

Cross Punch

Technique – Offensive

☞ (1) - You deal 1 damage to target defender within Cross Punch's attack awareness.

Chi(4) 13/01/2015
Haunted Castle Gaming 2012-2015



Cross Punch

Technique – Offensive

☞ (1) - You deal 1 damage to target defender within Cross Punch's attack awareness.

Chi(4) 13/01/2015
Haunted Castle Gaming 2012-2015

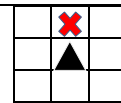
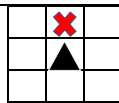
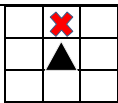


Cross Punch

Technique – Offensive

☞ (1) - You deal 1 damage to target defender within Cross Punch's attack awareness.

Chi(4) 13/01/2015
Haunted Castle Gaming 2012-2015



Cross Punch

Technique – Offensive

☞ (1) - You deal 1 damage to target defender within Cross Punch's attack awareness.

Chi(4) 13/01/2015
Haunted Castle Gaming 2012-2015



Hunting Hound

Summon – Hound

2 | 2

☞ (5)

"Can you not see it? This war has tainted all of us. It has turned the innocent into soldiers and killers. What is the point of winning a war if we need to blacken our souls in the process?" – Pollux

Chi(4) 13/01/2015
Haunted Castle Gaming 2012-2015



Hunting Hound

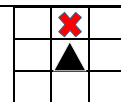
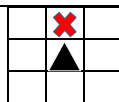
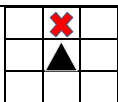
Summon – Hound

2 | 2

☞ (5)

"Can you not see it? This war has tainted all of us. It has turned the innocent into soldiers and killers. What is the point of winning a war if we need to blacken our souls in the process?" – Pollux

Chi(4) 13/01/2015
Haunted Castle Gaming 2012-2015



Hunting Hound

Summon – Hound

2 | 2

☞ (5)

"Can you not see it? This war has tainted all of us. It has turned the innocent into soldiers and killers. What is the point of winning a war if we need to blacken our souls in the process?" – Pollux

Chi(4) 13/01/2015
Haunted Castle Gaming 2012-2015



Hunting Hound

Summon – Hound

2 | 2

☞ (5)

"Can you not see it? This war has tainted all of us. It has turned the innocent into soldiers and killers. What is the point of winning a war if we need to blacken our souls in the process?" – Pollux

Chi(4) 13/01/2015
Haunted Castle Gaming 2012-2015



Hunting Hound

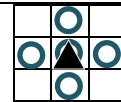
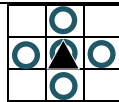
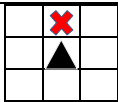
Summon – Hound

2 | 2

☞ (5)

"Can you not see it? This war has tainted all of us. It has turned the innocent into soldiers and killers. What is the point of winning a war if we need to blacken our souls in the process?" – Pollux

Chi(4) 13/01/2015
Haunted Castle Gaming 2012-2015



Hunting Hound

2 | 2

Summon – Hound

⚡ (5)

"Can you not see it? This war has tainted all of us. It has turned the innocent into soldiers and killers. What is the point of winning a war if we need to blacken our souls in the process?" – Pollux

Chi(4) 13/01/2015
Haunted Castle Gaming 2012-2015



Rejuvenating Spring

Spell - Light

You may cast Rejuvenating Springs during your Resource Phase.

⚡ (8) + ⚡ (1) – You and all ally champions within Rejuvenating Spring's casting awareness gains ♀ (2).

Chi(4) 13/01/2015
Haunted Castle Gaming 2012-2015



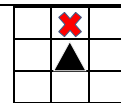
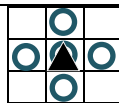
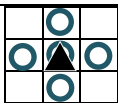
Rejuvenating Spring

Spell - Light

You may cast Rejuvenating Springs during your Resource Phase.

⚡ (8) + ⚡ (1) – You and all ally champions within Rejuvenating Spring's casting awareness gains ♀ (2).

Chi(4) 13/01/2015
Haunted Castle Gaming 2012-2015



Rejuvenating Spring

Spell - Light

You may cast Rejuvenating Springs during your Resource Phase.

⚡ (8) + ⚡ (1) – You and all ally champions within Rejuvenating Spring's casting awareness gains ♀ (2).

Chi(4) 13/01/2015
Haunted Castle Gaming 2012-2015



Rejuvenating Spring

Spell - Light

You may cast Rejuvenating Springs during your Resource Phase.

⚡ (8) + ⚡ (1) – You and all ally champions within Rejuvenating Spring's casting awareness gains ♀ (2).

Chi(4) 13/01/2015
Haunted Castle Gaming 2012-2015



Acedia Brute

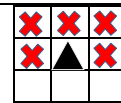
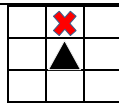
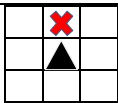
Summon – Gorilla

4 | 3

⚡ (20)

"During my childhood, my parents used to tell me the story – or is it a myth? - about the world before the war. Summons used to fill the skies, and we were happy. Then Hel broke open, everyone screamed, and the Acedia Brutes walked out laughing." - Syphvera

Chi(5) 13/01/2015
Haunted Castle Gaming 2012-2015



Acedia Brute

Summon – Gorilla

4 | 3

⚡ (20)

"During my childhood, my parents used to tell me the story – or is it a myth? - about the world before the war. Summons used to fill the skies, and we were happy. Then Hel broke open, everyone screamed, and the Acedia Brutes walked out laughing." - Syphvera

Chi(5) 13/01/2015
Haunted Castle Gaming 2012-2015



Acedia Brute

Summon – Gorilla

4 | 3

⚡ (20)

"During my childhood, my parents used to tell me the story – or is it a myth? - about the world before the war. Summons used to fill the skies, and we were happy. Then Hel broke open, everyone screamed, and the Acedia Brutes walked out laughing." - Syphvera

Chi(5) 13/01/2015
Haunted Castle Gaming 2012-2015



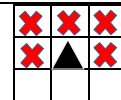
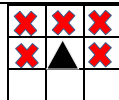
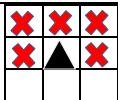
Alpha Block

Technique - Defensive

Alpha Block may also be executed when a spell is cast.

⚡ (3) - Prevent the next 2 damage dealt to you by target source within Alpha Blocking's attack awareness.

Chi(5) 13/01/2015
Haunted Castle Gaming 2012-2015



Alpha Block

Technique - Defensive

Alpha Block may also be executed when a spell is cast.

☞ (3) - Prevent the next 2 damage dealt to you by target source within Alpha Blocking's attack awareness.

Chi(5) 13/01/2015
Haunted Castle Gaming 2012-2015



Alpha Block

Technique - Defensive

Alpha Block may also be executed when a spell is cast.

☞ (3) - Prevent the next 2 damage dealt to you by target source within Alpha Blocking's attack awareness.

Chi(5) 13/01/2015
Haunted Castle Gaming 2012-2015



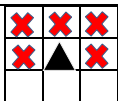
Alpha Block

Technique - Defensive

Alpha Block may also be executed when a spell is cast.

☞ (3) - Prevent the next 2 damage dealt to you by target source within Alpha Blocking's attack awareness.

Chi(5) 13/01/2015
Haunted Castle Gaming 2012-2015



Alpha Block

Technique - Defensive

Alpha Block may also be executed when a spell is cast.

☞ (3) - Prevent the next 2 damage dealt to you by target source within Alpha Blocking's attack awareness.

Chi(5) 13/01/2015
Haunted Castle Gaming 2012-2015



Aura Surge

(C)Spell - Arcane

If you are a caster, you gain ♫ (2).

♫ (20) - You gain ♫ (30).

☞ (2) - You gain ♫ (8).

Chi(5) 13/01/2015
Haunted Castle Gaming 2012-2015



Aura Surge

(C)Spell - Arcane

If you are a caster, you gain ♫ (2).

♫ (20) - You gain ♫ (30).

☞ (2) - You gain ♫ (8).

Chi(5) 13/01/2015
Haunted Castle Gaming 2012-2015



Aura Surge

(C)Spell - Arcane

If you are a caster, you gain ♫ (2).

♫ (20) - You gain ♫ (30).

☞ (2) - You gain ♫ (8).

Chi(5) 13/01/2015
Haunted Castle Gaming 2012-2015



Aura Surge

(C)Spell - Arcane

If you are a caster, you gain ♫ (2).

♫ (20) - You gain ♫ (30).

☞ (2) - You gain ♫ (8).

Chi(5) 13/01/2015
Haunted Castle Gaming 2012-2015



Aura Surge










(C)Spell - Arcane

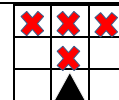
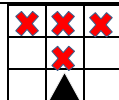
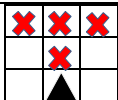
If you are a caster, you gain ♫ (2).

♫ (20) - You gain ♫ (30).

☞ (2) - You gain ♫ (8).

Chi(5) 13/01/2015
Haunted Castle Gaming 2012-2015

<div data-bbox="716 37 831 134" data-label="Image"></div> <div data-bbox="73 344 519 401" data-label="Section-Header"> <div>  Aura Surge (C)Spell - Arcane </div> </div> <p>If you are a caster, you gain ♫ (2).</p> <p>♫ (20) - You gain ♫ (30).</p> <p>☞ (2) - You gain ♫ (8).</p> <p>Chi(5) 13/01/2015 Haunted Castle Gaming 2012-2015</p>	<div data-bbox="716 37 831 134" data-label="Image"></div> <div data-bbox="548 344 993 401" data-label="Section-Header"> <div>  Chain Lightning Spell - Elemental </div> </div> <p>♫ (17) - You deal 3 damage to target champion or summon within Chain Lightning's casting awareness, 2 damage to target champion or summon around the first target, and 1 damage to target champion or summon around the second target.</p> <p>Chi(5) 13/01/2015 Haunted Castle Gaming 2012-2015</p>	<div data-bbox="1190 37 1305 134" data-label="Image"></div> <div data-bbox="1023 344 1468 401" data-label="Section-Header"> <div>  Chain Lightning Spell - Elemental </div> </div> <p>♫ (17) - You deal 3 damage to target champion or summon within Chain Lightning's casting awareness, 2 damage to target champion or summon around the first target, and 1 damage to target champion or summon around the second target.</p> <p>Chi(5) 13/01/2015 Haunted Castle Gaming 2012-2015</p>
<div data-bbox="241 680 357 777" data-label="Image"></div> <div data-bbox="73 987 519 1041" data-label="Section-Header"> <div>  Concussion Punch Technique – Offensive </div> </div> <p>☞ (2) - You deal 2 damage to target champion or summon within Concussion Punch's attack awareness.</p> <p>If you have executed another trick technique this combat, the defender cannot move for the remainder of this combat.</p> <p>Chi(5) 13/01/2015 Haunted Castle Gaming 2012-2015</p>	<div data-bbox="716 680 831 777" data-label="Image"></div> <div data-bbox="548 987 993 1041" data-label="Section-Header"> <div>  Concussion Punch Technique – Offensive </div> </div> <p>☞ (2) - You deal 2 damage to target champion or summon within Concussion Punch's attack awareness.</p> <p>If you have executed another trick technique this combat, the defender cannot move for the remainder of this combat.</p> <p>Chi(5) 13/01/2015 Haunted Castle Gaming 2012-2015</p>	<div data-bbox="1190 680 1305 777" data-label="Image"></div> <div data-bbox="1023 987 1468 1041" data-label="Section-Header"> <div>  Concussion Punch Technique – Offensive </div> </div> <p>☞ (2) - You deal 2 damage to target champion or summon within Concussion Punch's attack awareness.</p> <p>If you have executed another trick technique this combat, the defender cannot move for the remainder of this combat.</p> <p>Chi(5) 13/01/2015 Haunted Castle Gaming 2012-2015</p>
<div data-bbox="241 1314 357 1411" data-label="Image"></div> <div data-bbox="73 1617 519 1673" data-label="Section-Header"> <div>  Concussion Punch Technique – Offensive </div> </div> <p>☞ (2) - You deal 2 damage to target champion or summon within Concussion Punch's attack awareness.</p> <p>If you have executed another trick technique this combat, the defender cannot move for the remainder of this combat.</p> <p>Chi(5) 13/01/2015 Haunted Castle Gaming 2012-2015</p>	<div data-bbox="716 1314 831 1411" data-label="Image"></div> <div data-bbox="548 1617 993 1673" data-label="Section-Header"> <div>  Fire Ball Spell - Elemental </div> </div> <p>♫ (7) – You deal 2 damage to target summon within the arena.</p> <p>♫ (20) – You deal 3 damage to target summon within the arena.</p> <p>Chi(5) 13/01/2015 Haunted Castle Gaming 2012-2015</p>	<div data-bbox="1190 1314 1305 1411" data-label="Image"></div> <div data-bbox="1023 1617 1468 1673" data-label="Section-Header"> <div>  Fire Ball Spell - Elemental </div> </div> <p>♫ (7) – You deal 2 damage to target summon within the arena.</p> <p>♫ (20) – You deal 3 damage to target summon within the arena.</p> <p>Chi(5) 13/01/2015 Haunted Castle Gaming 2012-2015</p>



Giant Scorpion

(S)Summon – Scorpion

2 | 3

♂ (14) - If you are a summoner, when Giant Scorpion enters the arena it gains Attack(+1) until the end of turn.

“You said it was what? 20 feet tall? Yeah, right! And I’m the king of the world.” – Bartender at 7–Heaven

Chi(5) 13/01/2015
Haunted Castle Gaming 2012-2015



Giant Scorpion

(S)Summon – Scorpion

2 | 3

♂ (14) - If you are a summoner, when Giant Scorpion enters the arena it gains Attack(+1) until the end of turn.

“You said it was what? 20 feet tall? Yeah, right! And I’m the king of the world.” – Bartender at 7–Heaven

Chi(5) 13/01/2015
Haunted Castle Gaming 2012-2015



Giant Scorpion

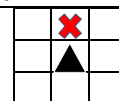
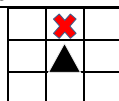
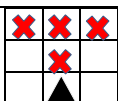
(S)Summon – Scorpion

2 | 3

♂ (14) - If you are a summoner, when Giant Scorpion enters the arena it gains Attack(+1) until the end of turn.

“You said it was what? 20 feet tall? Yeah, right! And I’m the king of the world.” – Bartender at 7–Heaven

Chi(5) 13/01/2015
Haunted Castle Gaming 2012-2015



Giant Scorpion

(S)Summon – Scorpion

2 | 3

♂ (14) - If you are a summoner, when Giant Scorpion enters the arena it gains Attack(+1) until the end of turn.

“You said it was what? 20 feet tall? Yeah, right! And I’m the king of the world.” – Bartender at 7–Heaven

Chi(5) 13/01/2015
Haunted Castle Gaming 2012-2015



Inferno Strike

Technique – Offensive

☞ (3) - You deal 2 damage to target defender within Inferno Strike’s attack awareness.

If you have executed another offensive technique this combat, you deal an additional 2 damage to the defender.

Chi(6) 13/01/2015
Haunted Castle Gaming 2012-2015



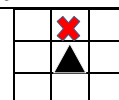
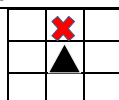
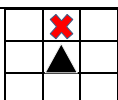
Inferno Strike

Technique – Offensive

☞ (3) - You deal 2 damage to target defender within Inferno Strike’s attack awareness.

If you have executed another offensive technique this combat, you deal an additional 2 damage to the defender.

Chi(6) 13/01/2015
Haunted Castle Gaming 2012-2015



Inferno Strike

Technique – Offensive

☞ (3) - You deal 2 damage to target defender within Inferno Strike’s attack awareness.

If you have executed another offensive technique this combat, you deal an additional 2 damage to the defender.

Chi(6) 13/01/2015
Haunted Castle Gaming 2012-2015



Pack Master

(S)Summon – Lion

3 | 4

♂ (14) - When Pack Master moves, target ally summon that has not moved this turn may move if able.

If you are a summoner, Pack Master may move the turn it enters the arena.

Chi(6) 13/01/2015
Haunted Castle Gaming 2012-2015



Pack Master

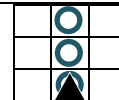
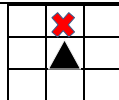
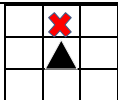
(S)Summon – Lion

3 | 4

♂ (14) - When Pack Master moves, target ally summon that has not moved this turn may move if able.

If you are a summoner, Pack Master may move the turn it enters the arena.

Chi(6) 13/01/2015
Haunted Castle Gaming 2012-2015



Pack Master
(S)Summon – Lion

3 | 4

⌚ (14) – When Pack Master moves, target ally summon that has not moved this turn may move if able.

If you are a summoner, Pack Master may move the turn it enters the arena.

Chi(6) 13/01/2015
Haunted Castle Gaming 2012-2015



Pack Master
(S)Summon – Lion

3 | 4

⌚ (14) – When Pack Master moves, target ally summon that has not moved this turn may move if able.

If you are a summoner, Pack Master may move the turn it enters the arena.

Chi(6) 13/01/2015
Haunted Castle Gaming 2012-2015

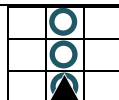
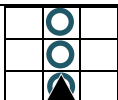


Squall
(C)Spell - Elemental

⌚ (16) – You deal 4 damage to target champion or summon within Squall's casting awareness.

If you are a caster, Discard(1) then Draw(2).

Chi(6) 13/01/2015
Haunted Castle Gaming 2012-2015



Squall
(C)Spell - Elemental

⌚ (16) – You deal 4 damage to target champion or summon within Squall's casting awareness.

If you are a caster, Discard(1) then Draw(2).

Chi(6) 13/01/2015
Haunted Castle Gaming 2012-2015



Squall
(C)Spell - Elemental

⌚ (16) – You deal 4 damage to target champion or summon within Squall's casting awareness.

If you are a caster, Discard(1) then Draw(2).

Chi(6) 13/01/2015
Haunted Castle Gaming 2012-2015

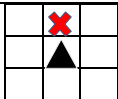
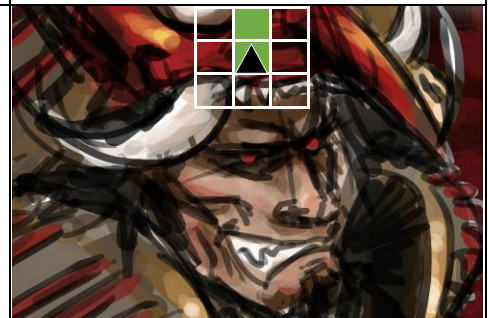


Oni, The Daemon

⌚ 100 ♠ 20 ♣ 5 A(1)

Discard(1): Draw(1)

13/01/2015
Haunted Castle Gaming 2012-2015 Art by: Leslie Kam



Training Sword
Equipment - Sword

You get Training Sword's awareness and A(+1)

13/01/2015
Haunted Castle Gaming 2012-2015

