



B · MINION

Miner of Aguma

Dwarf

<Deck>
A deck can have any number of this card.

[Passive]
This minion cannot block.

BASIC



300

1



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<Deck>
A deck can have any number of this card.

[Passive]
This minion cannot block.

BASIC



300

1



B · MINION

Guardian of Aguma

Dwarf

[Passive]
This minion cannot block.
<Base> [At the End of Your Turn]
This mana enters the Active State.

RARE



100

1



B · MINION

Guardian of Aguma

Dwarf

[Passive]
This minion cannot block.
<Base> [At the End of Your Turn]
This mana enters the Active State.

RARE



100

1



B · MINION

Guardian of Aguma

Dwarf

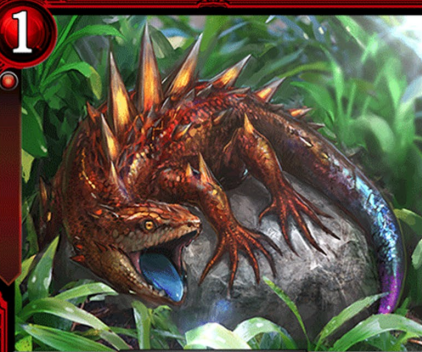
[Passive]
This minion cannot block.
<Base> [At the End of Your Turn]
This mana enters the Active State.

RARE



100

1



1

F · MINION

Spike Lizard

Reptile

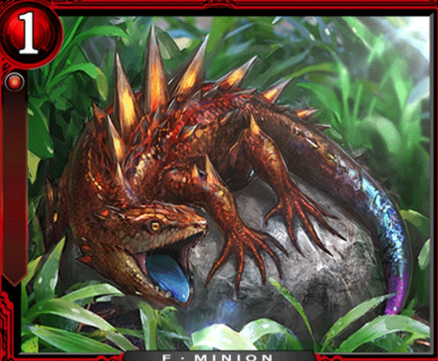
[Passive]
If you have two minions or fewer on your field, this minion cannot attack.
[Passive]
This minion enters the Rest State when it moves to the base.

COMMON



100

1



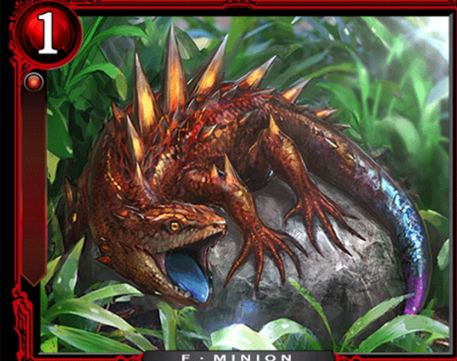
1

Spike Lizard Reptile

[Passive]
If you have two minions or fewer on your field, this minion cannot attack.

[Passive]
This minion enters the Rest State when it moves to the base.

COMMON 100 **1**



1

Spike Lizard Reptile

[Passive]
If you have two minions or fewer on your field, this minion cannot attack.

[Passive]
This minion enters the Rest State when it moves to the base.

COMMON 100 **1**



2

Eoraptor Reptile

[When Attacking]
This minion gains +300BP for the duration of this turn.

BASIC 100 **1**



2

Eoraptor Reptile

[When Attacking]
This minion gains +300BP for the duration of this turn.

BASIC 100 **1**



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Eoraptor Reptile

[When Attacking]
This minion gains +300BP for the duration of this turn.

BASIC 100 **1**



2

Fire Beetle Monster

Charge

COMMON 200 **1**



2

Fire Beetle Monster

Charge

COMMON 200 **1**



2

Fire Beetle Monster

Charge

COMMON 200 **1**

2

MAGIC

High Pressure

[Main]/[Flash]
Select one minion to gain +300BP and the Charge effect for the duration of this turn.

BASIC

AGUMA

2

MAGIC

High Pressure

[Main]/[Flash]
Select one minion to gain +300BP and the Charge effect for the duration of this turn.

BASIC

AGUMA

2

MAGIC

High Pressure

[Main]/[Flash]
Select one minion to gain +300BP and the Charge effect for the duration of this turn.

BASIC

AGUMA

2

MAGIC

Gravity

[Main]/[Flash]
One of your opponent's minions loses -300BP for the duration of this turn.

BASIC

AGUMA

2

MAGIC

Gravity

[Main]/[Flash]
One of your opponent's minions loses -300BP for the duration of this turn.

BASIC

AGUMA

2

MAGIC

Gravity

[Main]/[Flash]
One of your opponent's minions loses -300BP for the duration of this turn.

BASIC

AGUMA

2

F - MINION

Armadahlio Beast

Resurge

BASIC

WILD LAND

200 1

2

F - MINION

Armadahlio Beast

Resurge

BASIC

WILD LAND

200 1



4



F · MINION Tribal

Howling Direwolf Tribal

[Passive]
All your other minions gain +100BP.

BASIC WILD LAND 400 1

4



F · MINION Tribal

Howling Direwolf Tribal

[Passive]
All your other minions gain +100BP.

BASIC WILD LAND 400 1

5



F · MINION Demigod

Tiltt & Wellt - The Astral Choir Demigod

[On Your Turn]
The [When Summoned] abilities of your minions will be activated twice. This effect cannot stack.

LEGEND WILD LAND 400 2

5



F · MINION Demigod

Tiltt & Wellt - The Astral Choir Demigod

[On Your Turn]
The [When Summoned] abilities of your minions will be activated twice. This effect cannot stack.

LEGEND WILD LAND 400 2

7



F · MINION Golem

Cannon Golem Golem

[When Summoned]
Select two of your opponent's minions to lose -400BP for the duration of this turn.

EPIC AGUMA 700 2

7



F · MINION Golem

Cannon Golem Golem

[When Summoned]
Select two of your opponent's minions to lose -400BP for the duration of this turn.

EPIC AGUMA 700 2

7



F · MINION Golem

Cannon Golem Golem

[When Summoned]
Select two of your opponent's minions to lose -400BP for the duration of this turn.

EPIC AGUMA 700 2

9



F · MINION Golem

Arondai - Origins 02 Golem

[When Summoned]
You can have two "Token Golem S" (Red / Golem / Cost 1 / 100BP / 1DP) enter your field.

[When Attacking]
If this minion attacks your opponent's Life, you receive the following effect for the duration of the turn:
Whenever your minion's attack is blocked, deal 1 damage to your opponent's Life.

LEGEND AGUMA 800 2