

Sierra & Oddball
Axiom Hero



RESERVE ■ ■ LANDMARKS ■ ■

When you play a Permanent with Hand Cost 3 or more — You may exhaust me (⚡) to create a **Brassbug 2/2/2** Robot token in target Expedition.



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2 **2** **Kelon Elemental**
Character - Elemental



1 3 3

Put a card from your hand in Reserve.

In true Axiom fashion, Kelon Elementals like to put everything to the taste.



BTG-010-C - ™ & © 2024 Equinox

2 **2** **Kelon Elemental**
Character - Elemental



1 3 3

Put a card from your hand in Reserve.

In true Axiom fashion, Kelon Elementals like to put everything to the taste.



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2 **2** **Kelon Elemental**
Character - Elemental



1 3 3

Put a card from your hand in Reserve.

In true Axiom fashion, Kelon Elementals like to put everything to the taste.



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1 **1** **Foundry Mechanic**
Character - Engineer



0 1 1

You can't choose when and where a quick fix will be needed.

⚡: The next Permanent you play this turn costs 1 less. (Discard me from Reserve to do this.)



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1 **1** **Foundry Mechanic**
Character - Engineer



0 1 1

You can't choose when and where a quick fix will be needed.

⚡: The next Permanent you play this turn costs 1 less. (Discard me from Reserve to do this.)



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1 **1** **Foundry Mechanic**
Character - Engineer



1 1 2

You can't choose when and where a quick fix will be needed.

⚡: The next Permanent you play this turn costs 1 less. (Discard me from Reserve to do this.)



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2 **2** **Jian, Assembly Overseer**
Character - Engineer



3 2 0

"This material does not seem to be affected by gravity. By harnessing the properties of this Aerolith, we could create flying ships and cities, and fly close to the clouds..."



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2 **2** **Jian, Assembly Overseer**
Character - Engineer

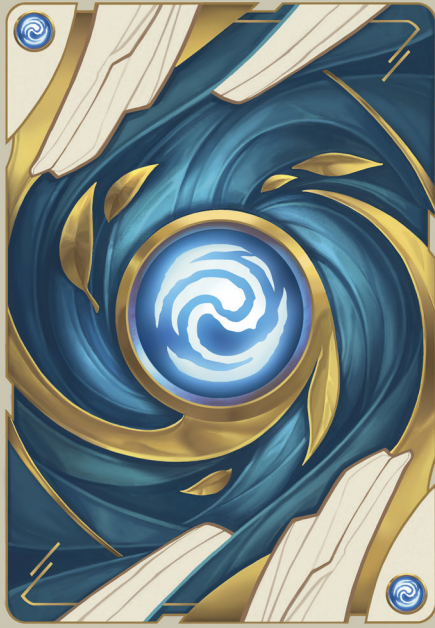


3 2 0

"This material does not seem to be affected by gravity. By harnessing the properties of this Aerolith, we could create flying ships and cities, and fly close to the clouds..."



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2 **Jian, Assembly Overseer**
Character - Engineer

3
2
0

"This material does not seem to be affected by gravity. By harnessing the properties of this Aerolith, we could create flying ships and cities, and fly close to the clouds..."

☒ : Activate the → triggers of target Permanent you control. (Discard me from Reserve to do this.)

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3 **Amelia Earhart**
Character - Adventurer

1
2
2
2

"The most effective way to do it, is to do it."

BTG-012-C - Taras Susak -™ & © 2024 Equinox

3 **Amelia Earhart**
Character - Adventurer

1
2
2
2

"The most effective way to do it, is to do it."

BTG-012-C - Taras Susak -™ & © 2024 Equinox

3 **Amelia Earhart**
Character - Adventurer

1
2
2
2

"The most effective way to do it, is to do it."

BTG-012-C - Taras Susak -™ & © 2024 Equinox

3 **Three Little Pigs**
Character - Engineer

3
3
3
3

→ If you control two or more Landmarks, I gain 1 boost. (Cards in Reserve are not controlled. A boost is a +1/+1 counter. Remove it when it leaves the Expedition zone.)

Together they can build more than just a stone house.

BTG-014-C - Anh Tung -™ & © 2024 Equinox

3 **Three Little Pigs**
Character - Engineer

3
3
3
3

→ If you control two or more Landmarks, I gain 1 boost. (Cards in Reserve are not controlled. A boost is a +1/+1 counter. Remove it when it leaves the Expedition zone.)

Together they can build more than just a stone house.

BTG-014-C - Anh Tung -™ & © 2024 Equinox

3 **Three Little Pigs**
Character - Engineer

3
3
3

→ If you control two or more Landmarks, I gain 2 boosts. (Cards in Reserve are not controlled. A boost is a +1/+1 counter. Remove it when it leaves the Expedition zone.)

Together they can build more than just a stone house.

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3 **Foundry Armorer**
Character - Engineer

3
2
2
2

☒ Create a **Brassbug 2/2/2** Robot token in target Expedition.

No Brassbug would survive in the Tumult without armor.

BTG-013-C - Anh Tung -™ & © 2024 Equinox

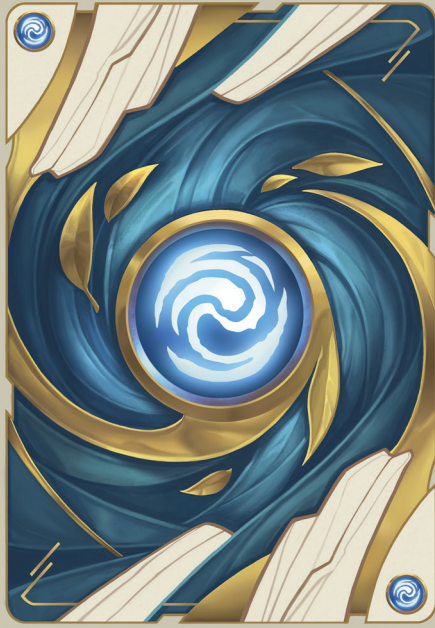
3 **Foundry Armorer**
Character - Engineer

3
2
2
2

☒ Create a **Brassbug 2/2/2** Robot token in target Expedition.

No Brassbug would survive in the Tumult without armor.

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3 **3** Foundry Armorer
Character - Engineer



2
2
2

⚡ Create a **Brassbug 2/2/2** Robot token in target Expedition.

No Brassbug would survive in the Tumult without armor.



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3 **3** Kelon Burst
Spell - Disruption



Fleeting. (Send me to Discard instead of Reserve after my effect resolves.)

Choose one:

- Send to Reserve target Character with Hand Cost 4 or less.
- Discard target Permanent with Hand Cost 4 or less.



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3 **3** Kelon Burst
Spell - Disruption



Fleeting. (Send me to Discard instead of Reserve after my effect resolves.)

Choose one:

- Send to Reserve target Character with Hand Cost 4 or less.
- Discard target Permanent with Hand Cost 4 or less.



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3 **3** Kelon Burst
Spell - Disruption



Fleeting. (Send me to Discard instead of Reserve after my effect resolves.)

Choose one:

- Send to Reserve target Character with Hand Cost 4 or less.
- Discard target Permanent with Hand Cost 4 or less.



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3 **3** Brassbug Hub
Permanent - Landmark



→ I gain three Kelon counters.

At Noon — You may pay 1 and spend one of my Kelon counters to create a **Brassbug 2/2/2** Robot token in target Expedition.



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3 **3** Brassbug Hub
Permanent - Landmark



→ I gain three Kelon counters.

At Noon — You may pay 1 and spend one of my Kelon counters to create a **Brassbug 2/2/2** Robot token in target Expedition.



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3 **3** Brassbug Hub
Permanent - Landmark



→ I gain three Kelon counters.

At Noon — You may pay 1 and spend one of my Kelon counters to create a **Brassbug 2/2/2** Robot token in target Expedition.



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4 **4** Axiom Reprocessor
Permanent - Landmark



At Noon — **Resupply.** (Put the top card of your deck in Reserve.)

Nothing is created, nothing is lost, everything is transformed.



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4 **4** Axiom Reprocessor
Permanent - Landmark



At Noon — **Resupply.** (Put the top card of your deck in Reserve.)

Nothing is created, nothing is lost, everything is transformed.



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4 4

Axiom Reprocessor
Permanent - Landmark

At Noon — **Resupply.** (Put the top card of your deck in Reserve.)

Nothing is created, nothing is lost, everything is transformed.

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5 5

Brassbug Hive
Permanent - Landmark

→ Create a **Brassbug 2/2/2** Robot token in target Expedition.

At Noon — Create a **Brassbug 2/2/2** Robot token in target Expedition.

What could possibly go wrong with an adorable little self-replicating autonomous robot?

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5 5

Brassbug Hive
Permanent - Landmark

→ Create a **Brassbug 2/2/2** Robot token in target Expedition.

At Noon — Create a **Brassbug 2/2/2** Robot token in target Expedition.

What could possibly go wrong with an adorable little self-replicating autonomous robot?

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5 5

Brassbug Hive
Permanent - Landmark

→ Create a **Brassbug 2/2/2** Robot token in target Expedition.

At Noon — Create a **Brassbug 2/2/2** Robot token in target Expedition.

What could possibly go wrong with an adorable little self-replicating autonomous robot?

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Brassbug
Token Character - Robot

2
2
2

(If I leave the Expedition zone, remove me from the game.)

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Brassbug
Token Character - Robot

2
2
2

(If I leave the Expedition zone, remove me from the game.)

BTG-181-T - Anh Tung -™ & © 2024 Equinox

Brassbug
Token Character - Robot

2
2
2

(If I leave the Expedition zone, remove me from the game.)

BTG-181-T - Anh Tung -™ & © 2024 Equinox

Brassbug
Token Character - Robot

2
2
2

(If I leave the Expedition zone, remove me from the game.)

BTG-181-T - Anh Tung -™ & © 2024 Equinox

Brassbug
Token Character - Robot

2
2
2

(If I leave the Expedition zone, remove me from the game.)

BTG-181-T - Anh Tung -™ & © 2024 Equinox

