

Rhinar, Reckless Rampage



Whenever you discard a card with 6 or more  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.)

4 **Brute Hero** 40

WTR001 Wisnu Tan © 2020 Legend Story Studios

Rhinar



Whenever you discard a card with 6 or more  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.)

4 **Brute Hero - Young** 20

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Romping Club



Once per Turn Action — : **Attack**

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

4 **Brute Weapon - Club (2H)**

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Bravo, Showstopper



Action — : Until end of turn, your attack action cards with cost 3 or greater gain **dominate**. **Go again** (The defending hero can't defend the attack with more than 1 card from their hand.)

4 **Guardian Hero** 40

WTR038 Alexander Mokhov © 2020 Legend Story Studios

Bravo



Action — : Until end of turn, your attack action cards with cost 3 or greater gain **dominate**. **Go again** (The defending hero can't defend the attack with more than 1 card from their hand.)

4 **Guardian Hero - Young** 20

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Anothos



Once per Turn Action — : **Attack**

If there are 2 or more cards with cost 3 or greater in your pitch zone, Anothos has +2.

4 **Guardian Weapon - Hammer (2H)**

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Dorinthea Ironsong



Once per Turn Effect - When a weapon you control hits, you may attack an additional time with that weapon this turn. (You must have an action point to attack an additional time.)

4 **Warrior Hero** 40

WTR113 Liis Lasahido © 2020 Legend Story Studios

Dorinthea



Once per Turn Effect - When a weapon you control hits, you may attack an additional time with that weapon this turn. (You must have an action point to attack an additional time.)

4 **Warrior Hero - Young** 20

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Dawnblade



Once per Turn Action — : **Attack**

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

At the beginning of your end phase, if Dawnblade has not hit this turn, remove all +1 counters from Dawnblade.

3 **Warrior Weapon - Sword (2H)**

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Katsu, the Wanderer



The first time an attack action card you control hits each turn, 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.

4 Ninja Hero 40

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Katsu



The first time an attack action card you control hits each turn, 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.

4 Ninja Hero - Young 20

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Harmonized Kodachi



Once per Turn Action — **Attack**

If there is a card with cost 0 in your pitch zone, Harmonized Kodachi has **go again**.

1 Ninja Weapon - Dagger (rH)

WTR078 Leo Avero © 2020 Legend Story Studios

Quicken



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

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

Generic Token - Aura

WTR225 King Fung Ng © 2020 Legend Story Studios

Seismic Surge



At the beginning of your action phase, destroy Seismic Surge then the next Guardian attack action card you play this turn costs **less** to play.

Guardian Token - Aura

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