

**Behelit, King of the End** 1



**5** EVIL TITAN CHAMPION **5**

**Blitz**

**Loyalty X** → For each card revealed, put two +1  +1  counters on this card.

**Tribute** → You may prepare a champion.

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**Bladed Vampire** 1



**4** EVIL VAMPIRE CHAMPION **4**

**Blitz ♦ Righteous**

Unbreakable on your turn.

When this card deals damage → put two +1  +1  counters on this card.

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**Blade of Doom** 0



**EVIL EVENT**

Deal 3 damage to target champion.

 → You may banish another event in your discard pile. If you do, **Recall**.

*Eternally bound to its wrathful master.*

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**Dark Angel** 1



**8** EVIL ANGEL CHAMPION **7**

**Airborne ♦ Ambush ♦ Unbanishable**

This card cannot be transformed.

*With fire in her hand and evil in her heart, she sits atop the solemn throne.*

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**Dark Contract** 0



**EVIL EVENT**

Put two +1  +1  counters on target champion, then double the number of counters on it.

**Recycle**

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**Dark Sorcerer** 0



**0** EVIL HUMAN MAGE CHAMPION **1**

**Ambush ♦ Blitz**

: Deal 2 damage to a target.

Opposing champions have -1 .

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**Infernal Succubus** 1



**4** EVIL DEMON CHAMPION **5**

**Airborne**

**Tribute** → Put 2 demon tokens into play.

Your demon tokens have airborne.

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**Lure of the Fallen** 1



**EVIL EVENT**

Put target champion from an opponent's discard pile into play under your control.

— OR —

If it is your turn, break target champion. Draw a card.

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**Prey on the Weak** 0



**EVIL EVENT**

Deal 4 damage to each expended champion.

Gain 2 health.

— OR —

1: Draw two cards.

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**Ritual of Culling** 1



**EVIL EVENT**

Discard any number of cards from your hand.

For each card discarded this way, draw a card and gain 1 health. Draw a card.

**Recycle**

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**Ritual of the Moon** 1



**EVIL EVENT**

Target player loses 3 health.

At the end of this turn, put a zombie token into play for each 2 health that player lost after this was played.

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**Unleashed Malevolence** 1



**EVIL EVENT**

Draw two cards.

— OR —

Prepare target champion you control. It gains breakthrough and +5 this turn.

Break any champion damaged by it this turn.

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**Chariots of Iron** 0



**GOOD EVENT**

Target champion assigns its damage twice this turn whenever it damages another champion. (Do not activate Righteous the second time.)

— OR —

1: Draw two cards.

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**Devout Protector** 0



**GOOD HUMAN CHAMPION** 6

**Tribute → Recycle**

You are untargetable.

*His life is devoted to protecting the gods and believes asking their favor is selfish.*

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**Disciplined Vigilance** 1



**GOOD EVENT**

Put target 1 good champion from your discard pile into play expended.

— OR —

Your 1 champions gain unbreakable and +1 this turn. Draw a card.

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**Divine Colossus** 1



**GOOD TITAN CONSTRUCT CHAMPION** 14

Unbanishable on your turn.

When this card is dealt damage → Gain that much health.

**Loyalty 2 →** You may banish all champions with 2 or less.

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Divine Protection

1

GOOD EVENT

Gain 5 health. Draw a card.

**Recycle**

OR

Target champion gains unbreakable, untargetable and +5 this turn.

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Hyperia, the Ruler

1

9

GOOD TITAN CHAMPION

14

**Unbanishable**

**Loyalty X** → For each card revealed, target a champion. This turn, that champion has +3 , or breakthrough, or unbreakable or blitz.

(Choose separately for each target.)

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Hyperia's Whim

0

GOOD EVENT

Put a human token into play.

It has blitz this turn.

Target champion gets righteous this turn.

Target champion gains +3 this turn.

OR

: Draw two cards.

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Invigoration

0

GOOD EVENT

Target champion gets blitz this turn.

: Recall

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Lotus Angel

1

4

GOOD ANGEL CHAMPION

5

**Airborne ♦ Ambush**

**Loyalty 2** → **Recycle**

Break this card: Gain that may only be used to pay good costs.

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Master Duelist

1

7

GOOD HUMAN CHAMPION

5

**Blitz**

Unbanishable and unbreakable on your turn.

→ Prepare this card. Put two +1 , +1 counters on it.

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Ritual of the Sun

1

GOOD EVENT

Target champion gets +6 and +6 and unbanishable this turn.

For every two points of damage it deals or takes this turn, put a +1 , +1 counter on target champion at the end of this turn.

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Tactics and Strategy

1

GOOD EVENT

If a champion is attacking alone, banish it.

→ You may banish this card. If you do, remove all your attacking and blocking champions from battle and prepare them.

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**Blizzard** 0



**SAGE EVENT**

Expend up to two target champions.

If you played a 1 sage card this turn, recycle.

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**Cat Familiar** 0



**SAGE SPIRIT CHAMPION** 1

**Blitz**

☞: Banish target card in any discard pile.

☞: Deal 2 damage to a target.

☞: Gain 3 health.

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**Crystal Unicorn** 1



**SAGE UNICORN CHAMPION** 10

**Loyalty 2 → Blitz**

☞: Gain 7 health.

☞: Draw a card.

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**Djinn of Wonders** 1



**SAGE DJINN CHAMPION** 8

**Airborne ♦ Blitz**

☞, Discard a card: Gain 1. Put two +1, +1 counters on target champion.

*Djinni can grant as many wishes as they choose. Less is more.*

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**Glade Siren** 1



**SAGE FAIRY CHAMPION** 5

**Ambush ♦ Unblockable**

When this card damages a player → That player discards a card.

☞ → You may banish this card from your discard pile to expend target champion.

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**Helpful Faeling** 0



**SAGE FAIRY CHAMPION** 3

**Airborne ♦ Ambush**

☞: Activate one power of another sage champion you control without paying its expend cost.

*Fay have taken to helping strangers.*

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**Mavina, Goddess of Truth** 1



**SAGE TITAN CHAMPION** 8

**Airborne**

**Loyalty X →** Discard the top X cards from your deck. You may exchange X cards in your hand with cards in your discard pile.

Only you may remove cards in your discard pile.

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**Mavina's Archives** 0



**SAGE EVENT**

Put the top ten cards of your deck into your discard pile. (Do not activate triggered abilities.)

When this would enter a discard pile, banish it.

**Recycle**

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**Sharpshooter** 1



**4** **SAGE HUMAN CHAMPION** **5**  
**Ambush • Blitz • Unblockable**  
**Loyalty 2** → Deal 4 damage to a target.  
 When this attacks → neither player may play cards or use abilities.

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**Tome of All** 1



**SAGE EVENT**  
 Reveal six cards from the top of your deck.  
 Put two of them into your hand and banish the rest.

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**Unmake** 1



**SAGE EVENT**  
 Draw two cards.  
 — OR —  
 Return up to two target champions to their owners' hands.  
 — OR —  
 Banish all **1** champions.

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**Whirlwind** 1



**SAGE EVENT**  
 Draw two cards.  
 — OR —  
 Return each **1** champion to its owner's hand.  
 If it's your turn, you may put a champion from your hand into play.

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**Anger of the Land, Garmor** 1



**11** **WILD TITAN CHAMPION** **12**  
**Breakthrough**  
**Loyalty X** → Put X wolf tokens into play.  
 When a wolf token enters your play area → Gain 1 health.

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**Carnotaurus** 1



**8** **WILD DINOSAUR CHAMPION** **8**  
**Blitz • Breakthrough**  
 When this card attacks → Put two +1 **1** +1 **1** counters on it.  
 This card must attack each turn if able.

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**Cry Havoc** 1



**WILD EVENT**  
 Target champion you control deals damage equal to its **1** to another target champion.  
 Draw a card.  
 — OR —  
 If it is your turn, break all champions.

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**Dire Charge** 0



**WILD WOLF EVENT**  
 Put a wolf token into play.  
 It has blitz this turn.  
 Your wild champions get +1 **1** this turn.  
 — OR —  
**1** : Draw two cards.

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**Emerald Dragon** 0



**5** WILD DRAGON CHAMPION **5**

**Airborne**

Your other dragons have +5 .

While you have no other dragons, your other  champions have untargetable.

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**Feral Bushwhack** 1



**WILD EVENT**

You may put a champion from your hand into play. If you do, activate any of its ally abilities and treat any of its loyalty as if two more cards were revealed.

**Recycle**

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**Giant Parasite** 0



**1** WILD INSECT CHAMPION **3**

**Ambush ♦ Blitz**

**Tribute → Recycle**

: Target champion loses its powers and abilities this turn.

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**Giganotosaurus** 1



**12** WILD DINOSAUR CHAMPION **10**

**Blitz**

When this breaks → Draw a card and each opposing champion has -4  and -4  this turn.

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**Hunting Team** 1



**9** WILD HUMAN WOLF CHAMPION **9**

**Breakthrough**

**Tribute →** Put two wolf tokens into play.

 → Put a wolf token into play.

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**Mass Hysteria** 1



**WILD EVENT**

Draw two cards  
— OR —  
Each champion deals damage to itself equal to its .

— OR —  
Expend each opposing champion. Draw a card.

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**Therizinosaurus** 1



**6** WILD DINOSAUR CHAMPION **5**

**Ambush**

**Loyalty 2 →** Draw a card.

: Your dinosaur champions get +2  and +2  this turn.

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**Wrath Fly** 0



**3** WILD INSECT CHAMPION **3**

**Airborne ♦ Ambush**

When this card is blocked → Deal 3 damage to target champion.

*When provoked, it mercilessly pursues its prey.*

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