







**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."

Fast

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**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.)

"Let me show you my true power."

Fast

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**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.

Slow

DOA Alter • EN-126 C • illust: 道漫 ©2022 Weels of the Shore

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**Ciel Lineage**

Whenever an **omen** counter is put on a card in your banishment, as a Spell, deal 2 unpreventable damage to up to one target unit.
"Overcome the mask. Succumb to true desire."

30

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**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

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**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.

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**Regalia Item - Cleric Bauble**

Banish Enfeebling Orb: Target opponent puts two cards from their hand into their memory.
Even an unwelcome reflection remains bound to the soul, and only in its acceptance can peace be found.

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**Regalia Item - Guardian Accessory**

Ciel Bonus **Banish Manxome Armoire:** Return one of your **omens** to your hand. If you do, banish a card from your hand and put an **omen** counter on it. (An **omen** is a card in a banishment with an **omen** counter on it.)

"They all returned, though they were mine before."

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**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.

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**Regalia Item - Cleric Chessman Artifact**

Devouring Malice enters the field with **X** gem counters on it.
Q, **Remove a gem counter from Devouring Malice:** As a Spell, choose one that hasn't been chosen—

- Deal three **buff** counters on target ally.
- Deal 3 damage to target champion and **recover** 3.
- Deal 8 unpreventable damage to your champion and draw two cards.

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**Regalia Weapon - Guardian Sword**

Ciel Bonus As long as the total reserve cost of your **omens** is 10 or greater, Grande Sonnerie gets +2*✓*.
"When the clock strikes twelve, who shall I be—the coward or the reaper? Yesterday is lost, and so am I."

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**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.

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**Action – Ranger Skill Reaction****Class Bonus** This card costs 1 less to activate.Your champion becomes **distant**. Then you may have Under Fire deal 4 damage to your champion. If you do, your champion gains **stealth** until end of turn.**Fast**

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**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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**Action – Cleric Spell**

Look at target opponent's hand and memory. Discard any amount of cards from among them. For each card discarded this way, that opponent reveals the top card of their deck and puts it into their hand.

*"Queens have to be dignified, you know!"***Slow**

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**Mastery – Guardian Skill****Ciel Bonus** Whenever your champion attacks, depending on the amount of **omens** you have—

- 1 to 2—That attack gets +1↙.
- 3 to 4—That attack gets +2↙.
- 5 or more—That attack gets +3↙. Draw a card into your memory.

Servile Possessions

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**Token Item – Cleric Powercell****1, 2, Sacrifice Powercell:** Target Automaton ally gets +2↙ until end of turn.*"Gearstride Automatics is not liable for any damages resulting from rapid and sudden automata sentience."*
— Gearstride Automatics Warranty

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