

# Welcome to Rathe Release Notes

Document last modified September 24, 2021

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## General Notes

Welcome to Rathe contains 225 cards (132 commons, 48 rares, 15 super rares, 10 majestics, 5 legendaries, 15 tokens).

Welcome to Rathe becomes legal for tournaments on its official release date: 11 October, 2019.

### Icon Abbreviations

Within this document the following abbreviations are used to represent game icons which appear in the printed text box of cards:

- {r} Resource Point
  - {p} Power
  - {d} Defense Value
  - {h} Life (of a hero card)
  - {i} Intellect (of a hero card)
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## Keywords:

### Battleworn

Equipment that wear down after each time they are used to defend. If you defend with a card with **Battleworn**, put a -1{d} counter on it when the combat chain closes.

Example card:

Refraction Bolters

Warrior Equipment - Legs

When your weapon attack hits, you may destroy Refraction Bolters. If you do, the attack gains **go again**.

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

Defense: 1

- When you defend with a card it remains on the combat chain until the chain closes, therefore you cannot defend with an equipment multiple times on the same combat chain.
  - A -1{d} counter stays on the card until the card is destroyed or the game ends.
  - If the defense of a card that is defending is below zero, calculate as if its defense is zero.
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### **Bladebreak**

Equipment that are fragile and break after being used to defend. If you defend with a card with **Bladebreak**, destroy it when the combat chain closes.

Example card:

Ironrot Helm

Generic Equipment - Head

**Bladebreak** (*If your defend with Ironrot Helm, destroy it when the combat chain closes.*)

Defense: 1

- When you defend with a card it remains on the combat chain until the chain closes, therefore you cannot defend with an equipment multiple times on the same combat chain.
  - When this card is destroyed, it is sent to your graveyard.
  - The ability becomes a layer on the chain when the combat chain closes.
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### **Combo**

A ninja mechanic that showcases the power of playing multiple attacks in a perfect sequence.

**Combo** cares about the last (most recent previous) attack that was played in the combat chain.

Example card:

Whelming Gustwave

Pitch: 1

Cost: 0

Ninja Action - Attack

**Combo** - If Surging Strike was the last attack this combat chain, Whelming Gustwave gains +1{p}, **go again**, and "If this hits, draw a card."

Power: 3

Defense: 3

- The last attack does not have to have hit.
  - Only the name of the last attack matters, other variables such as the pitch cost does not matter.
  - You may still play the attack even if combo isn't active.
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### **Crush**

A guardian mechanic that showcases the strength of the guardian. When an attack with **crush** deals 4 or more damage to a hero, an effect is applied.

Example card:

Disable

Pitch: 1

Cost: 5

Guardian Attack Action

**Crush** - If Disable deals 4 or more damage to a hero, put a card from their arsenal on the bottom of its owner deck.

Power: 9

Defense: 3

- Crush only checks the amount of damage dealt to the hero. Prevented damage does not count.
  - **Crush** is not optional, if the card does 4 or more damage, the effect will apply.
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### **Dominate**

An attack that is difficult to defend. Cards with Dominate cannot be defended with more than 1 card from the defending hero's hand.

Example card:

Demolition Crew

Pitch: 2

Cost: 2

Generic Action - Attack

As an additional cost to play Demolition Crew, reveal a card in your hand with cost  $\{r\}\{r\}$  or greater.

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

Power: 5

Defense: 2

- 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.
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### **Go again**

Go again allows multiple actions to be played in a turn when usually playing an action with use up your action point, and therefore end your turn. A card with go again gives the controller of that card or activated ability 1 action point when it resolves.

Example card:

Head Jab

Pitch: 3

Cost: 0

Ninja Action - Attack

#### **Go again**

Power: 1

Defense: 2

- When an action with **go again** resolves, its controller gains 1 action point.
  - Multiple instances of **go again** on the same card or activated ability do not stack. If a card or activated ability has multiple instances of **go again** when it resolves its controller gains 1 action point only.
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### **Intimidate**

A brute mechanic that showcases how frightening a brute is to its enemies. Intimidate removes a random card from a heroes hand making it more difficult to defend.

Example card:

Pack Hunt

Pitch: 1

Cost: 2

Brute Attack Action

**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.*)

Attack: 6

Defense: 3

- The player who owns the banished card may look at it.

- The card banished from intimidate is returned to hand at the beginning of the end phase. This is before players draw up to hand size.
  - You may target yourself with this ability. However you will receive the card back into your hand before drawing up to your hand size. (This is thing is very rare circumstances).
  - You may target a hero with no cards in hand.
  - If there are other banished cards that aren't from intimidate, it is encouraged to keep intimidated cards separate from these cards.
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## Reprise

A warrior mechanic that showcases the prowess a warrior has when they are engaged in close combat. Reprise effects “turn on” if the defending hero has defended with a card from their hand.

Example card:

Overpower

Pitch: 3/2/1

Cost: 3

Warrior Attack Reaction

Target weapon attack gains +2/3/4{p}

**Reprise** - If the defending hero has defended with a card from their hand this chain link, the attack gains an additional +2{p}.

Power: -

Defense: 3

- Reprise cares about the current chain link not the whole combat chain. If a previous attack was defended by a card in hand, it will have no effect on reprise for the current chain link.
  - Reprise is checked at the time you play the card. If a card with reprise is played then a defense reaction is played from hand, the effect will not apply retroactively.
  - Equipment and cards from arsenal that defend an attack do not turn on reprise.
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Card-specific Notes

## Heroes and Weapons

Bravo

Guardian Hero

**Action** - {r}{r}: Until end of turn, your attack action cards with cost {r}{r}{r} or greater gains **dominate. Go again** (*The defending hero can't defend with more than 1 card from their hand*)

Intellect: 4

Health: 20/40

- The attack action does not gain **go again**. Bravo's activated ability requires an action point to use and provides an action point from **go again** upon resolution.
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Dorinthea

Warrior Hero

**Once per turn Effect** - When your weapon attack hits, you may attack an additional time with that weapon this turn.

Intellect: 4

Health: 20/40

- This ability does not give the weapon attack **go again**. You are still required to have an action point to attack again.
  - This ability bypasses the "Once per Turn Action - Attack" on weapons and allows an additional attack with the same weapon
  - This effect is mandatory, the first weapon you hit with each turn gets this effect. It cannot be saved up for a future weapon attack that turn.
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Katsu

Ninja Hero

**Once per turn Effect** - When an attack action card you control hits, you may discard a card with cost 0. If you do, search your deck for a card with **combo**, banish it face up, then shuffle your deck. You may play it this turn

Intellect: 4

Health 20/40

- You may elect not to banish a card when searching, however you still must shuffle your deck.
  - Katsu's hero card effect triggers only once per turn, the first time you hit with an attack action card. If you choose not to resolve the effect and you hit again later in the same turn, Katsu's hero card effect will not trigger again.
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Rhinar

Brute Hero

When you discard a card with 6 or more {p} during your action phase, **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.*)

Intellect: 4

Health: 20/40

- This checks the discarded card's base power. Effects that modify a cards power are not applied to a card discarded from hand.
- The player who owns the card banished face down is allowed to look at it.
- The card banished from intimidate is returned to hand at the beginning of the end phase. This is before players draw up to hand size.

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Anothos

Guardian Weapon - Hammer (2H)

**Once per turn Action - {r}{r}{r}: Attack**

If you have 2 or more cards in your pitch zone with cost {r}{r}{r} or greater, Anothos gains +2{p}

Power: 4

- Anothos checks your pitch zone constantly not just when it attacks. If the criteria is met after the attack is made, it will get the +2{p} bonus.
- You can only pitch when there is a cost to pay. (Bravo's hero ability can be useful for this.)

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Dawnblade

Warrior Weapon - Sword (2H)

**Once per Turn Action - {r}: Attack**

If Dawnblade hits, and it's the second time it has hit this turn, put a +1{p} counter on Dawnblade

At the beginning of your end phase, if Dawnblade did not hit this turn, remove all +1{p} counters from Dawnblade

Power: 3

- Dawnblade does not have go again nor can it attack more than once per turn. Dawnblade requires other cards to allow Dawnblade to attack more than once.
- A +1{p} counter is a permanent effect that increases the power of Dawnblade (*until the counter is removed*)

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Harmonized Kodachi

Ninja Weapon - Dagger (1H)

**Once per Turn Action - {r}: Attack**

If you have a card in your pitch zone with cost 0, Harmonized Kodachi gains **go again**.

Power: 1

- It is possible for Harmonized Kodachi to gain go again after the attack has been declared if a card with cost 0 enters the pitch zone before the chain link resolves.
  - You can only pitch when there is a cost to pay.
  - You may start the game with zero, one or two Harmonized Kodachis as it is a 1-handed weapon. (We highly recommend choosing 2.)
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Romping Club

Brute Weapon - Club (2H)

**Once per Turn Action - {r}{r}: Attack**

**Once per Turn Effect** - When you discard a card with 6 or more {p}, Romping Club gains +1{p} until end of turn.

Power: 4

- This checks the discarded card's base power. Effects that modify a card's power are not applied to a card discarded from hand.
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## Generic Equipment and Cards

Fyendal's Spring Tunic

Generic Equipment - Chest

At the start of your turn, if Fyendal's Spring Tunic has less than 3 energy counters, you may put an energy counter on it.

**Instant** - Remove 3 energy counters from Fyendal's Spring Tunic: Gain {r}

**Blade Break** (*If your defend with Fyendal's Spring Tunic, destroy it when the combat chain closes.*)

Defense: 1

- You cannot activate Fyendal's Spring Tunic during the start of the turn phase (in response to the trigger), because players do not get priority during the start of turn phase.
- You must have at least 3 energy counters on Fyendal's Spring Tunic to use its activated ability.



- Fyendal's Spring Tunic's activated ability is an **instant**. You may activate it any time you have priority, including during an opponent's turn, and during the reaction window of either player's turn.
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#### Goliath Gauntlet

Generic Equipment - Arms

**Action** - Destroy Goliath Gauntlet: The next attack action card with cost  $\{r\}\{r\}$  or greater you play this turn gains  $+2\{p\}$ . **Go again**

Defense: 0

- The attack action card does not gain **go again**. Goliath Gauntlet's activated ability requires an action point to use and provides an action point from **go again** upon resolution.
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#### Heartened Cross Strap

Generic Equipment - Chest

**Action** - Destroy Heartened Cross Strap: The next attack action card you play this turn costs  $\{r\}\{r\}$  less to play. **Go again**

Defense: 0

- The attack action card does not again **go again**. Heartened Cross Strap's activated ability requires an action point to use and provides an action point from **go again** upon resolution.
  - The reduction does not carry over to any additional attack actions outside of the first attack action card you play after activating Heartened Cross Strap.
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#### Hope Merchant's Hood

Generic Equipment - Head

**Instant** - Destroy Hope Merchant's Hood: Shuffle any number of cards from your hand into your deck, then draw that many cards.

Defense: 0

- The cards must be selected and shuffled in at the same time.
- Hope Merchant's Hood's activated ability is an **instant**. You may activate it any time you have priority, including during an opponent's turn, and during the reaction window of either player's turn.

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### Snapdragon Scalers

Generic Equipment - Legs

**Attack Reaction** - Destroy Snapdragon Scalers: Target attack action card with cost {r} or less gains **go again**.

Defense: 0

- If this is used on an attack with **go again**, you will only gain 1 action point upon resolution as multiple instances of **go again** do not stack.
- Snapdragon Scaler's activated ability is an attack reaction. You may activate it during the reaction window when you are the attacking hero.

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### Barraging Brawnhide

Pitch: 3/2/1

Cost: 3

Generic Action - Attack

If Barraging Brawnhide is defended by less than 2 non-equipment cards, it gains +1{p}

Power: 5/6/7

Defense: 2

- Defense reactions played from arsenal and/or hand count as defending cards.

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### Crazy Brew

Pitch: 3

Cost: 0

Generic Action - Item

**Action** - Destroy Crazy Brew: Roll a 6 sided die.

On;

1,2 - Lose 2{h}. **Go again**

3,4 - Gain 2{h}. **Go again**

5,6 - Gain {r}{r}, gain 2 action points, and your next attack this turn gains +2{p}.

Power: -

Defense: -

- You cannot defend with Crazy Brew as it has no defense value.
  - The ability must resolve completely. There is no window to react between letting the ability resolve and seeing which effect is applied.
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### Demolition Crew

Pitch: 3/2/1

Cost: 2

Generic Action - Attack

As an additional cost to play Demolition Crew, reveal a card in your hand with cost  $\{r\}\{r\}$  or greater.

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

Power: 4/5/6

Defense: 2

- You must have at least one card in your hand with cost  $\{r\}\{r\}$  or greater for the additional cost at the time you play Demolition Crew.
  - You may not reveal the same Demolition Crew to itself to pay for the additional cost.
  - You can not reveal a card for the additional cost, and then pitch that same card to pay the resource of Demolition Crew. Paying resource costs happens before paying additional costs.
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### Drone of Brutality

Pitch: 3/2/1

Cost:2

Generic Action - Attack

If Drone of Brutality would be put into your graveyard from anywhere, instead put it on the bottom of your deck

Power: 4/5/6

Defense: 2

- Anywhere includes all possible zones, such as from hand, or deck. This is not limited to being put into the graveyard from the combat chain.
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### Energy Potion

Pitch: 3

Cost: 0

Generic Action - Item

**Instant** - Destroy Energy Potion:  $\{r\}\{r\}$

- Energy Potion requires an action point to play as it is an action.
- Energy Potion has sub-type Item, which means it stays in the arena until it is destroyed.
- You may not defend with Energy Potion as it does not have a defense value.

- You may use Energy Potion's ability even when you are not spending any of the resources gained by it.
- Energy Potion's activated ability is an **instant**. You may activate it any time you have priority, including during an opponent's turn, and during the reaction window of either player's turn.

Power: -

Defense: -

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### Enlightened Strike

Pitch: 1

Cost: 0

Generic Action - Attack

As an additional cost to play Enlightened Strike, put a card from your hand on the bottom of your deck.

Choose 1;

Draw a card.

Enlightened Strike gains +2{p}

Enlightened Strike gains **go again**.

Power: 5

Defense: 3

- You must have at least one other card in your hand to pay for the additional cost at the time you play Enlightened Strike.
  - You choose the mode at the time you play Enlightened Strike.
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### Flock of the Feather Walkers

Pitch: 3/2/1

Cost: 1

Generic Action - Attack

As an additional cost to play Flock of the Feather Walkers, reveal a card in your hand with cost {r} or less.

Create a Quicken aura token with "When you play an attack action card or attack with a weapon, destroy Quicken then the attack gains **go again**"

- You must have at least one other card in your hand with cost {r} or less to pay for the additional cost of Flock of the Feather Walkers.
- You may not reveal the same Flock of the Feather Walkers to itself to pay for the additional cost.

- The Quicken aura token remains in play until destroyed.
  - A Quicken aura token may be represented by a small object such as a card sleeve or coin if a Quicken aura token card is not available.
  - You can not reveal a card for the additional cost, and then pitch that same card to pay the resource of Flock of the Feather Walkers. Paying resource costs happens before paying additional costs.
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### Heart of Fyendal

Pitch: 3

Cost: -

Generic Resource - Gem

**Legendary** (You may only have 1 Heart of Fyendal in your deck.)

When you pitch Heart of Fyendal, if you have less {h} than your opponent, gain {h}.

Power: -

Defense: -

- The green symbol on Heart of Fyendal is life.
  - You may only have 1 Heart of Fyendal in your deck including cards in your registered 80-card pool in constructed tournaments and only 1 Heart of Fyendal in your deck in limited tournaments.
  - You may not defend with Heart of Fyendal as it does not have a defense value.
  - Heart of Fyendal does not have a cost value. (It is not zero)
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### Last Ditch Effort

Pitch: 3

Cost: 3

Generic Action - Attack

When you play Last Ditch Effort, if you have no cards in your deck, it gains +4{p} and **go again**.

Power: 4

Defense: 3

- Last Ditch Effort checks how many cards are in your deck at the time you play it. If after you play it your deck's size changes, the stats and go again applied to Last Ditch Effort would still remain.
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### Nimble Strike

Pitch: 3/2/1

Cost: 1

Generic Action - Attack

As an additional cost to play Nimble Strike, you may banish a card named Nimblism from your graveyard. If you do, Nimble Strike gain  $+1\{p\}$  and **go again**.

Power: 2/3/4

Defense: 2

- You must decide if you are banishing a card name Nimblism at the time you play Nimble Strike.
- Non-attack action cards go to the graveyard after they resolve, therefore you may banish a Nimblism you played this turn.

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Nimblism

Pitch: 3/2/1

Cost: 0

Generic Action

The next attack action card with cost  $\{r\}$  or less you play this turn gains  $+1/2/3\{p\}$ .

**Go again**

- The attack action does not gain **go again**. Nimblism requires an action point to use and provides an action point from **go again** upon resolution.

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Potion of Strength

Pitch: 3

Cost: 0

Generic Action - Item

**Action** - Destroy Potion of Strength: Your next attack this turn gains  $+2\{p\}$ . **Go again**.

Power: -

Defense: -

- Potion of Strength requires an action point to play as it is an action.
- Potion of Strength has sub-type Item, which means it stays in the arena until it is destroyed.
- You may not defend with Potion of Strength as it does not have a defense value.
- The attack does not gain **go again**. Potion of Strength requires an action point to use and provides an action point from **go again** upon resolution.

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Pummel

Pitch: 3/2/1

Cost: 2

Generic Attack Reaction

Choose 1;

Target club or hammer weapon attack gains +2/3/4{p}

Target attack action with cost {r}{r} or greater gains +2/3/4{p} and “If this hits, the defending hero discard a card.”

Power: 0

Defense: 2

- You cannot play Pummel if there is not a legal target.
  - You cannot target a weapon, only a weapon attack.
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Razor Reflex

Pitch: 3/2/1

Cost: 1

Generic Attack Reaction

Choose 1;

Target sword or dagger weapon attack gains +1/2/3{p}

Target attack action card with cost {r} or less gains +1/2/3{p} and “If this hits, this attack gains **go again**.”

Power: 0

Defense: 2

- You cannot play Razor Reflex if there is not a legal target
  - You cannot target a weapon, only a weapon attack.
  - You cannot target a weapon attack with the second option.
  - If this is used on an attack with **go again**, you will only gain 1 action point upon resolution as multiple instances of **go again** do not stack.
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Regurgitating Slog

Pitch:3/2/1

Cost: 2

Generic Action - Attack

As an additional cost to play Regurgitating Slog, you may banish a card named Sloggism from your graveyard. If you do, Regurgitating Slog gains **dominate**. *The defending hero can't defend Regurgitating Slog with more than 1 card from their hand.*)

Power: 4/5/6

Defense: 2

- You must decide if you are banishing a card named Sloggism at the time you play Regurgitating Slog.
  - Non-attack action cards go to the graveyard after it resolves, therefore you may banish a Sloggism you played this turn.
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### Remembrance

Pitch: 2

Cost: 0

Generic Instant

Shuffle up to 3 action cards from your graveyard into your deck.

Banish Remembrance.

Power: 0

Defense: -

- You may not defend with Remembrance as it does not have a defense value.
  - You may shuffle 0, 1, 2 or 3 action cards from your graveyard into your deck.
  - You are not required to announce your choices until the card resolves.
  - You may only shuffle action cards from your graveyard into your deck. This includes attack actions. This excludes any card that is not an action such as equipment, resource, defense reaction, attack reaction and instant.
  - Remembrance 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.
  - You do not shuffle your deck if you choose 0.
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### Scar for a Scar

Pitch: 3/2/1

Cost: 0

Generic Attack Action

When you play Scar for a Scar, if you have less {h} than your opponent, it gains **go again**.

Power: 2/3/4

Defense: 2

- The green symbol on Scar for a Scar is life.
  - Scar for a Scar checks if you have less life than your opponent at the time you play it. Changes after the card has been played does not cause Scar for a Scar to gain nor lose **go again**.
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### Sigil of Solace

Pitch: 3/2/1

Cost: 0

Generic Instant

Gain 1/2/3{h}

Power: 0

Defense: -

- The green symbol on Sigil of Solace is life.
  - You may not defend with Sigil of Solace as it does not have a defense value.
  - Sigil of Solace 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.
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### Sink Below

Pitch: 3/2/1

Cost: 0

Generic Defense Reaction

You may put a card from your hand on the bottom of your deck. If you do, draw a card.

Power: 0

Defense 2/3/4

- Sink Below can only be played in the reaction window.
  - You must resolve Sink Below's ability before deciding if you are defending with any additional cards in the reaction window.
  - You cannot use Sink Below's ability if you have no other cards in your hand. You only draw a card if you put a card from your hand on the bottom of your deck.
  - Sink Below's effect is optional. You may still play Sink Below if you have no other cards in your hand.
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### Sloggism

Pitch: 3/2/1

Cost: 3

Generic Action

The next attack action card with cost {r}{r} or greater you play this turn gains +4/5/6{p}.

**Go again**

Power: -

Defense: 2

- The attack action does not gain **go again**. Sloggism requires an action point to use and provides an action point from **go again** upon resolution.

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Snatch

Pitch: 3/2/1

Cost: 0

Generic Attack Action

If Sntach hits, draw a card

Power: 2/3/4

Defense: 2

- The attack is considered to have hit if it does 1 or more damage to the defending hero.

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Tome of Fyendal

Pitch: 2

Cost: 1

Generic Action

Draw 2 cards.

If Tome of Fyendal is played from arsenal, gain 1{h} for each card in your hand.

- The green symbol of Tome of Fyendal is life.
- You can exceed your starting life total. There is no maximum life total.
- If you end the turn with more cards in hand than your hero's intellect, you do not discard to your hero's intellect (hand size). There is no maximum hand size.

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Unmovable

Pitch: 3/2/1

Cost: 3

Generic Defense Reaction

If Unmovable is played from arsenal, it gains +1{d}.

Power: -

Defense: 5/6/7

- Since defense reactions can't defend in the defending window and must be played in the reaction window, you must pay Unmovable's cost to play it.
- You may play Unmovable from your hand, however it will not get it's bonus.

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Wounded Bull

Pitch: 3/2/1

Cost: 3

Generic Attack Action

When you play Wounded Bull, if you have less {h} than your opponent, it gains +1{p}.

Power: 5/6/7

- The green symbol on Wounded Bull is life.
  - Wounded Bull checks if you have less life than your opponent at the time you play it. Changes after the card has been played does not cause Wounded Bull to gain nor lose +1{p}.
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## Brute Cards

Barkbone Strapping

Brute Equipment - Chest

**Instant** - Destroy Barkbone Strapping: Roll a 6 die. Gain {r} equal to half the number rolled, rounded down.

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

Defense: 1

- If the number rolled is 1, no resources would be gained.
  - You may use Barkbone Strapping's activated ability even when there is no cost to be paid. Barkbone Strapping's activated ability is an **instant**. You may activate it any time you have priority, including during an opponent's turn, and during the reaction window of either player's turn.
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Scabskin Leathers

Brute Equipment - Legs

**Once per turn Action** - 0: Roll a 6 sided die. Gain action points equal to half the number rolled, rounded down.

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

Defense: 2

- If the number rolled is 1, no action points would be gained.
- Scabskin Leathers requires an action point to use.

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Alpha Rampage

Pitch: 1

Cost: 3

Brute Attack Action

**Rhinar Specialization** (You may only have Alpha Rampage in your deck if your hero is Rhinar)

As an additional cost to play Alpha Rampage, discard a random card.

**Intimidate**

Power: 9

Defense: 3

- You may only play Alpha Rampage in your deck if your hero is Rhinar, Reckless Rampage **or** Rhinar (young hero).
- You must have at least one other card in your hand to pay for the additional cost at the time you play Alpha Rampage.
- The player who owns the banished face down card is allowed to look at it.
- The card banished from intimidate is returned to hand at the beginning of the end phase. This is before players draw up to hand size.

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Awakening Bellow

Pitch: 3/2/1

Cost: 1

Brute Action

The next Brute attack action card you play this turn gains +1/2/3{p}

**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.*)

**Go again**

Attack: -

Defense: 3

- This card only affects Brute attack action cards. Brute weapon attack or generic attack actions do not benefit this.
- The player who owns the banished face down card is allowed to look at it.
- The card banished from intimidate is returned to hand at the beginning of the end phase. This is before players draw up to hand size.

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Barraging Beatdown

Pitch: 3/2/1

Cost: 0

### Brute Action

Your next Brute attack this turn gains “If this attack is defended by less than 2 non-equipment cards, it gains +2/3/4{p}

**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.*)

### Go again

Attack: -

Defense 3

- This card only affects Brute attacks (Brute attack action cards or Brute weapon attacks). Generic attack actions do not benefit this.
  - The player who owns the banished face down card is allowed to look at it.
  - The card banished from intimidate is returned to hand at the beginning of the end phase. This is before players draw up to hand size.
- 

### Bloodrush Bellow

Pitch: 2

Cost: 1

### Brute Action

As an additional cost to play Bloodrush Bellow, discard a random card.

Your Brute attacks gain +2{p} this turn.

If the discarded card has 6 or more {p}, draw 2 cards and Bloodrush Bellow gains **go again**.

Attack: -

Defense: 3

- You must have at least one other card in your hand to pay for the additional cost at the time you play Bloodrush Bellow.
  - This checks the discarded card’s base power. Effects that modify a cards power are not applied to a card discarded from hand.
  - This card only affects Brute attacks (Brute attack action cards or Brute weapon attacks). Generic attack actions do not benefit this.
- 

### Bone Head Barrier

Pitch: 2

Cost: 1

### Brute Instant

Roll a 6 sided die. Prevent the next X damage that would be dealt to your hero this turn, where X is the number rolled.

Attack: -

Defense: -

- You may not defend with Bone Head Barrier as it does not have a defense value.
  - You must prevent the incoming damage, you cannot save the prevention for a future attack once Bone Head Barrier resolves.
  - Bone Head Barrier 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.
- 

### Breakneck Battery

Pitch: 3/2/1

Cost: 2

Brute Attack Action

As an additional cost to play Breakneck Battery, discard a random card.

If the discarded card has 6 or more {p}, Breakneck Battery gains **go again**.

Attack: 4/5/6

Defense: 3

- This checks the discarded card's base power. Effects that modify a card's power are not applied to a card discarded from hand.
- 

### Pack Hunt

Pitch: 3/2/1

Cost: 2

Brute Attack Action

**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.*)

Attack: 4/5/6

Defense: 3

- The player who owns the banished face down card is allowed to look at it.
  - The card banished from intimidate is returned to hand at the beginning of the end phase. This is before players draw up to hand size.
- 

### Primeval Bellow

Pitch: 3/2/1

Cost: 0

Brute Action

As an additional cost to play Primeval Bellow, discard a random card.

Your next Brute attack this turn gains +3/4/5{p}

**Go again**

Attack: -

Defense: 0

- You must have at least one other card in your hand to pay for the additional cost at the time you play Primeval Bellow.
  - This card only affects Brute attacks (Brute attack action cards or Brute weapon attacks). Generic attack actions do not benefit this.
  - You can only pitch when there is a cost to pay. You cannot pitch a card to play Primeval Bellow because it costs 0. Yes, we did this to make it awkward.
- 

**Reckless Swing**

Pitch: 3

Cost: 0

Brute Defense Reaction

As an additional cost to play Reckless Swing, discard a random card.

If the discarded card has 6 or more {p}, deal 2 damage to the attacking hero.

Attack: -

Defense: 4

- You must have at least one other card in your hand to pay for the additional cost at the time you play Reckless Swing.
  - This checks the discarded card's base power. Effects that modify a card's power are not applied to a card discarded from hand.
  - The damage cannot be defended but it can be prevented by a prevention effect.
  - You can only pitch when there is a cost to pay. You cannot pitch a card to play Reckless Swing.
- 

**Sand Sketched Plan**

Pitch: 3

Cost: 0

Brute Action

**Rhinar Specialization** (You may only have Sand Sketched Plan your deck if your hero is Rhinar)

Search your deck for a card, put it into your hand, discard a random card, then shuffle your deck.

If the discarded card has 6 or more {p}, gain 2 action points.

Power -

Defense: 3

- You may only play Sand Sketched Plan in your deck if your hero is Rhinar, Reckless Rampage **or** Rhinar (young hero).
  - This checks the discarded card's base power. Effects that modify a cards power are not applied to a card discarded from hand.
  - You may elect not to put a card into your hand, you still must discard and shuffle your deck after.
  - You can only pitch when there is a cost to pay. You cannot pitch a card to cast Sand Sketched Plan.
  - Sand Sketch Plan does not have go again. If you don't discard a card with 6 or more power from its effect, your action phase will end unless you had two or more action points before playing Sand Sketched Plan.
- 

Savage Feast

Pitch: 3/2/1

Cost: 1

Brute Attack Action

As an additional cost to play Savage Feast discard a random card.

If the discarded card has 6 or more {p}, draw a card.

Power: 4/5/6

Defense:3

- You must have at least one other card in your hand to pay for the additional cost at the time you play Savage Feast.
  - This checks the discarded card's base power. Effects that modify a card's power are not applied to a card discarded from hand.
- 

Savage Swing

Pitch: 3/2/1

Cost: 1

Brute Attack Action

As an additional cost to play Savage Swing, discard a random card.

Power: 5/6/7

Defense: 3

- You must have at least one other card in your hand to pay for the additional cost at the time you play Savage Swing.
-



Smash Instinct

Pitch: 3/2/1

Brute Attack Action

**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.*)

Pitch: 5/6/7

Defense: 3

- The player who owns the banished face down card is allowed to look at it.
  - The card banished from intimidate is returned to hand at the beginning of the end phase. This is before players draw up to hand size.
- 

Wrecker Romp

Pitch: 3/2/1

Cost: 2

Brute Attack Action

As an additional cost to play Wrecker Romp. discard a random card.

Power: 6/7/8

Defense: 3

- You must have at least one other card in your hand to pay for the additional cost at the time you play Wrecker Romp.
- 

## Guardian Cards

Helm of Isen's Peak

Guardian Equipment - Head

**Action** - {r}, destroy Helm of Isen Peak: Your hero gains +1{i} until end of turn.

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

Defense: 1

- The blue symbol is intellect. This is your hand size (*How much you draw up to at the end of turn.*)
- You draw up to your hand size before end of turn effects wear off.

- Helm of Isen's Peak requires an action point to activate. It does not have go again. Activating Helm of Isen Peak will usually end your action phase.
- When you defend with a card it remains on the combat chain until the chain closes, therefore you cannot defend with an equipment multiple times on the same chain link.

---

### Tectonic Plating

Guardian Equipment - Chest

**Once per turn Action** - {r}:Create a Seismic Surge aura token. Go again

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

Defense: 2

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.

---

### Blessing of Deliverance

Pitch: 3/2/1

Cost: 2

Guardian Action - Aura

**Go again**

When Blessing of Deliverance enters the arena, if you have a card in your pitch zone with cost {r}{r}{r} or greater, draw a card.

At the beginning of the action phase, destroy Blessing of Deliverance then reveal the top card of your deck. Gain 1{h} for each card with cost {r}{r}{r} or greater revealed this way.

Attack: -

Defense: 3

- The green symbol on Blessing of Deliverance is life.
- Blessing of Deliverance checks the resource cost of a card (top right corner), not the pitch value.
- The cards stay in the same order on top of the deck as they were before they were revealed.

---

### Buckling Blow

Pitch: 3/2/1

Cost: 4

Guardian Attack Action

**Crush** - If Buckling Blow deals 4 or more damage to a hero, put a -1{d} counter on target equipment they control.

Power: 6/7/8

Defense: 3

- You may play Buckling Blow even if defending player controls no equipment.
  - You target the equipment at the time the hero takes 4 or more damage.
  - The counter stays on the equipment permanently.
- 

Cartilage Crush

Pitch: 3/2/1

Cost: 3

Guardian Attack Action

**Crush** - If Cartilage Crush deals 4 or more damage to a hero, their first action during their next turn costs an additional {r} to play.

Power: 5/6/7

Defense: 3

- This includes all cards with card type action and all action activated abilities.
- 

Cranial Crush

Pitch: 3

Cost: 6

Guardian Attack Action

**Crush** - If Cranial Crush deals 4 or more damage to a hero, they can't draw cards during their next action phase

Power: 8

Defense: 3

- This does not affect drawing up to your hand size since that is done during the end of turn phase.
  - Does not stop effects that put a card into their hand from their deck.
  - The player may still play cards that would draw cards. If they do, and would draw 1 or more cards during their action phase, instead they don't. (*The rest of the card effect still applies*).
- 

Crippling Crush

Pitch: 1

Cost: 7

Guardian Attack Action

Bravo Specialization (*You may only have Crippling Crush in your deck if your hero is Bravo.*)

**Crush** - If Crippling Crush deals 4 or more damage to a hero, they discard 2 random cards.

Power: 11

Defense: 3

- You may only play Crippling Crush in your deck if your hero is Bravo, Showstopper **or** Bravo (young hero).
- 

Crush Confidence

Pitch: 3/2/1

Cost: 3

Guardian Attack Action

**Crush** - If Crush Confidence deals 4 or more damage to a hero they lose all hero card effects and activated abilities until the end of their next turn. (*Treat the hero card as if the text box is empty*)

Power: 5/6/7

Defense: 3

- The hero's intellect, health and hero name is unaffected.
- 

Debilitate

Pitch: 3/2/1

Cost: 4

Guardian Attack Action

**Crush** - If Debilitate deals 4 or more damage to a hero, their first attack during their next turn has  $-2\{p\}$ .

Power: 6/7/8

Defense: 3

- If the power of an attack would become less than 0, it is considered to be 0. However if the attack then gets a positive power modifier, it will still be under the effect of the  $-2\{p\}$  modifier.
  - This affects all attacks including attack action cards and weapon attacks.
- 

Disable

Pitch: 3/2/1

Cost: 5

Guardian Attack Action

**Crush** - If Disable deals 4 or more damage to a hero, put a card from their arsenal on the bottom of its owner deck.

Power: 7/8/9

Defense: 3

- You may still play Disable even if the other player does not have an arsenal.
- 

Emerging Power

Pitch: 3/2/1

Cost: 2

Guardian Action - Aura

*(Auras stay in the arena until they are destroyed.)*

**Go again**

At the beginning of your action phase, destroy Emerging Power then the next Guardian attack action card you play this turn gains +1/2/3{p}.

Power: -

Defense: 3

- Emerging Power must be destroyed at the beginning of your action phase, it is not optional.
- 

Forged for War

Pitch: 2

Cost: 2

Guardian Action - Aura

**Go again**

While Forged for War is in the arena, equipment you control gain +1{d}.

At the beginning of your action phase, destroy Forged for War.

Power: -

Defense: 3

- Forged for War must be destroyed at the beginning of your action phase, it is not optional.
- You may defend with an equipment if it has a defense value (*0 is a value*).
- The equipment does not need **Blade Break** or **Battleworn** to defend.

---

Show Time!

Pitch: 3

Cost: 3

Guardian Action - Aura

**Bravo Specialization** (*You may only have Show Time! In your deck if your hero is Bravo.*)

When Show Time! enters the arena, search your deck for a Guardian attack action card, reveal it and put it into your hand, then shuffle your deck.

At the beginning of your action phase, destroy Show Time! then draw a card.

Power: -

Defense: 3

- You may only play Show Time! in your deck if your hero is Bravo, Showstopper **or** Bravo (young hero).
- Show Time! must be destroyed at the beginning of your action phase, it is not optional.
- You may elect not to put a card into your hand, you still must shuffle your deck after.

---

Staunch Response

Pitch: 3/2/1

Cost: 2

Guardian Defense Reaction

As an additional cost to play Staunch Response you may pay  $\{r\}\{r\}\{r\}\{r\}$ . If you do, Staunch

Response gains  $+3\{d\}$

Power: -

Defense: 5/6/7

- Since defense reactions can't defend in the defending window and must be played in the reaction window, you must pay Staunch Response's cost to play it.
- You choose if you want to pay the additional cost at the time you play Staunch Response.
- The additional cost is in addition to Staunch Response's normal resource cost. If you want to play Staunch Response with the bonus, it would cost  $\{r\}\{r\}\{r\}\{r\}\{r\}\{r\}$  to play.
- If you pay the additional cost of Staunch Response, it's still considered to cost 2 (as printed in the top right corner of the card.)

---

Stonewall Confidence

Pitch:3/2/1

Cost: 2

Guardian Action - Aura

*(Auras stay in the arena until they are destroyed.)*

### **Go again**

While Stonewall Confidence is in the arena, cards you control with cost  $\{r\}\{r\}\{r\}$  or greater gain  $+2/3/4\{d\}$

- Stonewall Confidence must be destroyed at the beginning of your action phase, it is not optional.
  - Stonewall Confidence modifies the defense value of all cards you control with cost 3 or greater. This includes guardian cards and generic cards.
- 

Spinal Crush

Pitch: 3/2/1

Cost: 5

Guardian Action - Attack

**Crush** - If Spinal Crush deals 4 or more damage to a hero, action cards, activated abilities, and attacks they control lose and can't gain **go again** during their next action phase.

- The effect of Spinal Crush affects actions from any source controlled by that hero. This includes activated actions of equipment, weapons, and hero cards, and playing action cards of any type.
  - This does not stop effects that directly gain action points outside of **go again**.
- 

## Ninja Cards

Breaking Scales

Ninja Equipment - Arms

**Attack Reaction** - Destroy Breaking Scales: Target attack action card with **combo** gains  $+1\{p\}$ .

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

Defense: 1

- Breaking Scales can only target a card with **combo**.
- The card must have the keyword **combo** (displayed on a card as **Combo** - *[text]*) This does not include cards that just reference combo or have combo in the text box.

---

Mask of Momentum

Ninja Equipment - Head

**Once per Turn Effect** - When an attack action card you control is the third or higher chain link in a row to hit, draw a card.

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

Defense: 2

- Mask of Momentum does not keep track of hits in a row of the previous combat chain (if the combat chain was closed).
- The attack must be the third to hit in a row.
- The third or higher attack must be an attack action card to trigger Mask of Momentum, however the previous attacks can be any attack ie. weapon attacks.

---

Ancestral Empowerment

Pitch: 1

Cost: 0

Ninja Attack Reaction

Target Ninja attack action card gains +1{p}.

Draw a card.

Power: -

Defense: 3

- Ancestral Empowerment can only target ninja attack action cards. This excludes weapon attacks and generic attack action cards.

---

Flic Flak

Pitch: 3/2/1

Cost: 0

Ninja Defense Reaction

If the next card you defend with this turn is a card with **combo**, it gains +2{d}

Power: -

Defense: 2/3/4

- The card must have the keyword **combo** (displayed on a card as **Combo** - [text]) This does not include cards that just reference combo or have combo in the text box.



- You cannot defend with Flic Flak and a **combo** card simultaneously as Flic Flak must be used during the reaction window and that is after the defending window. Flic Flak is good when your opponent attacks an again after the attack Flic Flak defended.
  - The effect from Flic Flak is active until either you defend with another card or the turn ends. Closing the combat chain does not turn off Flic Flak's effect.
- 

### Hurricane Technique

Pitch: 2

Cost: 1

Ninja Action - Attack

**Combo** - If Rising Knee Thrust was the last attack this combat chain, Hurricane Technique gains +1{p}, **go again**, and "If Hurricane Technique hits, put it into your hand."

Power: 4

Defense: 3

- If Hurricane Technique hits and returns to your hand (because Rising Knee Thrust was the last attack), and you then immediately play Hurricane Technique again, it will not gain its combo effect (because the last attack on the combat chain was not Rising Knee Thrust - it was Hurricane Technique).
- 

### Mugenshi: RELEASE

Pitch: 2

Cost: 1

Ninja Action - Attack

**Katsu Specialization** (*You may only have Mugenshi: RELEASE in your deck if your hero is Katsu.*)

**Combo** - If Whelming Gustwave was the last attack this combat chain, Mugenshi: RELEASE gains +1{p}, **go again**, and "If this hits, search your deck for any number of cards named Lord of Wind, reveal them, put them into your hand, then shuffle your deck."

Power: 4

Defense: 3

- You may only play Mugenshi: RELEASE in your deck if your hero is Katsu, the Wanderer **or** Katsu (young hero).
  - You may elect not to put any card(s) into your hand, you still must shuffle your deck after.
- 

### Lord of Wind

Pitch: 3

Cost: 0

Ninja Action - Attack

**Katsu Specialization** (*You may only have Lord of Wind in your deck if your hero is Katsu.*)

**Combo** - If Mugenshi: RELEASE was the last attack this combat chain, you may pay X resource points as an additional cost to play Lord of Wind. If you do, shuffle X target cards named Surging Strike, Whelming Gustwave and/or Mugenshi: RELEASE from your graveyard into your deck, then lord of Wind gains +X{p}.

Power: 2

Defense: 3

- You may only play Lord of Wind in your deck if your hero is Katsu, the Wanderer **or** Katsu (young hero).
  - You choose X at the time you play Lord of Wind.
  - X can be 0.
  - X can not be greater than the number of legal targets ie. Surging Strikes, Whelming Gustwaves, and Mugenshi: RELEASE in your graveyard.
  - You only shuffle your deck if you put at least one card into your deck.
  - The “If you do, [...]” effect is an on-play triggered ability which triggers if the additional cost is played. This means it can be responded to, and it resolves before Lord of Wind resolves and becomes attacking.
- 

Pounding Gale

Pitch: 1

Cost: 1

**Combo** - If Open the Center was the last attack this combat chain, Pounding Gale gains “If Pounding Gale would deal damage to a hero, instead it deals double that much damage”

Power: 5

Defense: 3

- Pounding Gale doubles the damage that is dealt to a hero after damage calculation. It does not affect the defense value of the cards defending Pounding Gale.
- 

## Warrior Cards

Braveforge Bracers

### Warrior Equipment - Arms

**Once per turn** - {r}: Your next weapon attack this turn gains +1{p}. Activate this ability only if a weapon you control has hit this turn. Go again.

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

Defense: 2

- This only effects the next weapon attack. It will not affect weapon attacks beyond the next weapon attack.
- 

### Refraction Bolters

#### Warrior Equipment - Legs

When your weapon attack hits, you may destroy Refraction Bolters. If you do, the attack gains **go again**.

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

Defense: 1

- If this is used on an attack with **go again**, you will only gain 1 action point upon resolution as multiple instances of **go again** do not stack.
  - You decide if you want to destroy Refraction Bolters after the attack has hit and the damage is dealt.
- 

### Biting Blade

Pitch: 3/2/1

Cost: 2

#### Warrior Attack Reaction

Target weapon attack gains +1/2/3{p}.

**Reprise** - If the defending hero has defended with a card from their hand this chain link, weapons you control gain +1{p} until end of turn

Power: -

Defense: 3

- The first line only affects the current weapon attack. It will not affect weapon attacks beyond the current weapon attack.
  - The second line affects the base power of all weapons you control. It gives a +1{p} bonus to all weapons you control, including the current attack and any additional attacks that weapon may make this turn.
-

Driving Blade

Pitch: 3/2/1

Cost: 2

Warrior Action

Your next weapon attack this turn gains +1/2/3{p} and **go again**.

**Go again**

Power: -

Defense: 3

- This only effects the next weapon attack. It will not affect weapon attacks beyond the next weapon attack.
  - The weapon attack has go again regardless if it hits.
- 

Ironsong Determination

Pitch: 2

Cost: 0

Warrior Action

Your next weapon attack this gains +1{p} and **dominate** until end of turn.

**Go again**

Power: -

Defense: 3

- This affects all weapon attacks from target weapon this turn not just the next attack.
  - An attack with **Dominante** cannot be defended with more than 1 card from hand.
- 

Ironsong Response

Pitch: 3/2/1

Cost: 0

Warrior Attack Reaction

**Reprise** - If the defending hero has defended with a card from their hand this chain link, target weapon attack gains +1/2/3{p}.

Power: -

Defense: 3

- Ironsong Response has no card text if **reprise** is not active but can still be played. It simply won't do anything on resolution.

- This only affects the current weapon attack. It will not affect weapon attacks beyond the current weapon attack.

---

### Nature's Path Pilgrimage

Pitch: 3/2/1

Cost: 1

Warrior Action

Your next weapon attack this turn gains +1/2/3{p} and "If this hits and you have no cards in your arsenal, reveal the top card of your deck. If it's an action card, put it face down into your arsenal."

#### **Go again**

Power: -

Defense: 3

- The attack does not gain **go again**. Nature's Path Pilgrimage requires an action point to use and provides an action point from **go again** upon resolution.
- This only affects the next weapon attack. It will not affect weapon attacks beyond the next weapon attack.
- The ability only triggers if you have no cards in your arsenal at the time the attack hits.
- You must place the card in your arsenal if it is an action. It is not optional.

---

### Overpower

Pitch: 3/2/1

Cost: 3

Warrior Attack Reaction

Target weapon attack gains +2/3/4{p}

**Reprise** - If the defending hero has defended with a card from their hand this chain link, the attack gains an additional +2{p}.

Power: -

Defense: 3

- This only affects the current weapon attack. It will not affect weapon attacks beyond the current weapon attack.

---

### Rout

Pitch: 1

Cost: 2

Warrior Attack Reaction

Target weapon attack gains +3{p}

**Reprise** - If the defending hero has defended with a card from their hand this chain link, you may return target non-equipment defending card to its owner's hand.

Power: -

Defense: 3

- This only affects the current weapon attack. It will not affect weapon attacks beyond the current weapon attack.
  - If **reprise** is active, you can only play Rout if there is a legal target.
  - The defense value of a defending card removed from the chain link is not included in damage calculation.
  - A defense reaction card that is returned to hand by Rout, can be replayed.
- 

Sharpen Steel

Pitch: 3/2/1

Cost: 0

Warrior Action

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

**Go again**

Power: -

Defense: 3

- The attack does not gain **go again**. Sharpen Steel requires an action point to use and provides an action point from **go again** upon resolution.
  - This only affects the next weapon attack. It will not affect weapon attacks beyond the next weapon attack.
- 

Singing Steelblade

Pitch: 2

Cost: 1

**Dorinthea Specialization** (*You may only have Singing Steelblade in your deck if your hero is Dorinthea.*)

Target weapon attack gains +1{p}.

**Reprise** - If the defending hero has defended with a card from hand this chain link, search your deck for an attack action card, banish it face up, then shuffle your deck. You may play it this chain link.

Power: -

Defense: 3

- You may only play Singing Steelblade in your deck if your hero is Dorinthea Ironsong **or** Dorinthea (young hero).

- This only affects the current weapon attack. It will not affect weapon attacks beyond the current weapon attack.
  - A combat chain is made up of one or more chain links. The banished card can only be played on the chain link Singing Steelblade was played.
  - You may elect not to banish a card when searching, however you still must shuffle your deck.
  - The card played from the banished zone goes to the graveyard upon resolution.
- 

### Steelblade Shunt

Pitch: 3/2/1

Cost: 1

Warrior Defense Reaction

If Steelblade Shunt defends a weapon attack, deal 1 damage to the attacking hero.

Power: -

Defense: 4/5/6

- The damage cannot be defended but it can be prevented by a prevention effect.
- 

### Steelblade Supremacy

Pitch: 1

Cost: 1

Warrior Action

**Dorinthea Specialization** (*You may only have Steelblade Supremacy in your deck if your hero is Dorinthea.*)

Until end of turn, target weapon gains +2{p} and “Whenever this weapon hits, draw a card.”

**Go again**

Power: -

Defense: 3

- You may only have Steelblade Supremacy in your deck if your hero is Dorinthea Ironsong **or** Dorinthea (young hero).
  - This affects all weapon attacks from target weapon this turn not just the next attack.
- 

### Stroke of Foresight

Pitch: 3/2/1

Cost: 1

Warrior Attack Reaction

Target weapon attack gains +1/2/3{p}.

**Reprise** - If the defending hero has defended with a card from their hand this chain link, draw a card, then put a card from your hand on the top or bottom of your deck.

Power: -

Defense: 3

- This only affects the current weapon attack. It will not affect weapon attacks beyond the current weapon attack.
  - You use the **reprise** ability at the time the attack reaction resolves. (*assuming reprise is active*)
  - If you have no cards in hand at the time you play this with **reprise** active, you still draw a card then immediately put the card on the top or bottom of your deck.
  - You draw a card then immediately put a card from your hand on the top or bottom of your deck. There is no priority between drawing the card and putting a card on the top or bottom of your deck.
- 

Warrior's Valor

Pitch: 3/2/1

Cost: 1

Warrior Action

Your next weapon attack this turn gains +1/2/3{p} and "If this hits, the attack gains **go again**"

**Go again**

Power: -

Defense: 3

- This only affects the next weapon attack. It will not affect weapon attacks beyond the next weapon attack.
-