

Ancient Red Dragon



Wild Magical Champion

Airborne. Deadly.

↩, Discard a wild card, ⤵:
Deal 5 (deadly) damage to
target champion or player.

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Bruiser



Unaligned Natural Champion

Breakthrough. Unbreakable.

Bruiser must attack each turn if able.

What he lacks in finesse, he makes up
for in stepping-on-your-face.

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Deathblow



Wild Natural Event

Break target champion or
object.

That's gotta hurt.

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Deep Thought



Unaligned Natural Event

Look at the top 5 cards of
your deck. Draw 2 of them
and banish the rest.

Hmmm...

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Ferocious



Wild Natural Event

Target champion gets
★+3 ♥+3 until end of turn.

Draw a card.

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Final Betrayal



Evil Natural Event

Banish target non-good
champion.

It does damage equal to its
offense to its controller.

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Life-holder Crystal



Good Magical Object

Break Life-holder Crystal,
⤵: Break all champions.

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Naturalist



Good Natural Champion

When Naturalist comes into
play, draw a card.

When you play a ♠ natural card,
you may gain 3 Mojo.

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One Way or the Other



Unaligned Magical Event

Choose one:

Stop target unaligned or wild
card.

Or

Break target good or evil
champion or object.

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Pegasus



Good Magical Champion

Airborne.
When Pegasus comes into play, draw a card.
When you play a ♠ good card, you may draw a card.

3 5

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Relentless Chant



Evil Magical Event

Deal 2 damage to target champion or player.
At the beginning of your Pre-Battle Step, if Relentless Chant is in your discard pile, you may return it to your hand.

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Return Home



Good Natural Event

Put target champion or object into its controller's hand.
Draw a card.

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The Archer



Good Natural Champion

Range.
↖, ↗: Deal 6 damage to target champion or player.

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Treant



Wild Natural Champion

Natural Ward.
↖, ↗: Break target constructed champion or object.

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Wolf's Call



Wild Natural Event

Put X Wolf tokens (♠ 2 ♠ 2 *Wild Natural Champion*) into play.
When you play Wolf's Call, X is 5 if it's your Build Step, 4 if it's your Pre-Battle Step, and 3 if it's any other time.

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Angel of Death



Evil Magical Champion

Airborne.
As Angel of Death comes into play, break all champions that are neither evil nor constructed.

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Archangel



Good Magical Champion

Airborne. Breakthrough. Evil Ward.
Swift justice from above.

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Book of Secrets



Unaligned Magical Object

↩, ⤵: Draw a card
▽, ⤵: Prepare Book of Secrets.

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Cherish



Good Natural Event

Choose one:
Draw 2 Cards
Or
Target champion or object is unbreakable until end of turn.
Draw a card.

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Crown of the People



Good Constructed Object

Unbanishable.
Human tokens you control get ★+2 ♥+2.
⤵, ⤵: Put a Human token (★1 ♥1 Good Natural Champion) into play.

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Dark Knight



Evil Natural Champion

When Dark Knight blocks or is blocked, he gets ★+4 until end of turn.
Most know better than to challenge him.

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Dark Leader



Evil Natural Champion

Unbreakable.
Human tokens you control are evil and get ★+1.
↩, ⤵: Put 2 Human tokens (★1 ♥1 Good Natural Champion) into play.

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Feeding Frenzy



Wild Natural Event

Break target non-constructed champion. Gain Mojo equal to its defense.

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Fire Breathing Dragon



Wild Magical Champion

Airborne. Range.
When Fire Breathing Dragon comes into play, deal 5 damage to target champion or player.

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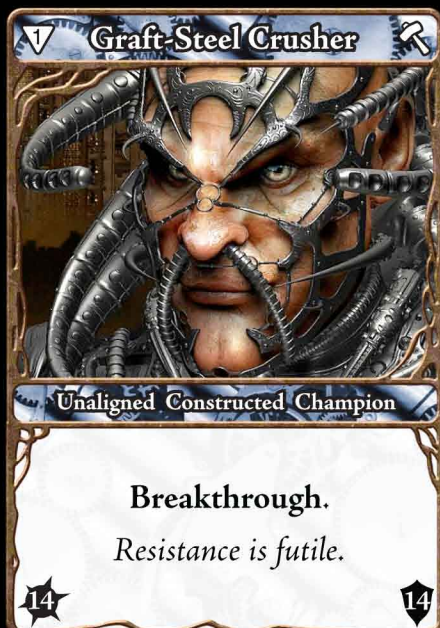
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Ambush



Wild Natural Event

Draw a card.
You may put a champion from your hand into play.
Surprise!

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Avatar



Good Magical Champion

When you play a ▽ good card, you may gain 3 Mojo.
X = your current Mojo.

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Bolt from the Blue



Wild Natural Event

Deal 2 damage to target champion or player.
Draw a card.
They never see it coming.

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Broken Spirit



Evil Natural Event

Put a Demoralized counter on target champion.
(While a champion has a Demoralized counter, it is a ★ 0 ♥ 1 with no abilities.)

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Dark Assassin



Evil Natural Champion

↖, ↗: Break target champion or object.
Beautiful... fast... lethal.

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Deadly Raid



Unaligned Natural Event

Choose one:
Draw 2 cards.
Or
All your champions get ★ +2 and are unblockable this turn.

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Elven Bolt-Thrower



Good Constructed Object

↖, ↗: Deal 4 damage to target champion or player.
You should see the Dwarven one...

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Forest Giant



Unaligned Natural Champion

Range.
When Forest Giant comes into play, it deals 6 damage to target champion or player.
Watch out for flying trees.

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Ice Storm



Wild Natural Event

Break all champions. All other players lose 5 Mojo.
Now that's cold.

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Quick Strike

Unaligned Natural Event

Break target champion.
Pay ♠ or that champion's controller draws a card.

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Shelter

Good Natural Event

Choose one:
Draw a card
Or
Target champion or object is untargetable until end of turn.

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Spiketail Dragon

Wild Magical Champion

Airborne.
When Spiketail Dragon deals battle damage to a player, you may have it deal an equal amount of damage to a target champion or player.

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Stolen Dream

Good Magical Event

Stop target card. Put it into your discard pile instead of its controller's.
Its controller draws a card.
Draw a card.
Tough but fair.

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T-Rex

Wild Natural Champion

When T-Rex comes into play, you may reveal up to 3 wild cards. Draw a card for each card revealed this way.
T-Rex must attack each turn if able.

12 8

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Vampire Lord

Evil Magical Champion

Unbreakable on your turn.
When Vampire Lord damages a champion or player, put 3
6 ★ +1 ♠ +1 counters on it. 6

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Begone!



Unaligned Natural Event

Banish target champion.
Draw a card.
Beware a diety's displeasure.

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Dark Fate



Evil Natural Event

Break target champion or object. Put it into your discard pile instead of its controller's.
You don't want to know.

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Djinn



Unaligned Magical Champion

Airborne.
Djinn comes into play with 3 ★+1 ♥+1 counters on it.
↺, Remove a ★+1 ♥+1 counter, ▷: Draw a card.

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Drain Essence



Evil Magical Event

Deal 6 damage to target champion or player. Gain 6 Mojo.
Mmm... tasty.

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Jasmine



Good Magical Champion

↺, ▷: Gain control of target champion.
Reveal 3 good cards, ▷: Gain control of target champion.
3 *To know her is to love her.* **4**

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Kava, Queen of the Tigers



Wild Natural Champion

↺, ▷: Put two Tiger tokens (★ 3 ♥ 3 Wild Natural Champion) into play.

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No Escape



Unaligned Magical Event

Choose one:
Stop target card. Banish that card instead of putting it in the discard pile. That card's controller gains 3 Mojo.
Or
Banish target champion or object. Its controller gains 3 Mojo.

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Plentiful Dead



Evil Magical Event

Put a Zombie token into play (★ 2 ♥ 2 Evil Magical Champion).
When you play a ▽ evil card, if Plentiful Dead is in your discard pile, you may pay 1 Mojo to return it to your hand.

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Primal Magic



Wild Magical Champion

When you play a ▽ magical card, if Primal Magic is in your discard pile, you may return it to play.

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1 Raise the Dead



Evil Magical Event

Choose one:
Draw 2 cards.
Or
Put target champion card from any discard pile into play under your control.

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1 Sewer Demon



Evil Magical Champion

Unblockable.
Untargetable.
May not block.
How did I not smell that coming?

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1 The Unholy One



Evil Magical Champion

You may not draw cards.
↻, ⤵: Break target champion or object.

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∞ Tim



Good Magical Champion

↻, ⤵: Deal 1 damage to target champion or player.
▽, ↻, ⤵: Deal 5 damage to target champion or player.

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1 Timebender



Good Magical Champion

Comes into play expended.
↻, ⤵: Put target champion into its controller's hand.

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∞ White Dragon



Good Magical Champion

Airborne.
As you play White Dragon you may pay ▽, if you do, draw a card when White Dragon comes into play.

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Banshee's Scream



Evil Magical Event

Deal 5 damage to target champion or player. If a player is damaged in this way, they discard a card.

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Forest Dragon



Wild Magical Champion

Airborne.

When Forest Dragon attacks or blocks, put 3 ★ +1 ♥ +1 counters on it.

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Gate Keeper



Good Magical Champion

Gate Keeper comes into play expended.

↺, ↻: Put a champion from your hand into play.

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Graft-Steel Thoughtkeeper



Unaligned Constructed Champion

Break Graft-Steel Thoughtkeeper, ↻: Draw 3 cards.

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Kneel Before Me



Evil Natural Event

Gain control of target champion or object.

I am your master now.

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Lash Out



Wild Natural Event

As an additional cost to play Lash Out, pay ♠ or banish a card from your hand.

Break target champion or object.

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Lizard Guard



Wild Natural Champion

When you play a ♠ wild card, you may draw a card.

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Migration



Wild Natural Event

Put 8 Bird tokens (★ 1 ♥ 1 Wild Natural Champion with airborne) into play.

Let my armies be the rocks and the trees and the birds in the sky.

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No



Unaligned Magical Event

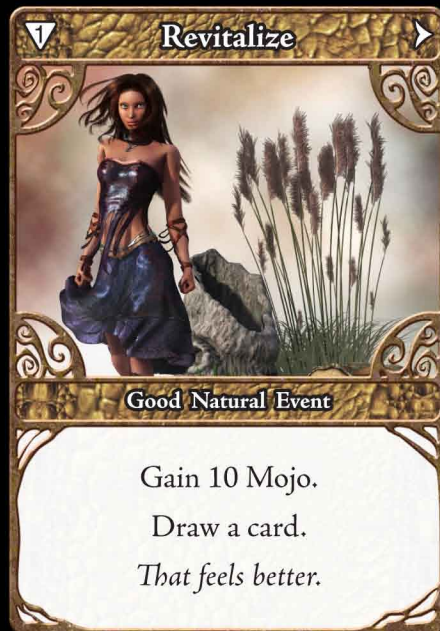
Stop target card or ability.

I've altered the arrangement.

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∞ **Apocalypse** ⚡



Evil Magical Event

As you play Apocalypse, pay ∇ or lose 5 Mojo.
Break all champions.
Darkness is coming, expect casualties.

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∇ **Celestial Angel** ⚡



Good Magical Champion

Airborne.
As Celestial Angel comes into play, target champion is unbreakable until end of turn.

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∇ **Coming or Going** ⚡




Unaligned Magical Event

Choose one:
Stop target good or evil card.
Or
Break target unaligned or wild champion or object.

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∞ **Druid** ⚡



Unaligned Natural Champion

↻, ∇: Reveal the top card of your deck, if it's natural, draw it.

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∇ **Execution** ⚡



Evil Natural Event

Break target champion or object.
Draw a card.
Sometimes you need to make an example.

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∇ **Firespitter** ⚡



Wild Magical Champion

Range.
When Firespitter comes into play, deal 4 damage to target champion or player.
When Firespitter is broken, deal 4 damage to target champion or player.

4 3

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∇ **Gold Dragon** ⚡



Good Magical Champion

Airborne.
When your good champions deal damage, you may gain that much Mojo.
Reap the rewards of righteousness.

6 8

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∇ **Jason** ⚡



Evil Magical Champion

When Jason is broken, deal 5 damage to target player.
If Jason is in your discard pile at the beginning of your Pre-Battle Step, you may return it to play.

5 5

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∇ **Lessons of the Past** ⚡



Unaligned Natural Event

Put target event from any discard pile into your hand.
Draw a card.

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Peacemaker



Good Natural Champion

Champion Ward.
Untargetable.

When you play a ♠ good card,
 you may gain 3 Mojo.

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Ritual of Reanimation



Evil Magical Event

Return target champion from
 any discard pile to your hand.

When you play a ♠ evil card, if
 Ritual of Reanimation is in your
 discard pile, you may return it to
 your hand.

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Sage




Unaligned Magical Champion

↩, ⤵: Reveal the top card
 of your deck, if it's magical,
 draw it.

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Scales of Justice



Unaligned Magical Object

Break Scales of Justice, ⤵:
 Break target champion or object.

Banish Scales of Justice, ⤵:
 Banish target champion or
 object.

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Spontaneous Combustion



Wild Natural Event

Deal 6 damage to target
 champion or player.

Got a light?

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Triceratops



Wild Natural Champion

Breakthrough.

When Triceratops comes into
 play, draw a card.

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