

Arcane Rising Release Notes

Document last modified September 24, 2021

General Notes

Arcane Rising contains 219 cards (126 commons, 48 rares, 15 super rares, 10 majestics, 5 legendaries, 1 fabled, 14 tokens).

Arcane Rising becomes legal for tournaments on its official release date: 27 March, 2020.

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)
-

New Set Theme

Arcane Damage

Arcane damage is a new form of dealing damage that is introduced in Arcane Rising. It is primarily dealt by spellcasters and requires unique ways for the opponent to prevent the damage.

Example card:

Voltic Bolt

Pitch: 1

Cost: 2

Wizard Action

Deal 5 arcane damage to target hero.

Defense: 3

- Arcane damage cannot be defended by cards in hand or defense reactions.
 - Arcane damage must be prevented with arcane barrier (*more details below*) or cards that specify preventing arcane damage or any damage.
-

Reveal the top card of your deck

There are multiple cards in Arcane Rising that reveal the top card of your deck and check its pitch value.

Example card:

Ravenous Rabble

Pitch: 1

Cost: 0

Generic Attack Action

Reveal the top card of your deck. Ravenous Rabble gets $-X\{p\}$, where X is the pitch value of the card revealed this way. (*The pitch value is located in the top left corner of the card.*)

Go again

Power: 5

Defense: 2

- The pitch value is located in the top left corner.
 - If there are no cards left in the deck, the ability does not resolve.
-

New Keywords

Arcane Barrier

Arcane barrier is one of the most common ways to combat arcane damage. If you would be dealt arcane damage you may pay a $\{r\}$ instead to prevent 1 arcane damage that source will deal.

Example card:

Nullrune Hood

Generic Equipment - Head

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.*)

Defense: 0

- You can have multiple instances of arcane barrier.
 - You can only prevent one arcane damage per arcane barrier per source.
 - You can prevent arcane damage you do to yourself.
 - Players cannot respond to the prevention.
 - To fully prevent a card dealing 3 arcane damage, you would require 3 arcane barrier and 3 resources to prevent it. To fully prevent 3 runechant tokens (3 instances of 1 damage from difference sources). You would require 1 arcane barrier and 3 resources to prevent it.
 - Preventing arcane damage does not destroy the equipment with arcane barrier (*unless otherwise specified*).
-

Opt X

Opt is a keyword that allows you to look at the top X cards and put any number of them to the top of bottom of your deck in any order.

Example card:

Whisper of the Oracle

Pitch: 1

Cost: 0

Opt 4 (*Look at the top 4 cards of your deck. You may put them on the top and/or bottom in any order.*)

Go again

Power: -

Defense: 3

- The number of cards you place on top and bottom of your deck is known to your opponent, the order of the cards are not.
 - You may put all of the cards on the top or all of the cards on the bottom if you so wish.
-

Boost

Boost is a Mechnologist mechanic that allows a Mechanologist attack action card to gain **go again** if the top card banished is a Mechnologist card.

Example card:

Throttle

Pitch: 1

Cost: 2

Mechanologist Attack Action

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

Power: 6

Defense: 3

- You choose if you want to **boost** or not at the time you play the card.
 - You may only **boost** once per instance of **boost**.
-

Reload

Reload is a Ranger mechanic that allows you to put a card from your hand face down into your arsenal when the card resolves.

Example card:

Take Aim

Pitch: 1

Cost: 0

Ranger Action

The next Ranger attack action card you play this turn, gains +3{p}.

Reload (If you have no cards in your arsenal, you may put a card from your hand face down into your arsenal.)

Go again

Power: -

Defense: 2

- You may elect to put no cards from your hand to your arsenal.
 - Your arsenal must be empty to put a card into your arsenal.
-

New Token

Runechant

Runeblade Token - Aura

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

When you play an attack action card or attack with a weapon, destroy Runechant and deal 1 arcane damage to target opposing hero

- Each Runechant is its own source therefore arcane barrier 1 can prevent more than 1 Runechant provided you have the resources to pay for the prevention.
 - The Runechant aura token remains in play until destroyed.
 - When you play an attack action or attack with a weapon, you must destroy your Runechant auras if the trigger becomes a layer on the chain. It is not optional.
 - A Runechant aura token may be represented by a small object such as a card sleeve or coin if a Runechant aura token card is not available.
 - If you control multiple Runechant auras, you may use dice to represent this.
-

Card-specific Notes

Heroes and Weapons

Azalea

Ranger Hero

Once per Turn Action - 0: Put a card from your arsenal on the bottom of your deck. If you do, put the top card of your deck face up into your arsenal. If it's an arrow card, it gains **dominate** until end of turn. **Go again** (*The defending hero can't defend the attack with more than 1 card from their hand.*)

Intellect: 4

Health: 20/40

- If you have no cards in deck, it will put the card you placed on the bottom, back into the arsenal face up.
 - If there is no card in your arsenal when this effect resolves, you do not put the top card into your arsenal.
 - You may activate this even when you have no arsenal. When it resolves you do not put the top card into your arsenal.
-

Dash

Mechanologist Hero

You may start the game with a Mechanologist item with cost $\{r\}\{r\}$ or less in the arena. (*It is considered to have entered the arena.*)

Intellect: 4

Health: 20/40

- The item must be chosen before you present your deck.
 - The card is considered in your deck when counting the minimum sized deck (i.e, once your item is chosen, you can have 59 cards in deck to present in constructed).
 - The item starts with the appropriate counters as though it entered the arena.
 - You may elect to not start with an item in play.
-

Kano

Wizard Hero

Instant - {r}{r}{r}: Look at the top card of your deck. If it's a 'non-attack' action card, you may banish it. If you do, you may play it this turn as though it were an instant.

Intellect: 4

Health: 15/30

- If the card has **go again** you gain an action point when the card resolves. **Note:** You **cannot** gain an action point on an opponent's turn.
 - The card is banished face up.
 - The card remains in the banished zone face up if it is not played.
 - You may play it anytime during the turn you banished it as long as you have priority.
-

Viserai

Runeblade Hero

Whenever you play a Runeblade card, if you have played another 'non-attack' action card this turn, create a Runechant token. *(It's an aura with "When you play an attack action card or attack with a weapon, destroy Runechant and deal 1 arcane damage to target opposing hero.")*

Intellect: 4

Health: 20/40

- You can create multiple runechants a turn provided you are playing multiple Runeblade cards.
 - The non-attack action does not have to be a Runeblade card.
 - The following are counted as Runeblade cards: Runeblade attack action, Runeblade action, Runeblade Instant, Runeblade attack reaction and Runeblade defense reaction.
-

Crucible of Aetherweave

Wizard Weapon - Staff (2H)

Once per Turn Instant - {r}: The next card you play this turn with an effect that deals arcane damage, instead deals that much arcane damage plus 1.

Power: -

- You cannot attack with this weapon.
 - If the next card you play does not have an effect that deals arcane damage, it will not count and the next card with an effect that deals arcane damage will be affected still.
 - You must activate this before playing the card in order for the card to gain the bonus.
-

Death Dealer

Ranger Weapon - Bow (2H)

Once per Turn Action - {r}: If you have no cards in your arsenal, you may put an arrow card from your hand face up into your arsenal. If you do, draw a card. **Go again**

Power: -

- You cannot attack with this weapon.
 - You may use this ability even when you have a card in your arsenal, however you cannot put an arrow card from your hand into your arsenal or draw a card.
 - 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 Death Dealer has go again*)
-

Nebula Blade

Runeblade Weapon - Sword (2H)

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

If Nebula Blade hits, create a Runechant token. (*It's an aura with "When you play an attack action card or attack with a weapon, destroy Runechant and deal 1 arcane damage to target opposing hero."*)

If you have played a 'non-attack' action card this turn, Nebula Blade gains +3{p} until end of turn.

Power: 1

- Nebula Blade can only get the power bonus once per turn even if you played multiple 'non-attack' action cards.
 - If you play a 'non-attack' action card after you've attacked with Nebula Blade but before it does damage, it will still get the power bonus.
-

Teklo Plasma Pistol

Mechanologist Weapon - Pistol (2H)

Action - Remove a steam counter from Teklo Plasma Pistol: **Attack**

Action - {r}: If there are no steam counters on Telko Plasma Pistol, put a steam counter on it.

Go again

Power: 2

- You may use the second ability even if it already has one or more steam counters on it, however it will not put a steam counter on it.
 - You attack with this weapon more than once per turn provided you have the action points.
-

Generic Equipment and Cards

Arcanite Skullcap

Generic Equipment - Head

If you have less {h} than your opponent, Arcanite Skullcap gains +1{d} and Arcane Barrier 3. *(If your hero would be dealt arcane damage, you may pay {r}{r}{r} instead. If you do, prevent 3 arcane damage that source would deal.)*

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

Defense: 1

- You may have multiple instances of arcane barrier.
 - You must pay {r}{r}{r} to prevent arcane damage even if only one point of arcane damage would be prevented.
 - The prevention does not carry over even if you only prevent one arcane damage.
 - Arcanite Skullcap always has battleworn, even if you are on higher or lower {h} than your opponent.
 - Arcanite Skullcap gains the bonus if there is at least one opponent on less {h}. If there are multiple opponents on less {h}, arcanite skullcap still only gains the bonus once.
 - If your {h} becomes higher or lower after defending but before damage calculation, the value of {d} will change accordingly.
-

Bracers of Belief

Generic Equipment - Arms

Action - Destroy Bracers of Belief: Reveal the top card of your deck. If you do, the next attack action card you play this turn, gains +X{p}, where X is 3 minus the pitch value of the card

revealed this way. **Go again** (*The pitch value is located in the top left corner of the card.*)

Defense: 0

- If there are no cards left in deck, the attack will not gain any power, this is because of the “If you do” clause.
 - When this card is destroyed, it is sent to your graveyard.
-

Mage Master Boots

Generic Equipment - Boots

Action - {r}, destroy Mage Master Boots: The next 'non-attack' action card you play this turn gains **go again**. **Go again**

- If this is used on a ‘non-attack’ action card with **go again**, you will only gain 1 action point upon resolution as multiple instances of **go again** do not stack.
 - This is an action. It must be activated before you play the ‘non-attack’ action card.
 - When this card is destroyed, it is sent to your graveyard.
-

Talismanic Lens

Generic Equipment - Head

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

Defense: 0

- Talismanic Len’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.
 - When this card is destroyed, it is sent to your graveyard.
-

Vest of the First Fist

Generic Equipment - Chest

When an attack action card you control hits, you may destroy Vest of the First Fist. If you do, gain {r}{r}.

Defense: 0

- You choose if you want to destroy Vest of the First Fist after the attack action hits.
 - When this card is destroyed, it is sent to your graveyard.
-

Art of War

Pitch: 2

Cost: 1

Generic Instant

Choose 2;

- Attack action cards you control gain +1{p} and +1{d} this turn.
- The next attack action card you play this turn, gains **go again**.
- Until end of turn, you may defend with attack action cards from arsenal.
- You may banish an attack action card from your hand. If you do, draw 2 cards.

Power: -

Defense: -

- You must choose the modes as you play Art of War.
 - You cannot choose the same mode more than once.
 - You must choose two modes.
 - Defending with an attack action from arsenal still follows other timing restrictions. You must defend with the card during the defending window.
 - Cards without an attack or defense value cannot gain attack or defense.
-

Back Alley Breakline

Pitch: 3/2/1

Cost: 1

Generic Action - Attack

If an activated ability or action card effect puts Back Alley Breakline face up into a zone from your deck, gain 1 action point.

Power: 3/4/5

Defense: 2

- The following are zones in this game: Hero, Weapon, Equipment, Chain, Pitch, Arsenal, Deck, Graveyard and Banished.
 - It must be placed face-up into a zone from your deck, revealing it face up on top of your deck does not count as it is not placed into a different zone.
-

Chains of Eminence

Pitch: 1

Cost: 0

Generic Action - Aura

Go again

When Chains of Eminence enters the arena, name a card. The named card can't be pitched, played or used to defend while Chains of Eminence is in the arena.

At the beginning of your action phase, destroy Chains of Eminence

Power: -

Defense: 2

- You name the card when the ability resolves. Players can respond to the ability with Instants as they will have priority the ability is put on the layer.
 - You may still put the named card in your arsenal or reveal it to pay additional costs.
 - Auras stay in the arena until they are destroyed.
-

Command and Conquer

Pitch: 1

Cost: 2

Generic Action - Attack

Defense reactions can't be played to Command and Conquer's chain link.

If Command and Conquer hits a hero, destroy all cards in their arsenal.

Power: 6

Defense: 3

- The destroyed card is put into its owner's graveyard.
 - Chain link is different from combat chain. If another attack is played after Command and Conquer in the same combat chain, defense reactions can be played on that attack.
-

Eirina's Prayer

Pitch: 3/2/1

Cost: 1

Generic Instant

Reveal the top card of your deck. Prevent the next X arcane damage that would be dealt to you this turn, where X is 4/5/6 minus the pitch value of the card revealed this way. (*The pitch value is located in the top left corner of the card.*)

Power: -

Defense: -

- If you have multiple damage preventions available, you choose which prevention to apply first.
- If you are about to take arcane damage you may use arcane barrier to prevent first before this prevention.

- If there is no cards in deck, Eirina's Prayer will not get any minus as there is no pitch value, it will still prevent the next X arcane damage.
 - The pitch value is located on the top left corner.
-

Enchanting Melody

Pitch: 3/2/1

Cost: 2

Generic Action - Aura

(Aura's stay in the arena until they are destroyed.)

Go again

If you would be dealt damage, instead destroy Enchanting Melody and prevent 4 of that damage.

At the beginning of your end phase, destroy Enchanting Melody unless you have played a 'non-attack' action card this turn.

Power: -

Defense: 2

- If you have multiple damage preventions available, you choose which prevention to apply first.
 - If you are about to take arcane damage you may use arcane barrier to prevent first before this prevention.
 - Lose of life does not count as being dealt damage.
 - Enchanting Melody is a 'non-attack' action therefore it will prevent itself from being destroyed the turn you play it.
-

Eye of Ophidia

Pitch: 3

Generic Resource - Gem

Legendary *(You may only have 1 Eye of Ophidia in your deck.)*

When you pitch Eye of Ophidia, **opt 2**.

Power: -

Defense: -

- You may not defend with this card. *(It does not have a defense value)*
- You must have a cost to pay to pitch this card. You cannot pitch this card without a cost to pay.
- The opt will resolve before the card or effect you pay for resolves.

- You may only have 1 Eye of Ophidia in your deck including cards in your registered 80-card pool in constructed tournaments and only 1 Eye of Ophidia in your deck in limited tournaments.
-

Fate Foreseen

Pitch: 3/2/1

Cost: 0

Generic Defense Reaction

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

Power: -

Defense: 2/3/4

- Fate Foreseen can only be played in the reaction window.
 - Once Fate foreseen resolves, you must fully resolve Fate Foreseen ability before deciding if you are defending with any additional cards in the reaction window.
-

Lead the Charge

Pitch: 3/2/1

Cost: 0

Generic Acton

The next time you play an action card with cost 0/1/2 or greater this turn, gain 1 action point.

Go again

Power: -

Defense: 2

- If the action has **go again** you will end up with 2 action points once that card resolves.
 - An action point allows you to play action cards and action activated abilities as they require an action point to play. (Not to be confused with resource points which are used to pay costs)
 - Lead the Charge looks at the base cost of the action card. Modifiers do not affect this.
-

Life for a Life

Pitch: 3/2/1

Cost: 1

Generic Attack Action

If Life for a Life hits, gain 1{g}.

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

Power: 2/3/4

Defense: 2

- The green symbol on Life for a Life is life.
 - Life for a Life 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 Life for a Life to gain nor lose **go again**.
-

Moon Wish

Pitch: 3/2/1

Cost: 2

Generic Attack Action

You may put a card from your hand on top of your deck rather than pay Moon Wish's {r} cost.

If Moon Wish hits, search your deck for a card named Sun Kiss, reveal it, put it into your hand, then shuffle your deck.

Power: 3/4/5

Defense: 2

- You may only use Moon Wish's alternative cost if you have a card in hand to put on top.
 - Sun Kiss is put into your hand. You still require an action point to play Sun Kiss.
 - Searching your deck for Sun Kiss is not an optional effect, so even if you fail to find, or know that you have no Sun Kiss in your deck you must still shuffle your deck.
 - If there is an effect that increases the cost of Moon Wish, you must still pay it even if you use Moon Wish's alternative cost.
-

Plunder Run

Pitch: 3/2/1

Cost: 0

Generic Action

The next time an attack action card you control hits this turn, draw a card.

If Plunder Run is played from arsenal, the next attack action card you play this turn gains +1/2/3{p}.

Go again

Power: -

Defense: 2

- The first line checks on the first attack action card to hit, not the first attack action played. It does not matter if there was an attack action played beforehand if it did not hit.

Pursuit of Knowledge

Pitch: 3

Cost: 2

Generic Attack Action

If Pursuit of Knowledge hits, your hero gains +1 {i} until end of turn.

Power: 4

Defense: 2

- The blue symbol on Pursuit of Knowledge is Intellect.
- You draw up to your intellect before end of turn effects end. In this case you will benefit from the intellect gain first.

Ravenous Rabble

Pitch: 3/2/1

Cost: 0

Generic Attack Action

Reveal the top card of your deck. Ravenous Rabble gets $-X\{p\}$, where X is the pitch value of the card revealed this way. *(The pitch value is located in the top left corner of the card.)*

Go again

Power: 3/4/5

Defense: 2

- If there are no cards in deck, Ravenous Rabble will not get $-{p}$ but the attack will still resolve.

Rifting

Pitch: 3/2/1

Cost: 2

Generic Attack Action

If Rifting hits, you may play your next 'non-attack' action card this turn as though it were an instant.

Power: 4/5/6

Defense: 2

- The 'non-attack' action card does not need to be played straight away

- You may elect to still play it as normal, however if you do, you cannot play another 'non-attack' action card as an instant as this only applies to the next 'non-attack' action card.
-

Rusted Relic

Pitch: 3

Cost: 0

Generic Action - Item

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.*)

Power: -

Defense: -

- Rusted Relic requires an action point to play as it is an action card.
 - Items stay in the arena until they are destroyed.
 - You can have multiple instances of arcane barrier.
 - You may not defend with Rust Relic as it does not have a defense value.
-

Sun Kiss

Pitch: 3/2/1

Cost: 0

Generic Action

Gain 3 {h}.

If you have played a card named Moon Wish this turn, draw a card and Sun Kiss gains **go again**.

Power: -

Defense: 2

- The green symbol on Sun Kiss is life.
 - Sun Kiss requires an action point to play as it is an action.
-

Vigor Rush

Pitch: 3/2/1

Cost: 1

Generic Attack Action

If you have played a 'non-attack' action card this turn, Vigor Rush gains **go again**.

Power: 2/3/4

Defense: 2

- If you play a 'non-attack' action card after you've attacked with Vigor Rush but before chain link resolution, it will still gain **go again**.
-

Mechanologist Cards

Achilles Accelerator

Mechanologist Equipment - Legs

Instant - Destroy Achilles Tendon: Gain 1 action point. Activate this ability only if you have **boosted** this turn.

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.*)

Power: -

Defense: -

- An action point allows you to play action cards and action activated abilities as they require an action point to play. (Not to be confused with resource points which are used to pay costs)
 - The **boost** does not need to be successful. You can use Achilles Accelerator after banishing a non-Mechanologist card from a **boost** cost.
 - When this card is destroyed, it is sent to your graveyard.
-

Aether Sink

Pitch: 2

Cost: 1

Mechanologist Action - Item

Aether Sink enters the arena with a steam counter on it.

Action - {r}: If there are no steam counters on Aether Sink, put a steam counter on it. **Go again**

Instant - Remove a steam counter from Aether Sink: Aether Sink gains **Arcane Barrier 2** until end of turn. (*If your hero would be dealt arcane damage, you may pay {r}{r} instead. If you do, prevent 2 arcane damage that source would deal.*)"

Power: -

Defense -

- Aether Sink requires an action point to play as it is an action.

- You can have multiple instances of arcane barrier.
 - You may not defend with Aether Sink as it does not have a defense value.
 - You must pay {r}{r} to prevent arcane damage even if only one point of arcane damage would be prevented.
 - The prevention does not carry over even if you only prevent one arcane damage.
 - You may use the action even if it already has one or more steam counters on it, however it will not put a steam counter on it.
-

Cognition Nodes

Pitch: 3

Cost: 1

Mechanologist Action - Item

Action - {r}: If there are no steam counters on Cognition Nodes, put a steam counter on it. **Go again**

Once per Turn Attack Reaction - Remove a steam counter from Cognition Nodes: Target attack action card gains "If this hits, put it on the bottom of your deck."

Power: -

Defense: -

- Cognition Nodes requires an action point to play as it is an action.
 - You may not defend with Cognition Nodes as it does not have a defense value.
 - You may use the action ability even if it already has one or more steam counters on it, however it will not put a steam counter on it.
 - The attack still counts as an attack on the chain link even when it is put on the bottom of your deck.
-

Convection Amplifier

Pitch: 1

Cost: 0

Mechanologist Action - Item

Convection Amplifier enters the arena with 2 steam counters on it. When Convection Amplifier has no steam counters on it, destroy it.

Action - Remove a steam counter from Convection Amplifier: The next attack action card you play this turn gains **dominate**. **Go again** (*The defending hero can't defend the attack with more than 1 card from their hand.*)

Power: -

Defense: -

- Convection Amplifier requires an action point to play as it is an action.

- You may not defend with Convection Amplifier as it does not have a defense value.
 - You can use the Action more than once per turn as long as it has a steam counter on it as the action is not limited to once per turn.
 - Using this action requires an empty combat chain. You can close the combat chain after an attack has fully resolved.
-

Dissipation Shield

Pitch: 2

Cost: 2

Mechanologist Action - Item

Dissipation Shield enters the arena with 4 steam counters on it.

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

Instant - Destroy Dissipation Shield: The next time your hero would be dealt damage this turn, prevent X damage, where X is the number of steam counters on Dissipation Shield."

Power: -

Defense: -

- Dissipation Shield requires an action point to play as it is an action.
 - You may not defend with Dissipation Shield as it does not have a defense value.
 - If you have multiple damage preventions available, you choose which prevention to apply first.
 - This can prevent any type of damage, including arcane damage.
 - This cannot prevent loss of life.
 - You may activate the instant ability anytime you have priority including when the trigger is on the stack as you have priority during your action phase.
-

High Octane

Pitch: 1

Cost: 1

Mechanologist Action

Whenever you **boost** a card this turn, gain 1 action point.

Draw a card.

Go again

Power: -

Defense: 3

- An action point allows you to play action cards and action activated abilities as they require an action point to play. (Not to be confused with resource points which are used to pay costs)
 - The **boost** does not need to be successful. You will still gain an action point if you banish a non-Mechanologist card from a **boost** cost.
 - You draw a card when this card resolves, **not** whenever you boost a card this turn.
-

Hyper Driver

Pitch: 1

Cost: 1

Mechanologist Action - Item

Hyper Driver enters the arena with 3 steam counters on it. When Hyper Driver has no steam counters on it, destroy it.

Once per Turn Effect - When you **boost** a card, remove a steam counter from Hyper Driver and gain {r}.

Power: -

Defense: -

- Hyper Driver requires an action point to play as it is an action.
 - You may not defend with Hyper Driver as it does not have a defense value.
 - The **boost** does not need to be successful. You will still remove a steam counter and gain {r} when you **boost** a card.
 - The effect is not optional, you **must** remove a steam counter and gain {r}.
-

Induction Chamber

Pitch: 1

Cost: 2

Mechanologist Action - Item

Action - {r}: If there are no steam counters on Induction Chamber, put a steam counter on it. **Go again**

Once per Turn Attack Reaction - Remove a steam counter from Induction Chamber: Target Mechanologist pistol attack gains **go again**.

Power: -

Defense: -

- Induction Chamber requires an action point to play as it is an action.
- You may not defend with Induction Chamber as it does not have a defense value.
- You may use the action even if it already has one or more steam counters on it, however it will not put a steam counter on it.

Locked and Loaded

Pitch: 3/2/1

Cost: 1

Mechanologist Action

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

If you have **boosted** this turn, **opt 1**. (*Look at the top card of your deck. You may put it on the bottom.*)

Go again

Power: -

Defense: 3

- The **boost** does not need to be successful. You will still gain an action point if you banish a non-Mechanologist card from a **boost** cost.

Maximum Velocity

Pitch: 1

Cost: 2

Mechanologist Action - Attack

Play Maximum Velocity only if you have **boosted** 3 or more times this turn.

Power: 10

Defense: 3

- You cannot play this card if you have not **boosted** 3 or more times this turn.
- You may still pitch or defend with this card even if you have not **boosted** 3 or more times this turn.

Optekal Monocle

Pitch: 3

Cost: 0

Mechanologist Action - Item

Optekal Monocle enters the arena with 5 steam counters on it. When Optekal Monocle has no steam counters on it, destroy it.

Action - Remove a steam counter from Optekal Monocle: **Opt 1. Go again** (*Look at the top card of your deck. You may put it on the bottom.*)

Power: -

Defense: -

- Optekal Monocle requires an action point to play as it is an action.
 - You may not defend with Optekal Monocle as it does not have a defense value.
 - You can use the Action ability more than once per turn as long as it has a steam counter on it as the action is not limited to once per turn.
 - Using this action requires an empty combat chain. You can close the combat chain after an attack has fully resolved.
-

Over Loop

Pitch: 3/2/1

Cost: 2

Mechanologist Action - Attack

If Over Loop hits, put it on the bottom of your deck.

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

Power: 3/4/5

Defense: 3

- Over Loop still counts as an attack on the chain link even when it is put onto the bottom of your deck.
 - Overloop still resolves and grants an action point if it had **go again** even if it is put on the bottom of your deck.
-

Pedal to the Metal

Pitch: 3/2/1

Cost: 2

Mechanologist Action - Attack

If Pedal to the Metal hits, your next attack this turn gains **dominate**. *(The defending hero can't defend the attack with more than 1 card from their hand.)*

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

Power: 3/4/5

Defense: 3

- It does not need to be the next attack on the combat chain. It will still apply to the next attack even if the chain was closed in between.
- This affects all types of attacks including weapon attacks.

- **Errata:** There is a printing mistake in the reminder text of **dominate**. It should reference the next attack **not** Pedal to the Metal
-

Pour the Mold

Pitch: 3/2/1

Cost: 0

Mechanologist Action

Put a Mechanologist item with cost 0/1/2 or less from your hand into the arena.

If you have **boosted** this turn, put a steam counter on it.

Go again

Power: -

Defense: 3

- You may elect not to put a Mechanologist item into play when this card resolves.
 - The cost of a card is located on the top right corner.
 - The **boost** does not need to be successful. The item will still come into play with an additional steam counter on it if a non-Mechanologist card is **boosted**.
 - If you have **boosted**, the item comes into play with an additional steam counter on it, this cannot be responded to.
 - The item is considered to have entered the arena.
-

Spark of Genius

Pitch: 2

Cost: XX

Mechanologist Action

Dash Specialization (*You may only have Spark of Genius in your deck if your hero is Dash.*)

Search your deck for a Mechanologist item card with cost X, put it into the arena, then shuffle your deck.

If you have boosted this turn, draw a card.

Power: -

Defense: 3

- You may only play Spark of Genius in your deck if your hero is Dash, Inventor Extraordinaire, **or** Dash (young hero).
- X can be 0.
- The value of X is 0 if it has not been defined, such as when it is in your hand.
- The value of X must be the same.
- You must pay double the cost of X. For example if you want to search for a card that cost 2, you must pay 4 for Spark of Genius.

- The cost of a card is located on the top right corner.
 - The **boost** does not need to be successful. You will still draw a card if a non-Mechanologist card is boosted.
 - The item is considered to have entered the arena.
-

Teklo Core

Pitch: 3

Cost: 0

Mechanologist Action - Item

Dash Specialization (*You may only have Teklo Core in your deck if your hero is Dash.*)

Teklo Core enters the arena with 2 steam counters on it. When Teklo Core has no steam counters on it, destroy it.

At the beginning of your action phase, remove a steam counter from Teklo Core and gain $\{r\}\{r\}$ "

Power: -

Defense: -

- You may only play Teklo Core in your deck if your hero is Dash, Inventor Extraordinaire, **or** Dash (young hero).
 - Teklo Core requires an action point to play as it is an action.
 - You may not defend with Teklo Core as it does not have a defense value.
 - The effect is not optional. You must remove a steam counter and gain $\{r\}\{r\}$ at the beginning of your action phase.
-

Teklo Foundry Heart

Mechanologist Equipment - Chest

Once per Turn Action - $\{r\}$: Banish the top 2 cards of your deck. Gain $\{r\}$ for each Mechanologist card banished this way. Activate this ability only if you have boosted this turn. **Go again**

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

Power: -

Defense: 2

- You may only activate this once, even if you have boosted multiple times in a turn.
 - Since this is an action, the combat chain must be empty when this is activated. (*You may close the combat chain after your boost attack but before activating this*)
 - You may use this even if you have less than 2 cards in your deck.
-

Ranger Cards

Bull's Eye Bracers

Ranger Equipment - Arms

Action - Destroy Bull's Eye Bracers: If you have no cards in your arsenal, you may put an arrow card from your hand face up into your arsenal. It gains +1{p} until end of turn. **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.)*

Power: -

Defense: -

- You may activate Bull's Eye Bracers with an arsenal, however it will not put an arrow into your arsenal or give anything +{p}.
 - When this card is destroyed, it is sent to your graveyard.
-

Endless Arrow

Pitch: 1

Cost: 0

Ranger Action - Attack

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

If Endless Arrow hits, put it into your hand.

Power: 4

Defense: 3

- Endless Arrow is still considered an attack action that hit on the combat chain even when it is returned to your hand.
 - Endless Arrow will still require an action point (and played from arsenal) if you are attempting to replay the Endless Arrow returned to your hand.
-

Hamstring Shot

Pitch: 3/2/1

Cost: 1

Ranger Action - Attack

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

If Hamstring Shot hits a hero, their first attack during their next turn costs an additional {r} to play.

Power: 3/4/5

Defense: 3

- This affects both attack actions and weapon attacks.
 - This does not change the base cost of the attack.
 - If an attack has a cost reduction clause, the additional {r} from Hamstring Shot can be reduced.
-

Head Shot

Pitch: 3/2/1

Cost: 1

Ranger Action - Attack

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

If Head Shot is put into your arsenal face up, it gains +2{p} until end of turn.

Power: 2/3/4

Defense: 3

- It only gains the +2{p} until end of turn. If you do not attack with Head Shot on the same turn, it won't have the bonus the following turn.
 - Head Shot must be placed into your arsenal face up, turning a face down Head Shot in arsenal face up will not grant the bonus.
-

Nock the Deathwhistle

Pitch: 3

Cost: 0

Ranger Action

Azalea Specialization *(You may only have Nock the Deathwhistle in your deck if your hero is Azalea.)*

Search your deck for an arrow card, reveal it, then shuffle your deck and put it on top of your deck.

Reload *(If you have no cards in your arsenal, you may put a card from your hand face down into your arsenal.)*

Go again

Power: -

Defense: 3

- You may only play Nock the Deathwhistle in your deck if your hero is Azalea, Ace in the Hole or Azalea (young hero).

- You may elect not to put a card on the top of your deck, you still must shuffle your deck after.
-

Rapid Fire

Pitch: 2

Cost: 0

Ranger Action

Until end of turn, arrows you control gain **go again**.

Reload (*If you have no cards in your arsenal, you may put a card from your hand face down into your arsenal.*)

Go again

Power: -

Defense: 2

- Arrows are still required to be played from arsenal, this card does not bypass that restriction.
-

Red in the Ledger

Pitch: 1

Cost: 1

Ranger Action - Attack

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

Azalea Specialization (*You may only have Red in the Ledger in your deck if your hero is Azalea.*)

If Red in the Ledger hits a hero, they can't play or activate more than 1 action during their next turn.

Power: 5

Defense: 3

- You may only play Red in the Ledger in your deck if your hero is Azalea, Ace in the Hole or Azalea (young hero).
 - The affected player can still play and activate **Instants** and **reaction** cards as they are not actions.
 - Multiple action points do not get around this ability. The affected player may only play or activate 1 action even if they have additional action points.
 - Actions played as though they were an instant still count as actions. Playing an action as though it was an instant does **not** get around Red in the Ledgers ability.
-

Ridge Rider Shot

Pitch: 3/2/1

Cost: 0

Ranger Action - Attack

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

If Ridge Rider Shot is put into your arsenal face up, **opt 1**. *(Look at the top card of your deck. You may put it on the bottom.)*

Power: 2/3/4

Defense: 3

- Ridge Rider Shot must be placed into your arsenal face up, turning a face down Ridge Rider Shot in arsenal face up will not grant the bonus.
-

Salvage Shot

Pitch: 3/2/1

Cost: 1

Ranger Action - Attack

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

If Salvage Shot hits, put it on the bottom of your deck.

Power: 3/4/5

Defense: 3

- Salvage Shot is still considered an attack action that hit on the combat chain even when it is put on the bottom of your deck.
 - Putting Salvage Shot on the bottom of your deck is not optional.
-

Searing Shot

Pitch: 3/2/1

Cost: 0

Ranger Action - Attack

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

If Searing Shot hits a hero, they lose 1(h).

Power: 2/3/4

Defense: 3

- The green symbol on Searing shot is life.
- The loss of life cannot be defended or prevented.

Silver the Tip

Pitch: 3/2/1

Cost: 1

Ranger Action

If you have no cards in your arsenal, look at the top 2/3/4 cards of your deck. You may put an arrow card from among them face up into your arsenal, then put the rest on the bottom of your deck in any order.

Go again

Power: -

Defense: 2

- If you have a card in arsenal, Silver the Tip can still be played, however it will not do anything beyond replenishing your action point due to **go again**.
- You do not look at the top 2/3/4 cards if you have a card in arsenal.
- You do not have to put an arrow card into your arsenal.

Skullbone Crosswrap

Ranger Equipment - Head

Once per Turn Action - Turn a face down card in your arsenal face up: **Opt 1. 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.)*

Blade Break *(If you defend with Skullbone Crosswrap, destroy it when the combat chain closes.)*

Power: -

Defense: 1

- Turning a face down card face up is part of the cost. You cannot use Skullbone Crosswrap if you do not have a card in arsenal or the card is not face down.
- A face down card is a card with the back part of the card facing up. When you put a card into your arsenal at the end of turn or with reload, the card is face down.
- You may have multiple instances of arcane barrier.

Take Cover

Pitch: 3/2/1

Cost: 0

Ranger Defense Reaction

Reload (*If you have no cards in your arsenal, you may put a card from your hand face down into your arsenal.*)

Power: -

Defense: 2/3/4

- You may still play Take Cover with an arsenal in play.
 - If you play Take Cover from your arsenal, you may still **reload** when Take Cover resolves.
 - Take Cover's **reload** happens before damage calculation so you may play the card you **reloaded** from arsenal before damage calculation.
-

Three of a Kind

Pitch: 1

Cost: 1

Ranger Action

Draw 3 cards. Until end of turn, you may only play cards from arsenal.

Go again

Power: -

Defense: 2

- You still need to pay the cost and action points to play cards out of your arsenal.
 - You cannot play any cards except cards from arsenal, this includes cards from hand, banished zone or deck.
 - The restriction applies to all card types. You cannot play instants or attack reactions unless they are played from your arsenal.
 - You may still attack with your weapon. (*If applicable*)
-

Runeblade Cards

Arknight Ascendancy

Pitch: 1

Cost: 6

Runeblade Action - Attack

Viserai Specialization (*You may only have Arknight Ascendancy in your deck if your hero is Viserai.*)

Arknight Ascendancy costs {r} less to play for each Runechant you control.

If Arknight Ascendancy hits, create X Runechant tokens, where X is the damage dealt by Arknight Ascendancy.

Dominate

Power: 5

Defense: 3

- You may only play Arknight Ascendancy in your deck if your hero is Viserai, Rune Blood or Viserai (young hero).
 - **Dominate** means the defending player cannot defend Arknight Ascendancy with more than 1 card from their hand.
-

Become the Arknight

Pitch: 3

Cost: 0

Runeblade Action

Viserai Specialization (*You may only have Become the Arknight in your deck if your hero is Viserai.*)

Choose 1;

- Discard a 'non-attack' action card. Search your deck for a Runeblade attack action card, reveal it, put it into your hand, then shuffle your deck.

- Discard an attack action card. Search your deck for a Runeblade 'non-attack' action card, reveal it, put it into your hand, then shuffle your deck.

Go again

Power: 0

Defense: 3

- You choose the mode at the time you play the card.
 - You may elect not to discard a card. You would not search your deck but still shuffle your deck.
 - You may elect not to put a card into your hand, you still must discard and shuffle your deck after.
 - You may not discard a non-action card.
 - You cannot discard more than one card.
-

Bloodspill Invocation

Pitch: 3/2/1

Cost: 1

Runeblade Action

(Aura's stay in the arena until they are destroyed.)

Go again

When an attack action card you control hits, destroy Bloodspill Invocation then create 3 Runechant tokens. *(They're auras with "When you play an attack action card or attack with a weapon, destroy Runechant and deal 1 arcane damage to target opposing hero.")*

When your hero is dealt damage, destroy Bloodspill Invocation.

Power: -

Defense: 2

- Damage from attacks and arcane damage both count as being dealt damage.
 - If Bloodspill Invocation triggers but is destroyed before the resolution, it will still create the tokens. This is because the clause is not tied into being destroyed. (Not a "If you do")
-

Crown of Dichotomy

Runeblade Equipment - Head

Action - {r}, destroy Crown of Dichotomy: Put target Runeblade attack action card and target Runeblade 'non-attack' action card from your graveyard on top of your deck in any order.

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.)*

Power: -

Defense: -

- This requires an action point to activate. It does not have **go again**.
 - You must have two legal targets in order to use this.
 - If one of the targets becomes illegal before resolution, it will still put the other target on top of the deck.
-

Grasp of the Arknight

Runeblade Equipment - Arms

Once per Turn Action - {r}{r}: Create a Runechant token. This ability costs an additional {r} to activate for each Runechant you control. **Go again**

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

Power: -

Defense: 2

- The cost checks how many runechant tokens you have at the time you activate it, it does not include the runechant token you are about to make.

- You cannot use this ability if you cannot pay the required costs. (*You cannot sink resources into this if you cannot pay the full cost*)
-

Mordred Tide

Pitch: 1

Cost: 1

Runeblade Action

Until end of turn, if you would create a Runechant token, instead create that many plus 1.

Go again

Power: -

Defense: 3

- It is an additional one for the entire effect, for example if you were to make three Runechant tokens from one effect, it would instead create four.
 - Multiple Mordred Tide effects would result in additional Runechant.
 - If playing Mordred Tide would trigger Viserai's ability, it would not create an additional Runechant as Mordred Tide would not have resolved by the time Viserai's ability has.
-

Oath of the Arknight

Pitch: 3/2/1

Cost: 2

Runeblade Action

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

Create a Runechant token. (*It's an aura with "When you play an attack action card or attack with a weapon, destroy Runechant and deal 1 arcane damage to target opposing hero."*)

Go again

Power: -

Defense: 2

- This affects all types of Runeblade attacks including Runeblade Weapon attacks.
-

Read the Runes

Pitch: 3/2/1

Cost: 0

Runeblade Action

Create 1/2/3 Runechant tokens. *(They're auras with "When you play an attack action card or attack with a weapon, destroy Runechant and deal 1 arcane damage to target opposing hero.")*

Power: -

Defense: 2

- Read the Runes is an action and requires an action point to play. It does not have **go again**.
-

Reduce to Runechant

Pitch: 3/2/1

Cost: 1

Runeblade Defense Reaction

Reduce to Runechant costs {r} less to play for each Runechant you control.

Create a Runechant token. *(It's an aura with "When you play an attack action card or attack with a weapon, destroy Runechant and deal 1 arcane damage to target opposing hero.")*

Power: -

Defense: 2/3/4

- Since defense reactions can't defend in the defending window and must be played in the reaction window, you must pay Reduce to Runechant's cost to play it.
 - The Runechant Reduce to Runechant creates is not counted when calculating the reduction.
 - If a card increases the cost of Reduce to Runechant, additional Runechants do reduce the additional cost.
-

Spellblade Assault

Pitch: 3/2/1

Cost: 2

Runeblade Action - Attack

Create 2 Runechant tokens. *(They're auras with "When you play an attack action card or attack with a weapon, destroy Runechant and deal 1 arcane damage to target opposing hero.")*

Power: 2/3/4

Defense: 3

- The Runechant token created does not trigger or get destroyed as Spellblade Assault is already played at the point the Runechant token comes into play.
-

Spellblade Strike

Pitch: 3/2/1

Cost: 1

Runeblade Action - Attack

Create a Runechant token. *(It's an aura with "When you play an attack action card or attack with a weapon, destroy Runechant and deal 1 arcane damage to target opposing hero.")*

Power: 2/3/4

Defense: 3

- The Runechant token created does not trigger or get destroyed as Spellblade Strike is already played at the point the Runechant token comes into play.
-

Tome of the Arknight

Pitch: 3

Cost: 1

Runeblade Action

Reveal the top 2 cards of your deck. If you reveal an attack action card and a 'non-attack' action card this way, put them into your hand.

Go again

Power: -

Defense: 2

- If the revealed cards do not meet the criteria, they are returned to the top of the deck in the same order.
 - Instants, attack reactions, defense reactions and resources are not 'non-attack' action cards.
-

Wizard Cards

Absorb in Aether

Pitch: 3/2/1

Cost: 1

Wizard Defense Reaction

The next card you play this turn with an effect that deals arcane damage, instead deals that much arcane damage plus 2.

Power: -

Defense: 2/3/4

- Since defense reactions can't defend in the defending window and must be played in the reaction window, you must pay Absorb in Aether's cost to play it.
 - The card must be played during your opponent's turn **after** Absorb in Aether resolves to gain the buff.
 - You cannot play this card during your own turn or without an attack to defend during the reaction window.
-

Aether Flare

Pitch: 3/2/1

Cost: 1

Wizard Action

Deal 1/2/3 arcane damage to target opposing hero.

The next card you play this turn with an effect that deals arcane damage, instead deals that much arcane damage plus X, where X is the damage dealt by Aether Flare.

Power: -

Defense: 3

- Aether Flare does not have **go again**. The next card you play that benefits from this effect would require an action point or be played as an instant.
 - If the next card you play does not have an effect that deals arcane damage, it will not gain this modifier however the next card played this turn that has an effect that deals arcane damage will still gain the bonus.
-

Aether Spindle

Pitch: 3/2/1

Cost: 2

Wizard Action

Deal 2/3/4 arcane damage to target opposing hero.

Opt X, where X is the damage dealt by Aether Spindle. *(Look at the top X cards of your deck. You may put them on the top and/or bottom in any order.)*

Power: -

Defense: 3

- You do not **Opt** if Aether Spindle does not deal arcane damage.
 - You cannot respond to the ability after it has done damage but before the opt. This is because Aether Spindle does **not** create a trigger on dealing damage.
-

Blazing Aether

Pitch: 1

Cost: 0

Wizard Action

Kano Specialization (*You may only have Blazing Aether in your deck if your hero is Kano.*)

Deal X arcane damage to target hero, where X is the amount of arcane damage you have dealt to that hero this turn.

Power: -

Defense: 3

- You may only play Blazing Aether in your deck if your hero is Kano, Dracai of Aether or Kano (young hero).
-

Forked Lightning

Pitch: 1

Cost: 3

Wizard Action

Deal 2 arcane damage to target hero.

Deal 2 arcane damage to target hero.

(Effects that modify damage, modify both damage effects of Forked Lightning. Forked Lightning is considered a single source of damage.)

Power: -

Defense: 3

- Modifiers will affect both damage effects. For example if the next arcane damage would deal plus one, Forked lightning would deal 3 arcane damage twice thus dealing 6 arcane damage total.
 - Arcane barrier 1 can only stop one arcane damage, it is considered a single source of damage.
-

Index

Pitch: 3/2/1

Cost: 0

Wizard Action

Look at the top 3/4/5 cards of your deck. Put 1 card from among them on top of your deck, and the rest on the bottom of your deck in any order.

Power: -

Defense: 2

- You must select one card to put on the top of your deck. (*Provided there is at least one card to look at.*)
 - You can play this if there is less than the number of cards in your deck. You would look at as many as you can. For example if you only have 2 cards in deck, you would look at both of them and select one to put on the top of your deck.
 - This is an action and requires an action point to play. Index does not have **go again**.
-

Lesson in Lava

Pitch: 2

Cost: 1

Wizard Action

Kano Specialization (*You may only have Lesson in Lava in your deck if your hero is Kano.*)

Deal 3 arcane damage to target opposing hero.

If Lesson in Lava deals damage, you may search your deck for a Wizard card with {r} cost equal to or less than the damage dealt by Lesson in Lava, reveal it, then shuffle your deck and put it on top of your deck.

Power: -

Defense: 3

- You may only play Lesson in Lava in your deck if your hero is Kano, Dracai of Aether or Kano (young hero).
 - You must deal damage with Lesson in Lava to search your deck. You cannot search for a 0 cost if Lesson in Lava did not deal damage.
 - You may elect not to put a card on top of your deck, you still must shuffle your deck after.
 - The resource cost is located in the top left corner of a card.
-

Reverberate

Pitch: 3/2/1

Cost: 1

Wizard Action

Deal 1/2/3 arcane damage to target opposing hero.

If Reverberate deals damage, you may banish a Wizard 'non-attack' action card from your hand with {r} cost less than or equal to the damage dealt by Reverberate. If you do, you may play it this turn as though it were an instant.

Power: -

Defense: 3

- If you do not play the banished card, it stays in the banished zone.

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

Robe of Rapture

Wizard Equipment - Chest

Action - Destroy Robe of Rapture: Gain $\{r\}\{r\}\{r\}$.

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.*)

Power: -

Defense: 0

- This requires an action to activate. This does not have **go again**.
-

Sonic Boom

Pitch: 3/2/1

Cost: 2

Wizard Action

Deal 3 arcane damage to target opposing hero.

If Sonic Boom deals damage, look at the top card of your deck. If it's a Wizard 'non-attack' action card, you may banish it. If you do, you may play it this turn as though it were an instant and it costs X resource points less to play, where X is the damage dealt by Sonic Boom.

Power: -

Defense: 3

- If you do not play the banished card, it stays in the banished zone.
 - If the card is reduced by more than the card's resource cost, it will cost 0 to play. The cost cannot be negative.
 - You cannot respond to the ability after it has done damage but before the rest of the card has resolved. This is because Sonic boom does **not** create a trigger on dealing damage.
-

Stir the Aetherwinds

Pitch: 3/2/1

Cost: 2

Wizard Action

You may play your next Wizard 'non-attack' action card this turn as though it were an instant and if it has an effect that deals arcane damage, instead that effect deals that much arcane damage plus 1/2/3.

Power: -

Defense: 2

- This effects the next wizard non-attack action then checks if it has an effect that deals arcane damage. Even if the next wizard non-attack action can't do arcane damage, the effect will no longer carry over to the next card.
-

Storm Striders

Wizard Equipment - Legs

Instant - {r}, destroy Storm Striders: You may play your next Wizard 'non-attack' action card this turn as though it were an instant.

Arcane Barrier 2 (*If your hero would be dealt arcane damage, you may pay {r}{r} instead. If you do, prevent 2 arcane damage that source would deal.*)

Power: -

Defense: 0

- You may have multiple instances of arcane barrier.
 - You must pay {r}{r} to prevent arcane damage even if only one point of arcane damage would be prevented.
 - The prevention does not carry over even if you only prevent one arcane damage.
 - When this card is destroyed, it is sent to your graveyard.
-

Tome of Aetherwind

Pitch: 1

Cost: 0

Wizard Action

Choose 2. You may choose the same mode more than once;

- The next card you play this turn with an effect that deals arcane damage, instead deals that much arcane damage plus 1.

- Draw a card.

Power: -

Defense: 2

- You may choose the same mode more than once
- If you choose the first mode twice, the next card you play with an effect that deals arcane damage, instead deals that much arcane damage plus 2.
- Tome of Aetherwind is an action and requires an action point. It does not have **go again**.
