

Name	Card Type	Cost	Atk/Def	E Poten	Text	Deck	Quantity	Notes
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	3	
Tamed Beast	Monster	2	2/2	5	Tamed Beast gets +1/+1 as long as it's your turn.	Ape	3	
Whiteplume Runner	Monster	2	3/1	10	You may have Whiteplume Runner come into play deployed.	Ape	3	
Telelinker	Monster	2	1/1	5	When Telelinker comes into play, draw a card. Pay 2 devotion, destroy Telelinker: destroy a sabotage your opponent controls.	Ape	2	
Pack Hunters	Monster	3	3/1	15	When Pack Hunters comes into play, choose a deployed monster your opponent controls. It can't block this turn.	Ape	3	
Nervous Lurker	Monster	2	2/2	10	Nervous Lurker has +10 energy potential as long as your opponent controls no deployed monsters.	Ape	3	
Enveloping Scaleback	Monster	3	3/2	5	Other monsters you control can't be destroyed or damaged by your opponent's card effects.	Ape	2	
Ape Chieftain	Monster	4	4/4	10	Each monster you control that attacked this turn has +5 energy potential.	Ape	2	
Adaptable Swinger	Monster	4	3/3	10	Whenever Adaptable Swinger attacks, draw a card and put an experience counter on it. (It gets +5 experience potential for each experience counter on it.)	Ape	3	
Feasting Glutton	Monster	5	6/4	10	You may have Feasting Glutton come into play deployed. Whenever a monster your opponent controls dies during combat, draw a card.	Ape	2	
Sparse Support	Sabotage	3			If the sabotaged ritual has more components in it than the number of deployed monsters your opponent controls, choose components in it equal to the difference and negate their effects.	Ape	2	
Pitfall	Sabotage	3			Return all monsters your opponent controls that were deployed this turn to their owner's hand. Draw a card.	Ape	2	
Mob Intimidation	Sabotage	4			If your opponent controls exactly one deployed monster, when it bolsters the sabotaged ritual, gain control of it. <i>(Move it to your deployed zone.)</i>	Ape	1	
Hunt	Spell	1			Give a monster you control +1/+1 until end of turn. Deploy up to one reserved monster your opponent controls.	Ape	3	
Battle Hardening	Spell	2			Put two experience counters on each monster you control that attacked this turn. <i>(They get +5 energy potential for each experience counter on them.)</i>	Ape	2	
Calculated Strike	Spell	3			Look at all components and sabotages your opponent controls, then destroy one of them. You may pay 2 devotion. If you do, destroy another one of them.	Ape	2	
Loud Distraction	Spell	4			Loud Distraction costs 1 less devotion to play for each monster you control. Your opponent can't perform rituals during their next turn. Draw a card.	Ape	2	
Barrier Spirit	Monster	1	0/5	5		Dragon	3	
Animated Organ	Monster	2	0/1	5	At the beginning of your turn, if Animated Organ is deployed, draw a card.	Dragon	3	
Spindly Witchdoctor	Monster	2	2/3	5	When Spindly Witchdoctor comes into play, put an experience counter on another monster you control. (It gets +5 energy potential for each experience counter on it.)	Dragon	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.	Dragon	3	

Cloudsifter	Monster	3	1/1	10	When Cloudsifter comes into play, gather. Pay 5 devotion: gather.	Dragon	3
Devoutful Being	Monster	3	2/1	20	Devoutful Being can't be destroyed or damaged by your opponent's card effects.	Dragon	3
Spiritual Conductor	Monster	4	4/4	10	Once per turn: Put an experience counter on a deployed monster you control with the least defense or tied for the least defense among deployed monsters you control.	Dragon	3
Honored Ancestor	Monster	4	2/5	10	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 your gate.	Dragon	3
Scrollkeeper	Monster	5	3/3	20	When Scrollkeeper comes into play, gather. Whenever you complete a ritual, monsters you control get +0/+3 until your next turn.	Dragon	2
Rival Beacon	Sabotage	3			The sabotaged ritual loses strength equal to the greatest energy potential among monsters you control. Draw a card.	Dragon	3
Assimilate	Sabotage	4			Destroy a deployed monster your opponent controls, then choose a monster you control. For each five energy potential the destroyed monster had, put an experience counter on the chosen monster. (It gets +5 energy potential for each experience counter on it.)	Dragon	2
Momentous Day	Spell	2			Draw a card. When you complete a ritual this turn, draw an additional card.	Dragon	3
Restore	Spell	2			Put up to one card from the compost on top of the storeroom, then gather.	Dragon	3
Thorough Purge	Spell	4			Destroy up to one sabotage and up to one component your opponent controls. Put two experience counters on up to one monster you control. <i>(It gets +5 energy potential for each experience counter on it.)</i>	Dragon	2
Mindmeld	Spell	5			Monsters you control have energy potential equal to the greatest energy potential among monsters you control until end of turn.	Dragon	2
Nutrient Host	Monster	1	1/1	5	Destroy Nutrient Host: The next card you play this turn costs 1 devotion less.	Fungus	3
Generation Pod	Monster	1	0/1	15		Fungus	3
Rotting Mantis	Monster	2	1/3	10	Destroy any monster damaged by Rotting Mantis.	Fungus	3
Sporesower	Monster	2	2/1	5	When Sporesower comes into play, put the top three cards of your gate into your void. When Sporesower dies, you may return a monster card not named Sporesower from your void to your hand.	Fungus	3
Sweetscent Ambusher	Monster	3	4/2	5	Whenever Sweetscent Ambusher attacks alone, you may deploy a reserved monster your opponent controls.	Fungus	3
Bonereader	Monster	3	2/4	10	Whenever another monster you control dies, if Bonereader is deployed, draw a card.	Fungus	3
Tumorshroom	Monster	4	4/4	10	Whenever Tumorshroom bolsters a ritual, you may destroy it. If you do, gather twice.	Fungus	3
Tendrill Puppeteer	Monster	6	3/3	10	When Tendrill Puppeteer comes into play, you may return any number of monster cards with total devotion cost 4 or less from your void to play reserved.	Fungus	3
Crippling Fatigue	Sabotage	2			Deployed monsters your opponent controls get -5 energy potential until end of turn. If they have 0 energy potential, return them to their owner's hand.	Fungus	3

Fungal Growths	Sabotage	3			The sabotaged ritual loses 5 strength. Your opponent discards a card at random. Return a monster card from your void to your hand.	Fungus	2	
Biorain	Sabotage	4			Put the top four cards of your gate into your void. For each monster card put there this way, choose a component in the sabotaged ritual and negate its effects.	Fungus	2	
Cellular Rebirth	Spell	1			Choose a monster you control. When that monster dies this turn, return it to play deployed.	Fungus	3	
Crumble	Spell	2			Destroy a sabotage or component your opponent controls.	Fungus	3	
Horrorifying Display	Spell	3			Whenever a monster you control dies this turn, recruit a cultist. You may destroy a monster you control.	Fungus	2	
Final Wave	Spell	9			Return all monster cards from your void to play deployed.	Fungus	1	
Hoarderfish	Monster	2	1/4	10	At the beginning of your opponent's turn, if Hoarderfish is deployed, add 1 devotion to your stockpile.	Kraken	3	
Rockroot Tuber	Monster	2	2/2	10	When Rockroot Tuber dies, if you control no deployed monsters, return it to its owner's hand.	Kraken	3	
Waterfall Climber	Monster	3	2/3	15	When Waterfall Climber comes into play, look at the top five cards of your gate. You may set a sabotage card from among them. Put the rest on the bottom of your deck in a random order.	Kraken	3	
Whirlpool Lurker	Monster	4	4/4	10	When Whirlpool Lurker comes into play, destroy a component you control and a component your opponent controls, then gather.	Kraken	2	
Ocean Floor Excavator	Monster	6	4/5	20	When Ocean Floor Excavator comes into play, return up to two spell and/or sabotage cards from your void to your hand.	Kraken	2	
Islandeater Whale	Monster	7	7/10	40		Kraken	2	
Trench Leviathan	Monster	8	8/8	20	Whenever Trench Leviathan comes into play or attacks, search your gate for a card and put it into your hand, then shuffle your gate.	Kraken	2	
Small Error	Sabotage	1			Choose a component in the sabotaged ritual and negate its effects.	Kraken	3	
Winding Syphon	Sabotage	2			The sabotaged ritual loses 15 strength. Draw a card.	Kraken	3	
Siren's Call	Sabotage	3			Return a deployed monster your opponent controls to its owner's hand. Then, your opponent discards a card.	Kraken	3	
Overcomplicate	Sabotage	4			Draw a card for each component in the sabotaged ritual.	Kraken	2	
Flood Chamber	Sabotage	6			Deal 3 damage to each deployed monster your opponent controls.	Kraken	2	
Astral Swap	Sabotage	7			If your opponent would gain energy from the sabotaged ritual, you gain that much energy instead.	Kraken	1	
Water Jet	Spell	1			Deal 2 damage to a monster. Add 1 devotion to your stockpile.	Kraken	3	
Personal Visit	Spell	2			Recruit an exhausted cultist.	Kraken	3	
Uninterrupted Search	Spell	3			Uninterrupted Search costs 1 less devotion to play for each sabotage card you control. Draw two cards.	Kraken	3	
Vengeful Echo	Component				Choose one: - Destroy a monster your opponent controls that was already dealt damage this turn. - Draw a card.	Storeroom	1	

Logic Knot	Component			Choose one or both: - Shuffle any number of cards from your void into your gate. - Search your gate for a card, shuffle your gate, then put the chosen card on top.	Storeroom	1	
Poison Spines	Component			Deal 1 damage to each monster your opponent controls. Draw a card.	Storeroom	1	
Final Will	Component			Draw a card. You may destroy a monster you control. If you do, this ritual gains strength equal to that monster's energy potential.	Storeroom	1	
Crystal Tear	Component			This ritual gains 10 strength. Draw a card.	Storeroom	1	
Hypnosis Pendulum	Component			You may pay 2 devotion. If you do, gain control of a monster your opponent controls until the end of your next turn. <i>(Move it to your deployed zone. Return it to their deployed zone.)</i>	Storeroom	1	
Reconstructed Skeleton	Component			Choose one: - Choose a monster card in your void that was put there this turn. Return it to play deployed. - Draw a card.	Storeroom	1	
Prankster's Bauble	Component			Choose one: - Add 3 devotion to your stockpile. Draw a card. - Destroy a component your opponent controls.	Storeroom	1	
Chain Letter	Component			Recruit an exhausted cultist. You may pay 2 devotion. If you do, recruit an additional exhausted cultist.	Storeroom	1	
Captured Enemy	Component			Exhaust a cultist your opponent controls. It doesn't refresh during their next turn. Draw a card.	Storeroom	1	
Buried Treasure	Component			Look at the top four cards of your gate. You may play a monster or spell card from among them. If this ritual has 30 or more strength, you may play it without paying its devotion cost. Put the rest on the bottom in any order.	Storeroom	1	
Mental Link	Component			Put three experience counters on a monster you control. Draw a card. <i>(It gets +5 energy potential for each experience counter on it.)</i>	Storeroom	1	
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.	Storeroom	1	
Calming Fumes	Component			Your opponent can't attack with more than one monster during their next turn. Draw a card.	Storeroom	1	
Performance Booster	Component			You may play a monster or spell card from your hand. It costs 1 devotion less for every 5 strength in this ritual.	Storeroom	1	
Fire Braid	Component			You may pay 5 devotion. If you do, choose one. Otherwise, draw a card: - Destroy all deployed monsters. - This ritual gains strength equal to the number of deployed monsters you control times ten.	Storeroom	1	
Mesmerizing Tome	Component			Choose one: - You may pay 3 devotion. If you do, shuffle a deployed monster your opponent controls into their gate. - Draw a card.	Storeroom	1	
Future Keystone	Component			Look at the top four cards of the storeroom, then put them back in any order. Draw a card.	Storeroom	1	
Chameleon Skin	Component			You may have Chameleon Skin copy the effects of another component in this ritual.	Storeroom	1	

Monster Soul	Component			Choose one: - Return a monster card from your void to your hand. - Draw a card.	Storeroom	1	
Group Formation	Component			If you control no deployed monsters, search your gate for a monster card, reveal it, put it into your hand, then shuffle your gate. Otherwise, draw a card.	Storeroom	1	
Precision Bomb	Component			Pay any amount of devotion. Destroy all monsters with devotion cost equal to the amount of devotion paid this way.	Storeroom	1	
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.	Storeroom	1	
Balancing Scales	Component			If your opponent has more cards in their hand than you, draw two cards. Otherwise, draw a card.	Storeroom	1	
Heart Thread	Component			Choose one: - Return a monster your opponent controls to its owner's hand. - Your opponent discards a card at random.	Storeroom	1	
Strength Preserver	Component			Gather.	Storeroom	1	
Astral Connection	Component			Choose one: - Return a spell or sabotage card from your void to your hand. - Draw a card.	Storeroom	1	
Fine Sieve	Component			Draw two cards, then discard a card.	Storeroom	1	
Traveling Shadow	Component			Your opponent reveals their hand. Choose a card from it. They discard the chosen card.	Storeroom	1	
Gate Lock	Component			Choose one: - Your opponent can't play monster or spell cards during their next turn. - Draw a card.	Storeroom	1	