

## Dom, God of Time

Energy Points: 4

Name: Dom, God of Time

Description: A character card with the ability to manipulate time and detect dark energy.

Ability: At the beginning of your turn, you may gain 1 energy point.

Objective: Gain a total of 5 energy points using Dom's ability.

## Future Vision

Energy Points: 3

Name: Future Vision

Description: A character card that allows the player to see into the future and plan accordingly.

Ability: When Future Vision is played, look at the top 3 cards of your deck. You may put them back in any order.

Objective: Successfully predict and block an opponent's attack 3 times.

## Time Keeper

Energy Points: 5

Name: Time Keeper

Description: A character card that allows the player to manipulate time and space, affecting creatures and the battlefield.

Ability: At the beginning of your turn, you may return a Location card from your discard pile to your hand.

Objective: Play a total of 5 Location cards using Time Keeper's ability.

## Timeless

Energy Points: 6

Name: Timeless

Description: A character card that exists outside of time and space, making them immune to time-based attacks.

Ability: Timeless is immune to the effects of Event cards that target character cards.

Objective: Prevent Timeless from being affected by Event cards a total of 3 times.

## Time Breaker

Energy Points: 5

Name: Time Breaker

Description: A character card that has the ability to break through time and space, creating chaos and confusion.

Ability: At the beginning of your turn, you may discard a card from your hand. If you do, gain 1 victory point.

Objective: Gain a total of 5 victory points using Time Breaker's ability.

#### Event Cards:

##### Time Deceleration

Energy Points: 3

Description: Slows down time for all creatures, making them easier to hit and control.

Effect: Target character card cannot use its ability during the next turn.

##### Time Reverse

Energy Points: 4

Description: Rewinds time for a brief moment, allowing the player to undo a recent action or effect.

Effect: Return the last played card during the current turn to its owner's hand. Its energy cost is refunded.

##### Time Snap

Energy Points: 2

Description: Snaps time and space, either to catch opponents off guard or avoid danger.

Effect: Target character card skips its next ability activation.

##### Time Clone

Energy Points: 4

Description: Creates a clone of the player, allowing them to double their efforts and strike from multiple angles.

Effect: Choose a character card you control. Create a copy of that card in play with half of the original card's energy points (rounded down). The clone is removed from play at the end of your turn.

##### Time Jump

Energy Points: 3

Description: Allows the player to jump through time and space, avoiding danger or catching opponents off guard.

Effect: Move one of your character cards to the active location card. That character gains 1 energy point

## Location Cards:

### Time Shield

Energy Points: 3

Description: Provides temporary protection against time-based attacks.

Effect: Character cards you control gain +1 energy point during your opponent's next turn.

### Time Bubble

Energy Points: 2

Description: Creates a bubble of slowed time around the player, allowing them to plan their next move.

Effect: During your next turn, your character cards cost 1 less energy point to activate their abilities.

### Time Vortex

Energy Points: 4

Description: Creates a vortex of time and space, either to pull in opponents or escape danger.

Effect: Choose a character card in play. Move that card to another location. If it's an opponent's character card, it loses 1 energy point.

### Time Echo

Energy Points: 3

Description: Creates an echo of time and space, affecting creatures and the battlefield.

Effect: During your next turn, you may activate each character card's ability twice.

### Time Rift

Energy Points: 5

Description: Creates a rift in time and space, affecting creatures and the battlefield.

Effect: At the beginning of each player's turn, they must choose and discard one card from their hand.

## Item Cards:

### Dark Energy Sphere

Energy Points: 4

Description: Grants the wielder the ability to use dark energy and deal heavy damage.

Effect: Target character card loses 3 energy points.

### Chrono Blast

Energy Points: 5

Description: Deals heavy damage to a single target, but requires energy to use.

Effect: Target character card loses 4 energy points.

### Chrono Bracelet

Energy Points: 3

Description: Allows the player to manipulate time and space, either to avoid danger or catch opponents off guard.

Effect: Choose one of your character cards. That card gains 2 energy points.

### Time Dagger

Energy Points: 2

Description: Deals heavy damage to a single target, but requires energy to use.

Effect: Target character card loses 2 energy points.

### Time Bubble Shield

Energy Points: 1

Description: Provides temporary protection against time-based attacks.

Effect: Target character card gains 1 energy point.

### Time Breaker

Energy Points: 4

Name: Time Breaker

Description: A character card that has the ability to break through time and space, creating chaos and confusion.

Ability: Pay 3 energy points. Target player must discard two random cards from their hand.

Objective: Force opponents to discard a total of 10 cards from their hands.

### Event Cards (continued):

#### Time Disintegration

Energy Points: 5

Description: Causes creatures to disintegrate through time and space, dealing heavy damage and weakening opponents.

Effect: Target character card loses 5 energy points.

#### Time Shroud

Energy Points: 3

Description: Creates a shroud of time and space, making the player difficult to see and strike.

Effect: Your character cards cannot be targeted by opponents' events or abilities until the start of your next turn.

Time Deceleration

Energy Points: 4

Description: Slows down time for all creatures, making them easier to hit and control.

Effect: During your next turn, target character card's abilities cost 1 more energy point to activate.

Location Cards (continued):

Time Shroud Field

Energy Points: 2

Description: A field shrouded in time, making it difficult for opponents to plan their moves.

Effect: During each player's turn, they must choose and discard one card from their hand before playing a card.

Item Cards (continued):

Time Watch

Energy Points: 1

Description: A watch that allows the player to control time, providing a slight advantage in conflicts.

Effect: Target character card gains 1 energy point.

Chrono Scepter

Energy Points: 3

Description: A powerful scepter that enables the wielder to manipulate time and space, affecting creatures and the battlefield.

Effect: Choose one of your character cards. That card's ability costs 1 less energy point to activate this turn.

Time Cloak

Energy Points: 2

Description: A cloak that allows the wearer to exist outside of time, making them difficult to detect and target.

Effect: Target character card cannot be targeted by opponents' events or abilities until the start of your next turn.

### Time Manipulator

Energy Points: 4

Description: A device that enables the user to manipulate time, providing a significant advantage in conflicts.

Effect: Target character card's ability costs 2 less energy points to activate this turn.

### Time Reversal Amulet

Energy Points: 5

Description: An amulet that allows the wearer to reverse time, undoing the effects of past events or actions.

Effect: Return target event card from your discard pile to your hand.