

Adept Necromancer 0



EVIL HUMAN MAGE CHAMPION 2

Alliance

☠️ → Put a zombie token into play.

Reserve 3, Your zombie tokens have +1 ☠️.

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Avatar of Evil 1



EVIL VAMPIRE CHAMPION 7

Blitz

Unbreakable and deadly on your turn.

When this attacks → Put a +1 ☠️ +1 ♡ counter on each of your vampire champions.

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Behelit's Army 1



EVIL EVENT

Draw two cards.

OR

Put two demon tokens into play.

They have blitz this turn.

Your champions have airborne this turn.

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Blood Bond 1



EVIL VAMPIRE EVENT

Target champion is also a vampire this turn.

Put five +1 ☠️ +1 ♡ counters on each of your vampire champions and each of them are unbreakable this turn.

Draw a card.

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Chant of Summoning 1



EVIL DEMON EVENT

Draw two cards.

Put a demon token into play.

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Corrupted Oak 1



EVIL DEMON PLANT CHAMPION 12

Tribute → Draw a card. **Bond**

Breakthrough

Your other non-token champions are unbreakable on your turn.

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Infernal Prophecy 0



EVIL EVENT

Herald 3

Return an evil champion from your discard pile to your hand.

From the deepest pit in the infernal realm, an immortal harbinger of death rises.

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Rayna, Fallen Knight 1



EVIL VAMPIRE KNIGHT CHAMPION 4

Ambush ♦ Blitz

Unbreakable on your turn.

Loyalty 2 → Return a 0 champion from your discard pile to your hand or draw a card.

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Rupture the Veil 1



EVIL EVENT
 Draw two cards.
 — OR —
 If it's your turn, put target champion from any discard pile into play under your control. It deals damage to target champion equal to its 1.

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Sacrificial Beast 0



2 **EVIL MINOTAUR CHAMPION** 4
Ambush
Tribute → **Herald 2**
1, break this card: Draw two cards.

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Succubus of Ruin 1



6 **EVIL DEMON CHAMPION** 7
Airborne
Loyalty 2 → Draw a card.
 At the start of your turn → You may exchange health with target player.

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Vampire Neonate 0



4 **EVIL VAMPIRE CHAMPION** 3
Blitz
 Unbreakable on your turn.
 When this card attacks → Gain 2 health.

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Avatar of Furius 1



11 **GOOD TITAN SPIRIT CHAMPION** 9
Loyalty 2 → Draw a card.
Tribute and/or → **Bond**
 When you draw cards → You may reveal each of those cards. If you do, deal 3 damage to target player.

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Battle Meditation 0



GOOD EVENT
 If your deck is not upside-down, flip it over upside-down. (All references to the top of the deck now reference the new top and vice versa.)
 When this card leaves the discard pile → Flip your deck to the upright side, (as it started).

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Galindra, the Paladin 1



6 **GOOD HUMAN KNIGHT CHAMPION** 10
Ambush ♦ Alliance ♦ Unbanishable
Loyalty 2 → **Bond, Herald 3**
 Other bonded champions have untargetable, unbanishable, and immutable.

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Giant Kestrel 1



5 **GOOD BIRD CHAMPION** 8
Airborne ♦ Ambush
Loyalty 2 → Gain 2 health. **Herald 2**
2 → You may return this to your hand. If you do, gain 2 health.

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★ Gladys, Pathfinder 0



5 GOOD HUMAN CHAMPION 5
Alliance
Reserve 1, This card has blitz.
Reserve 2, This card has deadly.
Reserve 4, This card has +5. 
Reserve 5, Unbreakable on your turn.

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★ Heavenly Gift 1



GOOD EVENT
Herald 4
Draw two cards.
Those who pledge to serve Angeline are also served by her. She is most generous to her faithful wards.

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★ Interrogation 0



GOOD EVENT
Reveal any three different cards in your deck not named Interrogation (at least two 0 cards). Target opponent chooses a 0 to put into your hand and discards the rest.
OR
1: Draw two cards.

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★ Order of the Candle Cleric 0



2 GOOD HUMAN CHAMPION 6
Blitz
→ Bond
This has +4. 
Combat damage must be assigned to this before other bonded champions.

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★ Order of the Candle Priestess 1



8 GOOD HUMAN CHAMPION 10
Loyalty 2 → Blitz
Tribute → Draw a card.
Tribute and/or → Bond
Bonded champions have +2. 

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★ Smite 1



GOOD EVENT
Draw two cards.
OR
Banish target champion.
Banish each of your 0 champions.

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★ Steed of Legend 1



12 GOOD UNICORN CHAMPION 12
Blitz
Loyalty 2 → Bond
Alliance ♦ Breakthrough ♦ Unbanishable

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★ Unbanish 1



GOOD EVENT
Draw two cards.
OR
You may play a card from the bottom three cards of your deck without paying its cost.
OR
Draw two cards from the bottom of your deck.

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Aetheric Assembly 0



SAGE CONSTRUCT EVENT

Put a construct token into play.

Herald 2

Recycle

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Aetheric Conjuring 1



SAGE CONSTRUCT EVENT

Put three constructs tokens into play.

Your construct champions gain blitz this turn.

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Brandt, Helena's Pathfinder 0



3 SAGE HUMAN MAGE CHAMPION 3

Alliance

Reserve 1, This card has blitz

Reserve 2, This card has +2 and +2.

Reserve 4, This card has +4 and +4.

Reserve 6, This card has breakthrough.

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Dark One's Gift 0



SAGE EVENT

Target champion gets untargetable, +7, and breakthrough this turn.

Its controller loses 4 health.

OR

1: Draw two cards.

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Djinn of Wishes 1



8 SAGE DJINN CHAMPION 8

Airborne ♦ Blitz

1: Prepare target champion.

Tribute → Target opponent returns an event from your discard pile to your hand.

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Enchantress of the Lake 1



8 SAGE FAIRY CHAMPION 9

Alliance ♦ Unblockable

When you play a champion → **Bond**

Blitz

Bonded champions have +2.

When this group battles → Draw a card.

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Flying Golem 1



6 SAGE CONSTRUCT CHAMPION 6

Airborne ♦ Ambush

Loyalty 2 → Put two construct tokens into play.

Break one of your constructs: Deal 2 damage to a target.

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Force Missile 0



SAGE EVENT

Deal 3 damage divided however you choose to up to three targets.

OR

1: Draw two cards.

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Grand Artificer 1



9 SAGE OGRE MAGE CHAMPION **9**

Tribute and/or  → Put a construct token into play.

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Ritual of Exile 1



SAGE EVENT

Herald 6

Recycle

At the end of this turn, gain 2 health for each card that was banished after this was played.

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Silence 1



SAGE EVENT

Opponents can't play  cards or have them put into their play area until your next turn.

Draw two cards.

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Stone Golem 1



10 SAGE CONSTRUCT CHAMPION **8**

Untargetable

Tribute → Gain  that may only be used to pay sage costs.

Break one of your constructs: Draw a card.

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Armored Beetle 1



10 WILD INSECT CHAMPION **10**

Airborne ♦ Alliance

Tokens cannot be placed into play.

When an opponent blocks → That player loses 2 health for each of your champions blocked.

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Fulgur Totem 0



WILD EVENT

Deal 1 damage to each opposing champion and player.

 → Banish this. Deal 2 damage to a target.

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Garmor's Inherited Will 1



WILD EVENT

Draw two cards.

— OR —

Break target champion. The player whose turn it is may put +1  +1  counters on target champion equal to its printed .

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Inhuman Speed 0



WILD EVENT

Remove target champion from battle. If it doesn't have airborne, you may prepare it.

— OR —

: Draw two cards.

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Kaska, Forest Tactician 0



4 **WILD ELF CHAMPION** **3**

Blitz

When this card deals damage → If this card is attacking and you control an insect or worm champion, assign its  twice.

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Metamorphic Wurm 1



12 **WILD WURM CHAMPION** **12**

Breakthrough

When this breaks → You may banish this card. If you do, put a random champion from your discard pile into play.

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Natural Supremacy 1



WILD EVENT

Put a champion from your discard pile into your hand. Draw a card.

OR

If it's your turn, break each opposing champion with  less than the  of a champion you control.

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Resolute Bond 1



WILD ELF EVENT

Target champion is also an elf this turn.

Prepare up to two elf champions. You may bond them. They are unbreakable this turn.

Draw a card.

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Ritual of the Hunt 1



WILD WOLF EVENT

Put three bonded wolf tokens into play.

Your wolf champions gain blitz and +1  this turn.

At the end of turn, double the number of your expended wolf tokens, then unbond them.

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Cesia, Tribe Augur 1



7 **WILD ELF MAGE CHAMPION** **11**

Tribute → Draw a card. **Bond**

Loyalty 2 → Expend target champion.

Opponents can't gain gold, health, counters, or abilities from card effects.

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Urzula, Spellbreaker 1



8 **WILD ELF CHAMPION** **8**

Ambush

Loyalty 2 → Target player gains 4 health.

When an opponent would gain health → That player loses that much health instead.

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Zarabel, Pathfinder 0



2 **WILD ELF CHAMPION** **2**

Ambush • Alliance

Reserve 1, This card has untargetable.

Reserve 2, This card has +2  and +2 .

Reserve 3, This card has unblockable.

Reserve 5, This card has +3  and +3 .

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