

## Card list 13/01/2015



# Aether



## Judgement



## Thymos



Axon



Phage



## Chaos

(C)aster (S)ummoner (F)ighter



Aura



Energy



Life

## Attack Awareness

## Casting Awareness



# 1 Aura

# 5 Aura

# 10 Aura

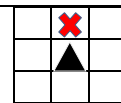
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# 20 Aura

# 50 Aura




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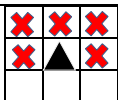
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 **Acedia Brute**  
Summon – Gorilla

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*

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 **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.

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 **Aura Surge**  
(C)Spell - Arcane

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



 (20) - You gain  (30).

 (2) - You gain  (8).

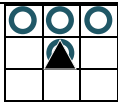
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 **Celestial Protection**  
Spell - Light

Celestial Protection may also be cast whenever you or an ally gains an Ailment.

 (10) +  (2) - Remove all Ailments from you and all allies. They cannot gain Ailments until the beginning of your next turn.

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### Chain Lightning

Spell - Elemental

⚡ (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.

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### Chase

Technique - Trick

👣 (1) - At the end of combat, you may move if you are the attacker.

*"You think you can run from me?" - Valdemar*

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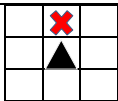
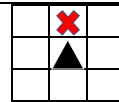
### Concussion Punch

Technique - Offensive

👣 (2) - You deal 2 damage to target champion or summon within Concussion Punch's attack awareness.

If you have executed another trick technique this combat, the defender cannot move for the remainder of this combat.

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### Cross Punch

Technique - Offensive

👣 (1) - You deal 1 damage to target champion or summon within Cross Punch's attack awareness.

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### Ensnaring Spider

Summon - Spider 1 | 2

⚡ (10) - Whenever a champion or summon is dealt combat damage by Ensnaring Spider they gain Immobilize Ailment until the beginning of your next turn. (Champions and summons with Immobilize Ailment cannot initiate combat or move.)

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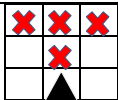
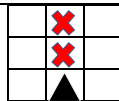
### Fire Ball

Spell - Elemental

⚡ (7) - You deal 2 damage to target summon within the arena.

⚡ (20) - You deal 3 damage to target summon within the arena.

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### 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*

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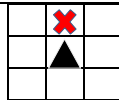
### Hunting Hound

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*

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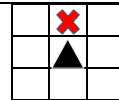
### Inferno Strike

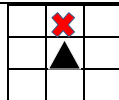
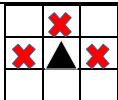
Technique - Offensive

👣 (3) - You deal 2 damage to target champion or summon within Inferno Strike's attack awareness.

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

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**Loyal Servant**  
Summon – Hound Umbra

3 | 4

⚡ (18) - When Loyal Servant is killed, you may put it into your inventory instead of your discard pile.

*"Death isn't a good enough excuse to stop serving me." – Erika*

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**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.

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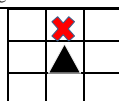
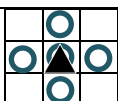
**Quick Reaction**  
(F)Technique – Trick

⚡ (2) - You may rotate.

If you are a fighter, Draw(1).

*"You're not as clever as you think." – Castor*

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**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).

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**Revitalizing Sprite**  
Summon – Nymph

1 | 1

⚡ (10) – When Revitalizing Sprite enters the arena, you gain ⚡ (2).

⚡ (2) – When Revitalizing Sprite enters the arena, you gain ⚡ (5).

*"Relax, it is here to help." – Pollux*

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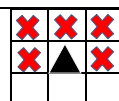


**Round House Kick**  
(F)Technique - Offensive

⚡ (3) - You deal 2 damage to target champion or summon within Round House Kick's attack awareness.

If you are a fighter, deal 1 damage to everything within Round House Kick's attack awareness.

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**Spiritual Regression**  
Spell - Arcane

⚡ (12) – Return target non-equipment card of Chi 6 or less in an inventory to its owner's hand.

*"The Gods don't take kindly to Idol worship." – Sirrah*

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**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).

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