









Ally – Cleric Specter Animal Bird

**Sacrifice Nether Dodobird:** If Nether Dodobird was not **ephemeral**, draw a card into your memory. Otherwise, deal 2 damage to each champion you don't control.

*"What I was going to say was, that the best thing to get us dry would be a Caucus-race."*

1 3

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Rosewinged Hollow

FIRE

Ally – Warrior Specter

**Alice Bonus Element Bonus 2**, **Banish this card from your graveyard:** Put a **haunt** counter on your Phantasmagoria. Then if there are six or more **haunt** counters on it, choose a Specter ally you control and it gets +2 until end of turn. (Activate this ability only if your champion's element matches this card's element.)

2 2

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Abnegation

UMBRA

Action – Cleric Spell

**Recover 8+X**, where X is twice the amount of Curse cards in your champion's lineage.

**Alice Bonus** As long as a card activation you controlled was **negated** this turn, this card in your graveyard has "Ephemerate – 2".

Fast

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**Unique Ally – Anomaly Specter Beast Bear****Class Bonus Taunt**

Whenever Bandersnatch is dealt damage, **recover 3**.  
**2**, **Sacrifice another ally**: Bandersnatch gets +2 and gains **cleave** until end of turn.

*The second sign of the end, a death knell in its roar.*

**2** **6**

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**Unique Ally – Anomaly Specter Beast Dragon**

**2**, **Banish a Specter ally card from your graveyard**: Recover 2 and Jabberwocky gets +2 until end of turn.

As long as a player doesn't control an object named Vorpal Sword, prevent all damage that would be dealt to Jabberwocky.

**4** **3**

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**Action – Cleric Curse Spell Reaction**

**Alice Bonus** As long as your champion is defending, you may banish six cards from your graveyard to activate this card from your memory without paying its reserve cost.

**Alice Bonus** Deal 3 damage to target attacking unit, then end the combat phase.

**Fast**

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**Fast**

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### Action — Cleric Specter Curse Spell

Put Maledictum Vitae on the bottom of target champion's lineage.

Whenever this card is put into a champion's lineage, that champion's controller **recovers** 4.

**Alice Bonus** **Element Bonus** **2**, **Banish another card from your graveyard**: Put this card from your graveyard on the bottom of target champion's lineage.

**Fast**

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**Fast**

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### Action — Cleric Curse Spell

Return target card from your graveyard to your memory. Then put Reflected Blight on the bottom of your champion's lineage. When you do, deal 1 unpreventable damage to your champion for each Curse card in your champion's lineage.

**Fast**

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### Action — Cleric Specter Spell

**Alice Bonus** This card costs 4 less to activate if it targets a Specter card.

Return target ally card from your graveyard to the field. It becomes **ephemeral**. (If an **ephemeral** object would leave the field, banish it instead.)

**Slow**

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**Slow**

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## Backup Charger

COST 0 NORM

### Regalia Item — Cleric Accessory

**3**, Banish Backup Charger: Summon a Powercell token rested. Draw a card into your memory.

"Running out of energy too fast? In a pinch? Our prototype failsafe will guarantee you a fresh charge!"  
— Gearstride Automatics Advertisement

MRC • EN-008 R • illust: DragonArt 白霜茶

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## Chalice of Blood

COST 0 NORM

### Regalia Item — Cleric Bauble

**Banish Chalice of Blood:** Draw two cards. Activate this ability only if your champion has twenty or more damage counters on them.

An offering born of blood is stronger than just an empty prayer.

DOA Alter • EN-027 R • illust: 道漫

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## Mandate of Honor

COST 0 NORM

### Regalia Item — Cleric Accessory

As long as you control a unique ally, each player with influence eight or more can't draw cards. (A player's influence is equal to the total amount of cards in their hand and memory.)

Honor between heroes.

AMB • EN-017 SR • illust: Primea Studio

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## Memento Pocketwatch

COST 1 NORM

### Regalia Item — Cleric/Guardian Artifact

**Alice Bonus** This card costs 1 less to materialize.

**Ciel Bonus** This card costs 1 less to materialize.

**On Charge 3:** Banish Memento Pocketwatch and draw a card. The next attack you declare with a unit this turn gets +3*atk*. (At the beginning of your recollection phase, put a charge counter on each object you control with an untriggered on charge ability. Trigger this ability the first time three charge counters are on it.)

DTR • EN-014 R • illust: Primea Studio

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## Nullifying Mirror

COST 0 NORM

### Regalia Item — Cleric Accessory

**Q:** Until end of turn, cards in target opponent's memory are norm element. (They are not any other element.)

A mirror made of bronze, meticulously polished to cleanse and unveil malignant forces. All are equal within its reflections.

HVN • EN-015 R • illust: 砂木燐

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## Oneiric Key

COST 0 NORM

### Regalia Item — Cleric Specter Bauble

**Alice Bonus** On Enter: Put a haunt counter on your Phantasmagoria.

**4**, Banish Oneiric Key: Draw a card into your memory.

Most see a key as something that opens, yet it is also the only thing that can truly lock something away.

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## Tariff Ring

COST 0 NORM

### Regalia Item — Guardian Accessory

**Banish Tariff Ring:** Until end of turn, players can't declare attacks unless they pay **2** for each attack declaration. Activate this ability only during an opponent's recollection phase.

Not even the most fantastical realm is free from taxes.

DTRSD • EN-019 C • illust: 木叶

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## Lost Providence

COST 0 NORM

### Regalia Item — Cleric Specter Artifact

#### Divine Relic, Hindered

You may activate this card from your material deck. If you do it enters the field ephemeral.

**Q:**, Banish Lost Providence: Draw a card.

PIM 1st • EN-013 UR • illust: Primea Studio

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## Ticket to the Afterlife

COST 0 UMBRA

### Regalia Item — Cleric Specter Artifact

Activated abilities of Specter cards in your graveyard cost **1** less to activate.

Specter cards you activate from your graveyard cost **1** less to activate.

**Alice Bonus** **2**, **Q**, Banish a Specter card from your graveyard: Recover 2.

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