

# Everfest (EVR) Release Notes

Last modified 4 February 2022

## General Notes

Everfest contains 198 cards (88 commons, 61 rares, 45 majestic, 3 legendaries, 1 fabled).  
Everfest becomes legal for tournaments on its official release date: 4 February, 2022.

## Icons

- {r} Resource Point
- {p} Power
- {d} Defense Value
- {h} Life
- {} Intellect

## Returning keywords

### Welcome to Rathe

- Battleworn
- Blade Break
- Combo
- Dominate
- Go again
- Intimidate

### Arcane Rising

- Arcane Barrier X
- Boost
- Opt X

### Crucible of War

- Temper

### Monarch

- Phantasm
- Spectra

## Tales of Aria

- Essence

## Returning tokens

### Welcome to Rathe

- Seismic Surge
- Quicken

### Arcane Rising

- Runechant

### Crucible of War

- Copper

### Monarch

- Spectral Shield

## Tales of Aria

- Frostbite

## Returning cards

### Arcane Rising

- Arcanite Skullcap

## New Keywords

### **Heave X**

*At the beginning of your end phase, if this is in your hand and you have an empty arsenal zone, you may pay X and put this face up into your arsenal. If you do, create X Seismic Surge tokens.*

- Heave is a hidden triggered ability. The card must be shown when the triggered effect is triggered for its effect to resolve.
- Heave triggers during the end phase of a turn. There is no priority in the phase to respond to Heave's triggered layer.
- You cannot use heave from arsenal. Heave can only be used from hand.
- You do not need to play the card you heaved the following turn.

- If you decide to pay the cost, both the costs must be paid in full. You must pay the resource cost AND put the source card face up into an empty arsenal zone; you can not pay just one or the other.
- You cannot heave if you don't have an empty arsenal zone.

### **Example:**

#### **Pulverize**

Guardian Action - Attack

(1) 10{r} 14{p} 3{d}

Heave 3 (*At the beginning of your end phase, if Pulverize is in your hand and you have an empty arsenal zone, you may pay {r}{r}{r} and put Pulverize face up into your arsenal. If you do, create 3 Seismic Surge tokens.*)

If Pulverize hits a hero, their first attack during their next turn has -4{p}.

## **Card-specific Notes**

#### **Grandeur of Valahai**

Guardian Resource - Gem

(3)

Legendary (You may only have 1 Grandeur of Valahai in your deck.)

When you pitch Grandeur of Valahai, create a Seismic Surge token.

- A Seismic Surge is a Guardian Token - Aura with “At the beginning of your action phase, destroy Seismic Surge then the next Guardian attack action card you play this turn costs {r} less to play.”
- You cannot defend with Grandeur of Valahai as it has no defense property. (*This is different than if it had a defense value of 0.*)
- When you pitch Grandeur of Valahai to pay the costs for playing a card or activating an ability, the trigger it creates will resolve before that card or ability.

---

## **Brute Class**

#### **Skull Crushers**

Brute Equipment - Arms

1{d}

Whenever you roll a 5 or 6 on a die, your Brute attacks gain +1{p} this turn.

Whenever you roll a 1 on a die, destroy Skull Crushers.

Battleworn (*If you defend with Skull Crushers, put a -1{d} counter on it when the combat chain closes.*)

- Both triggered effects on Skull Crushers can trigger more than once per turn. If you have rolled a 5 or a 6 multiple times in a turn, the ability triggers that many times.
- The triggered effects both trigger on the result of a roll. If a die is rerolled (i.e. Gambler's Gloves), only the final value is used; or if it is ignored (i.e. Ready to Roll), any ignored values are not used.
- If multiple dice are rolled, the triggered effects are triggered by each die rolled this way (excluding ignored rolls).
- The first triggered effect generates a +1{p} continuous effect that lasts until end of turn. Destroying Skull Crushers does not remove the continuous effects generated this way.
- Brute attacks include Brute attack action cards, Brute weapons, Brute Ally activated attacks.
- You cannot roll a die unless an effect instructs you to.

---

### Swing Big

Brute Action - Attack

(1) 2{r} 8{p} 3{d}

If Swing Big doesn't hit, the defending hero creates a Quicken token when the combat chain closes.

- An attack is considered to have hit if it deals damage to the defending hero during the damage step of combat. Otherwise it is not considered to have hit.
- If Swing Big attacks a non-hero target, then the effect does not trigger and the controller of the target would not create a Quicken token.
- If Swing Big is not on the combat chain when the combat chain closes, the effect does not trigger.

---

### Ready to Roll

Brute Action

(3) 0{r} 3{d}

Kayo Specialization (*You may only have Ready to Roll in your deck if your hero is Kayo.*)

If you would roll 1 or more dice this turn, instead roll that many dice plus 1 and ignore the lowest roll.

Go again

- If an effect would make you roll 2 dice at the same time, then you would roll 3 dice then ignore 1 result.

- Ready to Roll generates a replacement effect. If you have multiple replacement effects you control you choose which one to apply first. If there are multiple replacement effects from different players the turn player decides which players replacement effects apply first.
  - Playing two Ready to Roll would result in rolling 2 additional dice and then ignoring the 2 lowest results.
  - If there are 2 or more equal lowest results, only one of those results is ignored for each Ready to Roll.
- 

### Rolling Thunder

Brute Action

(1) 1{r} 3{d}

Roll a 6 sided die. Your next Brute attack this turn gains +X{p}, where X the number rolled.

Go again

- Brute attacks include Brute attack action cards, Brute weapons, Brute Ally activated attacks.
- 

### High Roller

Brute Action

(1/2/3) 0{r} 3{d}

Intimidate (*Target hero banishes face down a random card from their hand. At the beginning of the end phase, return all cards banished this way to their owners hand.*)

If you have rolled a (4, 5, or 6/5 or 6/6) on a die this turn, instead intimidate twice.

Go again

- High Roller does not have an effect that rolls any dice itself.
  - The die must have been rolled due to a roll effect in the game. You cannot roll a die unless an effect requires it.
  - If you have rolled multiple times, you can still only get the additional intimidate once.
  - High Roller has two instances of Intimidate if the second criteria is met. No player can respond between these intimidates as no one has priority during the resolution of a card.
- 

### Bare Fangs

Brute Action - Attack

(1/2/3) 2{r} 6/5/4{p}

When you attack with Bare Fangs, draw a card then discard a random card. If a card with 6 or more {p} is discarded this way, Bare Fangs gains +2{p}.

- You cannot play cards or activate abilities after drawing the card but before discarding.
- You cannot defend with Bare Fang as it has no defense property. (*This is different than if it had a defense value of 0.*)

---

### **Wild Ride**

Brute Action - Attack

(1/2/3) 2{r} 6/5/4{p}

When you attack with Wild Ride, draw a card then discard a random card. If a card with 6 or more {p} is discarded this way, Wild Ride gains go again.

- You cannot play cards or activate abilities after drawing the card but before discarding.
- You cannot defend with Wild Ride as it has no defense property. (*This is different than if it had a defense value of 0.*)

---

### **Bad Beats**

Brute Action

(1/2/3) 0{r} 3{d}

Roll a 6 sided die. If the number rolled is a (4, 5, or 6/5 or 6/6), the next Brute attack action card you play this turn gains +5{p}.

- The number must be rolled from Bad Beats, it does not count dice that have been rolled for other effects.

---

## **Guardian Class**

### **Bravo, Star of the Show**

Elemental Guardian Hero

4{i} 40{h}

Essence of Earth, Ice, and Lightning (*You may have Earth, Ice, and Lightning cards in your deck.*)

At the start of your turn, you may reveal an Earth, an Ice, and a Lightning card from your hand. If you do, the next attack action card with cost 3 or greater you play this turn gains +2{p}, dominate, and go again.

- You cannot reveal cards if you cannot fulfill the entire reveal effect. For example you cannot reveal just an Ice card with nothing else.
- You may reveal a card to fulfill more than one criteria for example revealing a Lightning/Ice card as well as an Earth card.
- Bravo, Star of the Show is an Elemental Guardian with Earth, Ice and Lightning Essence. If your hero is Bravo, Star of the Show, you can have in your deck: Elemental cards, Earth Cards, Ice Cards, Lightning Cards, Elemental Guardian cards, Guardian cards and Generic cards.
- If an attack gains dominate, you can still defend with equipment and defense reactions played from arsenal in addition to up to 1 card from hand.
- If an attack gains dominate, playing a defense reaction from your hand counts towards the 1 card from your hand restriction. You cannot defend with a card in your hand then play a defense reaction from your hand.

---

### **Stalagmite, Bastion of Isenloft**

Elemental Guardian Equipment Off - hand

2{d}

Whenever you defend with Stalagmite, create a Frostbite token under the attacking hero's control. Temper

- An Off-hand permanent may start in one of your weapon zones. You cannot control a 2h and an Off-hand permanent at the same time. You can not control two Off-hand permanents at the same time.
- Equipment goes to the graveyard when destroyed.
- The Frostbite token is created during the defend step of combat.

---

### **Valda Brightaxe**

Guardian Hero - Young

4{i} 21{h}

Whenever an opponent draws a card during an action phase, create a Seismic Surge token for each card drawn this way.

At the start of your turn, if you control 3 or more Seismic Surge tokens, cards you own with crush gain dominate this turn.

- Valda's hero ability triggers during any action phase, not just your own.
- If an attack gains dominate, you can still defend with equipment and defense reactions played from arsenal in addition to up to 1 card from hand.
- If an attack gains dominate, playing a defense reaction from your hand counts towards the 1 card from your hand restriction. You cannot defend with a card in your hand then play a defense reaction from your hand.

---

### **Earthlore Bounty**

Guardian Equipment - Chest

2{d}

Whenever you draw a card from the effect of an action card, create a Seismic Surge token for each card drawn this way.

Temper (*If you defend with Earthlore Bounty, put a -1{d} counter on it when the combat chain closes then destroy it if it has 0{d}.*)

- If you draw multiple cards you would create multiple Seismic Surge tokens. e.g. draw 2 cards means you would create 2 Seismic Surge tokens.
- This effect triggers if you draw a card from the effect of an action card played by your opponent.

---

### **Pulverize**

Guardian Action - Attack

(1) 10{r} 14{p} 3{d}

Heave 3 (*At the beginning of your end phase, if Pulverize is in your hand and you have an empty arsenal zone, you may pay {r}{r}{r} and put Pulverize face up into your arsenal. If you do, create 3 Seismic Surge tokens.*)

If Pulverize hits a hero, their first attack during their next turn has -4{p}.

- You cannot trigger heave from the arsenal. Heave can only be triggered from hand.
- While Pulverize does create a triggered layer in the end phase, players do not have a priority window during the end phase to respond to the trigger.

---

### **Imposing Visage**

Guardian Action

(3) X3{r} 3{d}

Search your deck for an aura card with cost X or less, put it into the arena, then shuffle your deck.

Go again

- The value of X is selected before applying cost increases and then reductions.
- X can be 0.
- The cost of the card is the total of X plus 3. E.g if I wanted to search for Emerging Power (cost of 2) with Imposing Visage, X equal 2. I would need to play Imposing Visage for a total cost of 5 resources (2+3 = 5).



- When an aura enters the arena from the effect of Imposing Visage, effects of that aura that trigger on entering the arena are triggered. (i.e. “When Nerves of Steel enters the arena, [...]”)

---

### **Nerves of Steel**

Guardian Action - Aura

(3) 3{r} 3{d}

When Nerves of Steel enters the arena, remove a -1{d} counter from a chest equipment you control.

Battleworn and temper on equipment you control doesn't trigger if it defends an attack with 2 or less {p}. (*Battleworn and temper trigger when the combat chain closes.*)

When your hero is dealt damage, destroy Nerves of Steel.

- The equipment subtype “Chest” is found on the bottom center of the card.
- Nerves of Steel is destroyed after taking any type of damage including physical damage {p} damage, arcane damage and untyped damage. This does not include loss of life.
- If you defend an attack with 2 or less power with an equipment, and then the attack increases to 3 or more power, Nerves of Steel will not prevent Battleworn and Temper from triggering when the combat chain closes.
- If you defend an attack with 3 or more power with an equipment, and then the attack decreases to 2 or lower power, Nerves of Steel will prevent Battleworn and Temper from triggering when the combat chain closes.

---

### **Thunder Quake**

Guardian Action - Attack

(1/2/3) 6{r} 10/9/8{p} 3{d}

Heave 3 (*At the beginning of your end phase, if Thunder Quake is in your hand and you have an empty arsenal zone, you may pay {r}{r}{r} and put Thunder Quake face up into your arsenal. If you do, create 3 Seismic Surge tokens.*)

- You cannot trigger heave from the arsenal. Heave can only be triggered from hand.
- While Thunder Quake does create a triggered layer in the end phase, players do not have a priority window during the end phase to respond to the trigger.

---

### **Macho Grande**

Guardian Action - Attack

(1/2/3) 7{r} 10/9/8{p} 3{d}

Dominate (*The defending hero can't defend Macho Grande with more than 1 card from their hand.*)

- You can still defend with equipment and defense reactions played from arsenal in addition to up to 1 card from hand.
- Playing a defense reaction from your hand counts towards the 1 card from your hand restriction. You cannot defend with a card in your hand then play a defense reaction from your hand.

---

### **Seismic Stir**

Guardian Action

(1/2/3) 2{r} 3{d}

Create (3/2/a) Seismic Surge token(s).

Go again

- A Seismic Surge is a Guardian Token - Aura with “At the beginning of your action phase, destroy Seismic Surge then the next Guardian attack action card you play this turn costs {r} less to play.”

---

### **Steadfast**

Guardian Instant

(1/2/3) 3{r}

Prevent the next (6/5/4) damage that would be dealt to your hero this turn by a source of your choice.

- You may not defend with Steadfast as it does not have a defense value.
- The source can be any object currently in the game, typically cards or tokens, and is chosen at the time Steadfast resolves.
- If the chosen source deals more than one event of damage (or type of damage), the prevention effect of Steadfast applies to each of those instances. E.g. If the opponent plays Sting of Sorcery, and then attacks with Singeing Steelblade (chosen source), Steadfast will apply to both events of arcane damage AND the event of physical damage from the attack.
- If the chosen source has an ability that attacks (such as a weapon), Steadfast can prevent damage dealt by that source on separate chain links. E.g. If the source is Dawnblade, Steadfast can prevent a total of 6 damage across one or more attacks from the Dawnblade chosen.
- The effect of Steadfast prevents the incoming damage from the chosen source, and cannot be saved for a future source of damage once Steadfast resolves.

- Steadfast is an instant. You may play it anytime you have priority, including during an opponent's turn, and during the reaction window of either player's turn.
  - Once Steadfast has prevented a total of 6/5/4 damage from the chosen source, it will no longer prevent any additional damage from that source.
  - Loss of life is not being dealt damage and would not be prevented by Steadfast.
- 

## **Ninja Class**

### **Mask of the Pouncing Lynx**

Ninja Equipment - Head

2{d}

When an attack action card you control hits, you may destroy Mask of the Pouncing Lynx. If you do, search your deck for an attack action card with 2 or less {p}, banish it, then shuffle. You may play it this turn.

Blade Break *(If you defend with Mask of the Pouncing Lynx, destroy it when the combat chain closes.)*

- Base power {p} is determined by the printed {p} value on a card. *(Located at the bottom left corner of a card.)*
  - An attack is considered to have hit if it deals damage during the damage step of combat.
  - If the banished card is not played during the turn, it is still banished and will remain banished indefinitely.
- 

### **Break Tide**

Ninja Action - Attack

(2) 0{r} 2{p} 3{d}

Combo - If Rushing River or Flood of Force was the last attack this combat chain, Break Tide gains +3{p}, dominate, and "If Break Tide hits, banish the top card of your deck. Until the end of your next turn, you may play it."

- You still may only play the banished card when it is legal to do so, up until the end of your next turn.
- If the banished card is not played, it is still banished and will remain banished indefinitely.
- If Break Tide has dominate, you can still defend with equipment and defense reactions played from arsenal in addition to up to 1 card from hand.
- Playing a defense reaction from your hand counts towards the 1 card from your hand restriction of dominate. You cannot defend with a card in your hand then play a defense reaction from your hand.

---

### Spring Tidings

Ninja Action - Attack

(2) 0{r} 2{p} 3{d}

Benji Specialization (*You may only have Spring Tidings in your deck if your hero is Benji.*)

When Spring Tidings hits, draw a card for each other attack action card with 2 or less base{p} you control on the combat chain.

Go again

- Base power {p} is determined by the printed {p} value on a card. (*Located at the bottom left corner of a card.*)
- Spring Tidings does not count itself towards its own effect. If you control no other attack action cards on the combat chain, Spring tidings will not draw any cards.
- Spring Tidings does not require you to have hit with the other attack actions on the combat chain.

---

### Winds of Eternity

Ninja Action - Attack

(3) 0{r} 2{p} 3{d}

Combo - If Winds of Eternity was the last attack this combat chain, Winds of Eternity gains +2{p} and "If this hits, shuffle all cards named Hundred Winds you control on this combat chain into your deck."

- This triggered effect is not optional. If Hundred Winds hits you must shuffle all cards named Hundred Winds you control on this combat chain into your deck.

---

### Hundred Winds

Ninja Action - Attack

(1/2/3) 0{r} 3/2/1{p} 3{d}

Combo - If Hundred Winds was the last attack this combat chain, this attack gains +1{p} for each other card named Hundred Winds you control on this combat chain.

Go again

- It does not matter what the pitch or power of the other 'Hundred Winds' are on this combat chain. This card only cares about the card name of other cards on the combat chain.
-

### **Ride the Tailwind**

Ninja Action - Attack

(1/2/3) 0{r} 3/2/1{p} 0{d}

When Ride the Tailwind hits, the next attack action card with 2 or less base {p} you play this combat chain gains go again.

Go again

- Base power {p} is determined by the printed {p} value on a card. (*Located at the bottom left corner of a card.*)
- A card with “go again” can not gain another instance of “go again”, and will only grant 1 action point when it resolves.
- If the combat chain is closed after Ride the Tailwind is played and before another attack action card is played. The effect will not carry over to the next combat chain.

---

### **Twin Twisters**

Ninja Action - Attack

(1/2/3) 1{r} 3/2/1{p} 2{d}

Choose 1:

- Twin Twisters gains "When this hits, your next attack this combat chain gains +1{p}."
- Twin Twisters gains +1{p}.

Go again

- You must choose a mode for Twin Twister.

---

### **Wax On**

Ninja Defense Reaction

(1/2/3) 0{r} 3/2/1{d}

While Wax On is defending an attack action card with cost 0, it gains +2{d}.

- The cost of a card is located in the top left-hand corner of the card.

---

## **Warrior Class**

**Helm of Sharp Eye**

Warrior Equipment - Head

1{d}

Attack Reaction - {r}, destroy Helm of Sharp Eye: Banish the top card of your deck. You may play it this combat chain. Activate this ability only if you control a weapon with {p} greater than twice its base {p}.

Battleworn (*If you defend with Helm of Sharp Eye, put a -1{d} counter on it when the combat chain closes.*)

- Base power {p} is determined by the printed {p} value on a card. (*Located at the bottom left corner of a card.*)
- Helm of Sharp Eye's activated ability is an attack reaction. You may only activate it during the reaction window when you are the attacking hero.
- You can only activate this ability if a weapon you control has MORE than twice its base power. E.g If you can control a Dawnblade (that has a base power of 3) then in the reaction window play and resolve Razor Reflex, you are still unable to active Helm of Sharp Eye's ability as Dawnblade currently only has a total power of 6. However, increasing the power to 2 Razor Reflex's (total power of 9) will allow you to to active Helm of Sharp Eye's ability.
- Non-attack actions can only be played on an empty stack when the combat chain is closed. You cannot play non-attack actions with Helm of Sharp Eye, unless they can specifically be played as an instant.
- If the base power of a weapon is 0, any increase is considered greater than twice its base power.

---

## Shatter

Warrior Attack Reaction

(2) 0{r} 3{d}

Until end of turn, target 2H weapon gains "Whenever this would deal {p} damage, instead you may destroy target defending equipment with {d} less than the damage that would be dealt this way.

- 2H refers to 'two-handed'. A weapons 'hand' requirement is located at the bottom-middle of your weapons cards.
- Shatter refers to the modified defense, not the base defense of an equipment.
- Shatter creates a replacement effect during damage calculation. Players can not respond to replacement effects by playing cards or activating abilities.
- A card that is destroyed is put into the owner's graveyard. This includes destroyed Equipment.

---

## Blood on Her Hands

## Warrior Action

(2) 0{r} 3{d}

### Kassai Specialization

As an additional cost to play Blood on Her Hands, destroy any number of Copper you control.

For each Copper destroyed this way choose a mode. You may choose each mode twice.

- Target 1H weapon gains +1{p} this turn while attacking this turn.
- Target 1H weapon gains go again this turn while attacking this turn.
- Target 1H weapon may attack twice this turn.

Go again

- You may only play Blood on Her Hands in your deck if your hero is 'Kassai'.
- 1H refers to 'one-handed'. A weapons 'hand' requirement is located at the bottom-middle of your weapons cards.
- A card with "go again" can not gain another instance of "go again", and will only grant 1 action point when it resolves.
- If you choose to destroy more than 6 copper tokens to pay the additional costs for Blood on Her Hands you will not receive any additional effects.
- You can choose each mode zero, one or twice.
- If you can choose to destroy copper tokens, you MUST select that many modes (up to 6).
- You can choose to destroy zero copper when you play Blood on Her Hands. (*You would not be able to choose any modes*)
- If the same target 1H weapon is declared for the third mode (may attack twice this turn) it can still only attack twice that turn, it does not change it to being able to attack thrice.
- If target 1H weapon may attack twice this turn, and there is an effect that allows you to attack an additional time with a weapon, you may attack thrice with that weapon.

---

## Oath of Steel

### Warrior Action

(1) 0{r} 3{d}

Whenever you attack with a weapon this turn, put a +1{p} counter on it.

At the beginning of your end phase, remove all +1{p} counters from weapons you control.

Go again

- All +1{p} counters are removed during the end phase even ones that were not created by Oath of Steel.

---

## Slice and Dice

### Warrior Action

(1/2/3) 0{r} 3{d}

Whenever you attack with a sword or dagger this turn;

- If it's your first weapon attack this turn, it gains  $+1\{p\}$ .

- If it's your second weapon attack this turn, it gains  $+(3/2/1)\{p\}$ .

Go again

- This does not affect weapons that are not swords or daggers.
- If you attack with a non-sword, non-dagger weapon before you attack with a sword or dagger weapon, you do not gain the first effect. If you attack twice with a non-sword, non-dagger weapon, then you can not gain either effect this turn.

---

### **Blade Runner**

Warrior Attack Reaction

$(1/2/3) 1\{r\} 3\{d\}$

Target 1H weapon attack gains go again.

Your next weapon attack this turn gains  $+(3/2/1)\{p\}$ .

- A card with “go again” can not gain another instance of “go again”, and will only grant 1 action point when it resolves.
- 1H refers to ‘one-handed’. A weapons ‘hand’ requirement is located at the bottom-middle of your weapons cards.
- The target weapon attack does not gain the  $\{p\}$  effect. Only the subsequent weapon attack this turn can gain the  $\{p\}$  effect.

---

### **In the Swing**

Warrior Attack Reaction

$(1/2/3) 0\{r\} 3\{d\}$

Play In the Swing only if you have attacked 2 or more times with weapons this turn.

Target weapon attack gains  $+(3/2/1)\{p\}$ .

- You cannot play In the Swing if you have not attacked 2 or more times with weapons this turn.

---

### **Outland Skirmish**

Warrior Action

$(1/2/3) 0\{r\} 3\{d\}$

Your next 1H weapon attack this turn gains  $+(3/2/1)\{p\}$ .

The next time a weapon hits this turn, create a Copper token.

Go again



- 1H refers to 'one-handed'. A weapons 'hand' requirement is located at the bottom-middle of your weapons cards.
  - The second criteria does not care if the weapon is 1H or 2H.
- 

## **Mechanologist Class**

### **Dissolution Sphere**

Mechanologist Action - Item

(2) 2{r}

Dissolution Sphere enters the arena with a steam counter on it.

At the beginning of your action phase, destroy Dissolution Sphere unless you remove a steam counter from it. Whenever your hero would be dealt exactly 1 damage, prevent it.

- You cannot defend with Dissolution Sphere as it has no defense value. (*This is different than if the defense value was 0.*)
  - If you would take 2 or more damage from an event, Dissolution Sphere would not prevent that damage and you would take the 2 damage. Dissolution sphere only prevents events that deal 1 damage.
  - If you would take mixed damage from an event, and the total damage is greater than 2, Dissolution Sphere's prevention effect does not apply.
  - If you would take 2 or more damage from an event and another replacement effect reduces the damage to be dealt to 1, the Dissolution Sphere's prevention effect does apply and prevents 1 damage.
- 

### **Micro-processor**

Mechanologist Action - Item

(3) 2{r}

Data Doll Specialization (*You may only have Micro-processor in your deck if your hero is Data Doll.*)

Once Per Turn Action - 0: Opt 1

Once Per Turn Action - 0: Draw a card then put a card from your hand on top of your deck.

One Per Turn Action - 0: Banish the top card of your deck.

The first time you activate Micro-processor each turn, gain 1 action point.

- You cannot defend with Micro-processor as it has no defense value. (*This is different than if the defense value was 0.*)

- You can use each activated ability once per turn.
- Activating each ability requires an action point and can only be activated on an empty combat chain. You can close the combat chain after an attack has fully resolved.

---

### Signal Jammer

Mechanologist Action - Item

(3) 0{r}

Signal Jammer enters the arena with a steam counter on it.

At the beginning of your action phase, destroy Signal Jammer unless you remove a steam counter from it.

Each hero can't play more than 1 'non-attack' action card each turn.

- You cannot defend with Signal Jammer as it has no defense value. *(This is different than if the defense value was 0.)*
- This affects all players, including the player that controls Signal jammer.

---

### Teklo Pounder

Mechanologist Action - Item

(3) 2{r}

Teklo Pounder enters the arena with 3 steam counters on it. When Teklo Pounder has no steam counters on it, destroy it.

Once per Turn Effect - Whenever you boost an attack action card, remove a steam counter from Teklo Pounder. If you do, the attack gains +2{p}.

- You cannot defend with Teklo Pounder as it has no defense value. *(This is different than if the defense value was 0.)*
- The boost does not need to be successful. You will still remove a steam counter and gain +2(p) when you boost a card.
- The effect is not optional, you MUST remove a steam counter and gain +2(p).

---

### T-Bone

Mechanologist Action - Attack

(1/2/3) 0{r} 3/2/1{p} 3{d}

If you control a card on the combat chain that was boosted, the defending hero must defend T-Bone with an equipment they control if able.

Boost *(As an additional cost to play T-Bone, you may banish the top card of your deck. If it's a Mechanologist card, T-Bone gains go again.)*

- It does not matter if the boost is successful or not. If you've boosted this combat chain the defending hero must defend T-Bone with an equipment they control.
  - T-Bone counts itself towards its effect if it was boosted when it was played.
  - You cannot defend with equipment that is already defending on the combat chain.
  - You can still defend with equipment with 0 defense. You cannot however defend with equipment with no defense value.
- 

### **Payload**

Mechanologist Action - Attack

(1/2/3) 2{r} 6/5/4{p} 3{d}

If you have boosted this combat chain, Payload gains dominate. (*The defending hero can't defend Payload with more than 1 card from their hand.*)

- It does not matter if the boost is successful or not. If you've boosted this combat chain, Payload gains dominate.
  - If Payload gains dominate, you can still defend with equipment and defense reactions played from arsenal in addition to up to 1 card from hand.
  - If Payload gains dominate, playing a defense reaction from your hand counts towards the 1 card from your hand restriction. You cannot defend with a card in your hand then play a defense reaction from your hand.
- 

### **Zoom In**

Mechanologist Action - Attack

(1/2/3) 2{r} 5/4/3{p} 3{d}

When you attack with Zoom in, opt X, where X is the number of times you have boosted this combat chain. (Look at the top X cards of your deck. You may put them on the top and/or bottom in any order.)

Boost (*As an additional cost to play Zoom In, you may banish the top card of your deck. If it's a Mechanologist card, Zoom In gains go again.*)

- It does not matter if the boost were successful or not you still gain the 'Opt X' effect.
  - Zoom In counts itself towards its effect if it was boosted when it was played.
- 

### **Rotary Ram**

Mechanologist Action

(1/2/3) 0{r} 3{d}

The next Mechanologist attack action card you play this turn gains +(3/2/1){p}.

If you have boosted this turn, put Rotary Ram on the bottom of your deck.

Go again

- It does not matter if the boost is successful or not. If you've boosted this turn, you must put Rotary Ram on the bottom of your deck.
  - Rotary Ram is put to the bottom of the deck at the time its effect resolves. It does not stay in the arena.
- 

## **Merchant Class**

### **Genis Wotchuneed**

Merchant Hero - Young

4{i} 20{h}

Once per Turn Action - {r}{r}: Each other hero may put a card from their hand on the bottom of their deck. If they do, they draw a card and you create a Silver token. If you gain no Silver this way, draw a card. Go again

- Each player is affected in clockwise-order starting from the turn player. Once a player has put a card from their hand on the bottom of their deck (and drawn a card), or not, the next player in clockwise-order makes their decision.
  - Opposing players only draw from the effect if they decide to put a card from their hand on the bottom of their deck. The effect is optional and players can decide not to put a card from their hand on the bottom of their deck.
- 

### **Silver Palms**

Merchant Equipment - Arms

2{d}

At the start of each other hero's turn, if they have less {h} than you, they may draw a card. If they do, you create a Silver token.

Blade Break (If you defend with Silver Paws, destroy it when the combat chain closes.)

- The effect is optional, and the other player can choose not to draw a card if they have less {h} than you.
-

## **Ranger Class**

### **Dreadbore**

Ranger Weapon - Bow (2H)

Once per Turn Action - {r}: You may put an arrow card from your hand face up into an empty arsenal zone you control. If you do, it gains +1{p} until end of turn. Go again

Arrows you control have "Defense reactions can't be played from hand this chain link."

- You cannot attack with this weapon as it does not have an attack value or an attack ability that can be activated to attack.
- You may use this ability even when you have a card in all your arsenal zones, however you cannot put an arrow card from your hand into your arsenal.
- An arrow card has the subtype "arrow" and is located at the bottom middle of the card.
- An arrow can be played from arsenal even if it wasn't a bow that placed it in the arsenal.
- This does not give the arrow go again. (*The action on Dreadbore has go again.*)
- Defense reactions can still be played from the arsenal or other zones that are not from the hand.

---

### **Battering Bolt**

Ranger Action - Arrow Attack

(1) 1{r} 6{p} 3{d}

(Arrows can only be played from arsenal and only if you control a bow.)

If Battering Bolt hits a hero, they reveal their hand and discard all cards other than action cards.

Then they lose 1{h} for each card discarded this way.

- The green symbol on Battering Bolt is life.
- Action cards are not discarded. All other card types are discarded including by not limited to: Attack Reactions, Defense Reactions, Instants, Mentors etc.

---

### **Tri-shot**

Ranger Action

(3) 0{r} 3{d}

You may activate target bow you control 2 additional times this turn.

Go again

- You still need to pay the activation costs required to activate the bow.
- This ability bypasses the "Once per Turn Action" (*Or Twice per turn*) on bows and allows 2 additional activations.

---

### **Rain Razors**

Ranger Instant

(2) 0{r}

Arrows have +2{p} while attacking this turn.

- You cannot defend with Rain Razors as it has no defense value. (*This is different than if the defense value was 0.*)

---

### **Release the Tension**

Ranger Action

(1/2/3) 0{r} 2{d}

Your next arrow attack this turn gains +(3/2/1){p} and "Defense reactions can't be played from arsenal this chain link."

Go again

- Defense reactions can still be played from hand, or any other zone other than the arsenal.
- This only affects the chain link, not the entire combat chain.

---

### **Fatigue Shot**

Ranger Action Arrow - Attack

(1/2/3) 1{r} 5/4/3{p} 3{d}

*(Arrows can only be played from arsenal and only if you control a bow.)*

When Fatigue Shot hits a hero, the base {p} of the first attack action card they play during their next turn is halved, rounded up. (*An attack with 5 base {p} becomes 3{p}.*)

- Base power {p} is determined by the printed {p} value on a card. (*Located at the bottom left corner of a card.*)
- Modifications to the base power of a card are applied before any other non-base modifications.

---

### **Timidity Point**

Ranger Action Arrow - Attack

(1/2/3) 1{r} 5/4/3{p} 3{d}

*(Arrows can only be played from arsenal and only if you control a bow.)*

When Timidity Point hits a hero, attacks they control lose and can't gain dominate during their next turn.

- This only stops attacks with the keyword dominate. It does not stop other keywords or effects that have similar effects to dominate but not have dominate.

---

### **Read the Glide Path**

Ranger Action

(1/2/3) 0{r} 2{d}

Your next arrow attack this turn gains +(3/2/1){p}.

Opt 1 (*Look at the top card of your deck. You may put it on the bottom.*)

Go again

---

## **Runeblade Class**

### **Vexing Quillhand**

Runeblade Equipment - Arms

0{d}

Action - Destroy Vexing Quillhand: Create 2 Runechant tokens. Go again

Arcane Barrier 1 (*If your hero would be dealt arcane damage, you may pay {r} instead. If you do, prevent 1 arcane damage that source would deal.*)

- You can only prevent one arcane damage per Arcane Barrier 1 per damage event.
  - Players cannot respond to the prevention as it is a replacement effect.
  - To fully prevent a card dealing 3 arcane damage, you would require three Arcane Barrier 1 and three resources to prevent it. To fully prevent 3 Runechant tokens (3 instances of 1 damage from different sources). You would require one Arcane Barrier 1 and three resources to prevent it.
- 

### **Runic Reclamation**

Runeblade Action - Attack

(1) 3{r} 7{p} 3{d}

When Runic Reclamation hits a hero, destroy target aura they control. If you do, create a Runechant token.

- The target aura is selected at the time the triggered effect is triggered and put onto the stack.
  - If there is no aura that can be targeted, or the target aura is destroyed before the triggered layer resolves, you do not create a Runechant token.
  - You cannot respond to the creation of the Runechant after the aura is destroyed as it is part of the resolution of the ability.
- 

### **Swarming Gloomveil**

Runeblade Action - Attack

(1) 0{r} 3{p} 3{d}

If you have played or created 1 or more auras this turn, Swarming Gloomveil gains go again. If you have played and/or created 2 or more, it gains +1{p}. If you have played and/or created 3 or more, it gains "When this hits a hero, they can't prevent arcane damage from sources you control this turn."

- Swarming Gloomveil is continuously checking. If you create an aura while Swarming Gloomveil is attacking, it would still gain the relevant effect.
  - If you've played or created 3 or more auras during the turn you attack with Swarming Gloomveil it will gain all 3 effects.
  - Runechant tokens that are triggered and resolve before Swarming Gloomveil hits (with the 3rd effect triggered), do not gain the benefit that prevents the hero from preventing arcane damage from sources you control.
  - Prevention effects that include the destruction of the source object, still destroy the source object but do not reduce the damage of the arcane damage event (that can't be prevented). Prevention effects apply one at a time until there is no more damage to be prevented. E.g. If you control 3 Spectral Shields and there is 1 arcane damage that can not be prevented, all Spectral Shields will be destroyed trying and failing to prevent the arcane damage.
- 

### **Revel in Runeblood**

Runeblade Action

(1) 0{r} 2{d}

If you have played an attack action card and another 'non-attack action' action card this turn, create 4 Runechant tokens. At the beginning of your end phase, destroy all Runechants you control.

Go again

- You cannot respond to the destruction effect of Revel in Runeblood as neither player gains priority during the end phase.



- You can play Revel in Runeblood without playing an attack action card and/or another 'non-attack' action card this turn, however you will create no Runechants from its effect.

---

### **Runeblood Incantation**

Runeblade Action - Aura

(1/2/3) 1{r} 2{d}

Go again

Runeblood Incantation enters the arena with (3/2/a) verse counter(s) on it.

At the beginning of your action phase, remove a verse counter from Runeblood Incantation. If you do create a Runechant token. Otherwise, destroy Runeblood Incantation.

- You are able to respond to Runeblood Incantations Runechant token generation effect as it triggers and resolves during the start of your action phase, not the start of your turn.

---

### **Drowning Dire**

Runeblade Action - Attack

(1/2/3) 2{r} 5/4/3{p} 3{d}

If you have played or created an aura this turn, Drowning Dire gains dominate. (*The defending hero can't defend Drowning Dire with more than 1 card from their hand.*)

When Drowning Dire hits, you may put a 'non-attack' action card from your graveyard on the bottom of your deck.

- Drowning Dire is continuously checking. If you create an aura while Drowning Dire is attacking, it would still gain dominate.
- If Drowning Dire has dominate, you can still defend with equipment and defense reactions played from arsenal in addition to up to 1 card from hand.
- If Drowning Dire has dominate, playing a defense reaction from your hand counts towards the 1 card from your hand restriction. You cannot defend with a card in your hand then play a defense reaction from your hand.

---

### **Reek of Corruption**

Runeblade Action - Attack

(1/2/3) 2{r} 4{p} 3{d}

If you have played or created an aura this turn, Reek of Corruption gains "When this hits a hero, they discard a card."

- Reek of Corruption is continuously checking. If you create an aura while Reek of Corruption is attacking, it would still gain ' If this hits a hero, they discard a card.'

- The defending player can respond to the hit trigger during chain link resolution.
- 

### **Shrill of Skullform**

Runesblade Action - Attack

(1/2/3) 2{r} 4/3/2{p} 3{d}

If you have played or created an aura this turn, Shrill of Skullform gains +3{p}.

- Shrill of Skullform is continuously checking, If you create an aura while Shrill of Skullform is attacking, it would still gain +3{p}
- 

## **Wizard Class**

### **lyslander**

Elemental Wizard Hero - Young

4{i} 18{h}

Essence of Ice (You may have Ice cards in your deck.)

If it's not your turn, you may play 'non-attack' action cards with blue color strips from your arsenal as though they were an instant.

Whenever you play an Ice card during an opponents turn, create a Frostbite token under their control.

- A blue color strip is a card that has a base pitch value of 3. The color strip is located at the top center of the card.
  - 'Non-attack' action cards played as an instant are still considered 'non-attack' action cards for the purposes of effects.
  - You cannot gain an action point on an opponent's turn.
  - Frostbite tokens affect cards before they are played. If you create a Frostbite in response to a player playing a card, Frostbite will not affect that card.
  - lyslander's effect that creates a Frostbite token is a triggered effect that can be responded to.
- 

### **Kraken's Aethervein**

Wizard Weapon Staff - (2H)

Once per Turn Instant - {r}{r}{r}: Deal 1 arcane damage to target opposing hero. Draw a card for each arcane damage dealt this way.

- You cannot attack with this weapon as it does not have an attack value or an action that allows it to attack.
  - Effects that modify action cards that deal arcane damage would not affect Kraken's Aethervein as it is not an action card.
- 

### **Sigil of Parapets**

Wizard Defense Reaction

(3) 1{r} 2{d}

While Sigil of Parapets is defending, whenever you play a Wizard card, Sigil of Parapet's gains +2{d}.

- If you play multiple wizard cards it would gain +2{d} multiple times.
  - Any wizard card that is played would affect this, including wizard action cards, wizard instant cards and wizard defense reaction cards.
- 

### **Aether Wildfire**

Wizard Action

(1) 2{r} 3{d}

Deal 4 arcane damage to target opposing hero.

If Aether Wildfire is played during an opponents turn, until end of turn, action card effects that deal arcane damage instead deal that much arcane damage plus X, where X is the damage dealt by Aether Wildfire.

- This card is an action and therefore cannot be played except for on your action phase unless another way allows you to (For example playing it as though it was an instant)
  - This affects all action cards, not just your own. If your opponent does arcane damage to you on the same turn you have dealt damage from Aether Wildfire, their card would gain the effect too.
- 

### **Scour**

Wizard Instant

(3) X{r} 3{d}

Destroy X target aura tokens and/or auras with cost 0 controlled by target hero. Then deal arcane damage to that hero equal to the number of auras destroyed this way.

- Base cost is the printed cost value on a card. (*Located at the top right corner of a card.*)
- You cannot defend with Scour as it has no defense property. (*This is different than if it had a defense value of 0.*)

- Destroyed cards go to their owner's graveyard. If a token is destroyed (leaves the arena), it ceases to exist.
  - The value of X is determined at the time the card is declared to be played so that X targets can be declared and X resources can be paid.
  - You must have a target to play Scour for any  $X > 0$ . E.g. You cannot play Scour with  $X = 4$  if there are not at least 4 legal targets.
- 

### **Emeritus Scolding**

Wizard Action

(1/2/3) 2{r} 3{d}

Deal (4/3/2) arcane damage to target hero. If Emeritus Scolding is played during an opponents turn, instead deal (6/5/4) arcane damage to target hero.

- This card is an action and therefore cannot be played except for on your action phase unless another way allows you to (For example playing it as though it was an instant)
- 

### **Pry**

Wizard Action

(1/2/3) 0{r} 3{d}

Target hero reveals (3/2/a) card(s) from their hand. If Pry is played during an opponents turn, instead they reveal all cards in their hand.

You may choose a card revealed this way. If you do, that hero puts it on the bottom of their deck then draws a card.

- This card is an action and therefore cannot be played except for on your action phase unless another way allows you to (For example playing it as though it was an instant)
- 

### **Pyroglyphic Protection**

Wizard Action - Aura

(1/2/3) 2{r} 3{d}

If your hero would be dealt arcane damage, prevent (3/2/1) arcane damage that source would deal.

At the beginning of your action phase, destroy Pyroglyphic Protection.

- This only prevents arcane damage, it does not prevent any other types of damage, including physical and untyped damage.

- The prevention effect applies once per damage event and only prevents damage from the arcane portion of that event. If there are multiple events of damage, Pyrolyphic Protection prevents the full 1/2/3 arcane damage from each event.

---

### **Timekeeper's Whim**

Wizard Action

(1/2/3) 3{r} 3{d}

Deal (5/4/3) arcane damage to target hero.

If Timekeeper's Whim is played during an opponents turn, put it on the bottom of your deck.

- This card is an action and therefore cannot be played except for on your action phase unless another way allows you to (For example playing it as though it was an instant)

---

## **Illusionist Class**

### **Crown of Reflection**

Illusionist Equipment - Head

0{d}

Instant - Destroy Crown of Reflection: Destroy target Illusionist aura you control. If you do, you may put an Illusionist aura card from your hand into the arena with cost less than or equal the aura destroyed this way. Activate Crown of Reflection only during your action phase.

Arcane Barrier 1 *(If your hero would be dealt arcane damage, you may pay {r} instead. If you do, prevent 1 arcane damage that source would deal.)*

- You can only prevent one arcane damage per Arcane Barrier 1 per damage event.
- Players cannot respond to the prevention as it is a replacement effect.
- To fully prevent a card dealing 3 arcane damage, you would require three Arcane Barrier 1 and three resources to prevent it. To fully prevent 3 Runechant tokens (3 instances of 1 damage from different sources). You would require one Arcane Barrier 1 and three resources to prevent it.
- If a token Aura is destroyed by Crown of Reflection, you may put an Illusionist aura from your hand into the arena with a cost of 0. In this way tokens are assumed to have a cost of 0 because the effect assumes and requires the cost to be defined, instead being conditional on it.
- If the aura destroyed has a triggered effect that triggers on its own destruction (e.g. Haze Bending), that effect will trigger. If the illusionist aura you put into the arena has a triggered effect that triggers on other aura's destruction, that effect will not trigger because it was not in the arena at the time the previous aura was destroyed.

- If the Aura is destroyed before the activated layer resolves as a layer on the stack, the layer fails to resolve and you do not gain the benefit of putting an aura into the arena.

---

## Fractal Replication

Illusionist Action - Attack

(1) 0{r} \*{p} \*{d}

When you play or defend with Fractal Replication, it gains the abilities and effects of all Illusionist attack action cards on the combat chain.

Fractal Replication's {p} is equal to the greatest base {p} among Illusionist attack action cards on the combat chain.

Fractal Replication's {d} is equal to the greatest base {d} among Illusionist attack action cards on the combat chain.

- Illusionist attack action cards on the combat chain include previous attacks you control and defending cards controlled by the opponent.
- If there are no Illusionist attack action cards on the combat chain, Fractal Replication has 0 power and 0 defense. It can still attack and defend for 0 as it does have the power and defense property.
- Base power {p} is determined by the printed {p} value on a card. (*Located at the bottom left corner of a card.*)
- Effects that check on play will not check for their conditions to be met.
- Abilities with effects that state the name of the card that the effect it is on (the source), now refer to Fractal Replication after the ability is copied (the new source).
- Abilities with “when you play” triggered effects are still copied by Fractal Replication, however they will not trigger as Fractal Replication is already considered to have been played.
- Abilities with “when you attack” triggered effects copied by Fractal Replication will trigger as they are gained before Fractal Replication becomes an attacking card.
- A card with “go again” can not gain another instance of “go again”, and will only grant 1 action point when it resolves.
- The controller of Fractal Replication gets to choose the order of its effects when they are triggered. E.g If Fractal Replication gains multiple effects that state ‘when this hits...’ the controlling player gets to choose the order in which these effects resolve.
- Fractal Replication’s triggered effect is dependent on the Illusionist type. It is applied after types of objects have been determined, and gains the base abilities of an Illusionist attack action cards.
- Defending cards retain their abilities, but they are not considered functional. Therefore Fractal Replication still gains any defending Illusionist attack action card’s base abilities.
- Illusionist attack action cards that are no longer on the combat chain (such as when they are put into Soul, or back into the deck) are not considered for Fractal Replication’s effects. Last Known Information is not applied in this case.

---

### **Miraging Metamorph**

Illusionist Action - Attack

(1) 1{r} 7{p} 3{d}

Phantasm (*When Miraging Metamorph is defended by a non-Illusionist attack action card with 6 or more {p}, destroy Mirror Image and close the combat chain.*)

When Miraging Metamorph is destroyed, create a token that's a copy of an aura you control.

- Auras stay in the arena until they are destroyed.
- The token can be represented by a small object such as a card sleeve, coin, dice or anything that is clear to your opponent.
- An attack action card that is put into the graveyard from the combat chain is not considered to be destroyed.
- A copy has the same parameters, and copyable (printed) properties, as that object it is a copy of. It does not copy any counters on, or effects specific to, the copied object.

---

### **Shimmers of Silver**

Illusionist Action - Aura

(3) 0{r} 2{d}

Once per Turn Effect - Whenever you attack with an Illusionist aura weapon, put a +1{p} counter on it.

Spectra (*Shimmers of Silver can be attacked. When Shimmers of Silver becomes the target of an attack, destroy it and close the combat chain. The attack does not resolve.*)

- Auras stay in the arena until they are destroyed.
- This effect is not a 'may' effect. The first illusionist aura weapon you attack with will receive a +1{p} counter on it.

---

### **Haze Bending**

Illusionist Action - Aura

(3) 0{r} 2{d}

Once per Turn Effect - Whenever Haze Bending or another Illusionist non-token aura you control is destroyed, create a Spectral Shield token.

Spectra (*Dispersion Haze can be attacked. When Dispersion Haze becomes the target of an attack, destroy it and close the combat chain. The attack does not resolve.*)

- Auras stay in the arena until they are destroyed.
- An attack action card that is cleared from the combat chain or a rule or effect other than "destroy" is not considered to be destroyed.

- If Haze Bending is not in the arena when it is destroyed, its effect does not trigger because it was not functional at the time the card was destroyed.

---

### **Passing Mirage**

Illusionist Action - Aura

(3) 0{r} 2{d}

Your first Illusionist attack each turn loses and can't gain phantasm.

Spectra (*Passing Mirage can be attacked. When Passing Mirage becomes the target of an attack, destroy it and close the combat chain. The attack does not resolve.*)

- Auras stay in the arena until they are destroyed.
- This effect is not a 'may' effect. The first illusionist attack action card you attack with will lose and can't gain phantasm.
- If Passing Mirage enters the arena after you play the first illusionist attack action card this turn, the losing Phantasm does not apply to the second illusionist attack action card this turn.
- If Passing Mirage is destroyed the attack would regain Phantasm (if it had it originally).

---

### **Piercing Reality**

Illusionist Action - Aura

(3) 0{r} 2{d}

The first Illusionist attack action card you play each turn has +2{p}.

Spectra (*Piercing Reality can be attacked. When Piercing Reality becomes the target of an attack, destroy it and close the combat chain. The attack does not resolve.*)

- Auras stay in the arena until they are destroyed.
- This effect is not a 'may' effect. The first illusionist attack action card you play will have +2{p}.
- If Piercing Reality enters the arena after you play the first illusionist attack action card this turn, the +2{p} does not apply to the second illusionist attack action card this turn.
- If Piercing Reality is destroyed the attack would no longer have +2{p}.

---

### **Coalescence Mirage**

Illusionist Action - Attack

(1/2/3) 2{r} 7/6/5{p} 3{d}

Phantasm (*If Coalescence Mirage is defended by a non-Illusionist attack action card with 6 or more {p}, destroy Coalescence Mirage and close the combat chain.*)



When Coalescence Mirage is destroyed, you may put an Illusionist aura card with 0 from your hand into the arena.

- An attack action card that is cleared from the combat chain or a rule or effect other than “destroy” is not considered to be destroyed.
- If Coalescence Mirage is not in the arena when it is destroyed, its effect does not trigger because it was not functional at the time the card was destroyed.

---

### **Phantasmal Haze**

Illusionist Action - Attack

(1/2/3) 3{r} 8/7/6{p} 3{d}

Phantasm (*If Phantasmal Haze is defended by a non-Illusionist attack action card with 6 or more {p}, destroy Phantasmal Haze and close the combat chain.*)

When Phantasmal Haze is destroyed, create a Spectral Shield token.

- An attack action card that is cleared from the combat chain or a rule or effect other than “destroy” is not considered to be destroyed.
- If Phantasmal Haze is not in the arena when it is destroyed, its effect does not trigger because it was not functional at the time the card was destroyed.

---

### **Veiled Intentions**

Illusionist Action

(1/2/3) 1{r} 2{d}

Go again

The next attack action card you play this turn is Illusionist in addition to its other card, and gains +(4/3/2){p}, phantasm, and "When this is destroyed, draw a card."

- An attack action card that is cleared from the combat chain or a rule or effect other than “destroy” is not considered to be destroyed.
- If the attack is not in the arena when it is destroyed (such as when it is on the stack), its effect does not trigger because it was not functional at the time the card was destroyed.

---

## **Generic**

### **Arcane Lantern**

Generic Equipment Off - hand

Arcane Barrier 1 (*If your hero would be dealt arcane damage, you may pay {r} instead. If you do, prevent 1 arcane damage that source would deal.*)

- You can only prevent one arcane damage per Arcane Barrier 1 per damage event.
- Players cannot respond to the prevention as it is a replacement effect.
- To fully prevent a card dealing 3 arcane damage, you would require three Arcane Barrier 1 and three resources to prevent it. To fully prevent 3 Runechant tokens (3 instances of 1 damage from different sources). You would require one Arcane Barrier 1 and three resources to prevent it.

---

## **Bingo**

Generic Action - Attack

(1) 1{r} 5{p} 3{d}

When Bingo hits a hero, they reveal a card from their hand. If an attack action card is revealed this way, Bingo gains go again. If a 'non-attack' action card is revealed this way, draw a card.

- If the card revealed is not an attack action card or a 'non attack' action card, Bingo does not gain either ability i.e if the defending player reveals an 'instant' nothing would happen.
- If the defending hero has no cards in hand when this hits, they will be unable to reveal a card from hand, Bingo does not gain either effect.
- The controller of Bingo draws the card if a non-attack action card is revealed this way, not the one who revealed the card.
- Bingo, Bango, Bongo!

---

## **Firebreathing**

Generic Action - Attack

(1) 2{r} 3{p} 3{d}

Instant - {r}: Firebreathing gains +1{p}. Activate this ability only while Firebreathing is attacking.

- This effect can only be activated while it is attacking. When you are defending with Fire Breathing you cannot activate its ability as it does not specify you can.
- You may activate Firebreathing any number of times provided you can pay the cost for it's activation each time.

---

## **Cash Out**

Generic Action

As an additional cost to play Cash Out, you may destroy any number of weapons, equipment and/or non-token items you control.

Create a Silver token for each permanent destroyed this way.

Go again

(3) 0{r} 2{d}

- A Silver token is a generic token item with "Action- {r}{r}{r}, destroy Silver: Draw a card. Go again"
- You can choose to destroy no weapons, equipment and/or non-token items you control when you play Cash Out, however you will create no Silver tokens.
- Token permanents can be destroyed (except items), including tokens that have gained the weapon and/or equipment type. This means Illusionist auras that gain the weapon type from the effect of Iris of Reality, are legal subjects of the effect.

---

### **Knick Knack Bric-a-brac**

Generic Action

(1) 3{r} 2{d}

As an additional cost to play Knick Knack Bric-a-brac, you may destroy any number of Copper, Silver, and/or Gold you control.

Search your deck for a card with Amulet, Potion, or Talisman in its name, put it into the arena, then shuffle. For each 4 Copper, 2 Silver, and/or 1 Gold destroyed this way, repeat this process.

- You may play Knick Knack without paying it's additional cost. If you do, you only go through the process once, without any further repetitions.
- You may destroy any increments of Copper, Silver and Gold. However you only repeat this process for each 4/2/1. For example you could destroy 6 Copper and 3 Silver but you only get to repeat the process twice.
- Repeating the process means searching your deck for a card. You do not need to search for the same card nor do you need to pay Knick Knack's resource cost again.
- When instructed to repeat the process X times, first resolve the process once, then repeat the process X more times, resulting in the process being completed X+1 times.
- In practical play, you can skip shuffling the deck between searching for cards. The only exception is when a replacement effect interacts meaningfully with any effect of the process, in which case shuffling should be performed between searches to ensure that the correct outcome is achieved.

---

### **This Round's on Me**

Generic Action

(3) 1{r} 3{d}

Each hero draws a card.

Until the start of your next turn, attacks that target you have -1{p}.

Go again

- This Round's on me affects all attacks, including attack action cards and weapon attacks.

---

### **Life of the Party**

Generic Action - Attack

(1/2/3) 2{r} 4/3/2{p} 2{d}

You may discard or destroy a card you control named Crazy Brew rather than pay Life of the Party's {r} cost. If you do, choose all modes, otherwise choose 1 at random;

- Life of the Party gains "When this hits, gain life 2{h}."

- Life of the Party gains +2{p}.

- Life of the Party gains go again.

- Life of the Party has an optional alternative cost that you can pay by discarding Crazy Brew from your hand, or by destroying a Crazy Brew you control, not both.
- Effects that increase the resource cost to play Life of the Party must still be paid. The alternative cost first reduces the resource cost to 0, which is then increased by the effects.

---

### **High Striker**

Generic Action

(1/2/3) 0{r} 2{d}

The next time an attack you control hits this turn, create (6/4/2) Copper tokens.

Go again

- This affects all attacks including attack action cards, ally attacks, and weapon attacks.
- This will only affect the next attack that hits. If an attack doesn't hit, it does not use up this effect and a later attack that hits this turn will trigger the effect.

---

### **Pick a Card, Any Card**

Generic Action

(1/2/3) 0{r} 2{d}

Look at target opponent's hand then name a card.

Choose a random card from their hand and reveal it. If it's the named card, create a Silver token. Repeat this process (thrice/twice/once).

Go again

- A Silver token is a generic token item with "Action- {r}{r}{r}, destroy Silver: Draw a card. Go again"
- An example of an acceptable method of randomisation would be rolling a die.
- You cannot record information after looking at a player's hand.
- Thrice means three more times.
- The player who controls Pick a Card, Any Card is the player who is instructed to do the revealing of the cards and thus triggers effects such as that on Korshem.
- When instructed to repeat the process X times, first resolve the process once, then repeat the process X more times, resulting in the process being completed X+1 times.

---

### Smashing Good Time

Generic Action

(1/2/3) 0{r} 2{d}

The next time an attack action card hits a hero this turn, you may destroy an item they control with 2 or less{r}

If Smashing Good Time is played from arsenal, the next attack action card you play this turn gains +(3/2/1){p}

Go again

- The cost of an item is located at the top right corner of the card.
- You choose the item you want to destroy at the time the trigger resolves. There is no window of priority between choosing the item and it being destroyed.
- This will only affect the next attack that hits. If an attack doesn't hit, it does not use up this effect and a later attack that hits this turn will trigger the effect.

---

### Even Bigger Than That

Generic Instant

(1/2/3) 0{r}

Play Even Bigger Than That! only if you've dealt {p} this turn.

Opt (3/2/1), then reveal the top card of your deck. If it has {p} greater than the amount of damage you've dealt this turn, create a Quicken token and draw a card. *(Look at the top (3/2/) card(s) of your deck. You may put (them/them/it) on the (top and/or) bottom (in any order).)*

- Physical damage ({p} damage) is any damage done by an attack such as a weapon attack or attack action during the damage step of combat. Loss of life, arcane damage and untyped damage do not count as {p} damage.
- The "damage dealt this turn" is the total damage of all types dealt this turn including arcane damage, {p} damage, and untyped damage, but does not include loss of life effects.

---

### **Amulet of Assertiveness**

Generic Action - Item

(2) 0{r}

Go again

Attack Reaction - Destroy Amulet of Assertiveness: Target attack gains "When this hits, banish the top card of your deck. If it's an attack action card, you may play it this turn." Activate this ability only if you have 4 or more cards in hand.

- Amulet of Assertiveness' activated ability is an attack reaction. You may activate it during the reaction window when you are the attacking hero.
- An attack is considered to have hit if it deals damage during the damage step of combat.
- You cannot defend with Amulet of Assertiveness as it has no defense property. (*This is different than if it had a defense value of 0.*)
- If the banished card is not played during the turn it is still banished and will remain banished indefinitely.
- The ability will still resolve even if you have less than 4 cards in your hand on resolution of the activated layer.

---

### **Amulet of Echoes**

Generic Action - Item

(3) 0{r}

Go again

Instant - Destroy Amulet of Echoes: Target hero discards 2 cards. Activate this ability only if they have played 2 or more cards with the same name this turn.

- Amulet of Echoes checks only for the same name. Cards with different color strips still count as cards with the same name.
- The targeted hero can respond to the activation of Amulet of Echoes and play cards from their hand before they must discard.
- You cannot defend with Amulet of Echoes as it has no defense property. (*This is different than if it had a defense value of 0.*)
- You can target any player, including yourself.

---

### **Amulet of Havencall**

Generic Action - Item

(3) 0{r}

Go again

Defense Reaction - Destroy Amulet of Havencall: Search your deck for a card named Rally the Rearguard, add it to this chain link as a defending card, then shuffle. Activate this ability only if you have no cards in hand.

- Amulet of Havencall's activated ability is a defence reaction. You can only activate Amulet of Havencall during the reaction window when you are the defending hero.
- You cannot defend with Amulet of Havencall as it has no defense property. *(This is different than if it had a defense value of 0.)*
- You can fail to find Rally the Rearguard in your deck. Even if your deck does not contain a Rally the Rearguard, or it contains a Rally the Rearguard but you fail to find it, you must still shuffle your deck.
- Adding Rally the Rearguard as a defending card to the chain link is considered defending.
- "This chain link" refers to the current chain link of the combat chain.

---

### Amulet of Ignition

Generic Action - Item

(2) 0{r}

Go again

Instant - Destroy Amulet of Ignition: The next ability you activate this turn costs {r} less. Activate this ability only if you haven't played a card or activated an ability this turn.

- Amulet of Ignition affects the next activation once. The same ability used again will not have the same cost reduction from Amulet of Ignition.
- You cannot defend with Amulet of Ignition as it has no defense property. *(This is different than if it had a defense value of 0.)*

---

### Amulet of Intervention

Generic Action - Item

(3) 0{r}

Go again

Instant - Destroy Amulet of Intervention: Prevent the next 1 damage that would be dealt to your hero this turn. Activate this ability only while your hero is the target of a source that would deal damage equal to or greater than your hero's {h}.

- You cannot defend with Amulet of Intervention as it has no defense property. *(This is different than if it had a defense value of 0.)*
- This prevents all types of damage including damage from attacks, arcane damage and damage. This does not prevent loss of life.

- If your {h} were to increase after the activation of Amulet of Intervention the activated layer and its effect would still resolve.
  - An attack or action card is considered to have 'targeted' your hero when the card is played, and ability is activated, or a triggered layer is added to the stack, announcing the target.
  - The source would deal damage to you if the resolution of that source as a layer on the stack would produce an effect that deals damage to your hero; or if the current chain link would deal damage, during the damage step of combat (taking into account the current defending cards), to your hero. Replacement effects, including prevention effects, are not considered for this condition to be met.
- 

### **Amulet of Oblation**

Generic Action - Item

(3) 0{r}

Go again

Instant - Destroy Amulet of Oblation: Until end of turn, target attack action gains "If this would be put into a graveyard, instead put it on the bottom of its owner's deck." Activate this ability only if a card has entered a graveyard this turn.

- You cannot defend with Amulet of Oblation as it has no defense value. (*This is different than if the defense value was 0.*)
  - You can target attack action cards that have been added as defending cards on the combat chain.
  - You can target cards you do not own or control.
- 

### **Clarity Potion**

Generic Action - Item

(3) 0{r}

Instant - Destroy Clarity Potion: Opt 2. (Look at the top 2 cards of your deck. You may put them on the top and/or bottom in any order.)

- You cannot defend with Clarity Potion as it has no defense value. (*This is different than if the defense value was 0.*)
- 

### **Healing Potion**

Generic Action - Item

(3) 0{r}

Action - Destroy Healing Potion: Gain 2{h} Go again



- You cannot defend with Healing Potion as it has no defense value. *(This is different than if the defense value was 0.)*
- 

### **Potion of Seeing**

Generic Action - Item

(3) 0{r}

Instant - Destroy Potion of Seeing: Look at target hero's hand.

- You cannot defend with Potion of Seeing as it has no defense value. *(This is different than if the defense value was 0.)*
  - Looking at cards is not revealing those cards for the purposes of triggered effects.
  - You may target yourself, in which case the effect essentially does nothing.
- 

### **Potion of Déjà Vu**

Generic Action - Item

(3) 0{r}

Instant - Destroy Potion of Déjà Vu: Put all cards from your pitch zone on top of your deck in any order. (Opponents don't get to see the order of the cards.)

- You cannot defend with Potion of Déjà Vu as it has no defense value. *(This is different than if the defense value was 0.)*
  - You can choose the order the cards are put on the top of your deck.
  - The order of the cards are not known to your opponents. (The actual cards are, just not the order)
  - The effect is mandatory. You must put all cards in your pitch zone if you activate this ability.
- 

### **Potion of Ironhide**

Generic Action - Item

(3) 0{r}

Instant - Destroy Potion of Ironhide: Attack action cards you own gain +1{d} this turn.

- You cannot defend with Potion of Ironhide as it has no defense value. *(This is different than if the defense value was 0.)*
-

### **Potion of Luck**

Generic Action - Item

(3) 0{r}

Instant - Destroy Potion of Luck: Shuffle your hand and arsenal into your deck then draw that many cards.

- You cannot defend with Potion of Luck as it has no defense value. *(This is different than if the defense value was 0.)*
- 

### **Talisman of Balance**

Generic Action - Item

(3) 0{r}

Go again

At the beginning of your end phase, if you have less cards in arsenal than an opposing hero, destroy Talisman of Balance and put the top card of your deck into an empty arsenal zone you control.

- You cannot defend with Talisman of Balance as it has no defense value. *(This is different than if the defense value was 0.)*
  - This is not a “may” effect. If you have less cards in your arsenal than an opposing hero, you must destroy Talisman of Balance and resolve its ability.
- 

### **Talisman of Cremation**

Generic Action - Item

(3) 0{r}

Go again

When you play a card from your banished zone, destroy Talisman of Cremation and name a card. Banish all cards with the chosen name from each opposing hero's graveyard.

- You cannot defend with Talisman of Cremation as it has no defense value. *(This is different than if the defense value was 0.)*
  - This is not a “may” effect. When you play a card from your banished zone, you must destroy Talisman of Cremation and choose a card name.
- 

### **Talisman of Featherfoot**

Generic Action - Item

(2) 0{r}

Go again

When an attack you control gains exactly +1{p} from an effect during the reaction step, destroy Talisman of Featherfoot and the attack gains go again.

- You cannot defend with Talisman of Featherfoot as it has no defense value. (*This is different than if the defense value was 0.*)
- This is not a “may” effect. When an attack you control gains +1{p}, you must destroy Talisman of Featherwing.
- An object is considered to have gained +1{p} if it’s power increases by 1, from one game state to another.

---

### **Talisman of Recompense**

Generic Action - Item

(2) 0{r}

Go again

Whenever you card, if you would gain exactly one {r}, instead destroy Talisman of Recompense and gain {r}{r}{r}.

- You cannot defend with Talisman of Recompense as it has no defense value. (*This is different than if the defense value was 0.*)
- This is not a “may” effect. If you would gain exactly one {r}, you must destroy Talisman of Recompense.

---

### **Talisman of Tithes**

Generic Action - Item

(3) 0{r}

Go again

If an opponent would draw 1 or more cards during your action phase, instead destroy Talisman of Tithes and they draw that many cards minus 1.

- You cannot defend with Talisman of Tithes as it has no defense value. (*This is different than if the defense value was 0.*)
- This is not a “may” effect. If an opponent would draw 1 or more cards during your action phase, you must destroy Talisman of Tithes.
- If an opponent would draw 0 cards due to the replacement effect, the draw event does not occur and effects that trigger when a player draws a card do not trigger.

---

### **Talisman of Warfare**

Generic Action - Item

(2) 0{r}

Go again

When a source you control deals exactly 2 damage to an opposing hero, destroy Talisman of Warfare and all cards in all arsenals.

- You cannot defend with Talisman of Warfare as it has no defense value. (*This is different than if the defense value was 0.*)
- This is not a “may” effect. If you have dealt exactly 2 damage to an opposing hero, you must destroy Talisman of Warfare and all cards in all arsenal zones.

---

## Silver

Generic Token - Item

Action - {r}{r}{r}, destroy Silver: Draw a card. Go again

- Silver is a token and is not part of your deck.
- Silver stays in the arena as a permanent until destroyed.
- Destroying Silver is part of its cost.
- A Silver token may be represented by a small object such as a card sleeve or coin if a Silver token card is not available.