



Instant, Trap

Pay 5 and deal damage to a susceptible fielded card of your choice equal to the amount of damage it took the last time it took damage this turn.



Reveal

Pay 1 and attach this card to a friendly or susceptible fielded card of your choice.

At the end of each round, if this card is attached to another card, deal 1 damage to that card.

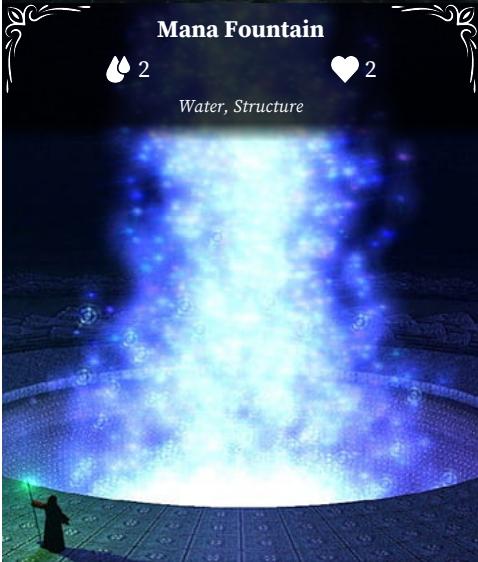
If this card is attached to another card, that card +100 Offense and +1 Lethality.



» Summon 3

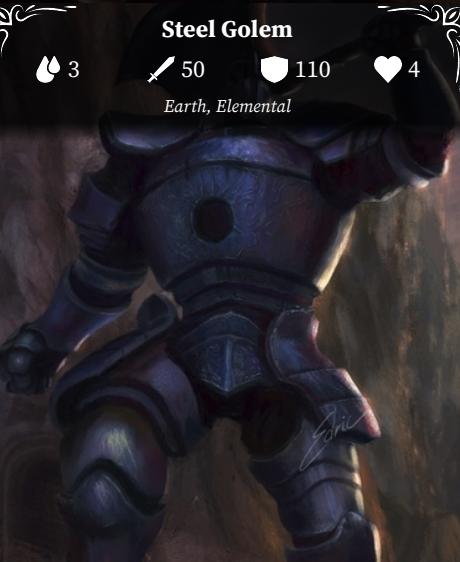
Pay 4, exhaust a susceptible fielded card and move this card to a friendly empty position.

After this card ends combat with a susceptible fielded card, exhaust that card.



» Summon 5

Exhaust this card and gain 1 mana.



» Summon 5

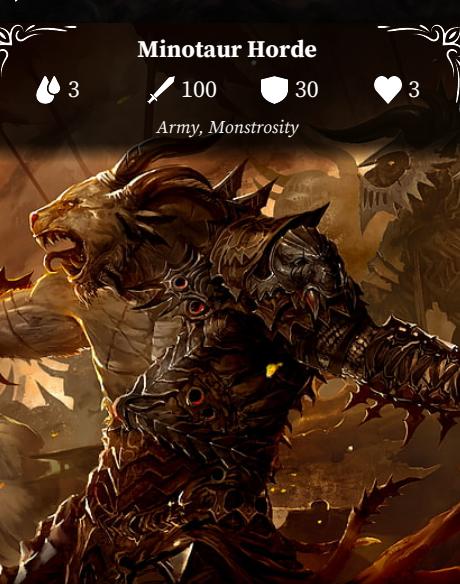


Pay 5 and deal 2 damage to a susceptible fielded card of your choice. You may deal 1 damage to a different susceptible fielded card of your choice.



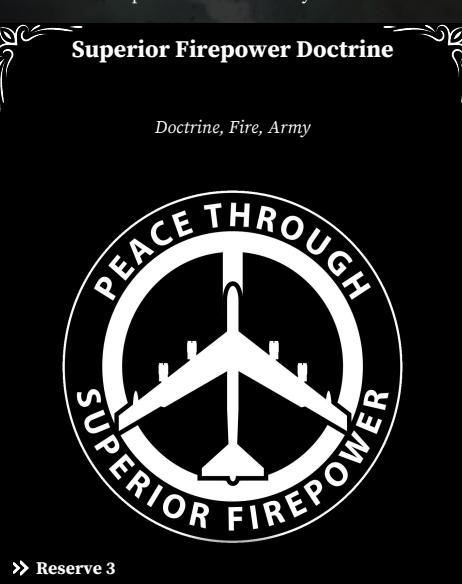
Pay 5, deal 2 damage to a susceptible fielded card, then move this card to a friendly empty position.

Pay 3, deal 2 damage to a susceptible fielded card.



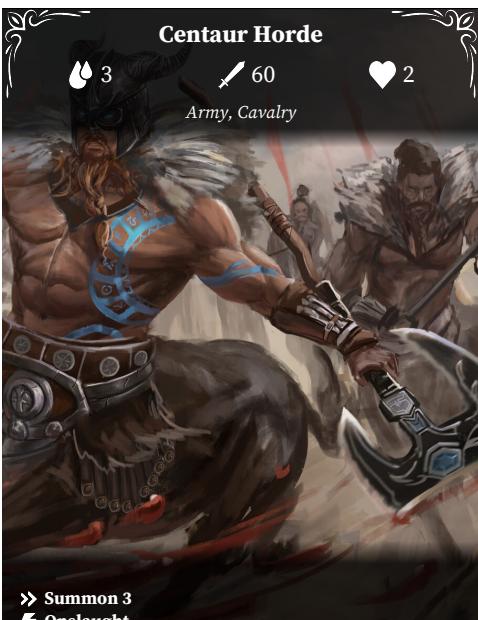
» Summon 5

» Onslaught

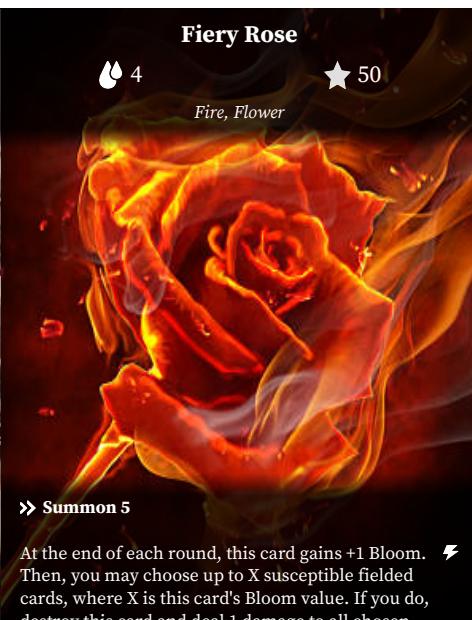


» Reserve 3

All Fire and Army cards have +X Offense, where X is 20 times the amount of damage that friendly Fire cards have dealt to enemy cards this turn.



» Summon 3
⚡ Onslaught
⚡ Swift



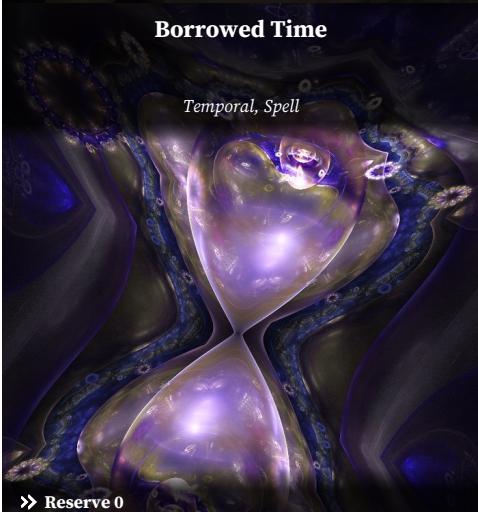
» Summon 5

At the end of each round, this card gains +1 Bloom. Then, you may choose up to X susceptible fielded cards, where X is this card's Bloom value. If you do, destroy this card and deal 1 damage to all chosen cards.



» Equip 5

If this card is attached to a card, that card has +20 Offense, +20 Defense and +20 Power.



» Reserve 0

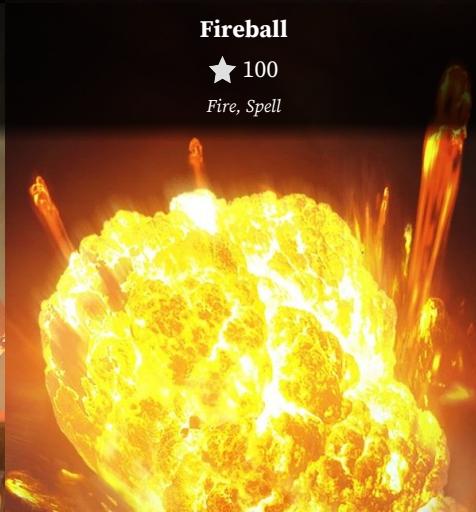
At the beginning of your turn, destroy this card, then end your turn.

If your turn would be about to end, exhaust this card, then continue your turn.



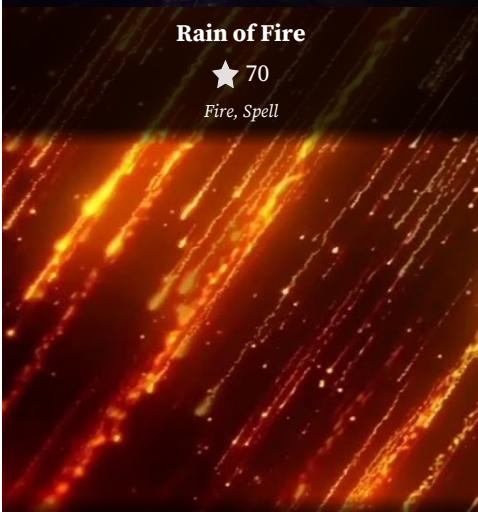
Trap

Pay 3 and deal 1 damage to a susceptible fielded card of your choice.



Trap

Pay 7 and choose a position. Deal 1 damage to all susceptible fielded cards in that position or adjacent to it.



Trap
Pay 9 and choose an opponent. Deal 1 damage to all susceptible fielded cards that opponent controls.

Trap
Pay 5 and deal 1 damage to all fielded cards.



Trap

Exhaust a susceptible fielded card of your choice.



Trap

Pay 1 and move a friendly or susceptible fielded card of your choice to a position of your choice on the same field.

True Strike**Decaying***Trap*

Pay 1 and attach this card to a card of your choice.



If this card is attached to a card, that card has +50 Offense and +1 Lethality.

**Efreet**

3 40 20 2 40
Fire, Spirit

» Summon 7

Pay 2, exhaust this card and deal 1 damage to a susceptible fielded card.



All other friendly Fire cards have +30 Power.

**Kindred Spirits**

2 30 70
Spirit

» Summon 3

While there is a nearby friendly Spirit card, this card has +40 Offense.

**Duel at Dawn***Trap*

Pay 1 and choose a friendly fielded card. That card battles a nearby enemy card.

**Standard Bearer**

2 20 40
Army, Human

» Summon 3

All nearby cards have +20 Offense.

» Summon 5

All nearby friendly cards have +1 Health.

**Phantom Warrior**

2 70 2
Spirit, Warrior

» Summon 3**Silvershire Horseman**

40

10

Warrior, Army, Cavalry**» Summon 1****» Swift****Guardian Spirit**

3 60 2
Spirit

» Summon 5

All nearby friendly cards have +1 Health.

**Phantom Assassin**

100 10 2
Spirit, Rogue

Instant

Pay 1. This card gains +20 Defense during this turn.

*Instant*

Pay 1 and move this card to an empty friendly position of your choice.

*Instant, Trap*

Pay 9 and move this card to an empty friendly position of your choice.



Flame Swordsman

3

100

50

2

Warrior, Human, Fire, Wheeler

[» Summon 5](#)**Clay Golem**

2

20

80

2

Elemental, Earth

[» Summon 3](#)**Rock Golem**

3

40

110

3

Elemental, Earth

[» Summon 5](#)