



I



II



III



IV

ADELHEIM



DECK

STARTING HAND
1x Amethyst Shard 2x Crystal 2x Spark

STARTING DECK
5x Crystal

PLAYER
NUMBER

LIFE

AETHEREAL WARD

Activate during the nemesis draw phase:

After a nemesis attack or power card is drawn but before it is resolved, you may discard it. It has no effect.

(The nemesis does not draw a replacement card.)

20 20 20 20 20

20 20 20 20 20

DISCARD



I

II

III

IV

BRAMA



DECK

STARTING HAND

1x Buried Light 4x Crystal

STARTING DECK

3x Crystal 2x Spark

PLAYER
NUMBER

LIFE

BRINK SIPHON

Activate during your main phase:
Any player gains 4 life.



DISCARD



I



II



III



IV

JIAN



DECK

STARTING HAND

1x Moonstone Shard 2x Crystal 2x Spark

STARTING DECK

3x Crystal 2x Spark

PLAYER
NUMBER

LIFE

BLACK MIRROR

Activate during your main phase:

Cast any player's prepped spell without discarding it.

Then, cast that prepped spell again.

(Discard it as normal.)



DISCARD



I

II

III

IV

PHAEDRAXA



DECK

STARTING HAND
1x Tourmaline Shard 3x Crystal 1x Spark | STARTING DECK
4x Crystal 1x Spark

PLAYER
NUMBER

LIFE

AUSPEX RUNE

Activate immediately after a turn order card is drawn:
Prevent any damage that the players or Gravehold would suffer during that turn.



DISCARD



I

II

III

IV

KADIR



DECK

STARTING HAND
1x Emerald Shard 3x Crystal 1x Spark

STARTING DECK
3x Crystal 2x Spark

PLAYER NUMBER

LIFE

OTHERWORLDLY GATE

Activate during any player's main phase:

That player may return up to three spells in their discard pile to their hand. That player may prep up to two spells to each of their opened breaches this turn.

20 20 20 20 20

20 20 20 20 20

DISCARD



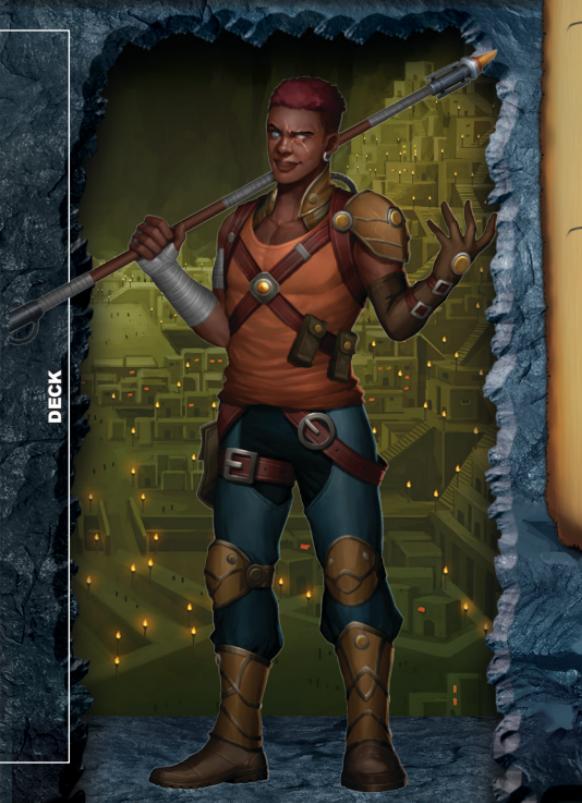
I

II

III

IV

LASH



DECK

STARTING HAND
1x Quartz Shard 3x Crystal 1x Spark

STARTING DECK
3x Crystal 2x Spark

PLAYER NUMBER

LIFE

QUICKEN THOUGHT

Activate during any player's main phase:
Shuffle any player's turn order card into the turn order deck. That player suffers 1 damage.
(*You may not choose the wild turn order card.*)



DISCARD



I



II



III



IV

MIST



DECK

STARTING HAND
1x Garnet Shard 3x Crystal 1x Spark

STARTING DECK
3x Crystal 2x Spark

PLAYER
NUMBER

LIFE

DIVINE AUGURY

Activate during your main phase:
Any ally draws four cards.



DISCARD



I

II

III

IV

XAXOS



DECK

STARTING HAND

1x Flare 4x Crystal

STARTING DECK

4x Crystal 1x Spark

PLAYER
NUMBER

LIFE

METAPHYSICAL LINK

Activate during any player's main phase:

Allies collectively gain 4 charges. Reveal the turn order deck and return the revealed cards in any order.

20 20 20 20 20



DISCARD