

Name	Card Type	Cost	Atk/Def	E Poten	Text	Deck	Quantity
Vengeful Echo	Component				Destroy up to one monster your opponent controls that was dealt damage this turn. Draw a card.	Ape	3
Crystal Tear	Component				This ritual gains 10 strength. Draw a card.	Ape	3
Soul Braid	Component				Choose one: - You may pay 4 devotion. If you do, destroy all deployed monsters. - This ritual gains 15 strength.	Ape	2
War Drum	Component				Deploy all reserved monsters your opponent controls. Monsters deployed this way can't bolster rituals during your opponent's next turn. Draw a card.	Ape	3
Balancing Scales	Component				If your opponent has more cards in their hand than you, draw two cards.	Ape	3
Traveling Shadow	Component				Your opponent reveals their hand. Put any number of cards from it on the bottom of their gate, then they draw that many cards. Draw a card.	Ape	3
Captured Enemy	Component				Draw a card. You may pay 1 devotion. If you do, exhaust a cultist your opponent controls. It doesn't refresh during their next turn.	Ape	3
Ant Foragers	Monster	1	1/1	5	Whenever Ant Foragers attacks and is not blocked, you may pay 1 devotion. If you do, gather.	Ape	4
Tamed Beast	Monster	1	1/2	10	Tamed Beast gets +1/+1 as long as it's your turn.	Ape	2
Telelinker	Monster	2	1/1	10	When Telelinker comes into play, draw a card. Pay 2 devotion, destroy Telelinker: destroy a sabotage your opponent controls.	Ape	2
Nervous Lurker	Monster	2	3/3	5	Nervous Lurker has +10 energy potential as long as your opponent controls no deployed monsters.	Ape	4
Pack Hunters	Monster	3	3/1	15	Pack Hunters can't be blocked except by two or more monsters.	Ape	2
Adaptable Swinger	Monster	4	4/3	5	Whenever Adaptable Swinger attacks, draw a card and put two experience counters on it.	Ape	4
Feasting Glutton	Monster	5	5/4	10	You may have Feasting Glutton come into play deployed. Whenever a monster your opponent controls dies during combat, draw a card.	Ape	2
Pitfall	Sabotage	1			Return up to one monster your opponent controls that was deployed this turn to its owner's hand. Draw a card.	Ape	2
Primal Allure	Sabotage	4			If your opponent controls more deployed monsters than you, gain control of one of them.	Ape	2
Hunt	Spell	1			Give a monster you control +1/+1 until end of turn. Deploy up to one reserved monster your opponent controls.	Ape	4
Battle Hardening	Spell	3			Put an experience counter on each monster you control that attacked this turn. Draw two cards.	Ape	2
Astral Connection	Component				Return a card from your void to your hand.	Fungus	3

Rotting Toxin	Component			Choose one: - Destroy a monster your opponent controls with the greatest attack or tied for the greatest attack. - Draw a card.	Fungus	3
Calming Fumes	Component			Your opponent chooses up to one monster they control. During their next turn, monsters other than the chosen monster can't attack or bolster rituals. Draw a card.	Fungus	3
Focal Spawn	Component			Put the top three cards of your gate into your void, then put a +1/+1 counter on up to one monster you control for each monster card in your void.	Fungus	3
Reconstructed Remains	Component			You may play up to two monster cards from your void this turn (you must still pay their costs).	Fungus	3
Urn of the Dead	Component			Put the top two cards of your gate into your void, then draw a card. If you have six or more monster cards in your void, this ritual gains 15 strength.	Fungus	3
Soul Braid	Component			Choose one: - You may pay 4 devotion. If you do, destroy all deployed monsters. - This ritual gains 15 strength.	Fungus	2
Nutrient Host	Monster	1	1/1	10 Destroy Nutrient Host: choose one - The next monster card you play this turn costs 1 devotion less. - Stockpile 1 devotion.	Fungus	4
Generation Pod	Monster	1	0/2	20	Fungus	2
Rotting Mantis	Monster	2	1/2	10 Destroy any monster damaged by Rotting Mantis.	Fungus	4
Sporesower	Monster	2	2/1	10 When Sporesower comes into play, put the top two cards of your gate into your void. Put Sporesower on the bottom of your gate: return another monster card from your void to your hand. Activate this ability only if Sporesower is in your void.	Fungus	4
Bonereader	Monster	3	1/3	15 Whenever Bonereader or another monster you control dies, draw a card.	Fungus	4
Tumorshroom	Monster	4	4/4	20 Whenever Tumorshroom bolsters a ritual, you may destroy it. If you do, gather twice and put two +1/+1 counters on up to one monster you control.	Fungus	2
Tendrill Puppeteer	Monster	6	3/3	15 When Tendrill Puppeteer comes into play, you may return any number of monster cards with total cost 5 or less from your void to play reserved.	Fungus	2
Incorporeal Tether	Sabotage	2		Choose up to two: - The sabotaged ritual loses 15 strength. - Destroy a sabotage your opponent controls. - Return a monster card with cost 3 or less from your void to play reserved.	Fungus	2

Crumble	Sabotage	2		Choose a component in the sabotaged ritual and negate its effects. When Crumble is put into your void from your gate, return it to your hand.	Fungus	4
Biorain	Sabotage	3		Put the top two cards of your gate into your void. For every two monster cards in your void, destroy up to one deployed monster your opponent controls.	Fungus	2
Prankster's Bauble	Component			Stockpile 2 devotion. Draw a card.	Kraken	3
Secure Compound	Component			Draw a card. If you control two or more sabotages, draw an additional card.	Kraken	3
Chain Letter	Component			Recruit an exhausted cultist.	Kraken	3
Desperate Call	Component			If you control no deployed monsters, you may search your gate for a monster card, reveal it, and put it into your hand, then shuffle. Otherwise, draw a card.	Kraken	3
Soul Braid	Component			Choose one: - You may pay 4 devotion. If you do, destroy all deployed monsters. - This ritual gains 15 strength.	Kraken	2
Sentimental Trinkets	Component			Choose one. If you control six or more cultists, choose any number: - Return a monster your opponent controls to its owner's hand. - This ritual gains 10 strength. - Draw a card.	Kraken	3
Mystic Chalice	Component			Draw a card. You may pay 6 devotion. If you do, gain control of a monster your opponent controls. You may use stockpiled devotion to help pay this cost.	Kraken	3
Hoarderfish	Monster	2	1/1	10 Whenever you set a sabotage, stockpile 1 devotion. When Hoarderfish dies, draw a card.	Kraken	4
Rockroot Tuber	Monster	3	4/1	15 When Rockroot Tuber dies, if it was the only deployed monster you controlled, return it to its owner's hand.	Kraken	2
Whirlpool Lurker	Monster	4	3/5	25 Once per turn: if you control two or more sabotages, you may destroy one of them. If you do, gather.	Kraken	2
Islandeater Whale	Monster	6	4/9	30 When Islandeater Whale comes into play, return up to one monster your opponent controls to its owner's hand, then draw a card.	Kraken	2
Trench Leviathan	Monster	7	7/5	35 When Trench Leviathan comes into play, you may search your gate for a sabotage card and set it. If you do, shuffle. Stockpile 4 devotion.	Kraken	2
Siren's Call	Sabotage	1		Return up to one deployed monster your opponent controls to its owner's hand. Then, your opponent discards a card.	Kraken	2
Superior Recruitment	Sabotage	2		Recruit an exhausted cultist. Exhaust all cultists your opponent controls.	Kraken	2

Crucial Theft	Sabotage	3		Choose a component in the sabotaged ritual. Set it in your ritual zone. (It is no longer part of the current ritual.)	Kraken	2
Overcomplicate	Sabotage	4		The sabotaged ritual loses 20 strength. Draw four cards. When Overcomplicate is destroyed, draw a card.	Kraken	4
Flood Chamber	Sabotage	5		Deal 3 damage to each deployed monster your opponent controls.	Kraken	2
Water Jet	Spell	1		Deal 2 damage to a monster. Stockpile 1 devotion.	Kraken	4
Uninterrupted Search	Spell	4		Uninterrupted Search costs 1 less devotion for each sabotage card you control. Draw two cards, then destroy up to one sabotage your opponent controls.	Kraken	2
Final Will	Component			Draw a card. You may destroy a monster you control. If you do, search your gate for a monster card with a different name and equal or lesser cost and put it into play reserved, then shuffle.	Phantom	3
Hypnosis Pendulum	Component			You may pay 1 devotion. If you do, gain control of a monster your opponent controls until the end of your next turn. While you control it, it can't attack or block unless you remove two experience counters from monsters you control.	Phantom	3
Call Amplifier	Component			Draw a card. The next monster card you play this turn costs 1 devotion less.	Phantom	3
Mental Link	Component			Put two experience counters on up to one monster. Draw a card.	Phantom	3
Protective Circle	Component			Reserve up to two deployed monsters you control. This turn, you may keep any number of monsters in reserve. Draw a card.	Phantom	3
Soul Braid	Component			Choose one: - You may pay 4 devotion. If you do, destroy all deployed monsters. - This ritual gains 15 strength.	Phantom	2
Strength Preserver	Component			Put an experience counter on up to one monster. Gather.	Phantom	3
Ether Spirit	Monster	1	0/1	5 Ether Spirit can't block. If a monster or spell would deal damage to Ether Spirit, prevent 4 of it.	Phantom	4
Animated Organ	Monster	1	2/1	10 Once per turn: you may remove an experience counter from a monster you control. If you do, draw a card.	Phantom	2
Spindly Witchdoctor	Monster	2	2/3	5 When Spindly Witchdoctor comes into play, put two experience counters on a monster you control.	Phantom	2
Stone Tollman	Monster	2	2/2	10 Monsters your opponent controls can't attack unless your opponent pays 1 devotion for each attacking monster.	Phantom	2
Cloudsifter	Monster	3	1/2	5 When Cloudsifter comes into play, gather. Pay 5 devotion: gather.	Phantom	4

Honored Ancestor	Monster	3	3/3	10	When Honored Ancestor dies, put an experience counter on up to one monster. Whenever you complete a ritual, you may search your gate for a card named Honored Ancestor, reveal it, and put it into your hand. If you do, shuffle.	Phantom	4
Spiritual Conductor	Monster	4	2/6	15	Whenever you complete a ritual, put two experience counters on each monster that bolstered it.	Phantom	2
Assimilate	Sabotage	2			Destroy a deployed monster your opponent controls. If you do, you may put two experience counters on a monster.	Phantom	4
Rival Beacon	Sabotage	3			The sabotaged ritual loses strength equal to the greatest energy potential among monsters you control. Draw a card, then gather.	Phantom	2
Restore	Spell	1			Return up to two component cards from your void to your hand.	Phantom	2
Great Purge	Spell	5			Return all monsters and sabotages your opponent controls to their owners' hands. Draw a card.	Phantom	2