**Charles**

**Weapon Enhancement(Passive)** Charles is good at enhancing weapons with arcane power. {1}, if Charles is not **{43}**, he grants himself and allied neighbors Arcane Weapon. Arcane Weapon is a buff lasts for 2 turns. Units affected deal X magic damage while in {15}.

**Arcane Surge** Charles stabs a unit with his dagger, dealing x physical damage, leaving an Arcane Mark inside the target's body. Arcane Mark is a debuff lasts for 2 turns. While {6}ing units affected by Arcane Mark , champions heal X HP gain Arcane Weapon.

Giant Anvil: Charles can grant all allies Arcane Weapon regardless of range.

Blood Enhancement: Units affected by Arcane Weapon now deal extra chaos damage instead of magic damage.

Arcane Mutation: Arcane Surge now deals Chaos damage; Arcane Surge no longer creates Arcane Mark.

Boris

Inferno(Passive): Boris operates a powerful canon called Inferno. While in {15}, Inferno deals damage to a target and the target’s {15} allies. However, Inferno is so heavy that Boris cannot attack after moving. Inferno gains a stack of Fel for each Attack Command Boris consumes and release all stacks of Fel while in {15}. Each stack increases Attack Damage by 50%.

**Fort** Boris transforms Inferno into a small fort, charging maximum Energy Shield.

Mechanical Conversion: Boris can attack after moving.

Preparation: Boris grants Inferno 2 stacks of Fel after using Fort.

Fel Depot: Inferno no longer releases Fel in combat; Each stack of fel only increases Attack Damage by 10%.

Concentrated Effect: Inferno deals {28} in combat; Inferno only damages its target.

Sr Delroy Stenhouse

Battlecry(Passive): While in {15}, Sr Delroy Stenhouse inflicts {4} on the target.

Shield Bash: Sr Delroy Stenhouse slashes a unit and slams it with shield, dealing X physical damage and inflicting {16}.

Military Conditioning: Delroy gains a stack of Armor Up and Resistance Up after using Shield Bash.

Resourcefulness: Delroy takes 50% less damage from taunted units.

Shattering Smash: Shield Bash can always deal {29} but cannot stun the target.

Blitz: Shield Bash only requires a Defence Card to trigger. Shield Bash deals 50% decreased damage and never deals {29}.

Melissa

First Aid(Passive): Melissa enters the battlefield with a first-aid case. {1}, if Melissa is not {43}, she dispels all debuffs on allied {2}.

Aura of Regrowth: Melissa creates an aura centered on herself, healing all units in the {17} for X HP and grants them a stack of {38}.

Medical Care: Melissa can use First Aid regardless of range.

Endless Cure: Aura of Regrowth converts all HP from over-heal effects into Energy Shield.

Aura of Doom: Aura of Regrowth no longer heals HP; Aura of Regrowth deals X damage to all energy units and inflicts Trauma on them.

Powerful Regrowth: Aura of Regrowth grants all units affected 3 stacks of {Regrowth}; Aura of Regrowth has 50 decreased heal effect.

Kayle

Knowledge of Mecha(Passive): Kayle drives his Mecha which takes damage for him. When Mecha is destroyed, Kayle dismounts. While dismounted, Kayle only has 50% attributes.

Kayle creates a shield robot with 200 HP in the selected position. {5}, the robot charges X Energy Shield for allied {2}.

Iron Hero: Mecha and Kayle shares Attributes. Kayle disappears after the Mecha gets destroyed.

Reinforcement: Robots now can charges Energy Shield for itself.

Medical Robot: Robot no longer charges Energy Shield, but heals HP instead.

Deadly Ray: Kayle loss all Energy Shield in combat. Kayle deals lost Energy Shield as extra Magic damage in combat.

Loris

Artisan(Passive): Loris crafts an energy core for the team. {1}, energy core is activated, restoring 10 mana.

EMP 616: Loris creates a cannon in the selected position. Canons automatically attack enemy targets but lose 40% of maximum HP {5}.

Recycle: EMP 616 generates 5 energy on destroy.

Legendary Artisan: Mana restored by Energy Core is doubled.

Accelerate Canon: EMP 616 can attack 1 more time each turn but lose 50% for after attacking.

Giant Canon: EMP 616 has double attributes; Loris can only control one canon at a time.

Brad

Magic Knowledge: Brad has a deep understanding of Fel magic. When he is in the battlefield, each {54}s restore 5 more Mana.

Oblivion: Brand splits earth under his feet with fel magic, dealing x magic damage to all units in a {17} centered on him, eliminating special terrain within.

Zealotry: Before the action phase, Brad gain a stack of Power Up.

Doom: Brad gain a stack of Doom after using Oblivion. Oblivion deals 50% increased damage for each stack of Doom Brad has.

Earthquake: Mana cost of Oblivion becomes 100. Oblivion deals damage to all enemy units and eliminates all terrain in the battlefield.

Conversion: Brad generates a Mana card before the action phase. Magic Knowledge passive effect is disabled.

Hasaki

Sword Master(Passive): While in {15}, Hasaki inflicts {18} on the target.

Blade Flurry: Hasaki slashes a unit several times in a second, dealing X physical damage and prevent the unit from counterattacking.

Blade Master: Blade Flurry requires only one Attack Card to trigger.

Expose weakness: Critical Strikes dealt by Hasaki ignores Enemies’ Armor.

Shunpu: Hasaki goes back to initial position after attacking.

Sword Draw: Hasaki no longer provide any Command Card. {1}, Hasaki gains concentration.

Lania

Agility(Passive): Lania can take an extra action after entering a different stance.

Wild Stance: Lania changes stance in a sequence of lion, turtle, and unicorn.[n]Lion Stance: Grants Lania 30 Strength and [While in {15}, inflicts {19} on the target].[n]Turtle Stance: Grants Lania 20 Armor and [While {6}ed, gains a stack of {22}].[n]Unicorn Stance: Grants Lania [{1}, heals Lania and her allied {2} for X% of maximum HP].

Quickstep: Lania generates a random Command Card after using Wild Stance.

Wild Might: Lania restores 10 Mana after using Wild Stance.

Wild Reverse: Lania now changes stance in a sequence of unicorn, turtle and lion.

Leader of the Pack: Lania always stays in Lion Stance.

Periseus

Spiked Skin(Passive): While in {15}, Periseus deals X physical damage as extra damage, scaling with his armor.

Charge: Periseus charges fast towards a unit, dealing X physical damage and inflicting knockback. Charge deals {28} against the target immunes to {42}.

Soar: Periseus can fly through mountains and rivers.

Force Wave: Charge also inflicts stun on hit.

Savage: Charge no longer inflicts knockback. Charge always deals critical damage.

Mirror Skin: Spiked Skin’s damage scales with Resistance instead.

Pondo

Long Journey(Passive): Pondo charges 1 stack of “Journey” for each position he passes. While in combat, Pondo discharges all stacks of “Journey”, dealing 5% more damage per stack discharged.

Tiger’s claw: Pondo throws a hook towards a selected direction. If the hook hits terrain, Pondo drags himself forward to the position. If the hook hits an enemy, Pondo drags himself to the position and launches a basic attack against the enemy.

Adventurer: “Journey” gain from Long Journey is doubled.

Clarity: Before the action phase, if Pondo has at least 20 stacks of “Journey”, he gains Concentration.

Trek: Pondo no longer consume “Journey” in combat; Pondo deals 1% increased damage for each “Journey” he has.

Enhanced Hook: Tiger’s claw restores half of the consumed Mana if Pondo hits the terrain with his hook.

Rajee

Camouflage(Passive): While {6}ed, Rajee heals 10% of maximum HP and inflicts {35} on the attacker.

Splendor: Discard all Command Cards in hand. Draws random Command Cards to 6.

Endless Energy: Draws Command Cards to 8 after using Splendor.

Crystal Reload: Decrease Mana cost of Splendor by 20.

Self-Healing: Healing effect from Camouflage is doubled; Rajee cannot inflict {35} on the attacker.

Unpredictable: Remove Mana cost of Splendor. After using Splendor, draw Command Cards equal to the number of Cards discarded.

Yuly

Sprint: Yuly generates a {50} after any allied champion consuming more than 3 {50}s during the {3}.

Hail of Arrows: Yuly fires multiple arrows at a unit with force of Wind Element, dealing X magic damage to all units in the {17}.

Wind Arrow: Yuly double strikes while riding.

Tailwind: Modify Sprint to “generates 2 command Cards after any allied champion consuming more than 4”.

Precision: Hail of Arrows only deals damage to Enemy Units.

Acrobatics: Yuly’s maximum Energy Shield becomes 0. Yuly is immune to Area Damage.

Merigold

Poison: While in {15}, Merigold inflicts {31} on the target.

Deadly Caress: Merigold blinks to a selected position and spread smog that inflicts {33} on all enemy {2}. Marigold launches basic attacks against enemies immune to {33}.

Contaminate: After using Deadly Caress, all units affected suffer Poison damage instantly.

Poison Defence: All allied units are immune to Poison while Merigold is in battlefield.

Shift: Cast range of Deadly Caress is increased by 1; Mana cost of Deadly Caress is increased by 10.

Plague: Deadly Caress inflicts Poison instead of {33}. Marigold cannot launch basic attack with Deadly Caress.

Barlok

Tactician: Barlok summons phantom spearmen and phantom archers to fight for him, but can only control one type of soldier at a time. Barlok’s attack range is affected by the type of soldier he controls. {1}, if Barlok controls spearmen, he generates a {52}, or he generates a {51}.

Commander’s Will: Barlok changes the type of his phantom soldier. After using Commander’s Will, Barlock gains a stack of {21} and an extra action chance.

Versatile Commander: Barlock generates an Attack Card and a Charge Card regardless of attack range.

Invasion: While having 3 stacks of Power Up, Barlock grants all allied units [While attacking, prevent the target from counterattacking].

Adamant: Barlock recharges maximum Energy Shield after using Commander’s Will; Barlock’s attack range is always melee.

Inspirational Speech: Before the action phase, Barlock grants all allied units a stack of Strength Up and a stack of Power Up; Barlock cannot generate any Command Card.

Ward

Preparation: Ward unlocks an extra slot for {50} reservation.

Piercing Shot: Warton fires a special bullet that deals X physical damage to the first unit hit and 15% less damage to each subsequent unit.

Forgery: Before the action phase, Ward duplicates all Command Cards in Reservation Area.

Deadeye: Piercing Shot only damages enemies; Damage of Piercing Shot is not decayed to subsequent units.

Shotgun: Piercing Shot no longer pierces the target; Damage of Piercing Shot ignores target’s Armor.

Bazooka: Ward cannot use piercing shot; while attacking, Ward consumes all Attack Cards in Reservation Area, each Card consumed grants Ward 50% Cleave.

Luna

Last Breath: While in {15}, Luna deals {28} against units affected by Assassin’s Mark and units on {12}.

Assassination: Luna assassinates a unit with dual blades, dealing X physical damage and inflicting Assassin’s Mark. Using assassination against a {43} unit or a unit affected by Assassin’s Mark recharges 10 Mana.

Silent Steps: Returns all Command Cards Luna consumed after killing an enemy with Assassination.

Heartseeker: Luna gain +50% Critical Damage Multiplier.

Assassin’s Discipline: Before the action phase, Luna consumed 10 Mana to mark a random enemy target with Assassin Mark.

Reaper: Luna gain Bane while in combat with Lowlife units; Luna deals no critical damage with targets whose hp is higher than Luna.

Nyphilia

Frozen Heart: Nyphillia immunes to {29}. {1}, if Nyphilia is not {43}, she charges 20% of maximum Energy Shield for allied champions affected by {29} and dispels {29} on them.

Winter is Coming: Nyphilia shocks a unit with the force of ice, dealing X magic damage and inflicting {29} on the target as well as its allied {2}. Winter is Coming deals critical damage to units immune to Freeze.

Bless of Frost: Nyphillia now charges energy shield for all allied champions with Frozen Heart.

Absolute Zero: Winter is Coming now requires a Charge Card and a Potion Card to trigger.

Fangs of Frost: Damage of Winter is Coming is increased by 100%; Winter is Coming no longer inflicts {29}.

Healing Frost: Frozen Heart heals hp instead of charging Energy Shield.

Dr. Hopkins

Risk Control(Passive): {1}, if Dr. Hopkins is not {43}, he grants himself and allied {2} units a stack of {40}.

Mysterious Potion: Dr. Hopkins provides an allied champion a bottle of mysterious potion, granting the target a stack of {20}, {21}, {22} and {23}.

Remote Assistance: Dr. Hopkins can use risk control without range limits.

Protective Suit: Dr. Hopkins becomes immune to all debuffs.

Sprayer: Mysterious Potion now cost 50 Mana; Mysterious Potion becomes effective to all allied units.

Corrupting Potion: Mysterious Potion’s target becomes enemy units. Units affected gain a stack of {20},{21},{22} and {23}.

Vasil

Fire Support: When a unit within Vasil’s attack range is {6}ed by other allied champions, Vasil launches a basic attack against the unit.

Suppression: Vasil fires several arrows at a unit, dealing X physical damage. Suppression deals critical damage while {8}ing.

Fast Shoot: While using Fire Support, Vasil prevents his target from counterattacking.

Happy Hour: While dealing critical damage with Suppression, Vasil grants all allied units a stack of Strength Up.

Long Shot: Vasil gain +1 to attack range. Vasil never deals critical strike damage.

Sharism: After the action phase, Vasil share all buffs and debuffs on him with all allied units.

Rakow

Fire Addiction(Passive) {1}, if Rakow is affected by {30}, he gains a stack of {21} and a stack of {23}.

Annihilation: Rakow absorbs {30} from all units in the battleground, then scorches a unit with the force of fire, dealing X magic damage and inflicting {27}. Annihilation deals 15% increased damage for every {30} effect absorbed.

Blaze: While in combat, Rakow deals critical strike damage to burning units.

Avatar of FIre: Fire Addiction can be triggered even if Rakow is unaffected by burning.

Flame Surge: Rakow inflicts Burning on all other units in battlefield while Fire Addiction is triggered.

Flame of Chaos: Annihilation deals chaos damage; Damage of Annihilation no longer scales with burning effect absorbed.

Alrik Osborne

Warrior’s Will(Passive): Alrik charges 40% of damage dealt as Energy Shield after dealing damage.

Glory of Auland: Alrik strikes a unit with Saluphara, dealing X physical damage. Saluphara will be awakened after the strike, granting Alrik {36}.

Might of Auland: Glory of Auland now grants all allied champions buffs.

Quick Recovery: Before the action phase, Alrik convert all Energy Shield into HP.

Time of Triumph: Glory of Auland grants Alrik Concentration instead of Guardian.

Eyes for eyes: Energy Shield charges by Warrior’s Will is decreased by 50%; Alrik can counterattack without attack range limits.

Morchil

Dragon’s Soul: After the action phase, if Morchil is affected by any buff, he inflicts a stack of {24} and a stack of {25} to all enemy units.

Siphon: Morchil siphoned a unit’s power and soul, transferring all Energy Shield and buffs on the unit to himself, dealing X chaos damage to the unit.

Last to fall: Morchil heals 50% of maximum HP while using Siphon on {12}.

Awakening: Morchil can trigger Dragon’s Soul without any buff affected.

Dragon’s Curse: Dragon’s Soul new inflicts Armor Down and Resistance Down instead.

Forbidden Power: Siphon always deals critical strike damage; Siphon can not transfer Energy Shield and buffs.

Sloan

Crescent: {5}, Sloan heals allied champions protected by Energy Shield for X HP.

Eclipse: Sloan consumes all his Energy Shield, healing an allied champion of X HP, dealing X magic damage to the champion’s surrounding enemy units.

Cycle:; Sloan charges back all Energy Shield consumed after using Eclipse.

Activation: After the action phase, Sloan charges 25% of maximum shield.

Pale Moonlight: Crescent now heals all allied champions; Healing from Crescent is decreased by 50%.

Justice: Eclipse no longer has healing effect; Damage of Eclipse is increased by 50%.

Otto

Nourishment(Passive): While damaged or debuffed, Otto gains a stack of Regrowth.

Symbiosis: Otto applies buffs on himself to all allied champions and grants them Symbiosis. Symbiosis is a buff lasts 2 turns. Units affected share 50% damage taken with Otto.

Wild Growth: After the action phase, if Otto is affected by 3 stacks of Regrowth, he inflicts Bleeding on all surrounding enemy units.

Ironwood: Units affected by Symbiosis no longer share damage with Otto; Units affected by Symbiosis takes 50% decreased damage.

Fast Protection: Sequence of Symbiosis become Shield Card and Potion Card; Otto no longer shares buffs via Symbiosis.

Nicole

Magic Barrier: While {6}ed, Nicole gains a stack of {23}.

Dragon’s Descent: Nicole transforms into a dragon. In dragon form, Nicole gains [Counterattacks without attack range limits] and [{1}, dispels all debuffs and gains a stack of {38}]. {5}, if Nicole is on {12}, she transforms back into her original form.

Reckoning: Nicole’s counterattacks deal full damage.

Dragon’s breath: While in combat, Nicole inflicts a stack of Resistance Down.

Rage: Modify Magic Barrier to [While {6}ed, Nicole gains a stack of Strength Up and a stack of Power Up].

Chaos Ascension: Increases Mana Cost of Dragon’s Descent to 100; Nicole deals chaos damage in Dragon form and never transforms back.

Kolt

Serene Water: Overhealing on Kolt will be converted into Energy Shield. While overhealed, Kolt inflicts {32} on all enemy {2}.

Pure Tide: Kolt shocks an enemy unit with tide, dealing X magic damage and transferring all debuffs to the unit.

Stamina: Pure Tide heals Kolt equals to damage dealt.

Heavy Strike: Serene Water inflicts Stun instead of {32}.

Undertow: Damage of Pure Tide scales with Kolt maximum energy shield instead of maximum hp.

Ruthful Droplet: Modify Serene Water to [Before the action phase, Kolt heals surrounding allies HP equals to his Energy Shield].

Bulguyo

Endless Pursuit(Passive): While {6}ing a {43} unit, Bulguyo inflicts Track Mark on the target. While {6}ing a unit with Tracking Mark, Bulguyo generates a {50}.

Track: Bulguyo throws a card at a unit, dealing X magic damage and inflicting Tracking Mark on the target. Tracking Mark is a debuff lasts for 2 turns. {5}, affected units gain {34} if they perform any action during the {3}.

Far Sight: Units affected by Tracking Mark gain {34} instantly.

Trickster: While riding, Bulguyo inflicts Tracking Mark.

Safety First: Command Cards generated by Tracking Mark are Defend Cards.

Adventure Spirit: Track no longer inflicts Tracking Marks; Track always deal critical damage.

Asimov

Kaltz(Passive): Asimov can pass through terrain in the battlefield.

Cross Slash: Kaltz flies to the sky, then dives to the target position. While reaching the destination, Asimov shakes the earth with impulsive force, dealing X damage to all enemy {2}.

Finesse: Grants Asimov +1 to attack range.

Haste: Modify Mana Cost of Cross Slash to 25.

Continuous Charge: Cross Slash repeats several times until the Mana is not enough.

Shockwave: Cross Slash also damages allied units; Cross Slash stuns units damaged.

Emilia

Blessing of the Forest(Passive): {1}, if Emilia is affected by any debuff, she dispels all debuffs and gains a stack of {38}, or she heals herself for 20% of maximum HP.

Fate Connection: Emilia casts a spell, healing an allied champion of X HP. She losses 40 HP or Energy Shield after casting, shield goes first.

Clean Connection: Fate Connection also dispels debuffs.

Perfect Connection: Fate Connection also heals Emilia.

Wrath: Modify Blessing of the Forest to [Before the action phase, if Emilia if affected by any debuff, she deals 20% of maximum HP as Magic Damage to all enemy units].

Circle of Life: Increases Mana cost of Fate Connection to 20. Perfect Connection also heals target’s surrounding allies.

Griselda

Spellbind(passive): Griselda refreshes the duration of debuffs on units she damages.

Elegy: Griselda casts a spell, summoning a huge wave centered on an enemy unit, dealing X magic damage to all enemy units in the zone and healing allied units in the zone for X HP.

Tsunami: After using Elegy, Griselda gains [After the action phase, dealing 100% of Power as Magic Damage to all enemy units]. This effect can be stacked up to 10 times.

Spread Curse: Modify Spellbind to [While dealing critical damage, Griselda spreads dubuffs on the target to all other enemy units].

Siren’s Voice: Tsunami deals 100% increased damage; Tsunami no longer heals allies.

Ansel

Immortal Barrier(Passive): Upon taking lethal damage, Ansel activates Immortal Barrier for 3 turns, inhibiting his HP from decreasing below 1. Ansel destructs when the Immortal Barrier expires.

Slaughter: Ansel pikes an enemy unit, dealing X physical damage to it as well as its subsequent ally. If the Immortal Barrier is activated, Slaughter deals chaos damage instead.

Endless Slaughter: Immortal Barrier lasts 1 more turn for every enemy unit Ansel defeats.

Berserk: Ancel deals critical damage with Slaughter on lowlife.

Soul of Steel: Modify Immortal Barrier to [Ansel takes 50% less Magic and Physical damage].

Mortal Strike: Slaughter deals 50% increased damage; Slaughter no longer damage target’s subsequent ally.

Stan

Blessing of Stars(Passive): Stan grants all allied champions [Gains a stack of {23} after using a skill].

Starfall: After channeling for 2 turns, Stan deals X magic damage to all enemy units.

Enhanced Blessing: Stan also grants all allied champions [Gains a stack of armor up after using a skill].

Stellar Barrier: Stan becomes immune to all debuffs while channeling.

Starry: Starfall repeats one more time; Starry requires 3 turns to channel.

Astral Communication: Modify Blessing of Stars to [Restores 10 Mana after any allied champion using a skill].

Chen

Exorcism(Passive): While {6}ing, Chen dispels all buffs on the unit.

Mantra: Chen awakes an allied champion with no action chance, granting the champion an extra action chance.

Shadow Strike: Chen gains an extra action chance after dispels buffs on an enemy with Exorcism.

Iron Will: Chen charges 25% of maximum Energy Shield for every buff dispelled by Exorcism.

Tempest: While in combat, Chen deals 20% of maximum HP as magic damage; Chen’s basic attack damage no longer scales with Strength and Magic Power.

Sprint: Modify Mantra to [Chen bless an allied champion with action chance, granting the target [get back all consumed Command Cards after taking action]].

Alta

Song of Courage: After damaging, Alta heals himself and allied {2} for 100% of the damage as HP.

Warsong: Alta interfered a unit with tunes, dealing X magic damage. Warsong always deals critical damage.

Self-Encouragement: Alta also heals himself from Song of Courage.

Reinforcement: Song of Courage now influence allies in a zone.

Requiem: Warsong now requires channeling for 2 turns; Warsong deals magic damage to all enemy units.

Morale: Warsong never deals critical damage; After using Warsong, Alta grants surrounding allies Concentration.

Fadrake

Sundering Blade(Passive) While in combat, Fadrake inflicts Armor Down.

Sweep: Fadrake lashed surrounding enemies with chain blade, dealing X physical damage. Sweep deals {28} while damaging only one unit.

Excitement: While taking {28} or dealing {28}, Fadrake gains {39}.

Rage: While damaged, Fadrake gains Strength Up.

Plunder: Fadrake uses a Potion after defeats an enemy.

Chaos Blade: Modify Sundering Blade to [Converts 50% of physical damage to Chaos damage].

Doriya

Tear of Stars(Passive): After an allied champion gets healed, Doriya charges X Energy Shield for that champion.

Dance of Butterfly: Doriya summons a crowd of butterflies, healing all allied champions for X HP.

Night’s Way: Doriya generates a Potion Card after using Tear of Stars.

Starchild: Every time Tear of Stars is triggered, Doriya charges 50% of the effect as Energy Shield.

Shadow of Butterfly: Reduces mana cost of Dance of Butterfly to 20; Dance of Butterfly can only heal one unit.

Afterglow: Doriya charges Energy Shield for all other allied units while defeated.

Gladious

Lone Champion: {1}, if there are no other allied champions in the battlefield, Gladious heals 40% of maximum HP and gains a stack of {20}.

Duel: Gladius challenges an enemy unit, dealing X physical damage and becoming immune to all damage not originating from his duel target for 2 turns.

Master of Arena: Generates 3 random Command Cards after triggering Lone Champion.

Art of the Gladiator: Gladious has +1 to Attack Range.

Blood Stance: Gladious multistrikes upon Bleeding units; Gladious gain no effect from potions.

Sand Stance: Gladious never takes critical damage; Gladious never deals critical damage.

Ophelia

Prediction(Passive): Ophelia can see into the future with her family talent. Every combat she involved makes her insight clearer. While in {15}, Ophelia reduces mana cost of Ragnarok by 10. Ophelia doubles this effect while dealing {28}.

Ragnarok: Ophelia forced a unit to see the doom of the world, dealing X magic damage and granting the unit Ragnarok. Units affected by Ragnarok takes 50% of maximum life as chaos damage after the action phase.

Agony: While in combat, Ophelia activate damage over time on the target.

Curse: Ragnarok spreads to other enemy units while enemies affected by Ragnarok get defeated.

Misfortune: Damage over time of Ragnarok is decreased by 50%. Mana cost of Ragnarok becomes 100.

Shell: Ophelia cannot be controlled while have Energy Shield.

Enoch

Rebirth: Upon taking lethal damage with more than 3 stacks of bloodlust, Enoch discharges all stacks of bloodlust and summons a sarcophagus, hiding in for recovery. Enoch comes back to the battlefield and heals 10% of maximum HP for each bloodlust stack discharged after 2 turns. Enoch dies when the sarcophagus gets destroyed.

Blood Thirst: Enoch drains the blood of a unit, dealing X magic damage, healing himself for the same amount. Enoch charges 2 stacks of bloodlust after using Blood Thirst. Enoch charges an extra stack when he overheals himself with Blood Thirst.

Fast Regeneration: Sarcophagus has -1 to Channeling turns.

Efficacy: Healing effect of Blood Thirst is increased by 50%.

Survivalist: Overhealing from Blood Thirst no longer charges bloodlust; Overhealing from Blood Thirst converts to Energy Shield.

Blood Sacrifice: Removes mana cost of Blood Thirst; Blood Thirst now costs 20% of Enoch’s maximum HP.