

**Dash, Inventor Extraordinaire**

You may start the game with a Mechanologist item with cost 2 or less in the arena. (It's considered to have entered the arena.)

**Mechanologist Hero** 4 40

ARC001 Sam Yang © 2020 Legend Story Studios

**Dash**

You may start the game with a Mechanologist item with cost 2 or less in the arena. (It's considered to have entered the arena.)

**Mechanologist Hero - Young** 4 20

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**Teklo Plasma Pistol**

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

**Action** — **⚡**: If there are no steam counters on Teklo Plasma Pistol, put a steam counter on it. **Go again**

**Mechanologist Weapon - Pistol (2H)** 2

ARC003 Regina Krivolapova © 2020 Legend Story Studios

**Azalea, Ace in the Hole**

**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.)

**Ranger Hero** 4 40

ARC038 Maxim Kostin © 2020 Legend Story Studios

**Azalea**

**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.)

**Ranger Hero - Young** 4 20

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**Death Dealer**

**Once per Turn Action** — **⚡**: 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**

**Ranger Weapon - Bow (2H)**

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**Kano, Dracai of Aether**

**Instant** — **⚡⚡⚡**: 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.

**Wizard Hero** 4 30

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**Kano**

**Instant** — **⚡⚡⚡**: 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.

**Wizard Hero - Young** 4 15

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**Crucible of Aetherweave**

**Once per Turn Instant** — **⚡**: The next card you play this turn with an effect that deals arcane damage, instead deals that much arcane damage plus 1.

**Wizard Weapon - Staff (2H)**

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**Viserai, Rune Blood**



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.")

4 **Runeblade Hero** 40

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**Viserai**



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.")

4 **Runeblade Hero - Young** 20

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**Nebula Blade**



**Once per Turn Action** — **Attack**

If Nebula Blade hits, create a Runechant token.

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

1 **Runeblade Weapon - Sword (2H)**

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**Runechant**



(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.

**Runeblade Token - Aura**

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