

1

Young Drachna

Familiar — Fire



KO: This gets +1 Perm. Power and Health.

2

2

Round 1

2

Pangolem

Monster — Earth



Round Start: If this has more Health than Power, add Temp. Power equal to the difference.

2

3

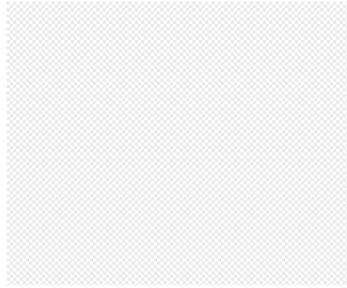
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Round 1

1

Gillfox

Familiar — Water



Round Start: Give the creature in your last position +2 Perm. Health.

1

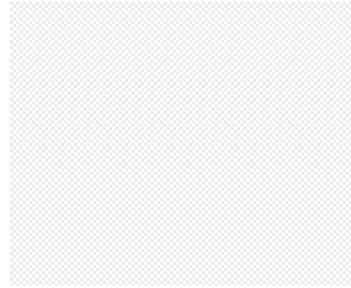
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Round 1

2

Sculptron

Monster — Earth



Damage on this is permanent. Return it to the Round 1 deck when it is defeated.

2

5

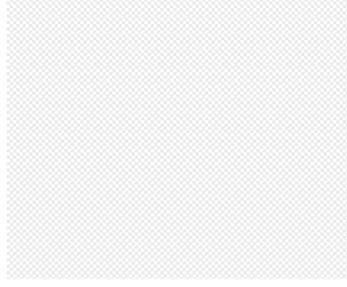
6

Round 1

1

Ragemonger

Monster — Fire



When this is dealt damage, add +1 Perm. Power.

1

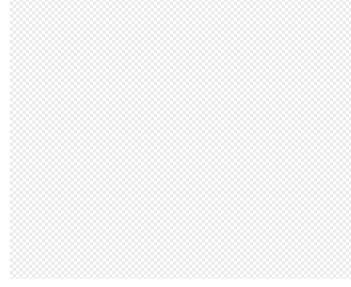
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Round 1

2

Oculoid

Spirit — Water



Round Start: Give any of your other creatures +1 Perm. Health and Power.

2

3

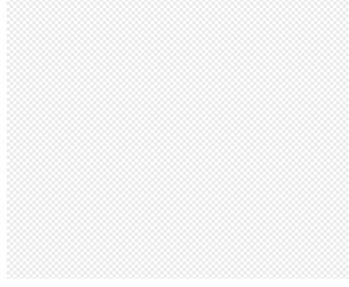
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Round 1

1

Spectrance

Spirit — Fire



Round Start: Give any of your other Spirits +2 Perm. Power.

1

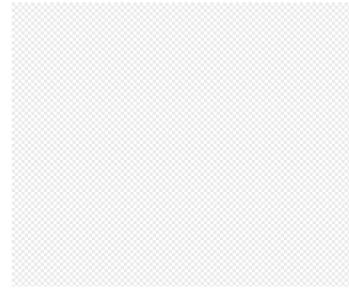
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Round 1

3

Gryphoon

Familiar — Air



During Draft: Whenever you draft a Familiar, it gets +1 Perm. Power.



5

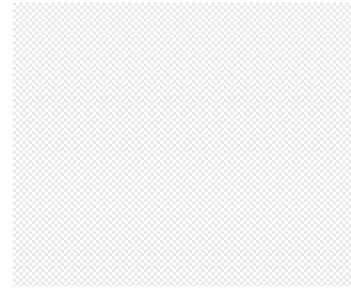


Round 1

4

Skyvern

Monster — Air



During Draft: Whenever you draft a Monster, give this +1 Perm. Health.



6

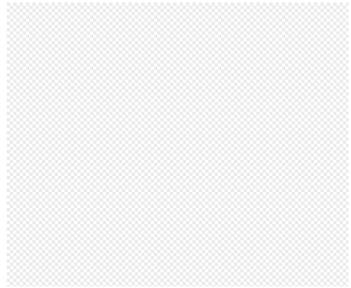


Round 1

1

Coalzoi

Familiar — Fire



Round Start: If this is directly in front of a Fire creature, this gets +2 Temp. Power.



1

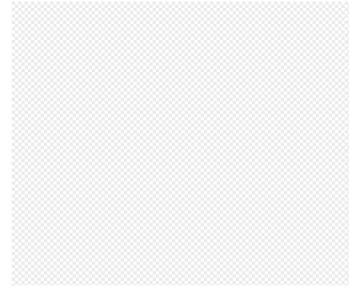


Round 1

2

Drimp

Spirit — Water



Round Start: If this is directly behind a Water creature, this gets +2 Temp. Health.



3

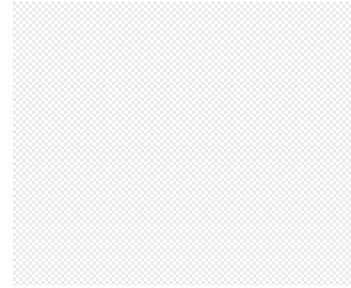


Round 1

1

Windlet

Spirit — Air



Round Start: If this is directly in front of an Air creature, this gets +1 Perm. Power.



2

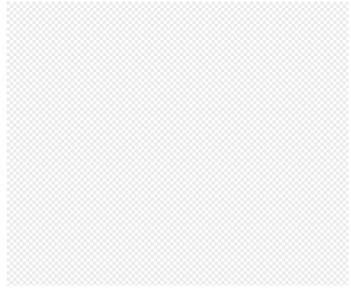


Round 1

3

Prismatrix

Spirit — Earth



Round Start: Give up to one creature of each Element +1 Perm. Power. Choose up to one Fire, one Earth, one Water, and one Air.



5

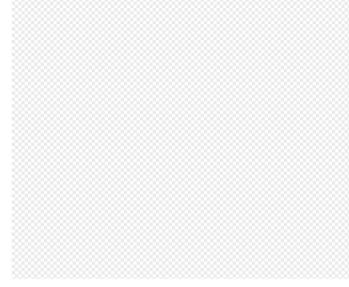


Round 1

2

Chimerall

All — Air



Counts as all three Types— A Familiar, a Spirit, and a Monster.



2

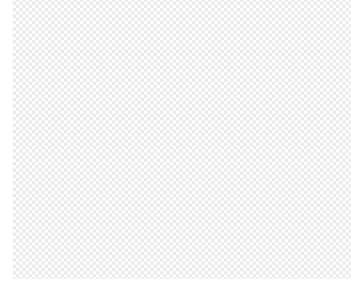


Round 1

2

Maximutt

Familiar — All



Counts as all four Elements— Fire, Water, Earth and Air.



5

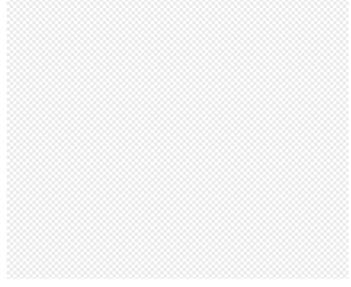


Round 1

2

Ferrodent

Familiar — Earth



KO: Give the creature directly behind this +1 Perm. Power and Health.



3

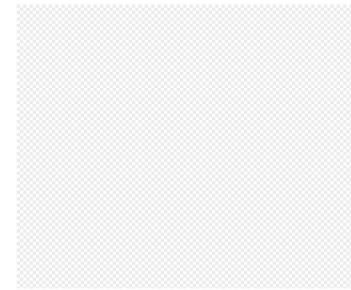


Round 1

3

Barriorb

Spirit — Water



Round Start: Give the creature directly behind this +2 Perm. Health.



1

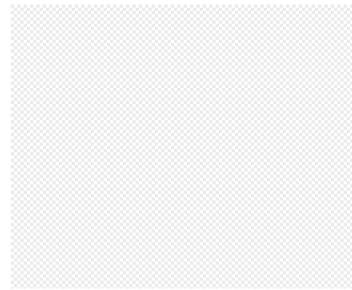


Round 1

2

Escamophage

Monster — Fire



During Draft: After you draft a card, you may choose to return it to the deck. If you do, this gets +2 Perm. Power.



0

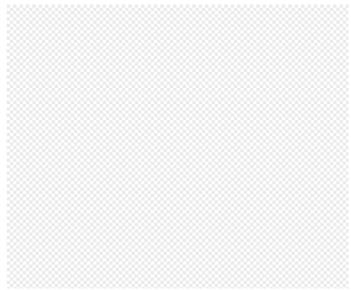


Round 1

1

Skyscamp

Familiar — Air



Round Start: Give the creature directly in front of this +2 Perm. Power.



1

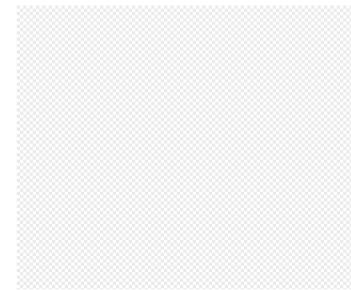


Round 1

2

Boltran

Spirit — Air



Round Start: If this has more Power than Health, add Temp. Health equal to the difference.



3

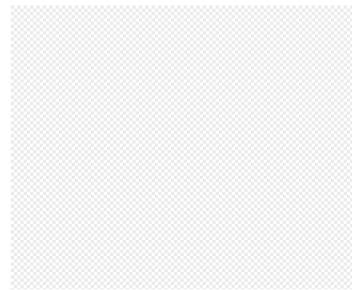


Round 1

2

Gillghoul

Monster — Water



Whenever one of your creatures' Power is increased but its Health isn't, also increase its Health. It has the same Temp/Perm status.



1

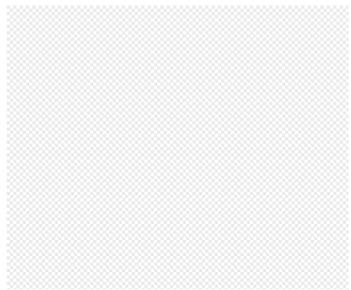


Round 1

2

Arboreas

Spirit — Earth



Whenever one of your creatures' Health is increased but its Power isn't, also increase its Power. It has the same Temp/Perm status.

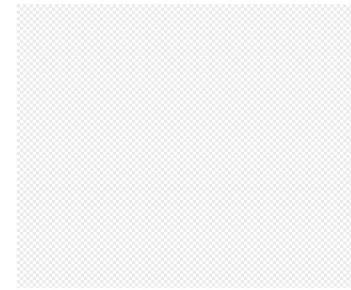


Round 1

0

Raggadrat

Monster — Fire



Round Start: This deals 3 damage to the creature in your first position.



3

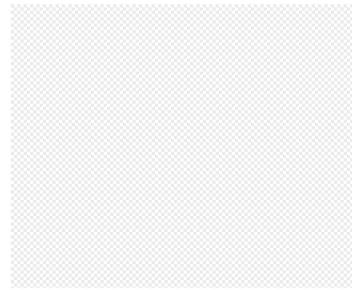


Round 1

1

Avalaunch

Spirit — Water



KO: Give one of your other creatures +2 Perm. Power.



2

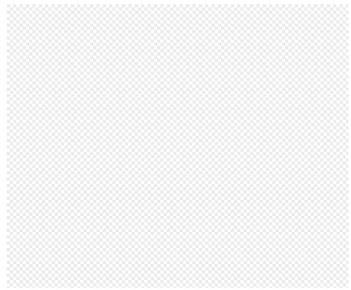


Round 1

2

Faempion

Spirit — Water



KO: This gets +1 Perm. Health.

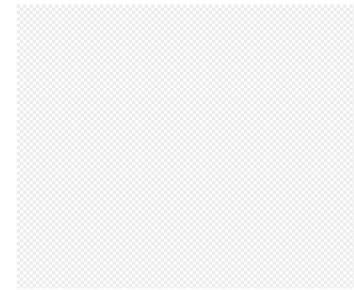


Round 1

3

Hamstar

Familiar — Fire



Round Start: Roll a six-sided die. This gets that much Temp. Power.



0



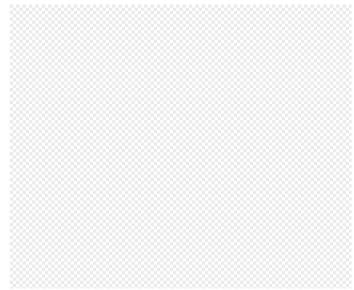
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Round 1

3

Chaoblin

Monster — Earth



Round Start: Roll a six-sided die. This gets that much Temp. Health.



5



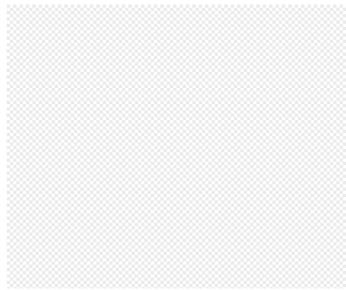
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Round 1

1

Coweird

Familiar — Air



After this deals damage, move it to the back of your row.



3



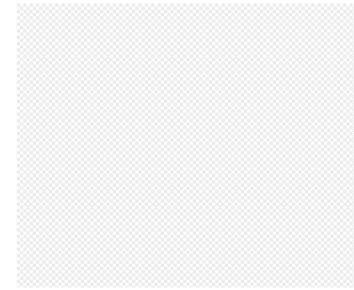
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Round 1

2

Heroicat

Familiar — Water



After one of your other creatures is dealt damage, exchange its position with this creature's.



2



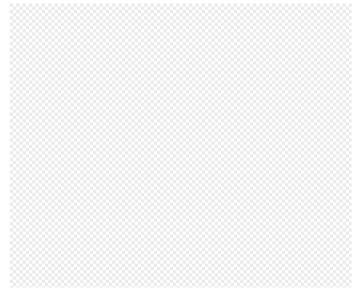
4

Round 1

2

Storc

Monster — Earth



Round Start: If this is directly behind an Earth creature, this gets +1 Perm. Health.



4



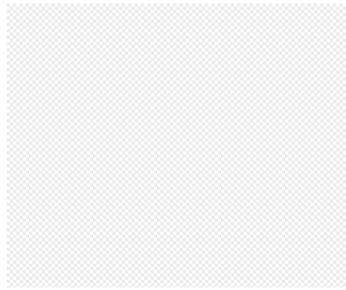
2

Round 1

4

Fledglitter

Monster — Air



Whenever you add Temp. or Perm. Power or Health to something other than a Flittergoon, add that same buff to this.



2



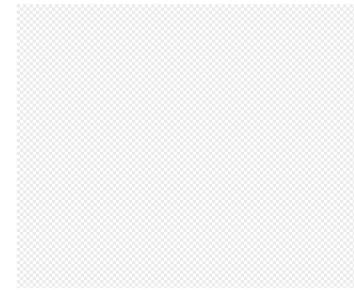
2

Round 2

3

Whalle

Familiar — Earth



If damage would be dealt to any of your other creatures, you may redirect that damage to this.



1



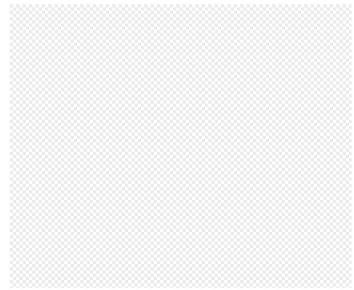
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Round 2

2

Ruskulka

Spirit — Water



Round Start: If all of your creatures are Spirits, this gets +6 Temp. Power and Health.



1



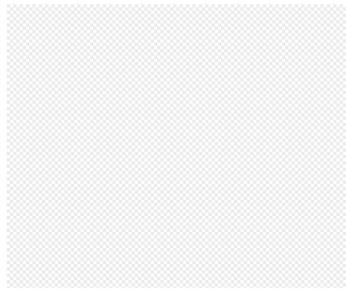
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Round 2

1

Chaotimp

Monster — Fire



During Draft: After you draft this card, if it's not the last card of the round, you must draft your next card out of a pack at random.



4

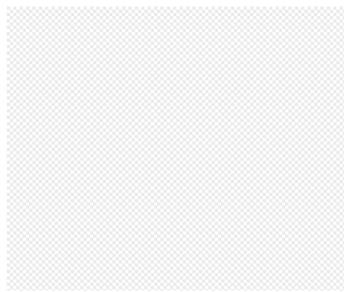


Round 2

3

Eggbert

Monster — Earth



When this creature is knocked out, flip a Round 1 creature and add it to the back of your row.



1

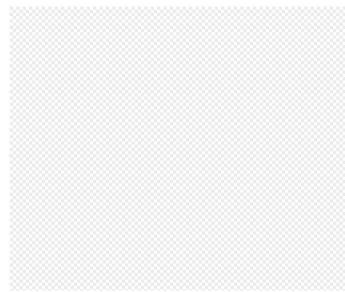


Round 2

1

Gofletch

Familiar — Air



During Draft: As you draft a card, you may return this card to the pack. If you do, pick an additional card from that pack. (Remove all buffs if it's returned to the pack this way.)



2

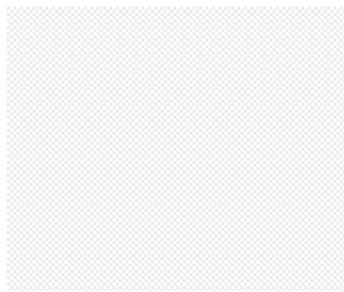


Round 2

2

Champione

Spirit — Earth



Double all the KO abilities of your other creatures.



3

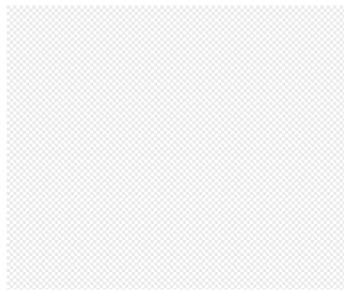


Round 2

3

Fordjinn

Spirit — Fire



If you would roll a die, flip a card, or choose something at random, instead generate an additional result and ignore all but one.



2



Round 2

1

Minnohno

Familiar — Water



Round Start: Give each of your creatures with 5 or more power +3 Perm. Health.



2

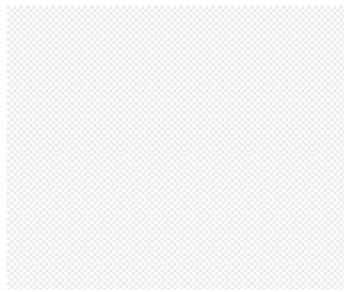


Round 2

5

Middle-Aged Drachna

Monster — Air



KO: Give all of your creatures +1 Perm. Power.



Round 2

2

Crystalaven

Familiar — Air



If you would give something Temp. Power, give it Perm. Power instead.



3



Round 2

2

Ignotio

Spirit — Earth



If you would give something Temp. Health, give it Perm. Health instead.



1



Round 2

3

Colem

Monster — Water



Round Start: For each of your creatures that has more Health than Power, give this +2 Perm. Power.

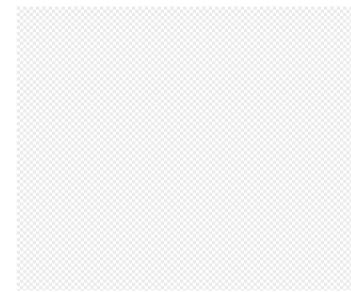


Round 2

6

Seraphyre

Spirit — Air



When this is KO'd, resurrect the first creature of yours that was KO'd this combat other than a Seraphyre.



7

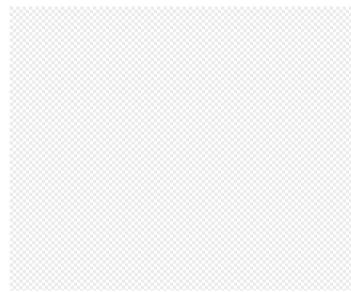
Round 2



7

Nessilim

Monster — Water



KO: Give every creature behind this in the line +1 Perm. Health.



9

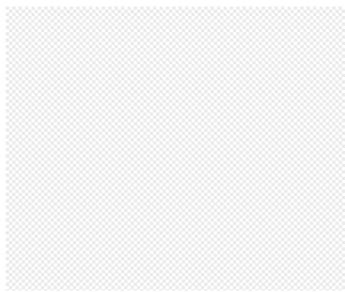


Round 2

3

Terrakitten

Familiar — Earth



Round Start: Give the creature in your back slot +5 Perm. Power.



0

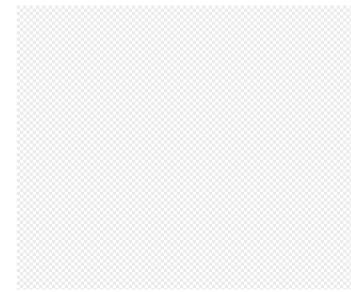
Round 2



3

Embristle

Monster — Fire



Round Start: Give the creature in your first slot +5 Perm. Health.



1

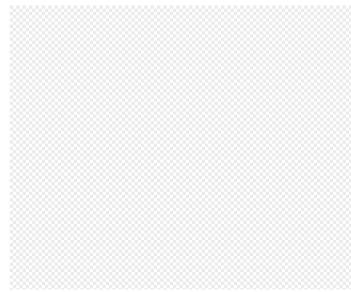
Round 2



4

Solynx

Familiar — Fire



Round Start: Give each of your Fire creatures +2 Perm. Power.



4

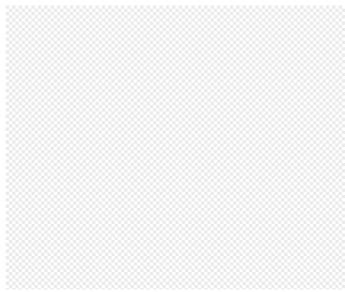


Round 2

4

Torrentoise

Spirit — Water



Round Start: Give each of your Water creatures +2 Perm. Health.



2

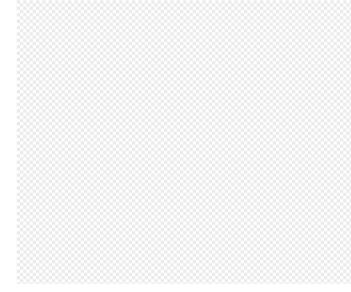
Round 2



3

Gravelline

Spirit — Earth



Each of your Earth creatures have "KO: Give this +2 Perm. Power and Health."



4

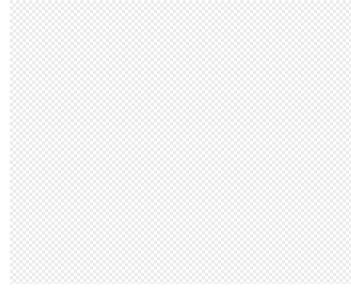
Round 2



2

Owluna

Familiar — Air



If one of your Air creatures would attack, you may have it damage any creature in the opponent's row rather than just what's in front. (The creature in front still damages it.)



3

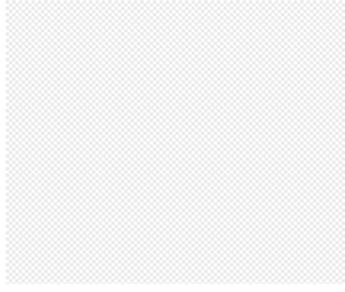


Round 2

1

Goldflim

Familiar — Water



Between every fight of a round, you may redistribute all Perm. and Temp. Power and Health buffs on your Familiar creatures between all your other Familiar creatures.



2

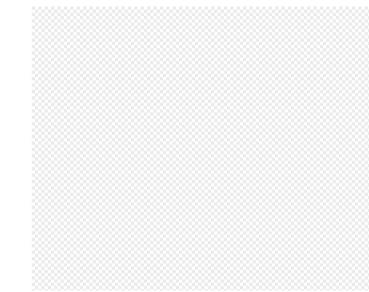
Round 2



3

Claytist

Spirit — Earth



Round Start: If you have three or more Spirit creatures, flip a Round 1 creature and add it to the back of your row.



3

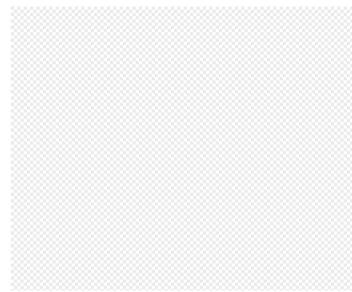


Round 2

5

Lavablin

Monster — Fire



Round Start: Give this +1 Perm. Health for each Monster creature you have.



1

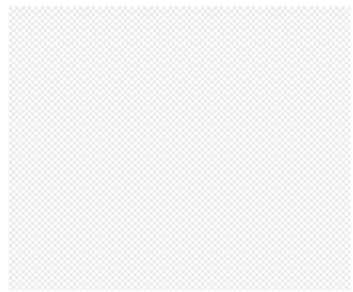


Round 2

4

Symmetrix

Familiar — Earth



Round Start: For each of your creatures whose Power and Health are equal, give that creature +3 Perm. Power and Health.



1

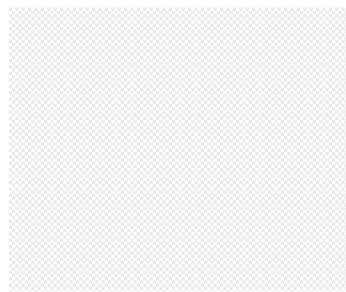


Round 2

4

Kazul

Spirit — Water



Round Start: For each of your creatures that costs 1, give that creature +2 Perm. Power and Health.



3

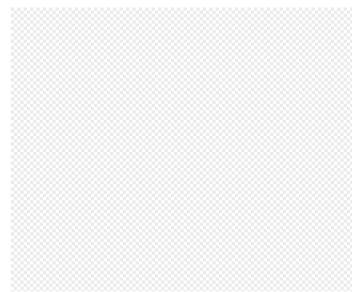


Round 2

1

Agyle

Monster — Air



Whenever one of your creatures moves in its row or attacks something that isn't in the front, give it +2 Temp. Power.



2

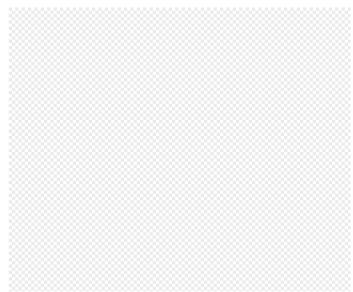


Round 2

4

Phoenyx

Monster — Fire



If this creature would be knocked out while you have a creature other than a Phoenyx on the field, instead replay it at the back of your row.



2

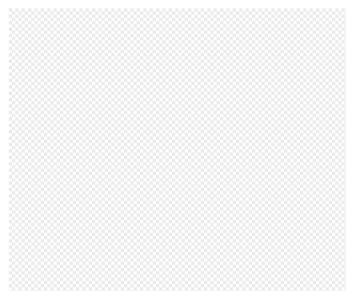


Round 2

6

Infrage

Spirit — Fire



Whenever this is dealt damage, give any other creature that much Temp. Power.



0

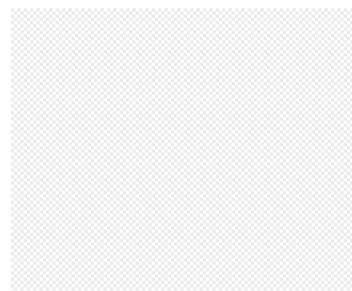


Round 2

0

Mischiemp

Familiar — Fire



Round Start: Deal 1 damage each of your other creatures.



2

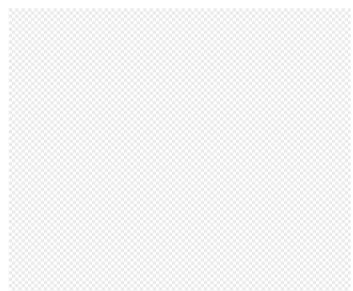


Round 2

1

Benthexplor

Familiar — Water



During Draft: Whenever you draft a card that costs 3 or more, give this +1 Perm. Power and Health.



1



Round 2

3

Myriord

Monster — Air



Round Start: If there are all 4 Elements and all 3 Types, between your creatures, give this +5 Perm. Power and Health.



2

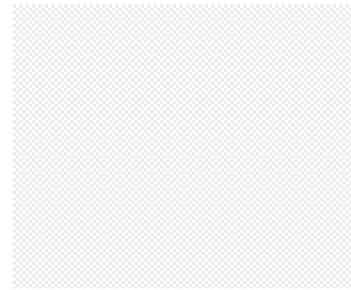


Round 2

6

Krakentime

Monster — Water



You get an additional Round Start phase.



8

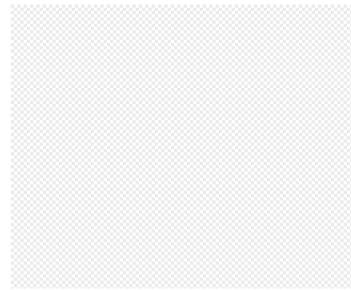


Round 3

1

Arbitor

Spirit — Fire



During Draft: When you draft this card, give it Perm. Power equal to the number of cards taken before it this draft round.



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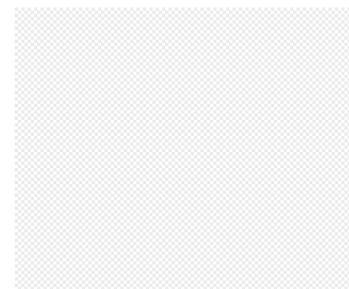


Round 3

4

Desere

Spirit — Fire



Round Start: Give each of your creatures Perm. Power equal to the amount of Perm. Power buff it already has.



3

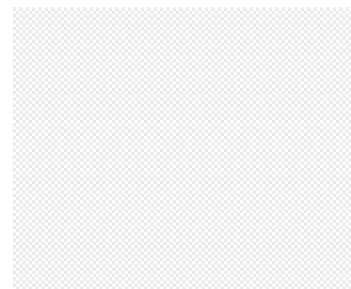


Round 3

4

Stogre

Monster — Water



Round Start: Give each of your creatures Perm. Health equal to the amount of Perm. Health buff it already has.



5

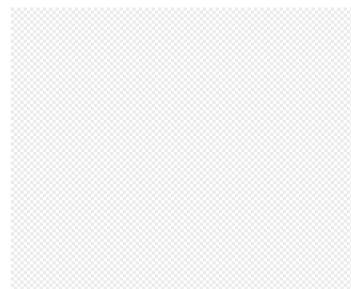


Round 3

3

Enchantroll

Spirit — Earth



Round Start: For each of your creatures that has more Health than Power, give that creature Temp. Power equal to the difference.



2

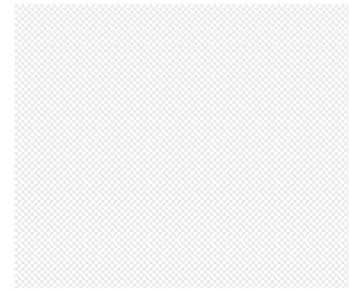


Round 3

2

Chihuotot

Familiar — Fire



Round Start: For each of your creatures that has more Power than Health, give that creature Temp. Health equal to the difference.



1

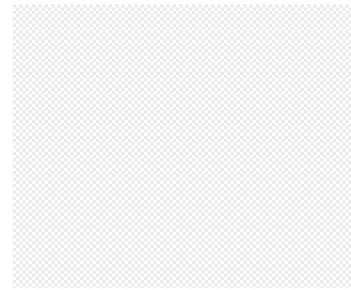


Round 3

8

Gigandom

Monster — Earth



Round Start: Roll 5 d6s. For each of those results, give this Temp. Power or Temp. Health equal to the result.



3

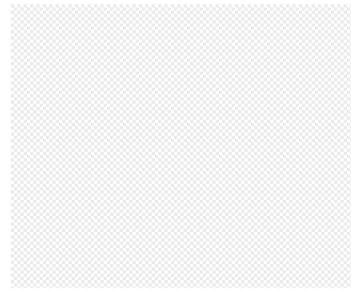


Round 3

10

Omnibotent

All — All



All your creatures count as all four Types and all three Elements. (They all are Familiar, Monster, Spirit, Fire, Water, Earth, and Air.)



12

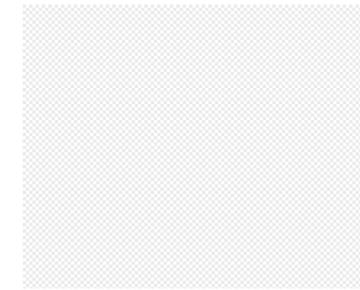


Round 3

6

Boulsteer

Familiar — Earth



Round Start: If you've lost a round, give this +3 Temp. Power and Health.



8

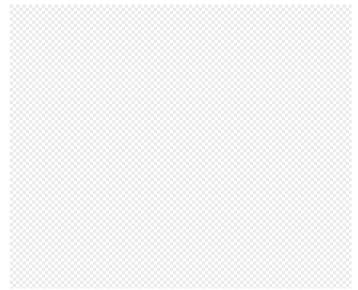


Round 3

6

Lordado

Spirit — Air



Round Start: Give any creature +6 Perm. Power and Health.



1

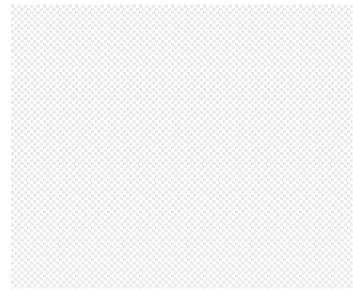


Round 3

4

Mathemagic

Familiar — Earth



All your doubling effects become tripling effects.



4

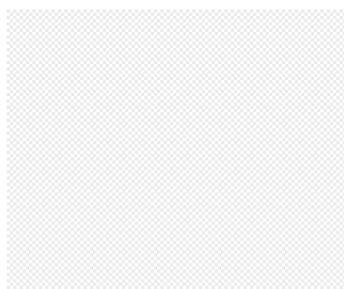


Round 3

3

Suplexion

Monster — Fire



Whenever you trigger a KO effect of a creature, flip a Round 1 creature and add it to the back of the row.



2

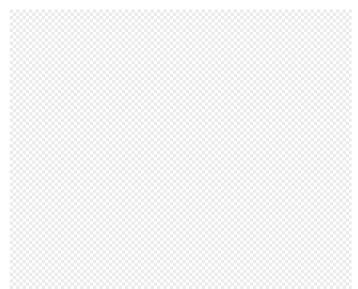


Round 3

2

Recrootmen

Spirit — Earth



Whenever you flip a card, add +3 Temp. Power.



0

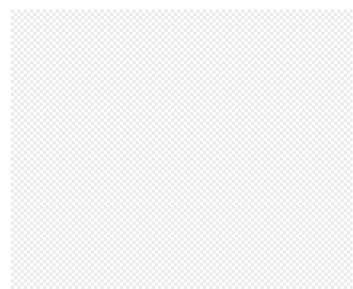


Round 3

4

Galedrake

Monster — Air



Between each fight, you may move one of your cards or one of your opponent's cards to any spot in their row.



6

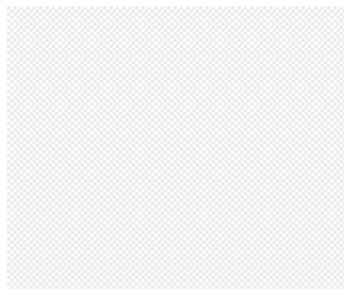


Round 3

1

Supplicat

Familiar — Water



Round Start: For each of your creatures that costs 5 or more, give that creature +4 Temp. Power and Health.

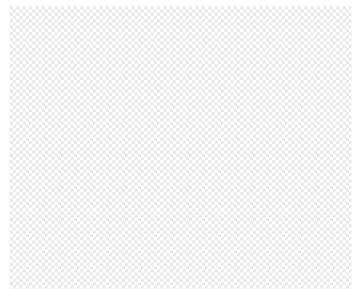


Round 3

5

Zeppelidd

Monster — Air



KO: Double the Temp. and Perm. Power buffs of each of your other creatures.



2

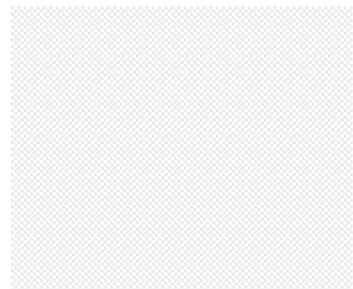


Round 3

3

Thundrage

Spirit — Air



This creature has all KO effects of your other creatures.



5

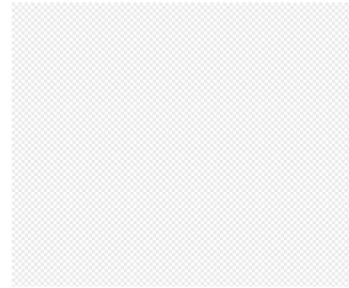


Round 3

4

Infinimink

Familiar — Fire



Round Start: Trigger the Round Start ability of any creature other than a



4

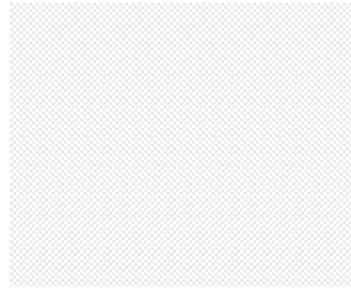


Round 3

3

Paratrupe

Monster — Air



The creature directly in front of this one has "KO: Give this +2 Perm. Power and Health."



2

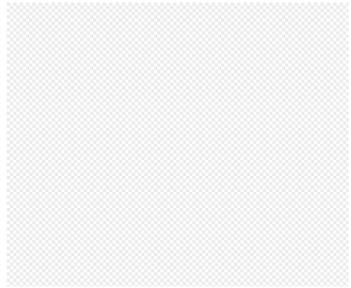


Round 3

2

Parrot

Familiar — Air



Round Start: If you have 10 or more creatures, give each of them +2 Temp Power.



1

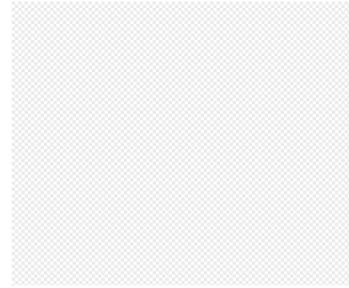


Round 3

3

Ometamorph

Spirit — Water



Round Start: This becomes a clone of something your opponent has. This does not copy its buffs.

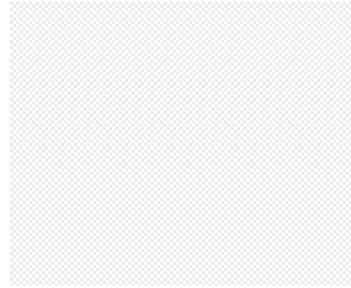


Round 3

6

Summonair

Monster — Air



KO: Add a creature you drafted that didn't start in your team that costs 2 or less to the back of your row.



6

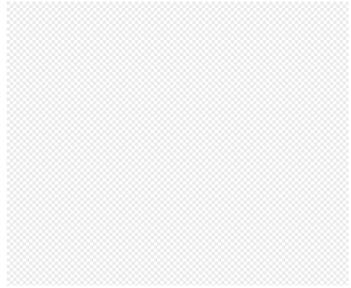


Round 3

4

Flickerform

Familiar — Fire



Round Start: This becomes a clone of one of your other Fire creatures. This does not copy its buffs. Then, give this +3 Temp. Power and Health.



0

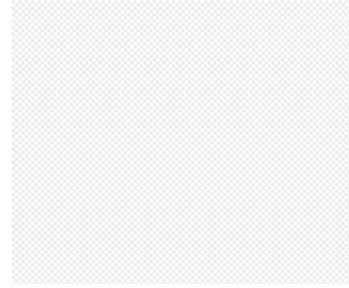


Round 3

4

Tidalizard

Familiar — Water



Whenever one of your Water creatures deal damage in an attack, it so damages the creature behind the one it damaged.

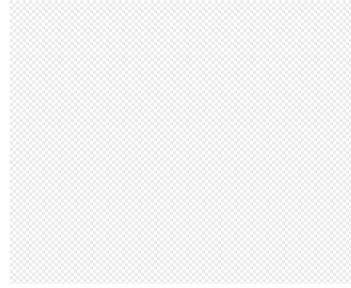


Round 3

5

Terrorcotta

Monster — Earth



Whenever one of your Earth creatures is dealt damage, give it +2 Perm. Power.



4

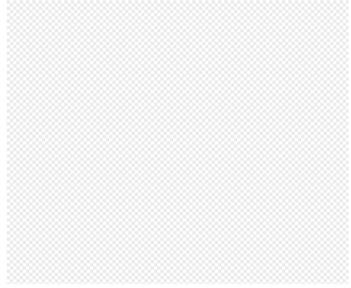


Round 3

6

Scrawaos

Familiar — Air



All of your Air creatures have "KO: Roll a d6. Give this that much Temp. Power."



2

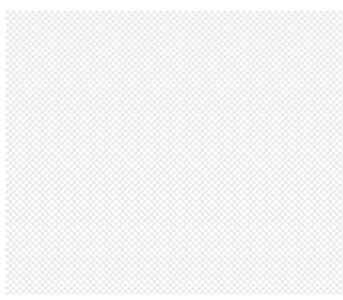


Round 3

8

Giganterrier

Familiar — Earth



Round Start: Give this +5 Temp. Power and Health for each other Familiar creature you have.



1

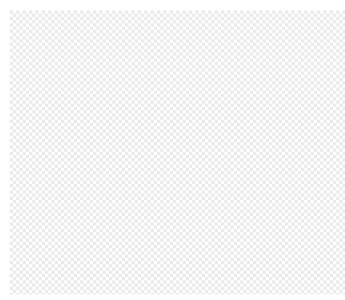


Round 3

5

Avenchar

Spirit — Fire



Whenever one of your Spirits is knocked out, give this +2 Temp. Power and Health.



2

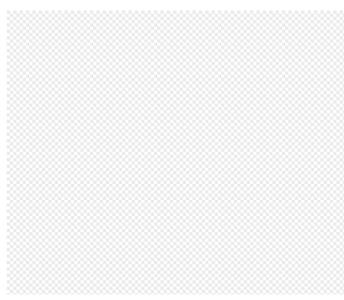


Round 3

4

Amalgamata

Monster — Water



Round Start: Give this +3 Temp. Power for each Monster creature in front of it in the row, and +3 Temp. Health for each Monster creature behind it.



1

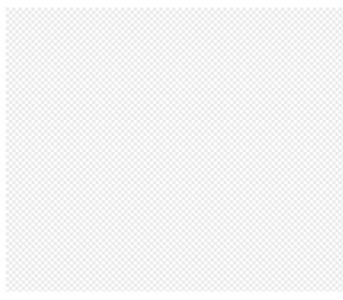


Round 3

6

Irradiat

Spirit — Earth



If there are all four Elements among your creatures, give this +8 Temp. Power. If there are all three Types, give this +8 Temp. Health.



1

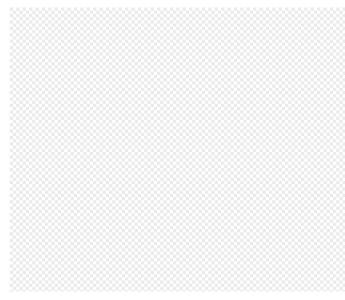


Round 3

0

Immolatron

Spirit — Fire



Round Start: Deal 8 damage to the creature in your first position.



4

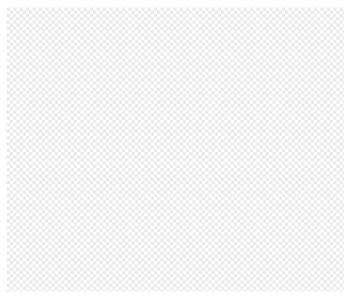


Round 3

10

Serpentorrent

Monster — Water



This creature damages all of your opponents' creatures at once. (Only the first one deals damage back.)



2



Round 3