

Father Benedict



Prophets Character - Priest

Action – (E) Gain 1 . This energy can only be used to pay for cards with **Ritual** or to activate **Invoke** abilities.
Action – (2) (E) **Attack**.



Generic Action

Destroy target aura or item.



Prophets Action

Deal 2 damage to any target. Banish **Recurring Doom** with 3 **Ritual** Counters on it. At the beginning of your turn, **Invoke Recurring Doom**.

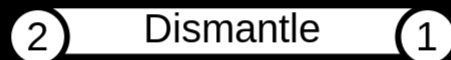


Mikael the Chosen



Prophets Character - Demagogue

Action – (E) Put a Chosen counter on Mikael the Chosen.
Action – (E) Remove a Chosen counter from Mikael the Chosen and put a +1 counter on target warrior.
Action – (2) (E) **Attack**.



Generic Action

Destroy target aura or item.



Prophets Action

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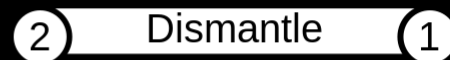


Sanctifier Petrov



Prophets Character - Fanatic

Action – (E) Sacrifice a warrior. **Invoke** target banished card with at least one **Ritual** counter.
Action – (2) (E) **Attack**.



Generic Action

Destroy target aura or item.



Prophets Action

Deal 2 damage to any target. Banish **Recurring Doom** with 3 **Ritual** Counters on it. At the beginning of your turn, **Invoke Recurring Doom**.



2 Necromantic Ritual 0



Prophets Action

Ritual 2.

If Necromantic **Ritual** is banished with at least one ritual counter on it, as an action, you may pay 2. If you do, **Invoke** it. When you invoke Necromantic **Ritual**, return up to 1 warrior without **Ritual** from your discard pile to the AO.



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2 Martyrdom 2



Prophets Action - Fanatic

Sacrifice a warrior. If you do, destroy target permanent.



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Sacrifice a warrior. If you do, destroy target permanent.



2 Cleansing Ritual 0



Prophets Action

Ritual 3.

If Cleansing **Ritual** is banished with at least one ritual counter on it, as an action, you may pay 2. If you do, **Invoke** it. Choose a warrior. Destroy all other warriors.



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Prophets Action

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If Cleansing **Ritual** is banished with at least one ritual counter on it, as an action, you may pay 2. If you do, **Invoke** it. Choose a warrior. Destroy all other warriors.



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Prophets Action

Ritual 3.

If Cleansing **Ritual** is banished with at least one ritual counter on it, as an action, you may pay 2. If you do, **Invoke** it. Choose a warrior. Destroy all other warriors.



2 Dance of Death 1



Prophets Action

Ritual 1.

While Dance of Death is banished and has at least one ritual counter on it, at the beginning of your turn, draw a card and lose life equal to the number of ritual counters on it. Then, **Invoke** it. While Dance of Death is banished and has at least one ritual counter on it, whenever a warrior you control dies, put a ritual counter on it. Return target warrior from your discard pile to your hand.



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2 Inhuman Crush 0



Prophets Attack Action - Priest

Ritual 2.

If Inhuman Crush is banished with at least one ritual counter on it, as an action, you may pay 2. If you do, **Invoke** it. If Inhuman Crush deals 4 or more damage to a player, they discard a card.



2 Inhuman Crush 0



Prophets Attack Action - Priest

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If Inhuman Crush is banished with at least one ritual counter on it, as an action, you may pay 2. If you do, **Invoke** it. If Inhuman Crush deals 4 or more damage to a player, they discard a card.



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Prophets Attack Action - Priest

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If Inhuman Crush is banished with at least one ritual counter on it, as an action, you may pay 2. If you do, **Invoke** it. If Inhuman Crush deals 4 or more damage to a player, they discard a card.



2 Violent Evocation 0



Prophets Attack Action

If Violent Evocation hits, **Invoke** target banished card with 1 or more **Ritual** Counters on it.



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Prophets Attack Action

If Violent Evocation hits, **Invoke** target banished card with 1 or more **Ritual** Counters on it.



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Prophets Attack Action

If Violent Evocation hits, **Invoke** target banished card with 1 or more **Ritual** Counters on it.



2 Cult Missionary 2



Prophets Warrior - Demagogue

When Cult Missionary enters the AO, create 2 Cultist tokens.
Action – (E) Attack.



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Action – (E) Attack.



2 Enlightened Prophet 1



Prophets Warrior - Demagogue

When Enlightened Prophet is sacrificed, draw a card.
Action – (E) Attack.



2 Enlightened Prophet 1



Prophets Warrior - Demagogue

When Enlightened Prophet is sacrificed, draw a card.
Action – (E) Attack.



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Prophets Warrior - Demagogue

When Enlightened Prophet is sacrificed, draw a card.
Action – (E) Attack.



2 Phase Demon 0



Prophets Warrior

Ritual 1.
If Phase Demon is banished and has at least one ritual counter on it, at the beginning of your turn, **Invoke** it.
At the beginning of your turn, banish Phase Demon with 1 ritual counter on it.
Action - (E) Attack.



2 Phase Demon 0



Prophets Warrior

Ritual 1.
If Phase Demon is banished and has at least one ritual counter on it, at the beginning of your turn, **Invoke** it.
At the beginning of your turn, banish Phase Demon with 1 ritual counter on it.
Action - (E) Attack.



2 Phase Demon 0



Prophets Warrior

Ritual 1.
If Phase Demon is banished and has at least one ritual counter on it, at the beginning of your turn, **Invoke** it.
At the beginning of your turn, banish Phase Demon with 1 ritual counter on it.
Action - (E) Attack.



2 Possessor Demon 0



Prophets Warrior - Fanatic

Ritual 1.

At the beginning of your turn, if Possessor Demon is banished and has at least one ritual counter on it, put two -1 ♣ counters on target warrior. If this effect would cause that warrior to die, **Invoke** Possessor Demon.

Action – (1) (E) **Attack**.



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At the beginning of your turn, if Possessor Demon is banished and has at least one ritual counter on it, put two -1 ♣ counters on target warrior. If this effect would cause that warrior to die, **Invoke** Possessor Demon.

Action – (1) (E) **Attack**.



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Prophets Warrior - Fanatic

Ritual 1.

At the beginning of your turn, if Possessor Demon is banished and has at least one ritual counter on it, put two -1 ♣ counters on target warrior. If this effect would cause that warrior to die, **Invoke** Possessor Demon.

Action – (1) (E) **Attack**.



2 Nyargathoth 0



Prophets Warrior - Priest

Ritual 5.

At the beginning of your turn, if Nyargathoth is banished and has at least one ritual counter on it, create a Tentacle.

Invoke – Sacrifice a warrior.

Nyargathoth can't be countered.

When Nyargathoth attacks, create a Tentacle.

Action – (2) (E) **Attack**.



2 Nyargathoth 0



Prophets Warrior - Priest

Ritual 5.

At the beginning of your turn, if Nyargathoth is banished and has at least one ritual counter on it, create a Tentacle.

Invoke – Sacrifice a warrior.

Nyargathoth can't be countered.

When Nyargathoth attacks, create a Tentacle.

Action – (2) (E) **Attack**.



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Prophets Warrior - Priest

Ritual 5.

At the beginning of your turn, if Nyargathoth is banished and has at least one ritual counter on it, create a Tentacle.

Invoke – Sacrifice a warrior.

Nyargathoth can't be countered.

When Nyargathoth attacks, create a Tentacle.

Action – (2) (E) **Attack**.



2 Zealous Martyr 0



Prophets Warrior - Demagogue

When Zealous Martyr dies, target opponent sacrifices a warrior.

Action – (E) **Attack**.

