with an attack channelled by the Skybreaker Edge, automatically hit a single enemy within 5 squares for 15 Magical and Shock-type damage with [Knell/10]

## Spellracer

LORE (HUMAN)

◉ **Spellracer** 2 slots Melee, 1 square

Channeled attacks have "On hit: You may shift 1 square".

◆ **Stallion of the Skies** *Spellracer, Active*

[Movement] During your turn while airborne, you may spend 1 movement point to move 1 square.

If by the end of your turn you moved a total of 20 or more squares, you gain 2 Haste, 2 Empower, and 2 Swift counters.