

Cultists can attack immediately when they are played (effects may prevent this)

__Play Phase__

–Playing Cards–

You are allowed to play a card as long as you can pay its blood, sanity, or other costs only during this phase, except incantations.

–incantation cards–

You may play these cards at any time during your turn, this includes during combat.

--Keywords & Card Denotation--

- Massive
 - Excess combat damage dealt by this creature is dealt to the enemy's Devotion.
- Warping N
 - If this creature would deal damage to the enemy's Devotion, instead their Sanity is drained by N.
- Manifest
 - Can't be blocked except by other creatures with manifest.
- Dying Breath
 - Has an effect when this creature dies.
- Initiation
 - Has an effect when this creature enters the battlefield.

● --Base Deck--(8/8)--

- Base Deck will have 16 cards, being a good base-line for all the decks. Eldar decks will have 14 more cards, being more specific to the goal of the Eldar Deity.
- 2x Backstab
 - Ritual
 - Sanity: 3
 - Destroy a creature with 4 or less Will.
- 2x Kidnapper Cultist
 - Creature - Cultist
 - Blood: 3
 - S/W: 1/1
 - Abilities: At the beginning of your turn, you gain 1 Blood
- 2x Willing Sacrifice
 - Ritual
 - Sanity: 3
 - Sacrifice a creature. Draw 2 cards.
- 2x Grand Master Cultist
 - Creature - Cultist
 - Blood: 6
 - S/W: 4/4
 - Abilities: Other Cultists you control get +1/+1.
- 2x Force of Blood
 - Incantation
 - Sanity: 7
 - Destroy a creature.
- 2x Fleshwarp the Dead
 - Incantation
 - Sanity: 7
 - Choose a creature card in your discard pile. Put it onto the battlefield, except it's a 3/3 Aberration instead.
- 2x Cult Hopeful
 - Creature - Cultist
 - Blood: 1
 - S/W: 1/1
 - Abilities: None
- 2x Forebear of the Eldars
 - Creature - Aberration
 - Blood: 8
 - S/W: 4/4
 - Abilities: Massive, Dying Breath: Shuffle this card back into your deck.