

<div> <div> 1 Decau </div> <div> Stirring Wisp </div> </div> <div> <div> Attack 0 </div> <div> Health 2 </div> </div> <div> Thrall—Resurrection Ghost <p>When this dies, you may put a Cost 1 non-Resurrection Thrall from your discard into play. (it's "enters play" effects do trigger) When mortals hear the faint echoes of its cry across the Curtain, they say its a cry that could wake the dead. Little do they know, that's its exact purpose.</p> </div>	<div> <div> 5 Fate </div> <div> Prescient Protector </div> </div> <div> <div> Attack 2 </div> <div> Grace 0+ </div> </div> <div> Malakhim—Seer <p>This has Grace+1 for each card in your hand.</p> <p><i>All the strife in lives to come is laid out before her, and she reaches forth to deliver man from it.</i></p> </div>	<div> <div> 6 Decau </div> <div> Corpse Harvester </div> </div> <div> <div> Attack 1 </div> <div> Grace 3 </div> </div> <div> Malakhim <p>Whenever a Thrall enthralled to you dies, you may exhaust this: reap 2 Souls.</p> </div>
<div> <div> 2 Fate </div> <div> Black Cat with Piercing Eyes </div> </div> <div> <div> Attack 2 </div> <div> Health 2 </div> </div> <div> Bedeveled Glare <p>When this enters play, deal 1 damage to a Thrall, and 2 additional damage for each Rite you have cast this turn.</p> <p><i>The look in its eyes is unsettling on a good day, and painful on a bad one. Lucky you, you don't see what it can do behind the Curtain.</i></p> </div>	<div> <div> 1 Decau </div> <div> Wither </div> </div> <div> <div> Attack 1 </div> <div> Grace 0 </div> </div> <div> Rite—Sickness <p>Give a Thrall -2 Attack and -2 Health this turn.</p> </div>	<div> <div> 2 Decau </div> <div> Rotting Mass </div> </div> <div> <div> Health 3 </div> <div> Attack 2 </div> </div> <div> Infectious Yellow <p>When this enters your discard (from anywhere), discard the top card of your Grimoire, and a Thrall gets Attack-1 and Health-1 until end of turn.</p> <p><i>Death begets death, Rot begets rot Decay begets decay</i></p> </div>
<div> <div> 2 Fate </div> <div> Black Cat with Piercing Eyes </div> </div> <div> <div> Attack 2 </div> <div> Health 2 </div> </div> <div> It has Seen, and it Knows <p>When this enters play, if you have cast a Rite this turn, draw a card.</p> <p><i>It has followed you so long. You can only imagine how much more it knows about your own life than you do.</i></p> </div>	<div> <div> 1 Decau </div> <div> Common Destiny </div> </div> <div> <div> Attack 1 </div> <div> Grace 0 </div> </div> <div> Progeny <p>Each player may return up to 2 cards with the same name from their discard to their hand.</p> <p><i>When anythings leaves, there is, inherently, something to take its place, be it son or corpse. And for that son or corpse, there is again something to take its place.</i></p> </div>	<div> <div> 2 Decau </div> <div> Rotting Mass </div> </div> <div> <div> Health 3 </div> <div> Attack 2 </div> </div> <div> DESIGN CREDIT: TAYLOR HONG <p>When this enters your discard (from anywhere), discard the top 3 cards of your Grimoire.</p> <p><i>Death begets death, Rot begets rot Decay begets decay</i></p> </div>