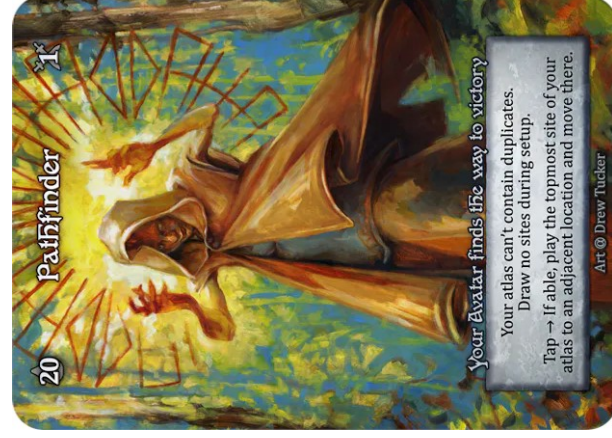
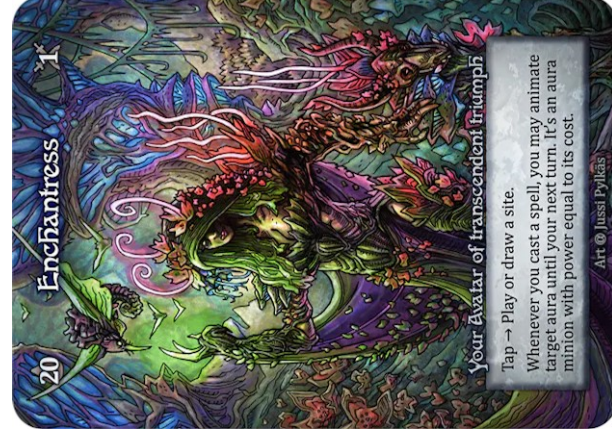
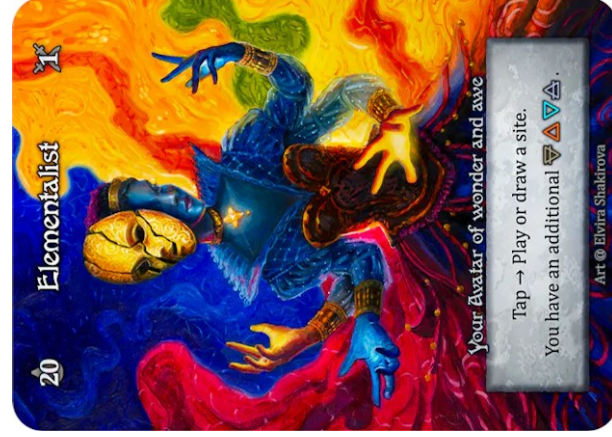
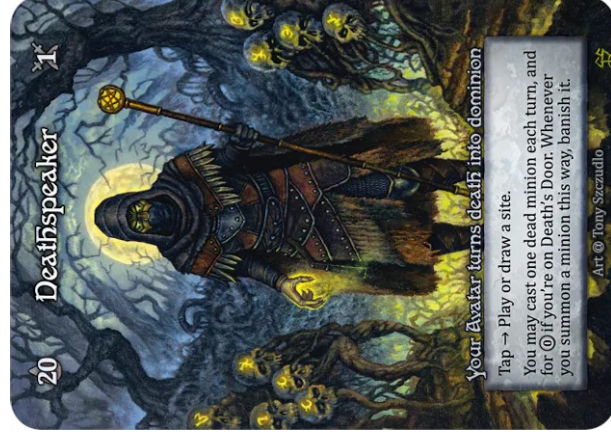
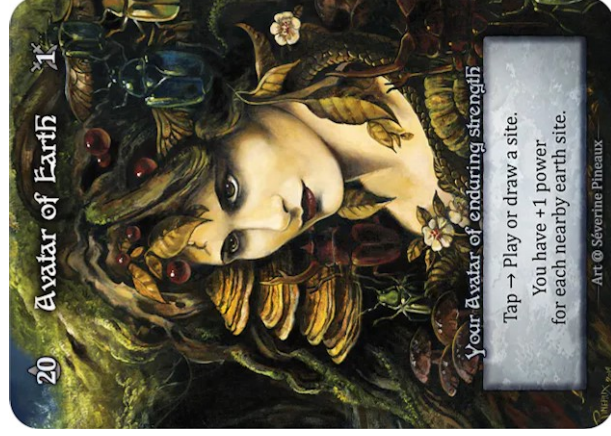






20 Seer

1

Your Avatar prognosticates success.

Tap → Play or draw a site.

At the start of your turn, look at your next site or spell. You may put it on the bottom of its deck.

Art © Dan Seagrave



20

Sorcerer

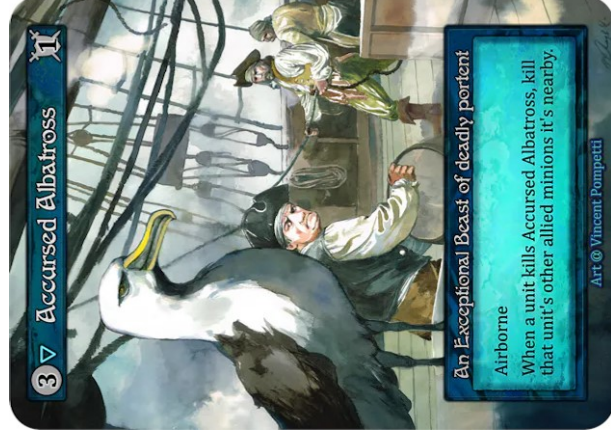
1

Your Avatar has entered the contest!

Tap → Play or draw a site.

Tap → Draw a spell.

Art © Francesca Barrald



3 Accursed Albatross

1

An Exceptional Beast of deadly portent

Airborne

When a unit kills Accursed Albatross, kill that unit's other allied minions it's nearby.

Art © Vincent Pompetti



2

Adept Illusionist

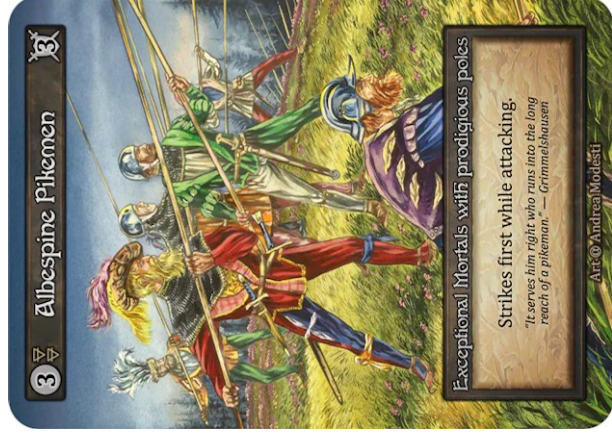
2

An Elite Mortal with duplicitous skills

Spellcaster

Tap → Search your hand, cemetery, or spellbook for another Adept Illusionist and summon it nearby. Shuffle if needed.

Art © Jeff Basley



3

Albepine Pikemen

3

Exceptional Mortals with prodigious pikes

Strikes first while attacking.

"It serves him right who runs into the long reach of a pikeman." — Grimmelshausen

Art © Andreal Modesti



2

Alvalinne Dryads

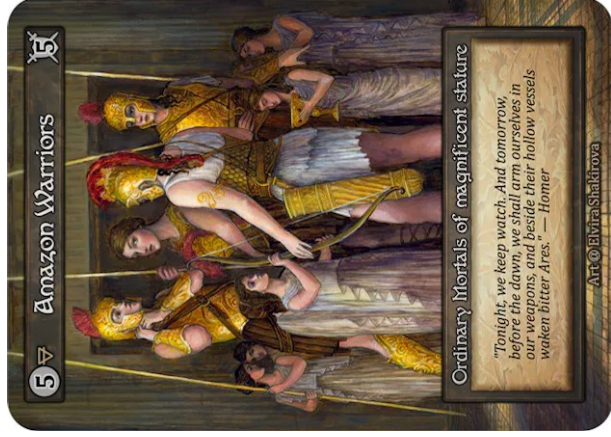
1

Ordinary Spirits of sweet succor

Alvalinne Dryads provide 1.

How fair to greet, on misted morn
A daint parade of few-kissed bloom
Now deep, inspire! A bliss reborn
Of air faint lade with sweet perfume

Art © Elvira Shkistrova



5

Amazon Warriors

5

Ordinary Mortals of magnificent stature

"Tonight, we keep watch. And tomorrow, before the dawn, we shall arm ourselves in our weapons, and beside their hollow vessels waken bitter Ares." — Homer

Art © Elvira Shkistrova



7

Ancient Dragon

6

An Elite Dragon of breathtaking majesty

Airborne

Tap → Deal 4 damage to each other unit at target location nearby.

Art © Lindsey Crummett



5

Anui Undine

0

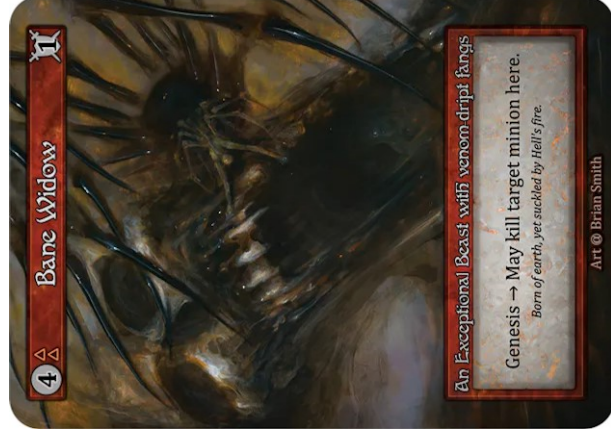
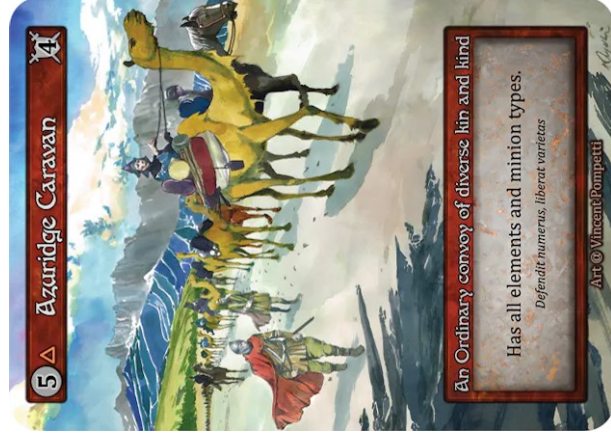
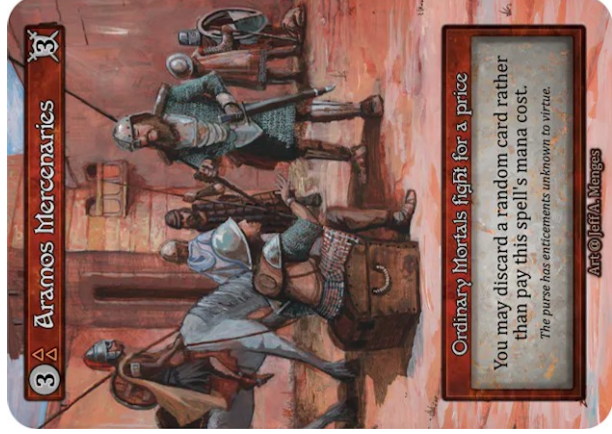
An Exceptional Spirit born of the sea

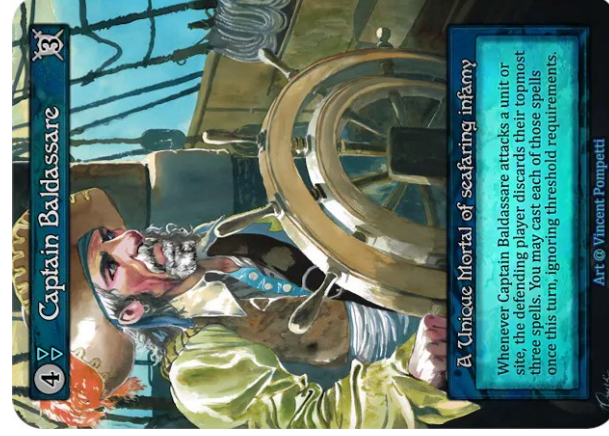
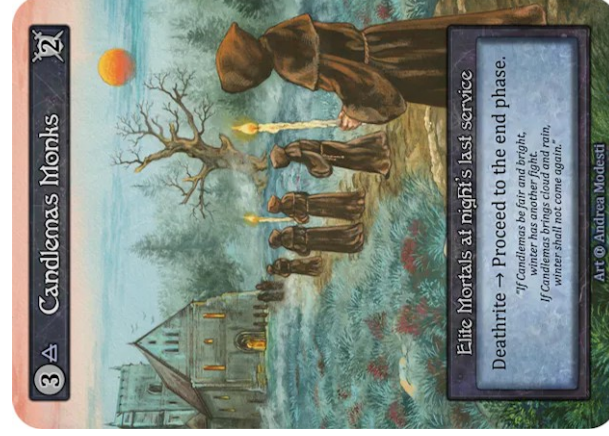
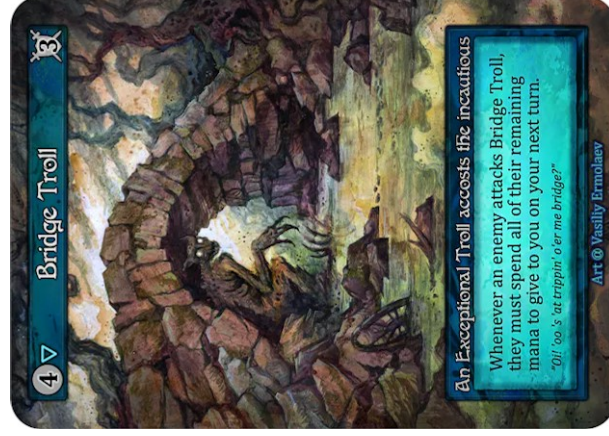
Submerge

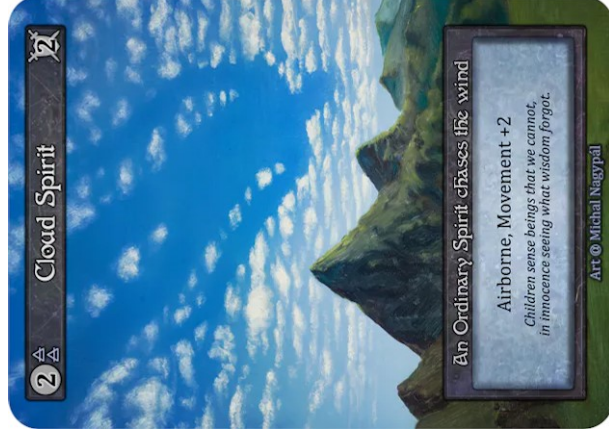
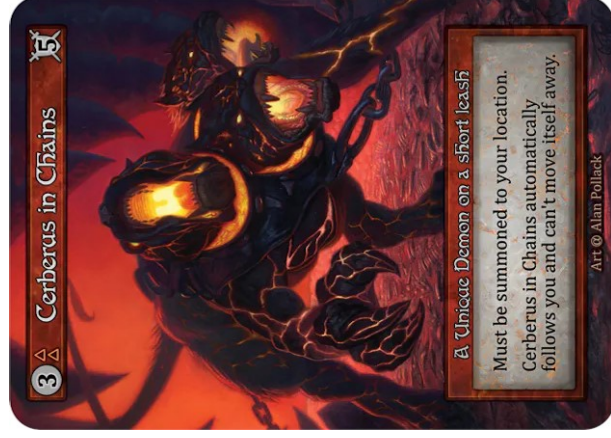
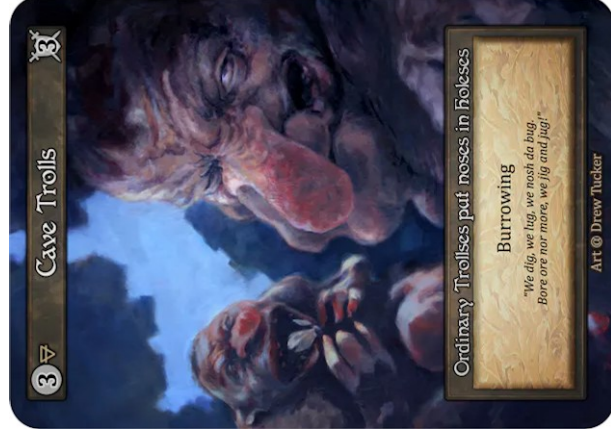
Anui Undine has +1 power for each site in her body of water.

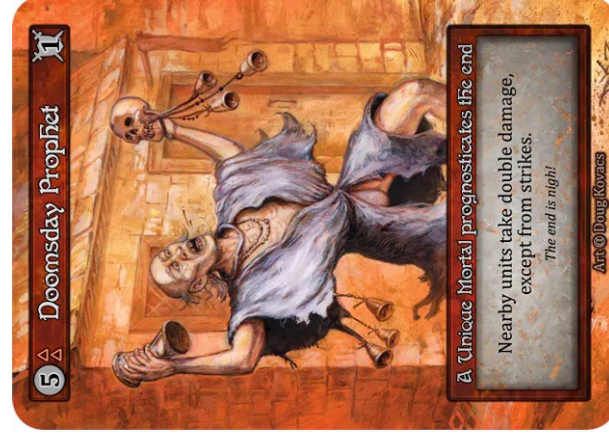
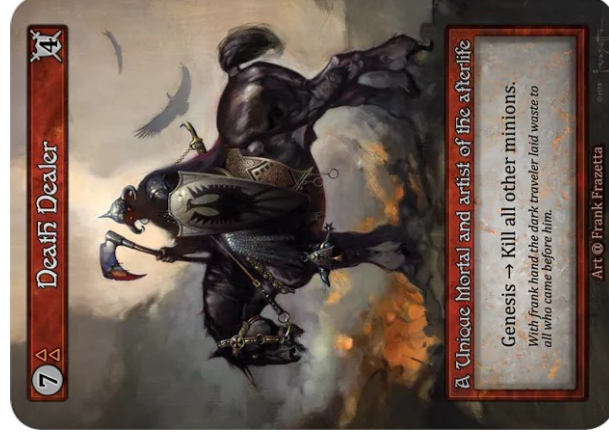
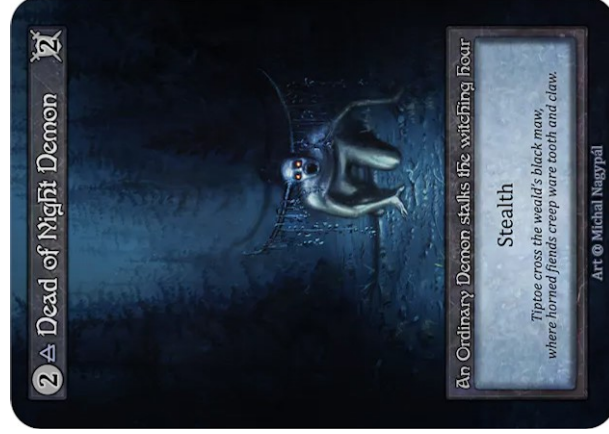
What is a puddle but an ocean waiting to be discovered?

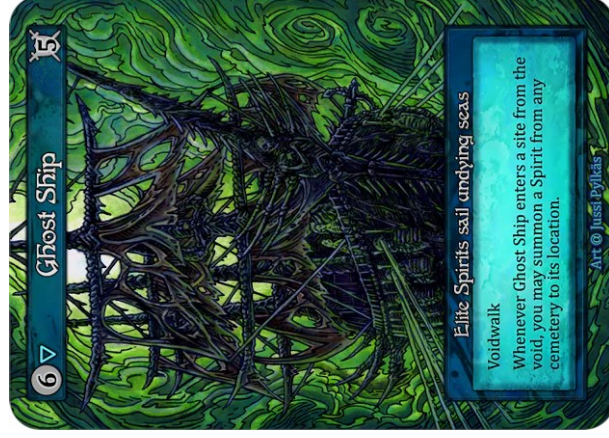
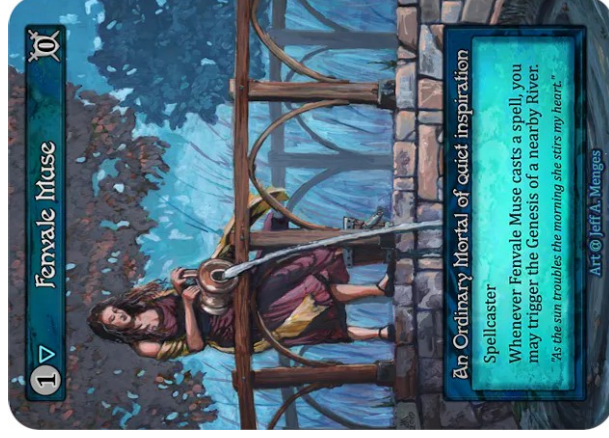
Art © Tony Sczudlo

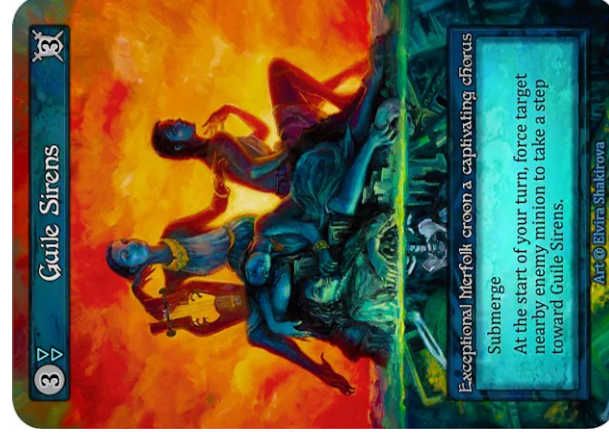
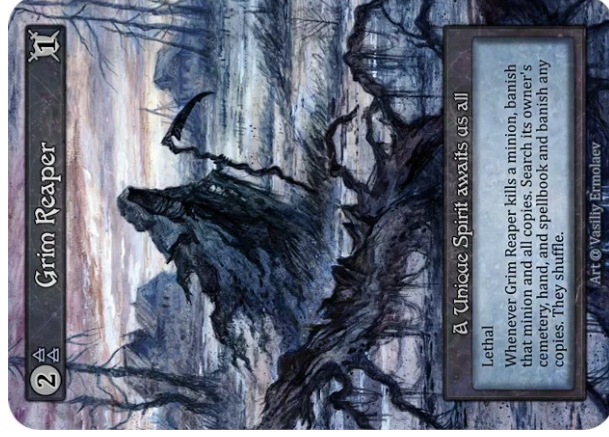


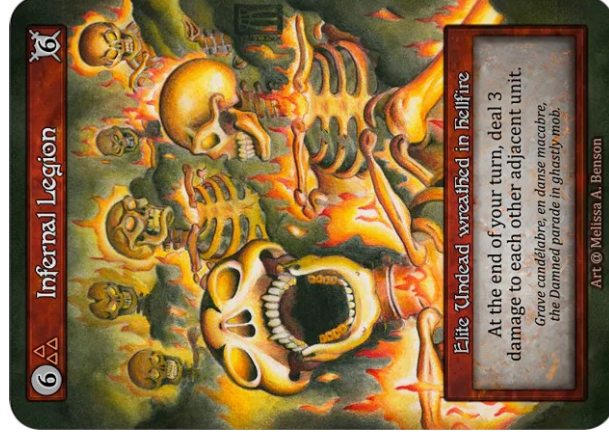
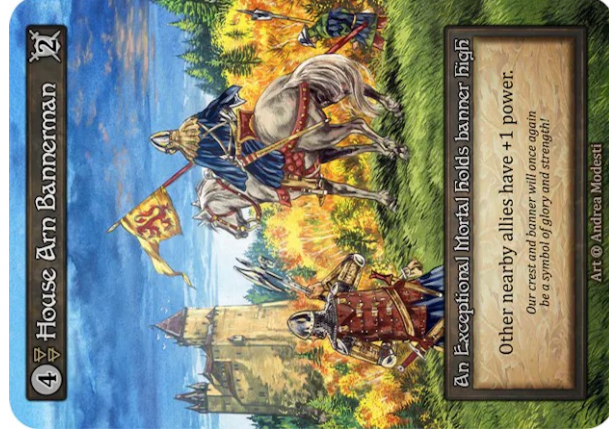
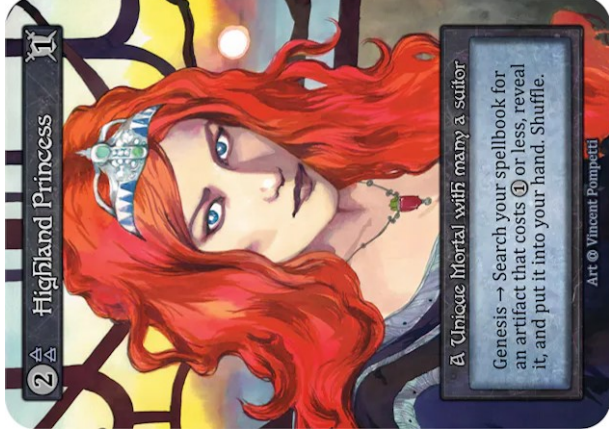
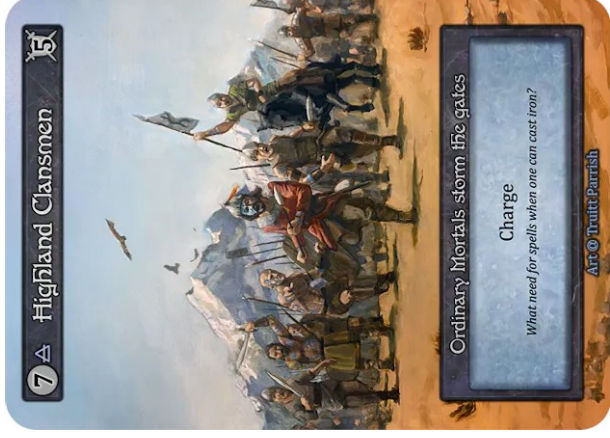


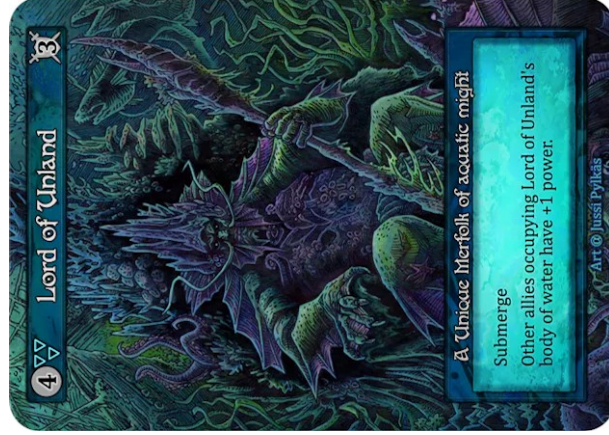


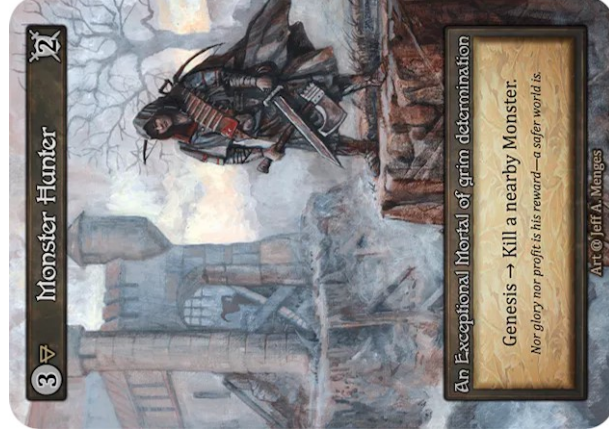
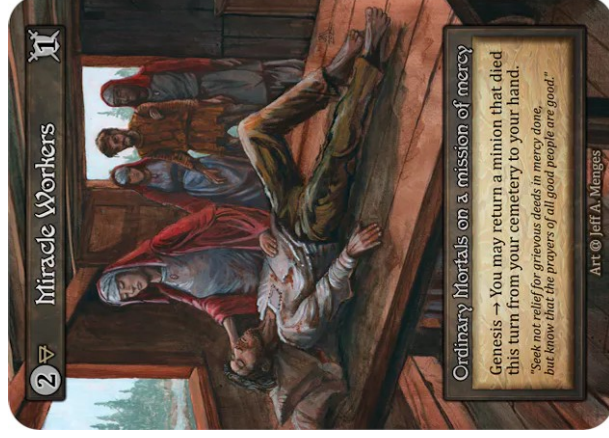
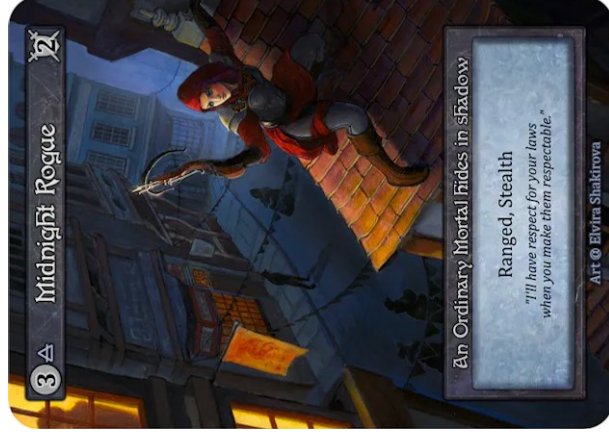


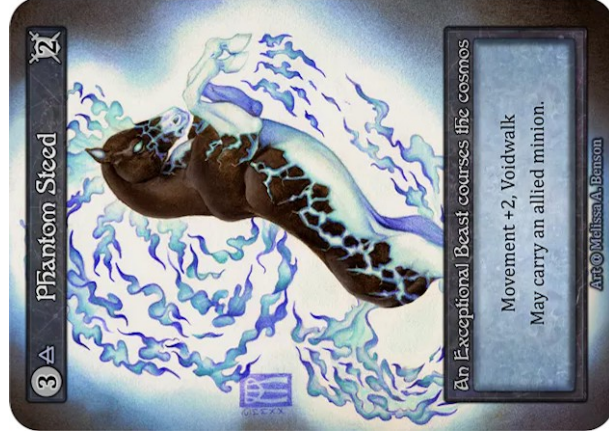


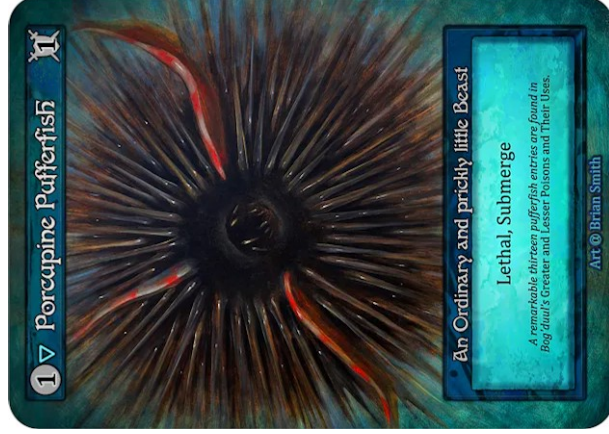
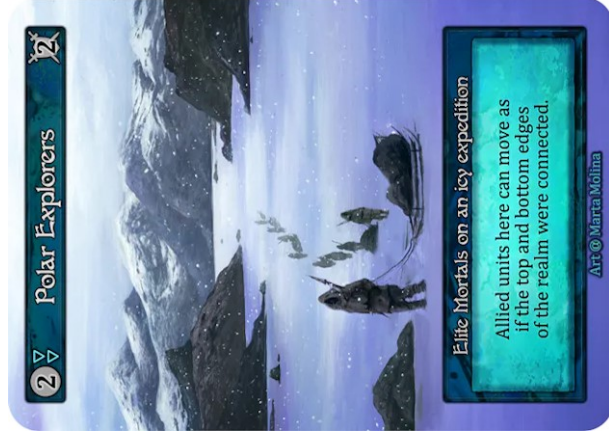
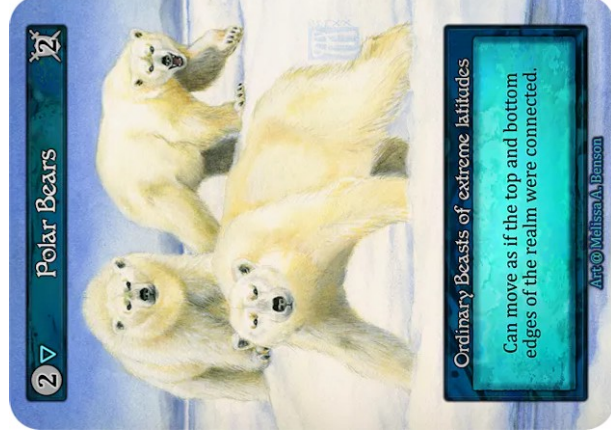


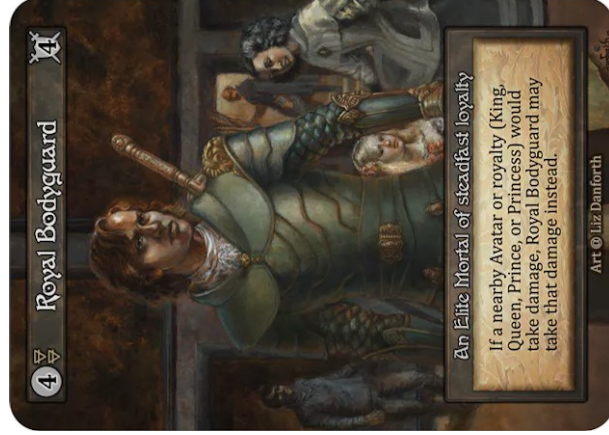
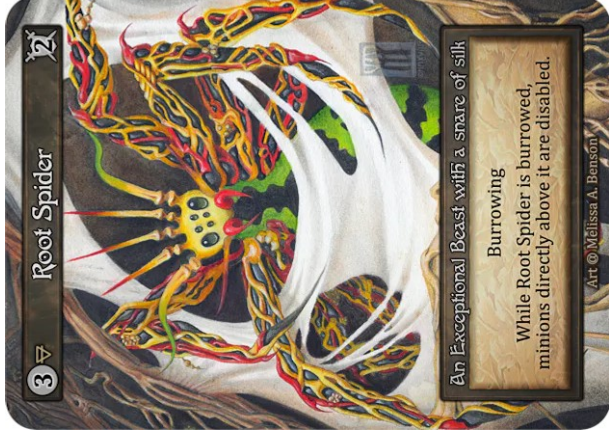
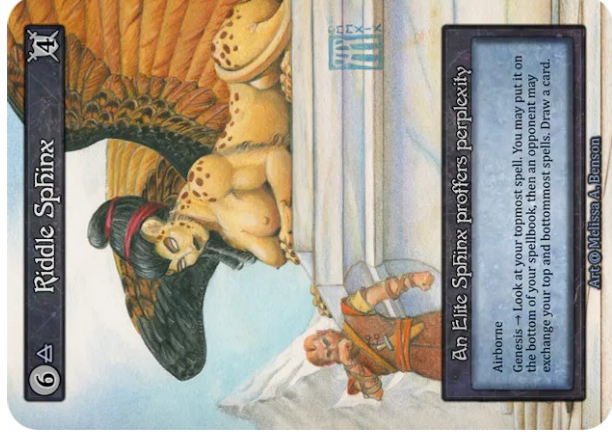


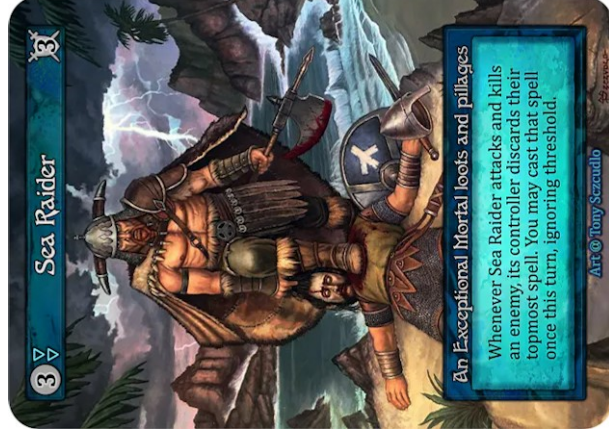
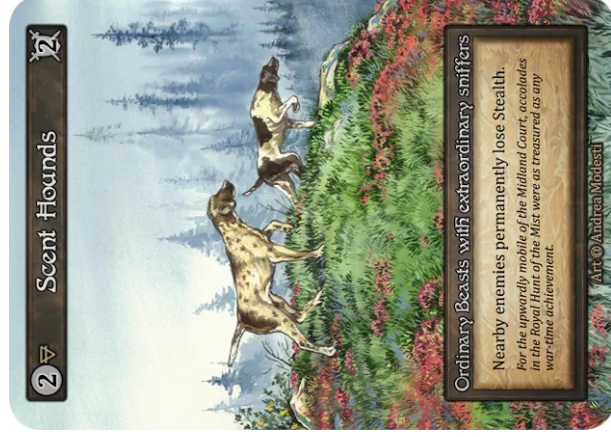




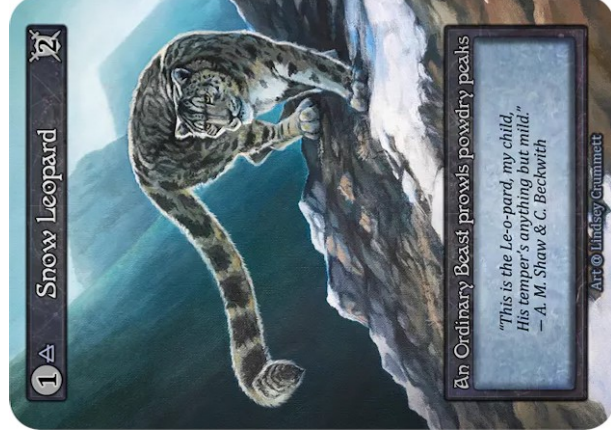


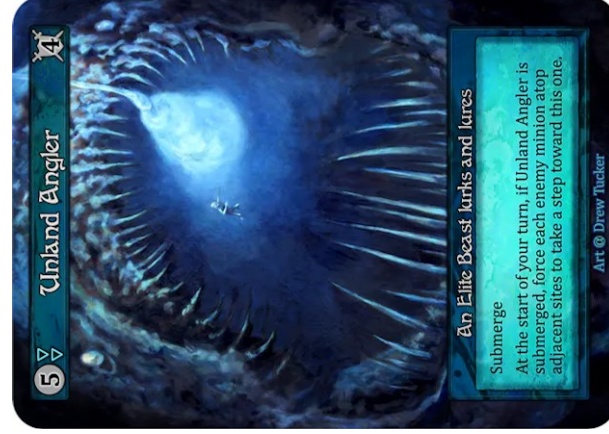


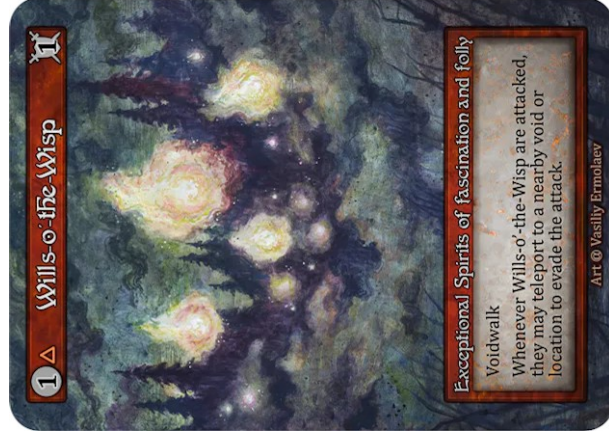
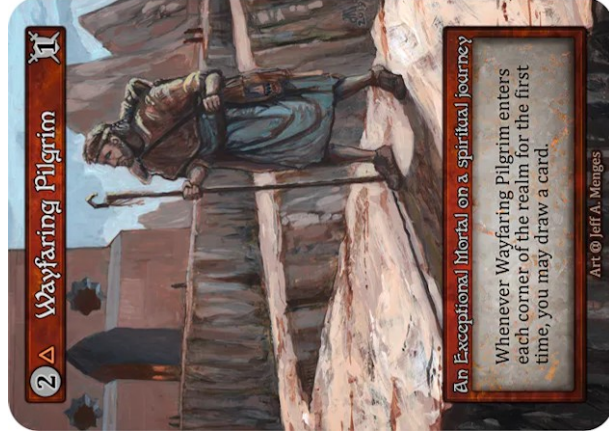
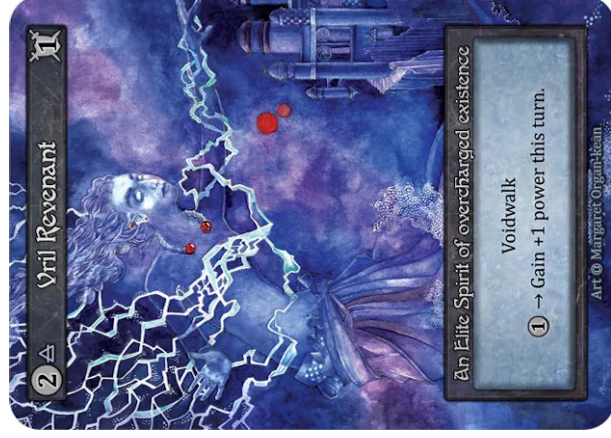
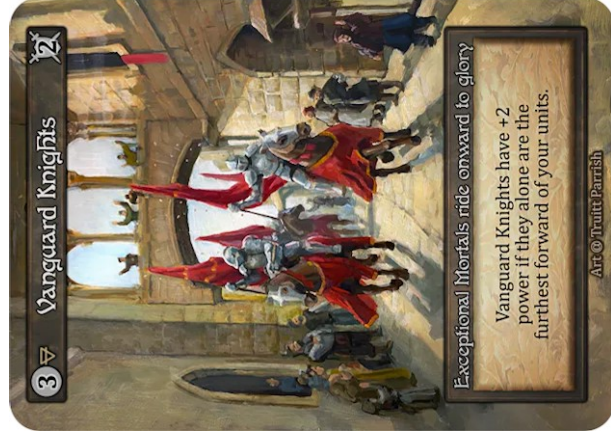




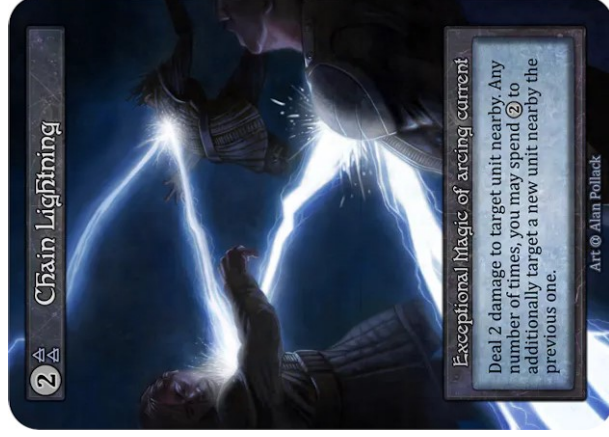


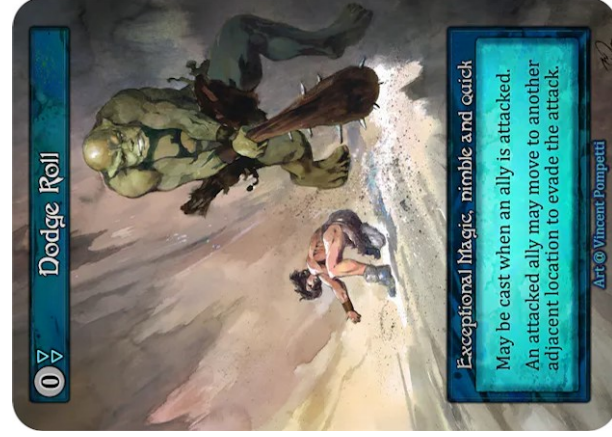
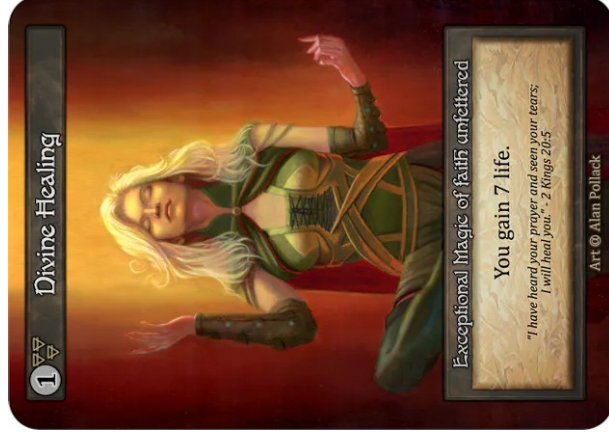


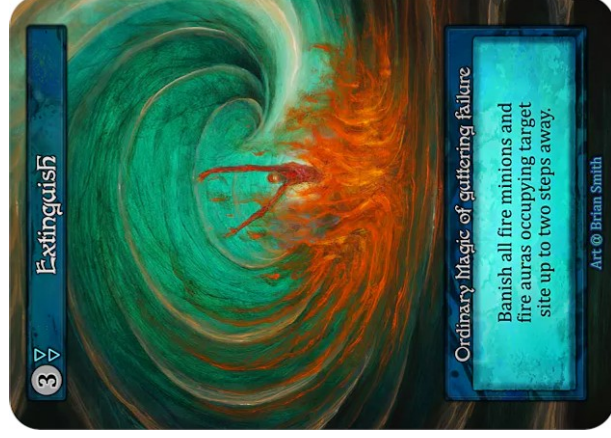
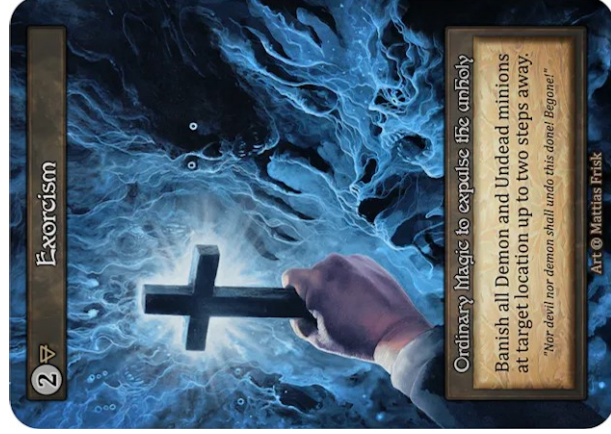


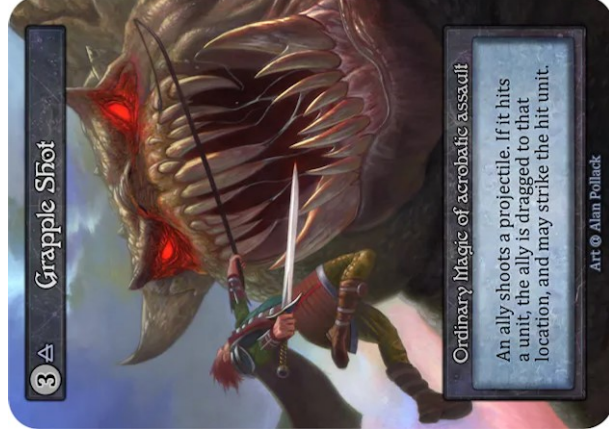
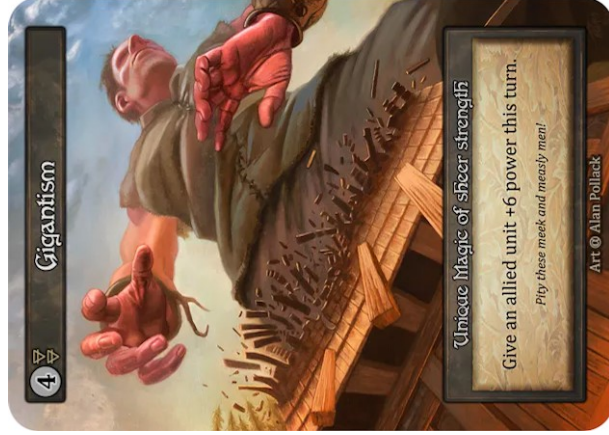
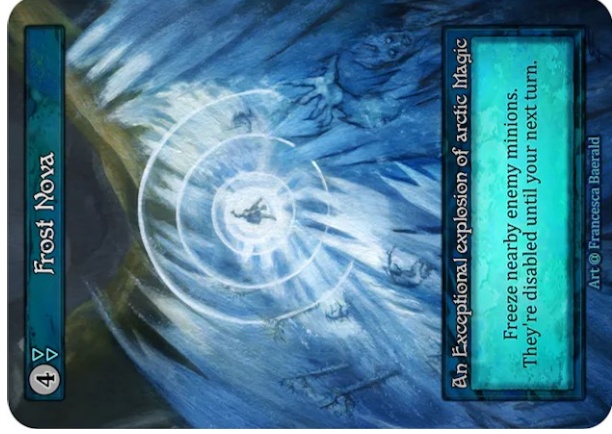
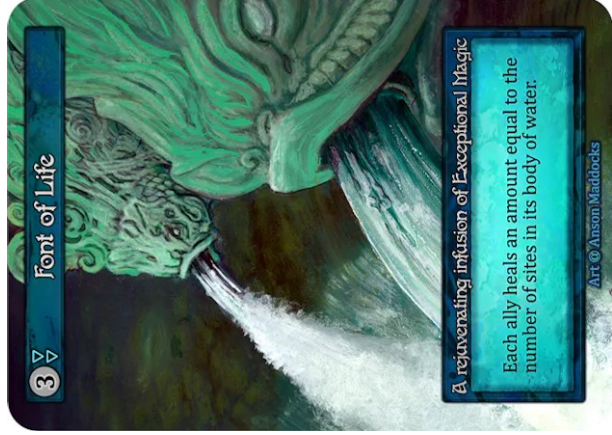




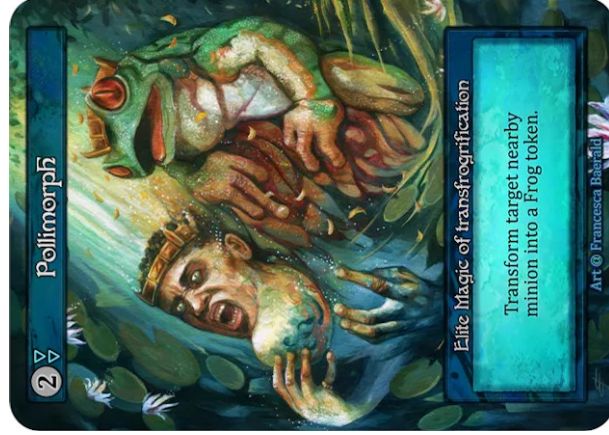














4 

Raise Dead

Exceptional Magic of unsettling necromancy

Summon a random dead minion.

"The living need the dead far more than the dead need the living." — Thomas Lequeur

Art © Tony Szardulo

4230540



2 

Recall

Exceptional Magic of last resort

Teleport any number of allied minions to the caster's location.

Art © Ossi Hiekka



2 

Replication

Elite Magic of counterfeit conjuring

Conjure a copy of an artifact carried by the caster.

"A great sorcerer does not imitate; he plagiarizes."

Art © Francesca Baerald



2 

Riptide

Ordinary Magic to catch life unwary

Target water site pulls in an aboveground unit it's adjacent to. Draw a card.

Art © Maria Molina



3 

Scorched Earth

Elite Magic of dire desperation

Choose any number of sites you control. Destroy each of those sites and everything there.

Art © Dan Seagrave



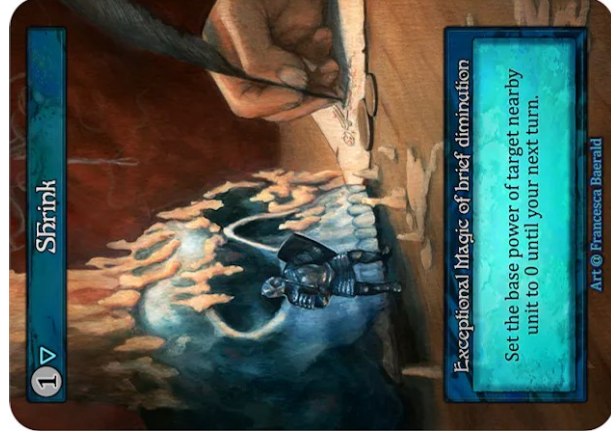
3 

Shield Wall

Exceptional Magic of unflinching formation

Until your next turn, each ally takes 1 less damage for each other ally it's nearby.

Art © Andrea Modesti



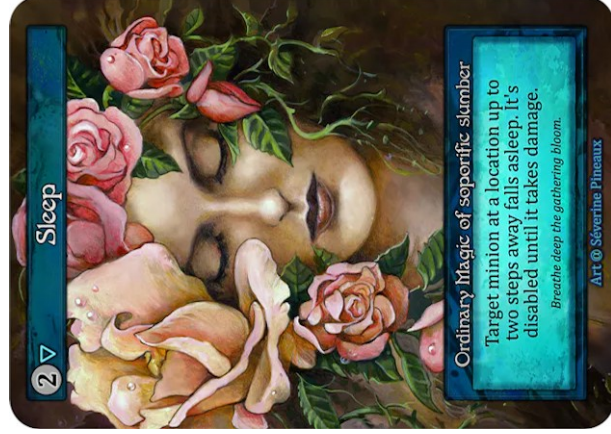
1 

Shrink

Exceptional Magic of brief diminution

Set the base power of target nearby unit to 0 until your next turn.

Art © Francesca Baerald



2 

Sleep

Ordinary Magic of soporific slumber

Target minion at a location up to two steps away falls asleep. It's disabled until it takes damage.

Breathe deep the gathering bloom.

Art © Séverine Pineaux



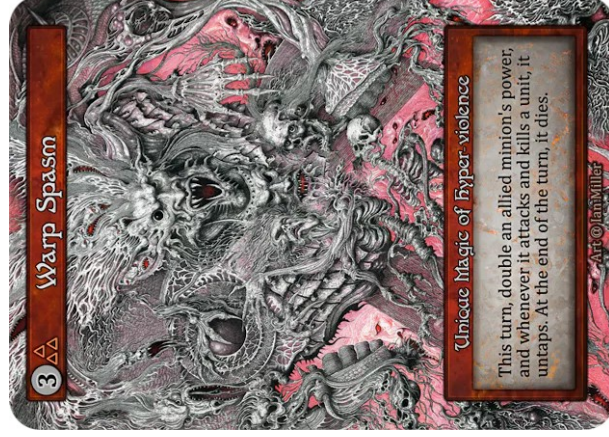
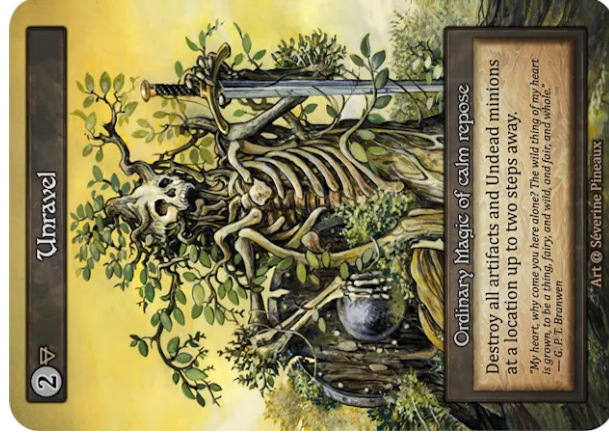
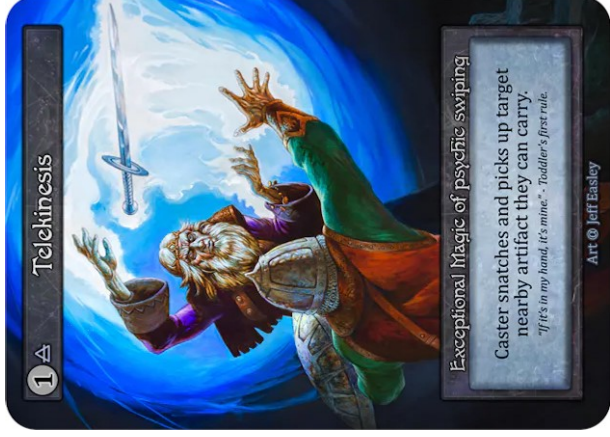
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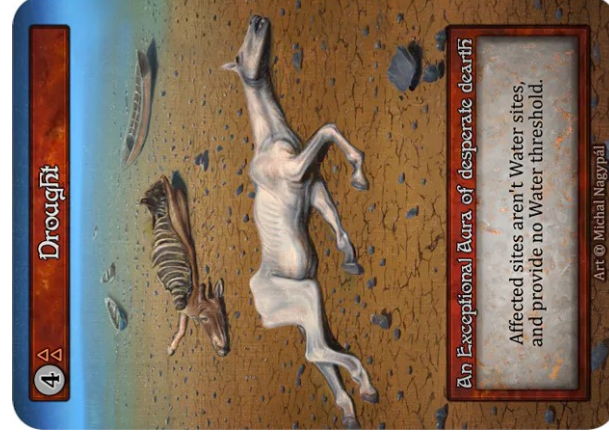
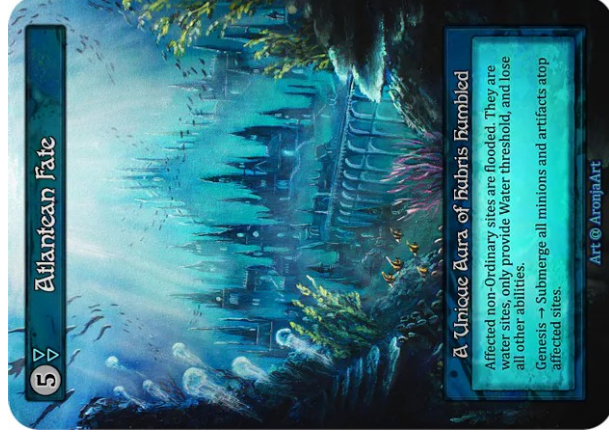
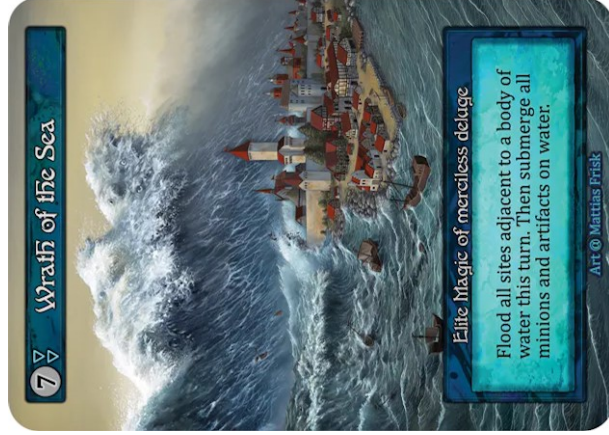
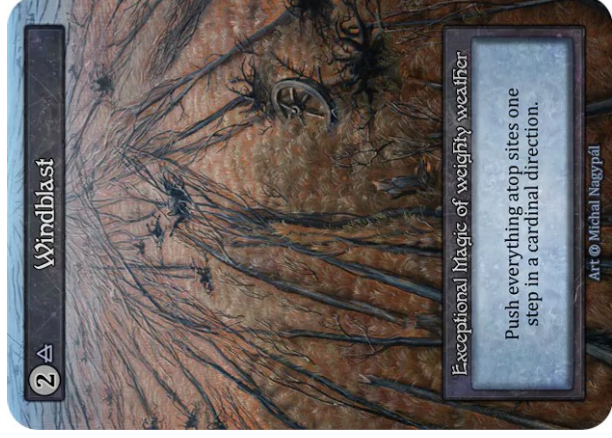
Spin Attack

Ordinary Magic of radial violence

An ally strikes each enemy at its location.

Art © Truitt Parrish





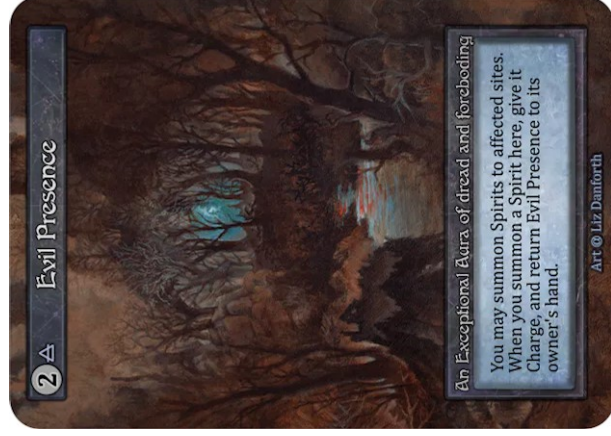


4 ▾ ▿ Entangle Terrain

An Ordinary Aura of trampling roots

Minions occupying affected sites lose Airborne and are Immobile. Lasts 3 of your turns.

Art © Drew Tucker

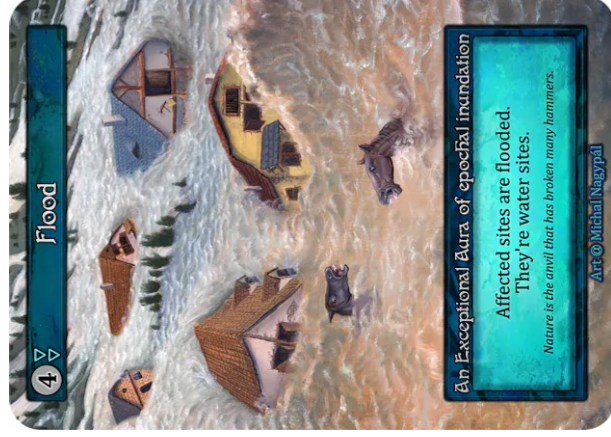


2 △ Evil Presence

An Exceptional Aura of dread and foreboding

You may summon Spirits to affected sites. When you summon a Spirit here, give it Charge, and return Evil Presence to its owner's hand.

Art © Liz Danforth



4 ▾ ▿ Flood

An Exceptional Aura of special inundation

Affected sites are flooded. They're water sites.

Nature is the devil that has broken many homesteads.

Art © Michal Nagypál

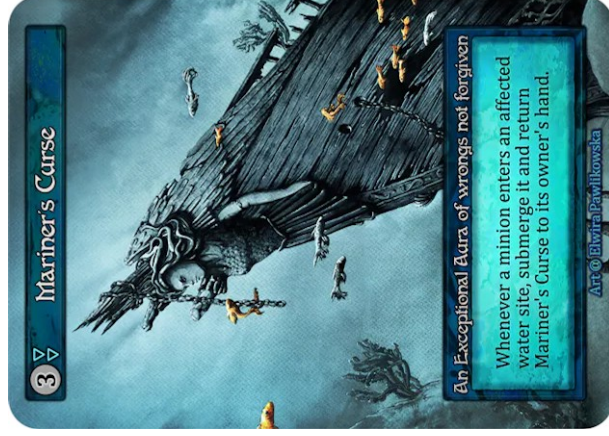


2 △ Jihad

A Unique Aura of zealous devotion

You may summon fire minions to affected sites. Allied fire minions occupying affected sites have +1 power.

Art © Truitt Parrish



3 ▾ ▿ Mariner's Curse

An Exceptional Aura of wrongs not forgiven

Whenever a minion enters an affected water site, submerge it and return Mariner's Curse to its owner's hand.

Art © Elwira Pawlikowska



5 ▾ ▿ Rest in Peace

An Elite Aura of grave permanence

Whenever a Spirit or Undead minion occupies affected land sites, burrow it.

Art © Elwira Pawlikowska



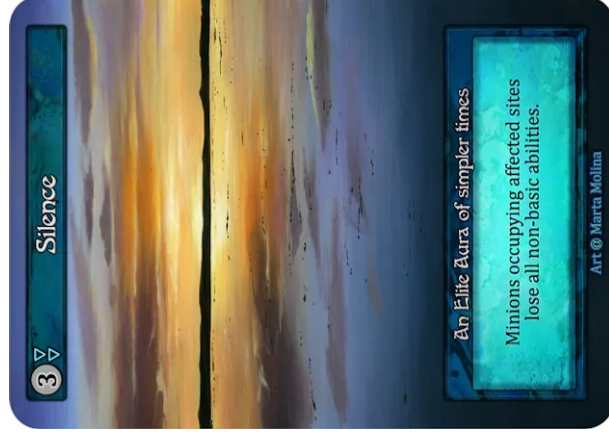
1 △ Sandstorm

An Ordinary Aura of swirling silica

Affected sites and units atop them can't be attacked or intercepted.

At the start of your turn, dispel Sandstorm.

Art © Drew Tucker

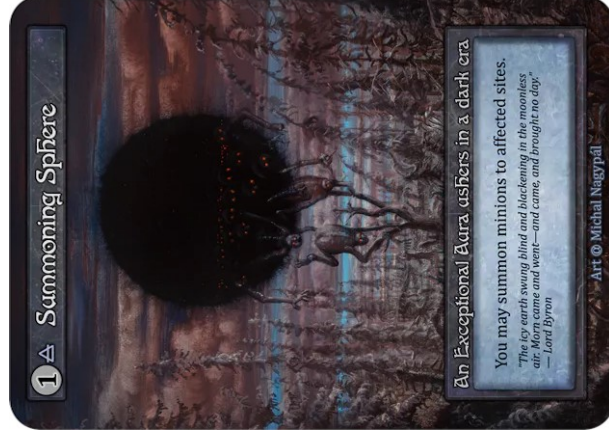


3 ▾ ▿ Silence

An Elite Aura of simpler times

Minions occupying affected sites lose all non-basic abilities.

Art © Marta Molina



1 △ Summoning Sphere

An Exceptional Aura ushers in a dark era

You may summon minions to affected sites.

"The eye earth, seeing blind and blackening in the moonless air: Morn came and went—and brought no day."

— Lord Byron

Art © Michal Nagypál



4 ⚡ ⚡ Thunderstorm

An Exceptional Aura of tempestuous fury

At the end of your turn, deal 3 damage to a random unit atop affected sites, then you may move Thunderstorm one step. After it deals damage three times, dispel it.

Art © Ossi Heikkinen



2 △ Wall of Air

An Ordinary Aura of bitter obstruction

Conjure atop the border of a site you control. Minions with Airborne or 2 or less power can't traverse Wall of Air.

Art © Matt Tames



2 △ Wall of Fire

An Ordinary Aura and blazing barricade

Conjure atop the border of a site you control. Whenever a unit passes through Wall of Fire, it takes 3 damage.

Art © Matt Tames



2 ▽ Wall of Ice

An Ordinary Aura of impassable ice

Conjure atop the border of a site you control. Units can't traverse Wall of Ice on the ground.

Art © Matt Tames



4 △ Wildfire

An Exceptional Aura of incinerant ignition

Conjure Wildfire atop a single site nearby. At the end of each turn, each unit here takes 3 damage, then move Wildfire to an adjacent location it hasn't visited before. If none remain, dispel Wildfire.

Art © Mattias Frisk



3 All-terrain Vestments

Elite Armor fit for any adventure

Bearer has Burrowing, Submerge, and Voidwalk, if it's a minion.

Art © Elwira Pawlikowska



1 Amethyst Core

A Unique Relic of ethereal essence

Provides △ and ① to its controller.

Art © Melissa A. Benson

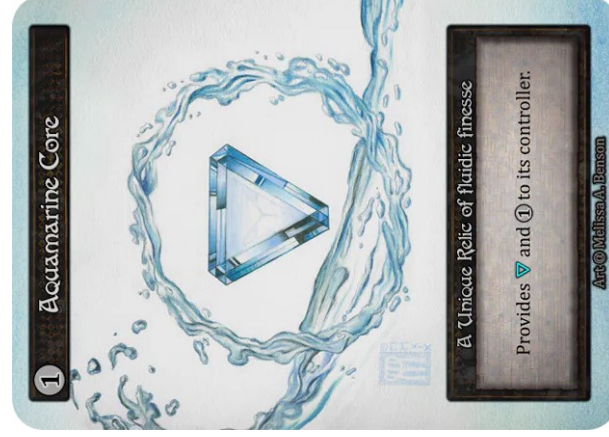


3 Angel's Egg

An Elite Relic of seraphic transfixion

At the end of each turn, the controller of Angel's Egg's site heals 1 life.

Art © Brian Smith

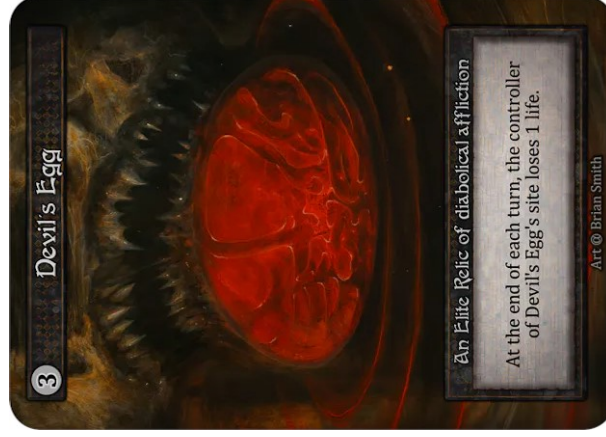
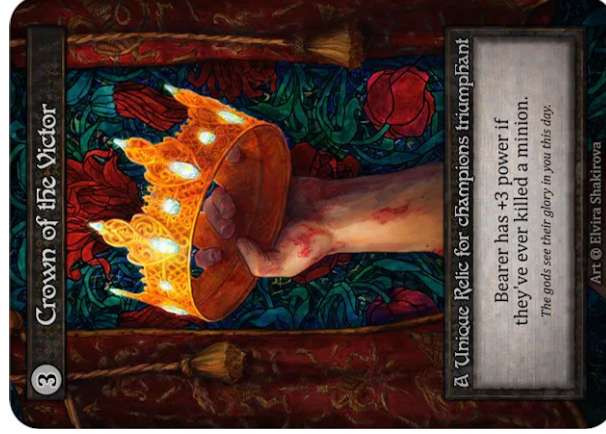


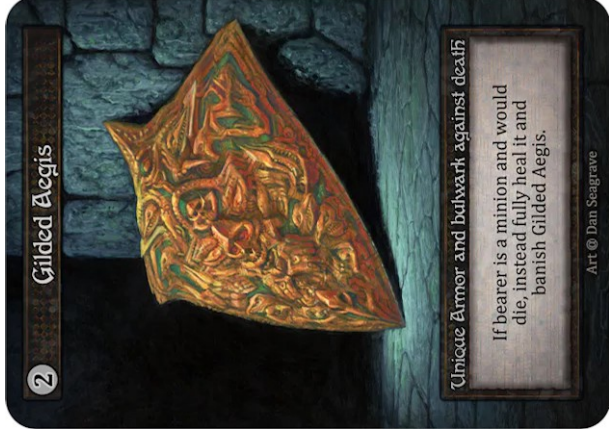
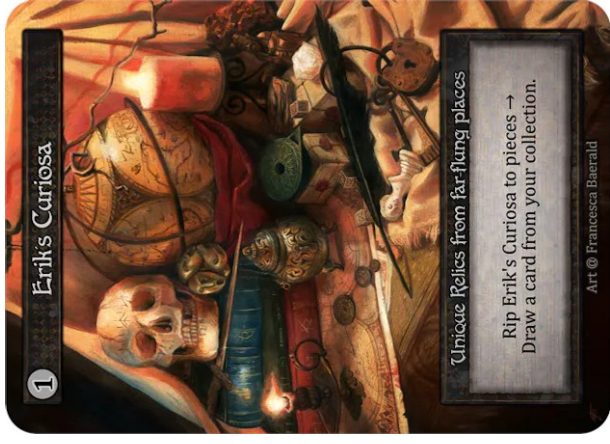
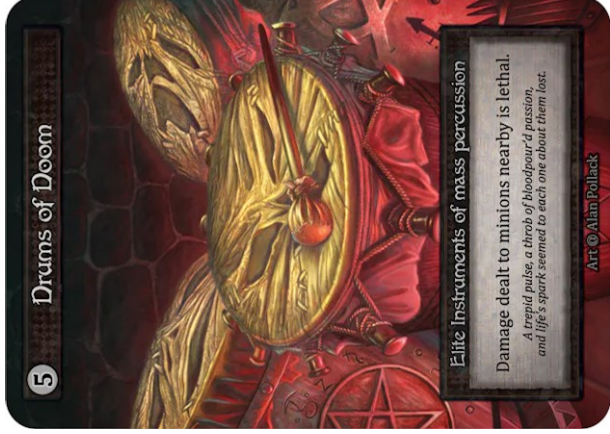
1 Aquamarine Core

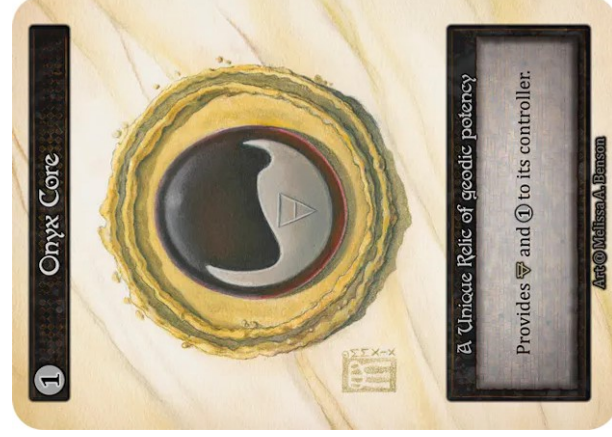
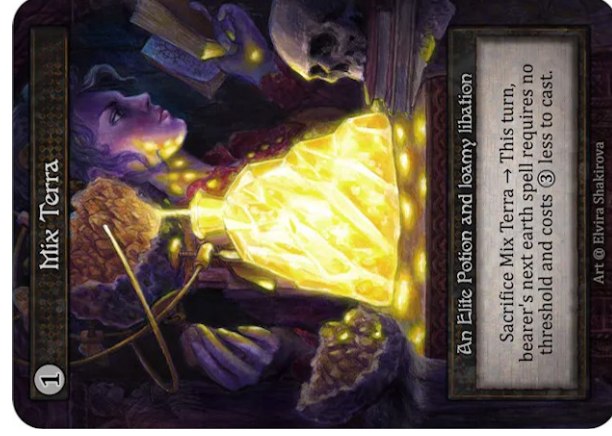
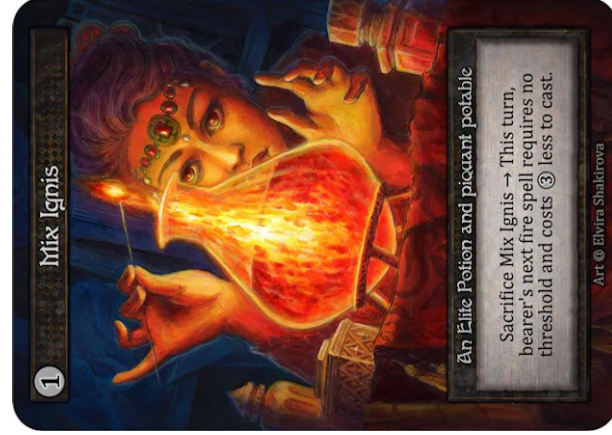
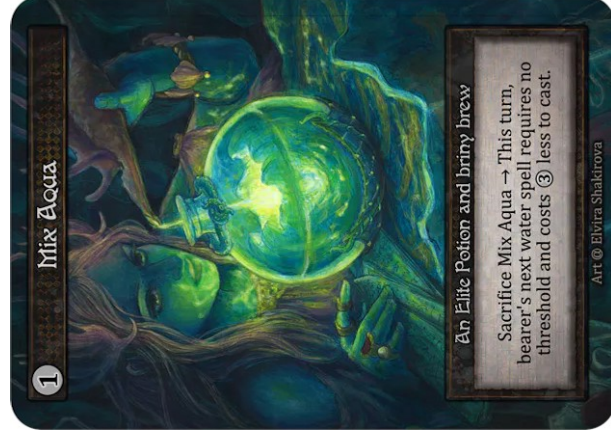
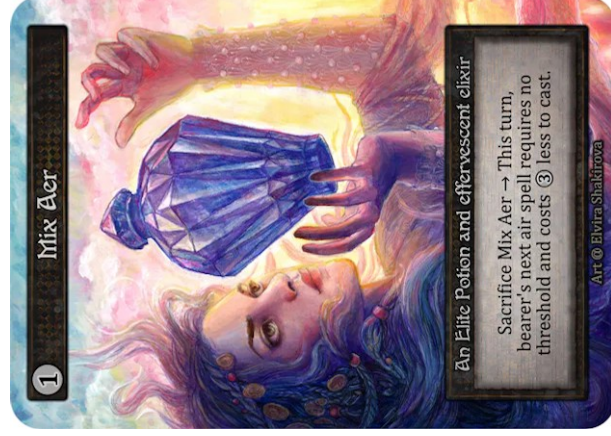
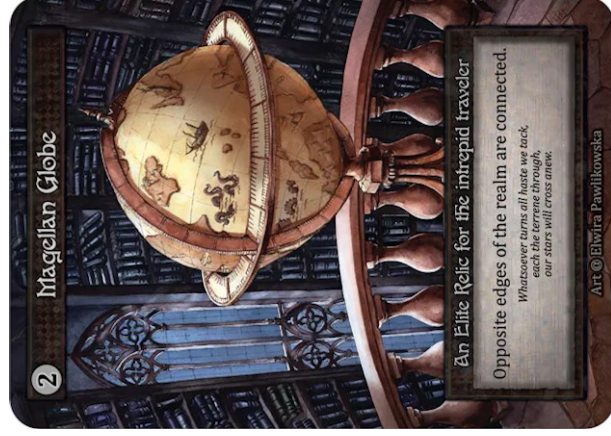
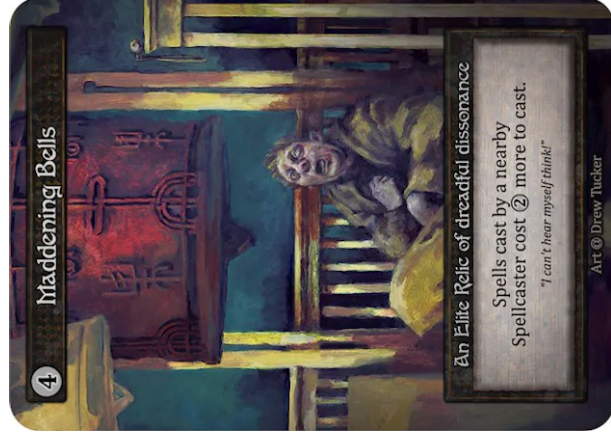
A Unique Relic of fluidic finesse

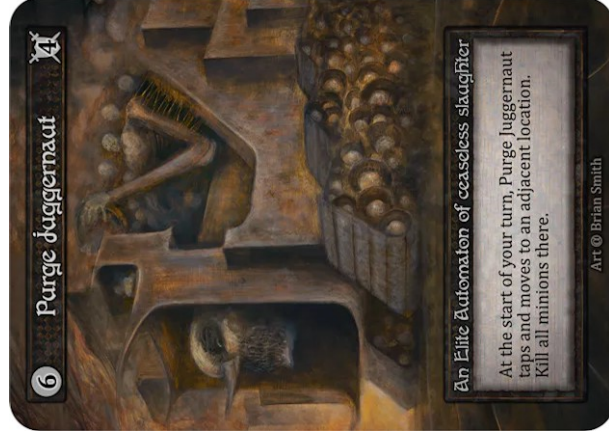
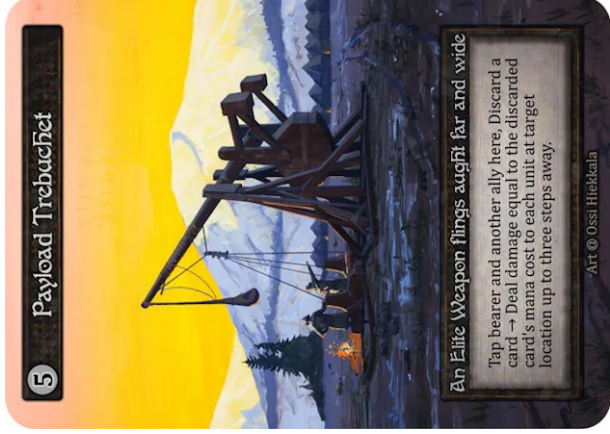
Provides ▽ and ① to its controller.

Art © Melissa A. Benson









2

Scarecrow

A gaunt and ragged Ordinary Relic

Genesis → Return each Airborne minion here to its owner's hand.
Airborne minions can't enter this location.

Art © Lindsey Grummett

3

Screaming Skull

An Elite Relic of unbridled rage

Whenever bearer attacks and kills an enemy, it untaps.

Art © Melissa A. Benson

3

Seven-league Boots

Unique Armor for traipsing and japesing

Bearer has Movement +7.

"Bring me my boots at once, so that I may catch them!"
— Charles Perrault

Art © Melissa A. Benson

3

Siege Ballista

An Exceptional Weapon and engine of war

Tap bearer and another ally here → Deal 3 damage to target unit up to two steps away.

Art © Elvira Pawlikowska

5

Spear of Destiny

A Unique Weapon of divine retribution

Bearer has "Tap → Throw Spear of Destiny at any minion anywhere. It teleports to that minion's location and kills it."

Ner mordei's blood shall taste a hunger erst whetted by divine.

Art © Andrea Modesti

3

Sunken Treasure

Exceptional Relics lost at sea

If cast, conjure this under an allied water site of an opponent's choice.
When Sunken Treasure is carried to the surface, its controller sacrifices it and draws two cards.

Art © Jeff A. Menges

4

The Immortal Throne

A Unique Monument to life everlasting

Whenever anyone plays a card with cost equal to the number of level counters on The Immortal Throne, they draw a card and add a level counter.
At level 8 or more, an Avatar here alone wins the game.

Art © Elvira Shakirova

1

Torsfhammar Trinket

An Exceptional Relic of recurring force

Bearer has +1 power.
At the end of your turn, return this to its owner's hand.

Art © Dan Seagrave

2

Truesight Crossbow

An Exceptional Weapon with an all-seeing eye

Bearer has Ranged and can target Stealth units.

Art © Melissa A. Benson

