





Library Witch

COST 2 NORM

Ally - Mage Human

Intercept (Whenever your champion is attacked while this ally is awake, you may redirect that attack to this ally.)

On Death: Draw a card.

The librarians of mage academies instill their love for reading in aspiring students.

0 1

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Liminal Guide

COST 3 NORM

Ally - Cleric Specter

Whenever your champion levels up, return this card from your graveyard to the field. If you do, it becomes **ephemeral** and draw a card.

"Which way depends on where it is you want to go."

1 3

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Resolute Stand

COST 3 NORM

Action - Guardian Skill Reaction

Level 2+ You may activate this card without paying its reserve cost. If you do, skip your next draw phase.

If target unit would be dealt attack damage this turn, prevent 3 of that damage.

"...with boundless resolve and forsakenness."

Fast

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Stalwart Shieldmate

COST 2 NORM

Ally - Guardian Human

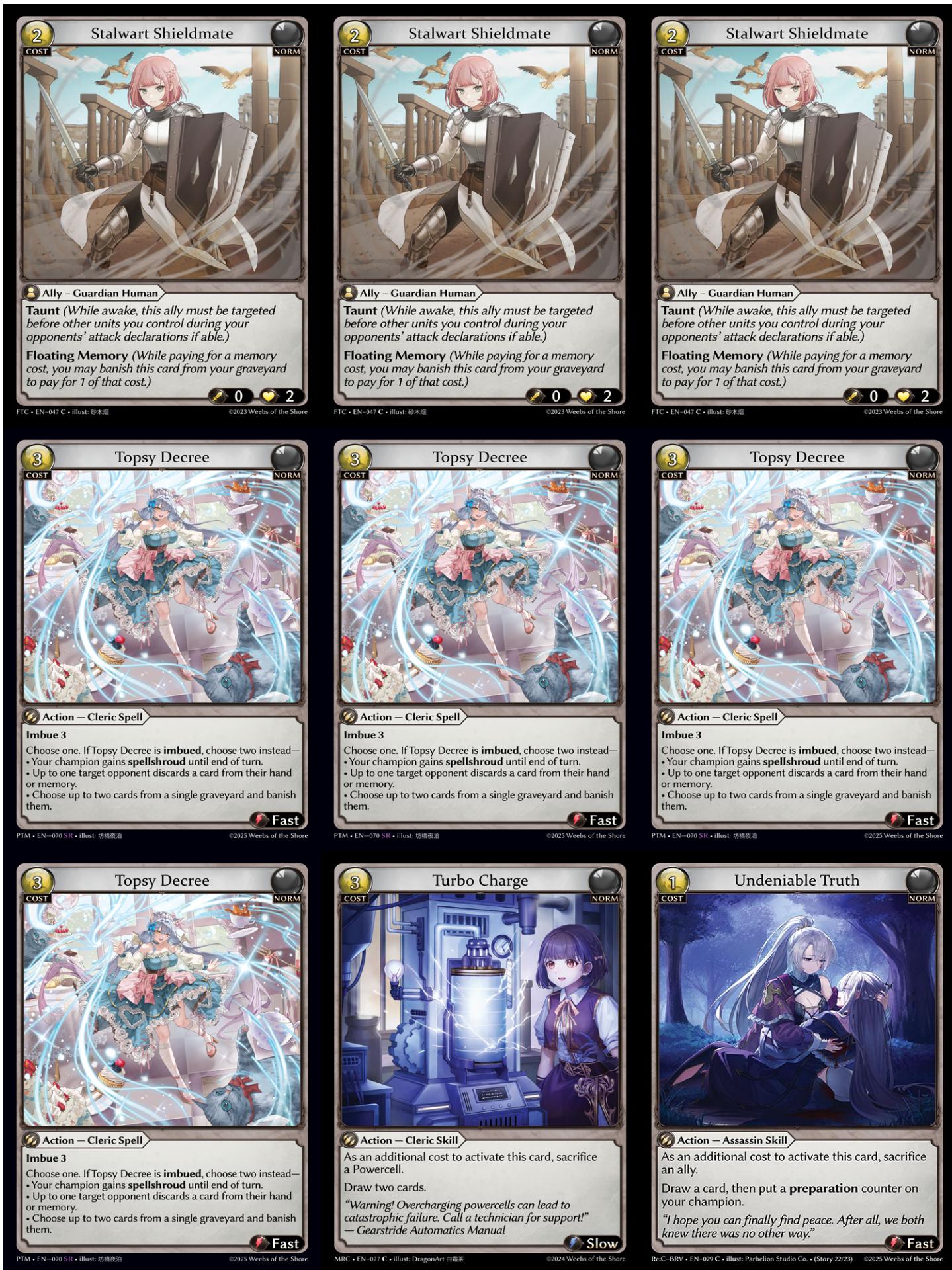
Taunt (While awake, this ally must be targeted before other units you control during your opponents' attack declarations if able.)

Floating Memory (While paying for a memory cost, you may banish this card from your graveyard to pay for 1 of that cost.)

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**Action – Assassin Skill**

As an additional cost to activate this card, sacrifice an ally.

Draw a card, then put a **preparation** counter on your champion.

"I hope you can finally find peace. After all, we both knew there was no other way."

FastRe:C-BRV • EN-029 C • illust: Parhelion Studio Co. • (Story 22/23) ©2025 Weebs of the Shore**Action – Mage Spell**

Draw two cards, then discard a card.
Class Bonus: If a fire element card was discarded, you may choose a unit and deal 2 damage to it.
(*Apply the additional effect only if your champion's class matches this card's class.*)

Varuck holds many fiery insights.

FastDOA Alter • EN-125 U • illust: 道漫 ©2022 Weebs of the Shore**Action – Mage Spell**

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Class Bonus: If a fire element card was discarded, you may choose a unit and deal 2 damage to it.
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FastDOA Alter • EN-125 U • illust: 道漫 ©2022 Weebs of the Shore**Action – Mage Spell**

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FastDOA Alter • EN-125 U • illust: 道漫 ©2022 Weebs of the Shore**Action – Mage Spell**

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Class Bonus: If a fire element card was discarded, you may choose a unit and deal 2 damage to it.
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FastDOA Alter • EN-125 U • illust: 道漫 ©2022 Weebs of the Shore**Action – Mage Spell**

As an additional cost to activate this card, sacrifice an ally you control.
Draw two cards.

Embellished by flames, the former warrior's mighty countenance bred conviction in their compatriots.

SlowDOA Alter • EN-126 C • illust: 道漫 ©2022 Weebs of the Shore**Action – Mage Spell**

As an additional cost to activate this card, sacrifice an ally you control.

Draw two cards.

Embellished by flames, the former warrior's mighty countenance bred conviction in their compatriots.

SlowDOA Alter • EN-126 C • illust: 道漫 ©2022 Weebs of the Shore**Action – Mage Spell**

As an additional cost to activate this card, sacrifice an ally you control.

Draw two cards.

Embellished by flames, the former warrior's mighty countenance bred conviction in their compatriots.

SlowDOA Alter • EN-126 C • illust: 道漫 ©2022 Weebs of the Shore**Action – Mage Spell**

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Carter, Synthetic Reaper

COST: 2 UMBRA

Unique Ally — Guardian/Ranger Human
Class Bonus Cleave
Whenever an ally dies, **recover 1**.
On Enter: You may sacrifice another ally you control. If you do, Carter gets +2/+ until end of turn. If an Automaton ally was sacrificed this way, draw a card.

2 3

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Grim Pastiche

COST: 2 UMBRA

Action — Guardian Skill
Copy target non-Skill action **omen** you have with reserve cost 5 or less. If you do, you may activate that copy without paying its reserve cost. (*If you don't activate it, the copy ceases to exist.*)
"Do not fret. It is merely a reflection."

Fast

DTR • EN-213 R • illust: Primea Studio

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COST: 2 UMBRA

Action — Guardian Skill
Copy target non-Skill action **omen** you have with reserve cost 5 or less. If you do, you may activate that copy without paying its reserve cost. (*If you don't activate it, the copy ceases to exist.*)
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Grim Pastiche

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Nocturne's Oblivion

COST: 3 UMBRA

Action — Guardian Spell

As long as you have five or more **omens** with different reserve costs, this card costs 2 less to activate.

Destroy target non-champion object. Banish Nocturne's Oblivion.

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Umbra Sight

COST: 0 UMBRA

Action — Cleric Curse Spell

Draw a card.

You may draw a card into your memory and put Umbra Sight on the bottom of your champion's lineage. When you do, deal 2 unpreventable damage to your champion for each Curse card in your champion's lineage.

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