ANGEL
Flying Guard Unit
When attacked, prepare it after combat.
5
5
PALADIN
Guard Unit
Reduce all dealt to Paladin by 1.
4
4
MONK
Unit
When your unit is killed, promote Monk.
3
3
UNICORN
Unit
Cannot be killed unless 3 ANY ENERGY is paid.
2
2
PEGASUS
Flying Unit
USE: Any unit gets flying this turn.
2
2
PRIEST
Unit
USE: Return a card from your grave to the hand.
1
1
HEALER
Unit
USE: Heal all from any unit.
1
1
HERMIT
Unit
All your other units are guards.
0
1
BLESSING
Wonder
Heal all from each of your units.
HALO
Charm
At your turn start: Heal .
+3
+3
SHIELD
Charm
Heal charmed unit.
+5
LIGHT
Wonder
Opponent discards a non-white card of your choice.

HOPE

Wonder

Return a card from your grave to your hand.

SANCTUARY

Relic

USE: Heal ✸✸.

PRAYER

Wonder

Reveal top card of your deck or grave. If it's white, play it for free.

CHARIOT

Energy Energy Energy

Shooting Guarding Tempo Un

4 ⚔ 2 🛡

LEGIONNAIRE

Energy Energy Energy Energy

Unit

3 ⚔ When deployed, promote all your other units. 3 🛡

MARSHALL

Energy Energy Energy Energy

Unit

3 ⚔ USE: Prepare up to two units. 3 🛡

SPHINX

Energy Energy Energy

Unit

3 ⚔ When non-yellow unit attacks, deal ✸ to attacking player. 4 🛡

SCARABEUS

Energy Energy

Unit

2 ⚔ USE: Exhaust any unit and prepare any unit. 2 🛡

PHARAOH

Energy Energy Energy Energy Energy Energy

Unit

2 ⚔ Deal ✸ to your unit: get 1 ANY ENERGY. 6 🛡

MUMMY

Energy Energy Energy Energy

Guard Unit

4 ⚔ At your turn start: Heal all its ✸. 6 🛡

WURM

Energy Energy Energy Energy Energy Energy Energy Energy

Unit

7 ⚔ At your turn start: Destroy any exhausted unit or relic. 7 🛡

LIGHTNING

Energy Energy

Wonder

Deal ✸✸✸✸

LAW

Energy Energy Energy Energy Energy

Wonder

Destroy any card in battle.

OBEY

Energy Energy

Wonder

Prepare (if needed) and use any unit.

OBELISK

Energy Energy Energy Energy

Relic

USE: Prepare any unit.

GOLD

Energy

Charm

Charmed unit gets: "USE: Get 2 ANY ENERGY."

COLISEUM

Energy Energy Energy Energy

Relic

USE: Promote any unit.

JUDGEMENT

Energy Energy Energy Energy Energy Energy Energy Energy Energy Energy

Wonder

Destroy all non-yellow units.

KRAKEN

Energy Energy Energy Energy Energy Energy Energy

Unit

8 ⚔ — Cannot be destroyed unless 3 MANA is paid. — 8 🛡

PIRATE

Energy Energy Energy Energy

Unit

4 ⚔ — USE: Steal 1 ANY ENERGY — 4 🛡

MERFOLK

Energy Energy Energy Energy

Unit

3 ⚔ — +3 ⚔ & +3 🛡 if you have other blue unit in the battle. — 3 🛡

MANTA

Energy Energy Energy Energy

Flying Unit

5 ⚔ — When attacks, other unit gets flying this turn. — 5 🛡

SIREN

Energy Energy Energy Energy

Unit

3 ⚔ — USE: Return an unit to the hand. — 2 🛡

NAYAD

Energy Energy Energy Energy

Unit

2 ⚔ — USE: Exhaust any unit. — 3 🛡

GORGON

Energy Energy Energy Energy Energy

Guard Unit

When damages an unit, destroy it.

2 ⚔ | 6 🛡

SERPENT

Energy Energy Energy Energy Energy Energy

Unit

Does not prepare at your turn start. 3 BLUE ENERGY: Prepare it.

7 ⚔ | 7 🛡

TIDE

Energy Energy

Wonder

Return an unit to the hand.

MIST

Energy Energy Energy Energy

Wonder

Shuffle an unit to the deck.

CHILL

Energy Energy Energy

Charm

Exhaust charmed unit. It cannot be prepared unless 3 ANY ENERGY is paid.

FLOOD

Energy Energy Energy Energy Energy

Wonder

Shuffle any card from the battle to the deck.

CORAL

Energy Energy Energy Energy Energy

Relic

USE: Get 2 ANY ENERGY.

ORB

Energy Energy Energy

Relic

Your hand limit is increased by 1.

MIRROR

Energy Energy

Wonder

Copy the effect of wonder on the top of any grave.

ZOMBIE

Energy Energy

Unit

Can be deployed from grave.

2 ⚔ | 2 🛡

SKELETON

Energy

Unit

When an unit is killed, put Skeleton from grave to the battle.

1 ⚔ | 1 🛡

VAMPIRE

Energy Energy Energy Energy Energy

Flying Unit

USE: move all ✸ from Vampire to any unit.

5 ⚔ | 5 🛡

LICH

Energy Energy Energy Energy Energy

Unit

USE: Return an unit from grave to battle.

5 ⚔ | 5 🛡

SUCCUBUS

Succubus

Energy Energy

Flying Unit

When plunders, steal 1 ANY ENERGY, convert it to BLACK ENERGY.

3 ⚔ | 1 🛡

GHOUL

Ghoul

Energy Energy Energy Energy

Unit

When unit is killed, promote twice.

3 ⚔ | 3 🛡

SPECTRE

Energy Energy Energy

Flying Unit

When plunders, player must discard a card of their choice.

4 ⚔ | 4 🛡

WRAITH

Wraith

Energy Energy Energy Energy Energy Energy

Flying Tempo Unit

When plunders, player must discard a card of your choice.

6 ⚔ | 4 🛡

NECROMANCY

Necromancy

Energy Energy Energy

Wonder

Return an unit from grave to battle.

ROT

Rot

Energy Energy Energy Energy Energy

Wonder

Destroy any card in battle.

PLAGUE

Plague

Energy Energy Energy Energy

Wonder

Demote all units twice.

DRAIN

Drain

Energy Energy Energy Energy

Wonder

Steal all ANY ENERGY, convert it to BLACK ENERGY.

SOUL

Soul

Energy Energy Energy

Charm

When charmed unit is killed, return it to battle demoted and move Soul to other non-demoted unit.

TOMB

Tomb

Energy Energy Energy Energy Energy Energy

Relic

USE: Demote any unit.

DECAY

Decay

Energy

Charm

At your turn start: Demote charmed unit.

ELF

Energy Energy Energy

Shooting Unit

3 | All your units have: "USE: add 1 ANY ENERGY" | 2

DRUID

Energy

Unit

0 | At your turn start: Get 1 ANY ENERGY. | 1

DRYAD

Energy Energy Energy Energy

Shooting Guard Unit

4 | When opponent draw 3 cards or more, promote any unit. | 3

BEAST

Energy Energy Energy Energy

Tempo Unit

4 | | 4

TREEFOLK

Energy Energy Energy Energy Energy

Guard Unit

3 | At your turn start: Heal ✸ ✸ from it. | 5

FAERIE

Energy

Flying Unit

1 | When used, draw a card. | 1

CENTAUR

Energy Energy Energy Energy Energy

Shooting Tempo Guard Unit

5 | | 3

ANTLER

Energy Energy Energy Energy Energy Energy Energy Energy Energy Energy

Guard Unit

6 | When non-green unit attacks, prepare Antler. | 6

GROW

Energy

Charm

At your turn start: Promote charmed unit.

SPRING

Energy Energy Energy

Wonder

Heal ✸ ✸ ✸ from each of your units.

BLOOM

Energy Energy Energy

Wonder

Get 5 ANY ENERGY.

ROOTS

Energy Energy Energy

Charm

Exchaust charmed unit. It cannot be prepared unless 3 ANY ENERGY is paid.

THORNS

Energy

Charm

+3 ⚔ | +3 🛡

GROVE

Energy Energy

Relic

USE: Get 1 ANY ENERGY.

NECTAR

Energy Energy

Wonder

Return top 7 cards from your deep grave back to the top of the deck.

TITAN

Energy Energy Energy Energy Energy Energy

Unit

7 ⚔ | When deployed, destroy any card in battle. | 7 🛡

BARBARIAN

Energy Energy Energy

Unit

4 ⚔ | Promote after each its combat. | 3 🛡

DWARF

Energy Energy Energy

Unit

2 ⚔ | USE: Promote an unit. | 2 🛡

GIANT

Energy Energy Energy Energy

Guard Unit

6 ⚔ | When kills an unit, heal 💥 💥 from it. | 6 🛡

YETTI

Energy Energy Energy Energy

Unit

4 ⚔ | When damaged, put a card in from your grave on top of the deck. | 5 🛡

TROLL

Energy Energy Energy Energy

Unit

5 ⚔ | When plunders, player must discard a card of their choice. | 4 🛡

GNOME

Energy

Unit

1 ⚔ | If deployed or killed, return top card from your grave to the hand. | 1 🛡

OGRE

Energy Energy Energy

Unit

4 ⚔ | Double ⚔ when plundering. | 3 🛡

GOLEM

Energy Energy Energy Energy

Guard Unit

5 ⚔ | When attacked, deal 💥 💥 to attacking unit. | 5 🛡

SPEAR

Energy Energy Energy

Relic

Use: +3 ⚔ to any unit this turn.

STOMP

Energy Energy

Wonder

Deal ✸✸✸✸.

BRAWL

Energy Energy Energy Energy Energy Energy

Wonder

Prepare all your units and relics.

STONE

Energy

Charm

+3 ⚔

+3 🛡

SHRINE

Energy Energy Energy Energy

Relic

USE: Prepare any unit.

CRUSH

Energy Energy Energy Energy Energy

Wonder

Destroy any card in battle.

DRAGON

Energy Energy Energy Energy Energy Energy

Flying Unit

7 ⚔

1 RED ENERGY: Deal ✸.

6 🛡

GOBLIN

Energy

Tempo Unit

2 ⚔

1 🛡

DEVIL

Energy Energy Energy

Tempo Unit

4 ⚔

USE: Draw 3 cards.

2 🛡

ELEMENTAL

Energy Energy Energy Energy Energy Energy Energy

Unit

6 ⚔

When plunders, heal all its ✸.

6 🛡

PYROMANCER

Energy Energy

Unit

2 ⚔

USE: Deal ✸✸.

2 🛡

IMP

Energy Energy Energy

Flying Unit

2 ⚔

When deployed, deal ✸✸.

1 🛡

KOBOLD

Tempo Unit

3 ⚔ | 2 🛡

SALAMANDER

Unit

RED MANA: Deal ✸ to Salamander and ✸ to any unit.

1 ⚔ | 3 🛡

FLAME

Wonder

Deal ✸✸✸✸.

INFERNO

Wonder

Deal ✸✸✸✸ to all non-red units.

LAVA

Wonder

Destroy any relic or non-flying unit.

VOLCANO

Relic

USE: Deal ✸.

BLAST

Wonder

Deal ✸✸✸ to each of up to 3 units.

CIRCLE

Relic

USE: Prepare any unit.

SPEED

Wonder

Draw 4 cards.

SHAMAN

Unit

USE: Promote an unit and deal ✸✸ to it.

2 ⚔ | 3 🛡

DEMON

Flying Unit

Card limit of the opponent is reduced by 1.

4 ⚔ | 4 🛡

WITCH

Unit

USE: Move all ✸ from one unit to any other unit.

2 ⚔ | 4 🛡

PARASITE

Unit

USE: Steal 2 ANY ENERGY, convert it to PURPLE ENERGY.

2 ⚔ | 1 🛡

HORROR

Unit

USE: Exhaust up to two units

5 ⚔ | 5 🛡

FANATIC

Unit

When killed, return a purple unit from grave to battle.

3 ⚔ | 1 🛡

SCARECROW

Unit

USE: Exhaust an unit.

5 ⚔ | 3 🛡

DEMOGORGON

Unit

USE: Destroy any unit.

6 ⚔ | 4 🛡

OVERLORD

Unit

At your turn start: Gets an ability of any unit until your next turn.

6 ⚔ | 6 🛡

MADNESS

Charm

Double ⚔ and ✸ dealt to charmed unit.

NIGHTMARE

Charm

-3 ⚔

If charmed unit is killed, move Darkness to another unit.

RITUAL

Wonder

Put a purple unit from your hand or grave to battle.

SACRIFICE

Wonder

Move all ✸ from one unit to another.

VOID

Wonder

Destroy any card in battle.

PARANOIA

Wonder

Opponent discards all cards.