

Riftbound Card Errata

Last Updated: 2025-10-21

Ava Achiever

[NEW TEXT]

When I attack, you may pay [C] to play a card with [Hidden] from your hand, ignoring its cost. If it's a unit, play it here.



[OLD TEXT]

When I attack, you may pay [C] to play a card with [Hidden] from your hand here, ignoring its cost.

Baited Hook

[NEW TEXT]

[1][C], [E]: Kill a friendly unit. Look at the top 5 cards of your Main Deck. You may banish a unit from among them that has Might up to 1 more than the killed unit and play it, ignoring its cost. Then recycle the rest.



[OLD TEXT]

[1][C], [E]: Kill a friendly unit. Look at the top 5 cards of your Main Deck. You may play a unit from among them that has Might up to 1 more than the killed unit, ignoring its cost. Then recycle the rest.

Blind Fury

[NEW TEXT]

[Action] (Play on your turn or in showdowns.)

Each opponent reveals the top card of their Main Deck. Choose one and banish it, then play it, ignoring its cost. Then recycle the rest.



[OLD TEXT]

[Action] (Play on your turn or in showdowns.)

Each opponent reveals the top card of their Main Deck. Choose one and play it, ignoring its cost. Then recycle the rest.

Clockwork Keeper

[NEW TEXT]

You may pay [C] as an additional cost to play me.

When you play me, if you paid the additional cost, draw 1.



[OLD TEXT]

As you play me, you may pay [C] as an additional cost. If you do, draw 1.

Convergent Mutation

[NEW TEXT]

[Reaction] (Play any time, even before spells and abilities resolve.)

Choose a friendly unit. This turn, increase its Might to the Might of another friendly unit.



[OLD TEXT]

[Reaction] (Play any time, even before spells and abilities resolve.)

Choose a friendly unit. Increase its Might until it equals the Might of another friendly unit.

Dark Child, Starter

[NEW TEXT]

At the end of your turn, ready up to 2 runes.



[OLD TEXT]

At the end of your turn, ready 2 runes.

Dazzling Aurora

[NEW TEXT]

At the end of your turn, reveal cards from the top of your Main Deck until you reveal a unit and banish it. Play it, ignoring its cost, and recycle the rest.



[OLD TEXT]

At the end of your turn, reveal cards from the top of your Main Deck until you reveal a unit. Play it, ignoring its cost, and recycle the rest.

Disintegrate

[NEW TEXT]

Action (Play on your turn or in showdowns.)

Deal 3 to a unit at a battlefield. If this kills it, do this: draw 1.



[OLD TEXT]

[Action] (Play on your turn or in showdowns.)

Deal 3 to a unit at a battlefield. If this kills it, draw 1.

Dragon's Rage

[NEW TEXT]

Move an enemy unit. Then do this: Choose another enemy unit at its destination. They deal damage equal to their Might to each other.



[OLD TEXT]

Move an enemy unit. Then choose another enemy unit at its destination. They deal damage equal to their Might to each other.

Dune Drake

[NEW TEXT]

When I attack, give me +2 [M] this turn if there is a ready enemy unit here.



[OLD TEXT]

When I attack, give me +2 [M] if there is a ready enemy unit here.

Highlander

[NEW TEXT]

[Reaction] (Play any time, even before spells and abilities resolve.)

Choose a friendly unit. The next time it would die this turn, heal it, exhaust it, and recall it instead. (Send it to base. This isn't a move.)



[OLD TEXT]

[Reaction] (Play any time, even before spells and abilities resolve.)

Choose a friendly unit. The next time it dies this turn, recall it exhausted instead. (Send it to base. This isn't a move.)

Karma, Channeler

[NEW TEXT]

[Vision] (When you play me, look at the top card of your Main Deck. You may recycle it.)

When you recycle one or more cards to your Main Deck, buff a friendly unit. (If it doesn't have a buff, it gets a +1 [M] buff. Runes aren't cards.)



[OLD TEXT]

[Vision] (When you play me, look at the top card of your Main Deck. You may recycle it.)

When you recycle one or more cards, buff a friendly unit. (If it doesn't have a buff, it gets a +1 [M] buff. Runes aren't cards.)

Kinkou Monk

[NEW TEXT]

When you play me, buff up to two other friendly units. (Each one that doesn't have a buff gets a +1 [M] buff.)



[OLD TEXT]

When you play me, buff two other friendly units. (Each one that doesn't have a buff gets a +1 [M] buff.)

Nocturne, Horrifying

[NEW TEXT]

[Ganking] (I can move from battlefield to battlefield.)
As you look at or reveal me from the top of your deck, you may banish me. If you do, you may play me for [A].



[OLD TEXT]

[Ganking] (I can move from battlefield to battlefield.)
When you look at cards from the top of your deck (and don't draw them) and see me, you may play me for [A].

Pack of Wonders

[NEW TEXT]

[E]: Return another friendly gear, unit, or facedown card to its owner's hand.



[OLD TEXT]

[E]: Return another friendly gear, unit, or [Hidden] card to its owner's hand.

Portal Rescue

[NEW TEXT]

[Action] (Play on your turn or in showdowns.)

Banish a friendly unit, then its owner plays it to their base, ignoring its cost.



[OLD TEXT]

[Action] (Play on your turn or in showdowns.)

Banish a friendly unit, then play it to base, ignoring its cost.

Note: Text only differs for English version of the card

Promising Future

[NEW TEXT]

Each player looks at the top 5 cards of their Main Deck, banishes one of them, then recycles the rest. Starting with the next player, each player plays those cards, ignoring Energy costs. (They must still pay Power costs.)



[OLD TEXT]

Each player looks at the top 5 cards of their Main Deck, chooses one, then recycles the rest. Starting with the next player, each player plays those cards, ignoring Energy costs. (They must still pay Power costs.)

Ravenborn Tome

[NEW TEXT]

[E]: The next spell you play this turn deals 1 Bonus Damage. (Each instance of damage the spell deals is increased by 1.)



[OLD TEXT]

[E]: The next spell you play deals 1 Bonus Damage. (Each instance of damage the spell deals is increased by 1.)

Salvage

[NEW TEXT]

[Action] (Play on your turn or in showdowns.)
You may kill up to one gear. Draw 1.



[OLD TEXT]

[Action] (Play on your turn or in showdowns.)
You may kill a gear. Draw 1.

Sigil of the Storm

[NEW TEXT]

When you conquer here, you must recycle one of your runes. (This doesn't choose anything.)



[OLD TEXT]

When you conquer here, recycle one of your runes.

Sona, Harmonious

[NEW TEXT]

At the end of your turn, if I'm at a battlefield, ready up to 4 friendly runes.



[OLD TEXT]

While I'm at a battlefield, ready 4 friendly runes at the end of your turn.

Targon's Peak

[NEW TEXT]

When you conquer here, ready up to 2 runes at the end of this turn.



[OLD TEXT]

When you conquer here, ready 2 runes at the end of this turn.

Teemo, Strategist

[NEW TEXT]

[Hidden] (Hide now for [A] to react with later for [0].)

When I defend, choose an enemy unit here and reveal the top 5 cards of your Main Deck. Deal 1 to that unit for each card with [Hidden] revealed this way, then recycle the revealed cards.



[OLD TEXT]

[Hidden] (Hide now for [A] to react with later for [0].)

When I defend or I'm played from [Hidden], reveal the top 5 cards of your Main Deck. Deal 1 to an enemy unit here for each card with [Hidden], then recycle them.

The Boss

[NEW TEXT]

If a buffed unit you control would die, you may pay [C], exhaust me, and spend its buff to heal it, exhaust it, and recall it instead. (Send it to base. This isn't a move.)
When you conquer, ready me.



[OLD TEXT]

When a buffed unit you control would die, you may pay [C] and exhaust me to spend its buff and recall it exhausted instead. (Send it to base. This isn't a move.)
When you conquer, ready me.

The Dreaming Tree

[NEW TEXT]

When a player chooses a friendly unit here with a spell for the first time each turn, they draw 1.



[OLD TEXT]

The first time you choose a friendly unit with a spell here each turn, draw 1.

The Syren

[NEW TEXT]

[1], [E]: Move a friendly unit at a battlefield to its base.



[OLD TEXT]

[1], [E]: Move a friendly unit at a battlefield to your base.

Note: Text only differs for English version of the card

Tideturner

[NEW TEXT]

[Hidden] (Hide now for [A] to react with later for [0].)

When you play me, you may choose a unit you control at another location. Move me to its location and it to my original location.



[OLD TEXT]

[Hidden] (Hide now for [A] to react with later for [0].)

When you play me, you may choose a friendly unit. Move me to its location and it to my original location.

Unforgiven

[NEW TEXT]

[2], [E]: Move a friendly unit to or from its base.



[OLD TEXT]

[2], [E]: Move a friendly unit to or from your base.

Note: Text only differs for English version of the card

Unlicensed Armory

[NEW TEXT]

Discard 1, [E]: Choose a friendly unit. The next time it would die this turn, you may pay [C] to heal it, exhaust it, and recall it instead. (Send it to base. This isn't a move.)



[OLD TEXT]

Discard 1, [E]: Choose a friendly unit. The next time it dies this turn, you may pay [C] to recall it exhausted instead. (Send it to base. This isn't a move.)

Void Gate

[NEW TEXT]

Spells and abilities deal 1 Bonus Damage to units here. (Each instance of damage the spell deals to a unit here is increased by 1.)



[OLD TEXT]

Spells and abilities affecting units here each deal 1 Bonus Damage. (Each instance of damage the spell deals is increased by 1.)

Zhonya's Hourglass

[NEW TEXT]

[Hidden] (Hide now for [A] to react with later for [0].)

If a friendly unit would die, kill this instead. Heal that unit, exhaust it, and recall it.
(Send it to base. This isn't a move.)



[OLD TEXT]

[Hidden] (Hide now for [A] to react with later for [0].)

The next time a friendly unit would die, kill this instead. Recall that unit exhausted.
(Send it to base. This isn't a move.)
