

Farsight
Ghedia's Gaze

Ward - Hero Balashanne

• Gains "+1 Attack."
• Gains "Sacrifice Farsight: Look at an opponent's hand. Choose a card and they discard it unless they pay 2."

0

Claw Strike
Quickslash

Swift Action Skirmish

Target character gains +2 Attack until the end of the turn.
If target character is a Vexic it also gains Quickstrike until the end of the turn.

1

Empower
Fire's Infusion

Swift Action

A friendly Hero gains +2 Armor and +2 Attack until the end of the turn.

1

Dryad
Citizen of the Fadai

Minion Cloak

Fadai Empire Dryad Druid

[Command], Exert: Gain 1. You may play this only if Dryad is not at your Core.
[Command], Exert: Sacrifice Dryad: Gain 3.

0 2 1 2

Winter Pikeman
Frosted Valor

Minton Red Moon

Undead Samurai

Whenever Winter Pikeman would take Ranged damage during a skirmish, it takes 1 less damage instead.

0 2 3 2

Shaleplate Bulwark
Stalwart Defense

Construct Fortification Guardian

• Shaleplate Bulwark takes 2 less Ranged damage during each skirmish.
• Nearby friendly characters gain +1 Armor.

10

Kenshi
Red Warrior

Minion Red Moon

Human Samurai

Kenshi gains +1 Attack for every other friendly Red Moon Minion nearby.

0 2 1 3

Vexic Drone
Daughter of the Swarm

Minion Armor 1

Vexic Swarm Vexic Spawn

[Command], Sacrifice Vexic Drone: Heal a nearby Vexic for 3 Health.
When Vexic Drone dies, add 2.

0 1 1 2

Vexic Soldier
Sword of the Swarm

Minion Vexic Swarm

Vexic Spawn

When Vexic Soldier dies it deals 1 damage to all nearby enemy characters.
2, Sacrifice Vexic Soldier: Up to one nearby Vexic Minion gains +3 Attack until the end of the turn.

0 2 4 3

Short Sword
A Reliable Blade

1



Gear-Weapon Sword

1 1

+0 +0 +2 +0

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Firebrand
Ambition's Heart

4



Gear-Weapon Sword

2 1

May upgrade from a Short Sword for 2.

Grants "2": Gains +3 Attack until the end of the turn. You may use this once per turn."

+0 +0 +3 +0

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Leather Cuirass
Basic Defense

1



Gear-Armor Armor

1 1

Grants +1 Armor

+0 +0 +0 +0

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Basic Bow
Common Artillery

1



Gear-Weapon Bow

1 1

Grants "Ranged 1."

+0 +0 +0 +0

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Icehorn Bow
Frigid Rains

4



Gear-Weapon Bow

2 1

May Upgrade from Basic Bow for 1

Grants "Ranged +2."

Grants "[Command] 3": Deal 1 damage to a nearby character and Exhausts it. It does not ready during it's controller's next Ready step."

+0 +0 +0 +0

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Devastate
Maledranne's Wrath

3



Ability Command

1 1

Destroy a nearby minion or gear card.

If a Hero wields this it must also Exert in addition paying its cost to play it.

+0 +0 +0 +0

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Halshan Drop
Warmth in a Bottle

1



Gear-Item Potion

0 1

Grants "Sacrifice Halshan Drop: Heal a nearby Hero for 4 Health."

+0 +0 +0 +0

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Dreamchase
Seeking Truth

2



Swift Action

Discard a card then draw 2 cards.

+0 +0 +0 +0

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Fireball
Ifrit's Charge

4



Ability Command

Mage Summoner

2 1

Deal 6 damage to a nearby character.

A character wielding this may use this ability once per turn.

+0 +0 +0 +0

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Senda Plains
Valley of the Old Ones

Field

[Command] 1 : Heal all friendly characters here for 2 Health.

18

1

The Emerald Vale
Sanctuary of the Glade

Field

[Command] 2 : Return a Ward card from your graveyard to your hand.

20

2

Gateway to Fadai
Heart of the Face

Field

[Command] 1 : Discard a card and pay 1 : Choose one —

- Return a minion card from your graveyard to your hand.
- Heal a nearby character for 3 Health.

15

1

Core
North Crystal

Core

30

4

Sharnak
The Young Prince

Hero Vexic Swarm
Taunt Vexic Prince

- Sharnak has +1 Attack for every other nearby friendly Vexic character.

4 : Move a Vexic minion you control from any field to another field you influence.

[Command] 2 : Discard a card: Deal 3 damage to a nearby exerted enemy and draw a card.

6

0 3 2 13

Bishamonten
Two Under Heaven

Hero Red Moon
Taunt Quickstrike Spirit Samurai

- Bishamonten pays 2 less to wield weapons.

[Command] 2 : Destroy a weapon Bishamonten wields: Deal damage equal to that weapon's +Attack to up to two nearby targets.

[Command] 6 : Destroy Bishamonten and 2 weapons he wields: Destroy a nearby hero.

7

3 3 3 13

Ryss
Captain of the Guard

Hero Senda
Quickstrike Guardian Human Knight

- Ryss gets +1 Attack for each Armor she wields and +1 Armor for each weapon she wields.

4 : Sacrifice an attached weapon card: Deal damage equal to its +Attack to a nearby enemy. You may play a gear card that costs 3 or less near Ryss and she wields it for free.

6

3 3 2 13

Eshra
Acolyte of Embers

Hero Salek Sar
Human Horror Cleric

- Eshra takes 0 Ranged damage during skirmishes.
- Eshra has +2 Attack on your turn.

[Command] 1 : Discard a card: Deal 3 damage to a nearby Hero or Minion.

[Command] 5 : Destroy Eshra: Discard your hand and draw 5 cards.

6

3 3 3 8

Jin Hadai
Sunkeeper

Hero Fadai Empire
Strider Cleric

2 : Heal all friendly characters near Jin for 1 Health.

[Command] 3 : Heal target hero for 5 Health.

[Command] 10 : Heal all nearby characters to full Health.

3

3 2 1 9