

TRIALS OF THE ELDAR

The Fight Begins: Artificer Class Kit

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Arm of the Deep

Equipment - Tool

Slow Action **Constrict**

☹️: Target enemy is **Dazed** until end of round. Whenever they pay any amount of ⚡ this round, they lose that much HP. (A dazed hero's actions cost 1 ⚡ more to use.)

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Artificer

The Fight Begins (TFB)
#065 of 114



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Caltrops

Equipment - Tool

Caltrops enters with ⚡ spike counters on it.

Slow Action **Tactical Retreat**

1 ⚡, ☹️: Remove a spike counter from Caltrops: Draw a card. The next time an enemy targets an ally this round, negate their action or triggered ability unless they pay 3 HP.

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Artificer

The Fight Begins (TFB)
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Clockwork Familiar

Equipment - Tool

Whenever the equipped hero deals damage to an enemy with lower ⚡, you may pay 1 ⚡: That enemy is **Dazed** until end of round. (Their actions cost 1 ⚡ more to use.)

Slow Action **Exasperate**

1 ⚡: Deal 2 damage to target enemy. If they are **Debuffed**, exhaust them.

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Artificer

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Clockwork Familiar

Equipment - Tool

Whenever the equipped hero deals damage to an enemy with lower ⚡, you may pay 1 ⚡: That enemy is **Dazed** until end of round. (Their actions cost 1 ⚡ more to use.)

Slow Action **Exasperate**

1 ⚡: Deal 2 damage to target enemy. If they are **Debuffed**, exhaust them.

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Dreamfast Amulet

Equipment - Relic

Slow Action **Borrowed Talent**

2 ⚡: If the last action used by another ally this round was an equipment or hero ability, the equipped hero uses a copy of that action with ⚡ in place of other attributes. You may choose new targets for the copy.

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Artificer

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Dreamfast Amulet

Equipment - Relic

Slow Action **Borrowed Talent**

2 ⚡: If the last action used by another ally this round was an equipment or hero ability, the equipped hero uses a copy of that action with ⚡ in place of other attributes. You may choose new targets for the copy.

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1 Flash



Fast Action - Command

All heroes are **Dazed** and **Weakened** until end of round. (The actions of a dazed hero cost 1 more to use. If a weakened hero would deal damage, they deal 1 less.)

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Artificer

1 Flash



Fast Action - Command

All heroes are **Dazed** and **Weakened** until end of round. (The actions of a dazed hero cost 1 more to use. If a weakened hero would deal damage, they deal 1 less.)

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Artificer

0 Grease Trap



Slow Action - Affliction (Curse)

Whenever the afflicted hero uses an action, they may pay 1 . If they don't, they lose 1 HP and are **Weakened** until end of round. (If they would deal damage, they deal 1 less.)

At end of round, if the afflicted hero is exhausted, destroy Grease Trap.

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Artificer

0 Grease Trap



Slow Action - Affliction (Curse)

Whenever the afflicted hero uses an action, they may pay 1 . If they don't, they lose 1 HP and are **Weakened** until end of round. (If they would deal damage, they deal 1 less.)

At end of round, if the afflicted hero is exhausted, destroy Grease Trap.

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Artificer

1 Heat Metal



Slow Action - Affliction (Curse)

At end of round, if an equipment is attached to the afflicted hero, the afflicted hero loses 3 HP.

Slow Action **Quench the Flame**
1 . Sacrifice an equipment or discard an equipment card: Destroy Heat Metal.

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Artificer

1 Heat Metal



Slow Action - Affliction (Curse)

At end of round, if an equipment is attached to the afflicted hero, the afflicted hero loses 3 HP.

Slow Action **Quench the Flame**
1 . Sacrifice an equipment or discard an equipment card: Destroy Heat Metal.

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Artificer

2 Improvised Ammunition



Slow Action - Command

As an additional cost to play this command, sacrifice an equipment.

Deal damage to target enemy, then deal damage to each hero.

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Artificer

2 Improvised Ammunition



Slow Action - Command

As an additional cost to play this command, sacrifice an equipment.

Deal damage to target enemy, then deal damage to each hero.

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Artificer

Mind-Eater Miasma

Equipment - Relic

(Slow Action) Break the Seal
③: Each player discards a card.

(Slow Action) Devour Sanity
1 ⚡, ③: Deal 1 ⚡ damage to each enemy. Each opponent discards a card. This action costs 1 ⚡ more to use for each card in your hand.

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Artificer

The Fight Begins (TBB)
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Mind-Eater Miasma

Equipment – Relic

Slow Action Break the Seal

☹: Each player discards a card.

Slow Action Devour Sanity

1 ☹☹: Deal ☹ damage to each enemy. Each opponent discards a card. This action costs 1 ☹☹ more to use for each card in your hand.

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Artificer

The Fight Begins (TBB)
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1

Reevaluate



Slow Action – Command

Foresee 🧙, then draw a card. (To *foresee* 🧙, look at the top 🧙 cards of your deck. You may put a card from among them on top of your deck, then put the rest on the bottom in a random order.)

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Artificer

The Fight Begins (TFB)
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1

Reevaluate



Slow Action – Command

Foresee 🧙, then draw a card. (To foresee 🧙, look at the top 🃏 cards of your deck. You may put a card from among them on top of your deck, then put the rest on the bottom in a random order.)

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Artificer

The Fight Begins (TFB)
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The image shows a game card titled "Specialized Serum" from the set "The Fight Begins (TFB)". The card has a green border. In the top left corner, there is a blue circle with a white "0" and a blue circle with a white "1". The central illustration depicts a blue-skinned, horned character with a crown, wearing a red and white outfit, holding a scroll and a glowing green vial. In the background, there are bookshelves and a laboratory setup with test tubes and a flask. Below the illustration, the text "Slow Action – Command" is written in a stylized font. The card's effect is: "Deal 2 damage to target hero and choose one: • That hero gains 1 [blue circle with white 1] and is **Invigorated** until end of round. (If they would deal damage, they deal 1 more.) • That hero loses 1 [blue circle with white 1] and is **Weakened** until end of round. (If they would deal damage, they deal 1 less.)". At the bottom, the card is attributed to "© 2021 Traits of the Elder Artificer by 3D Lio" and "The Fight Begins (TFB) #076 of 114".

2 Tainted Remedy



Fast Action - Command

The next time target hero would gain HP this round, they lose that much HP instead.

Draw a card.

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2 Tainted Remedy



Fast Action - Command

The next time target hero would gain HP this round, they lose that much HP instead.

Draw a card.

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3 Tinker's Apprentice



Slow Action - Support

Whenever any card becomes attached to an ally, the supported hero gains 1.

At end of round, look at the top card of your deck. If it's an equipment card, you may reveal it and put it into your hand. Otherwise, you may put that card on the bottom of your deck.

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3 Tinker's Apprentice



Slow Action - Support

Whenever any card becomes attached to an ally, the supported hero gains 1.

At end of round, look at the top card of your deck. If it's an equipment card, you may reveal it and put it into your hand. Otherwise, you may put that card on the bottom of your deck.

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1 Unravel



Slow Action - Command

Deal 2 damage to target hero, then Recall a permanent attached to that hero. (Return that permanent to its owner's hand.)

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1 Unravel



Slow Action - Command

Deal 2 damage to target hero, then Recall a permanent attached to that hero. (Return that permanent to its owner's hand.)

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0 Withering Touch



Slow Action - Affliction (Injury)

Injury 2

The afflicted hero is **Weakened**. (If they would deal damage, they deal 1 less.)

When you discard Withering Touch, any ally may pay 1: Return Withering Touch to play and attach it to target enemy.

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0 Withering Touch



Slow Action - Affliction (Injury)

Injury 2

The afflicted hero is **Weakened**. (If they would deal damage, they deal 1 less.)

When you discard Withering Touch, any ally may pay 1: Return Withering Touch to play and attach it to target enemy.

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