



Grave Gateau

COST

NORM

Item — Cleric Specter Food

Hindered (*This object enters the field rested.*)

🌀, Sacrifice Grave Gateau: Put a **buff** counter on target Specter ally.

Alice Bonus **Ephemерate** — 1

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Undying Dreams

COST

NORM

Action — Cleric Specter Spell

Target ally gets +1⚡ and +1♥ until end of turn. If that ally is **ephemeral**, put a **buff** counter on it.

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

Fast

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Undying Dreams

COST

NORM

Action — Cleric Specter Spell

Target ally gets +1⚡ and +1♥ until end of turn. If that ally is **ephemeral**, put a **buff** counter on it.

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

Fast

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Undying Dreams

COST

NORM

Action — Cleric Specter Spell

Target ally gets +1⚡ and +1♥ until end of turn. If that ally is **ephemeral**, put a **buff** counter on it.

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

Fast

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Undying Dreams

COST

NORM

Action — Cleric Specter Spell

Target ally gets +1⚡ and +1♥ until end of turn. If that ally is **ephemeral**, put a **buff** counter on it.

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

Fast

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Unyielding Wraithguard

COST

NORM

Ally — Guardian Specter

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

On Death: Return Unyielding Wraithguard from your graveyard to the field. It becomes **ephemeral**. (*If an **ephemeral** object would leave the field, banish it instead.*)

0 ⚡ 2 ♥

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Unyielding Wraithguard

COST

NORM

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On Death: Return Unyielding Wraithguard from your graveyard to the field. It becomes **ephemeral**. (*If an **ephemeral** object would leave the field, banish it instead.*)

0 ⚡ 2 ♥

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Unyielding Wraithguard

COST

NORM

Ally — Guardian Specter

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

On Death: Return Unyielding Wraithguard from your graveyard to the field. It becomes **ephemeral**. (*If an **ephemeral** object would leave the field, banish it instead.*)

0 ⚡ 2 ♥

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Unyielding Wraithguard

COST

NORM

Ally — Guardian Specter

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

On Death: Return Unyielding Wraithguard from your graveyard to the field. It becomes **ephemeral**. (*If an **ephemeral** object would leave the field, banish it instead.*)

0 ⚡ 2 ♥

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**Ally – Cleric Specter**

On Enter: As a Spell, if Vengeful Paramour is ephemeral, deal 2 damage to target champion.
Ephemerate – 4 (You may activate this card from your graveyard by paying this cost. Ally cards played this way become **ephemeral** as they enter the field.)

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**Ally – Cleric Specter**

On Enter: As a Spell, if Vengeful Paramour is ephemeral, deal 2 damage to target champion.
Ephemerate – 4 (You may activate this card from your graveyard by paying this cost. Ally cards played this way become **ephemeral** as they enter the field.)

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**Ally – Cleric Specter**

On Enter: As a Spell, if Vengeful Paramour is ephemeral, deal 2 damage to target champion.
Ephemerate – 4 (You may activate this card from your graveyard by paying this cost. Ally cards played this way become **ephemeral** as they enter the field.)

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**Action – Mage Spell****Class Bonus Efficiency**

Reveal the top LV cards of your deck. You may banish any amount of arcane element cards from among them. For each card banished this way, choose a unit and deal 2 damage to it. Put the rest of the revealed cards on the top or on the bottom of your deck in any order.

Slow

DOA Alter • EN-237 SR • illust: 道漫

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**Action – Mage Spell****Class Bonus Efficiency**

Reveal the top LV cards of your deck. You may banish any amount of arcane element cards from among them. For each card banished this way, choose a unit and deal 2 damage to it. Put the rest of the revealed cards on the top or on the bottom of your deck in any order.

Slow

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**Abnegation****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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**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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**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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**Baleful Oblation****Ciel Bonus**

This card costs 2 less to activate.

Deal X damage to all units except for your champion, where X is the lowest reserve cost among your omens.

Echoes fade and memories die.

Fast

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DTR • EN-209 R • illust: Primea Studio

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Lost Promises

COST

2

UMBRA

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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Maledictum Vitae

COST

2

UMBRA

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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Maledictum Vitae

COST

2

UMBRA

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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Maledictum Vitae

COST

2

UMBRA

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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Maledictum Vitae

COST

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UMBRA

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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Remnant of Will

COST

1

UMBRA

Action — Cleric Specter Spell

Put two haunt counters on your Phantasmagoria and recover 4.

Alice Bonus Ephemerate — 1 (You may activate this card from your graveyard by paying this cost. Action cards played this way become ephemeral on the effects stack.)

Slow

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Remnant of Will

COST

1

UMBRA



Shackled Theurgist

COST

2

UMBRA

Ally — Cleric Specter

Taunt

As long as Shackled Theurgist is ephemeral, it gets +4.

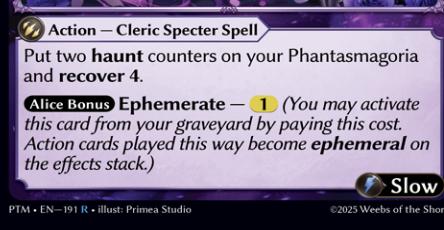
On Death: Target opponent may sacrifice an ally. If they don't, return Shackled Theurgist to the field. It gets +2 until end of turn and becomes ephemeral.

The chains of the past weigh heavy.

0 2

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Action — Cleric Specter Spell

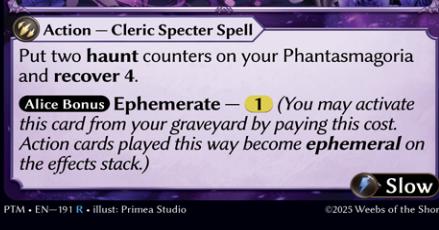
Put two haunt counters on your Phantasmagoria and recover 4.

Alice Bonus Ephemerate — 1 (You may activate this card from your graveyard by paying this cost. Action cards played this way become ephemeral on the effects stack.)

Slow

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Action — Cleric Specter Spell

Put two haunt counters on your Phantasmagoria and recover 4.

Alice Bonus Ephemerate — 1 (You may activate this card from your graveyard by paying this cost. Action cards played this way become ephemeral on the effects stack.)

Slow

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**Ally – Cleric Specter****Taunt**As long as Shackled Theurgist is **ephemeral**, it gets +4atk.**On Death:** Target opponent may sacrifice an ally. If they don't, return Shackled Theurgist to the field. It gets +2hp until end of turn and becomes **ephemeral**.*The chains of the past weigh heavy.*

0 2

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**Ally – Cleric Specter****Taunt**As long as Shackled Theurgist is **ephemeral**, it gets +4atk.**On Death:** Target opponent may sacrifice an ally. If they don't, return Shackled Theurgist to the field. It gets +2hp until end of turn and becomes **ephemeral**.*The chains of the past weigh heavy.*

0 2

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**Ally – Cleric Specter****Taunt**As long as Shackled Theurgist is **ephemeral**, it gets +4atk.**On Death:** Target opponent may sacrifice an ally. If they don't, return Shackled Theurgist to the field. It gets +2hp until end of turn and becomes **ephemeral**.*The chains of the past weigh heavy.*

0 2

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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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**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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**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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**Champion – Spirit****On Enter:** Draw seven cards.

Within the thorned labyrinth, a hearth's embers give rise to roses that bloom with forgotten visages.

15

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**Champion – Cleric Distortion Human****On Enter:** You gain the Phantasmagoria mastery. Then put two **haunt** counters on it.**Lineage Release – Recover** 2+X, where X is the amount of cards in Alice's lineage.
"Echoes fade and memories die."

19

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**Champion – Anomaly Human****Alice Lineage****Inherited Effect** — Whenever you play an advanced element card while there are no Curse cards in Alice's lineage, deal 7 unpreventable damage to Alice.

22

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**Action — Cleric Spell**

Recover 2. Then choose up to two Curse cards from your champion's lineage and discard them. For each card discarded this way, **recover** 2.

Let go of your hatred. Discard your malice. Only then will you find peace.

Slow

MRC • EN-065 C • illust: Hanh Chu

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**Action — Cleric Spell**

Recover 2. Then choose up to two Curse cards from your champion's lineage and discard them. For each card discarded this way, **recover** 2.

Let go of your hatred. Discard your malice. Only then will you find peace.

Slow

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**Action — Cleric Spell**

Recover 2. Then choose up to two Curse cards from your champion's lineage and discard them. For each card discarded this way, **recover** 2.

Let go of your hatred. Discard your malice. Only then will you find peace.

Slow

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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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**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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