Guardian of Aguma — Dwarf

[Passive]
This minion cannot block.

<Base> [At the End of Your Turn]
This mana enters the Active State.

RARE — AGUMA — 100 — 1

Guardian of Kanatana — Avian

[Passive]
This minion cannot block.

<Base> [At the End of Your Turn]
This mana enters the Active State.

RARE — KANATANA — 100 — 1

Guardian of Machinas — Android

[Passive]
This minion cannot block.

<Base> [At the End of Your Turn]
This mana enters the Active State.
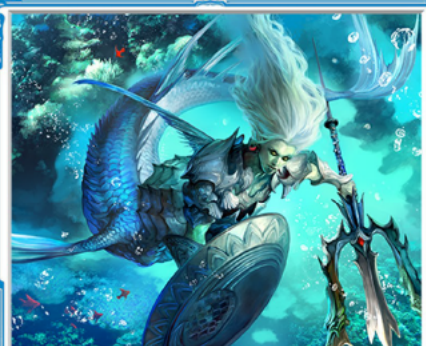
RARE — MACHINAS — 100 — 1

Guardian of Demete — Elf

[Passive]
This minion cannot block.

<Base> [At the End of Your Turn]
This mana enters the Active State.

RARE — DEMETE — 100 — 1

Guardian of Poseido — Merfolk

[Passive]
This minion cannot block.

<Base> [At the End of Your Turn]
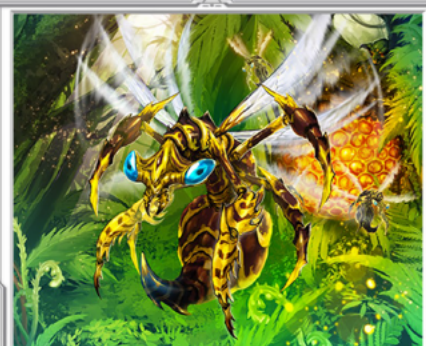This mana enters the Active State.

RARE — POSEIDO — 100 — 1

Guardian of Thanatos — Skeleton

[Passive]
This minion cannot block.

<Base> [At the End of Your Turn]
This mana enters the Active State.

RARE — THANATOS — 100 — 1

Hammerhead Hornet — Monster

COMMON — WILD LAND — 500 — 1

One-Carat Rat — Rodent

<Base> [When Placed]
Draw one card.

RARE — WILD LAND — 300 — 1

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[AWAKEN]

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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

Fire Beetle — Monster

Charge

COMMON — 200 · 1

Velociraptor — Reptile

Charge

[On Your Turn]
All your other minions gain +100BP.

RARE — 300 · 1

Iron Hammer Golem — Golem

[When Attacking]
If this minion attacks your opponent's Life, draw one card.

COMMON — 400 · 1

Graig Smasher - The Iron Lord — Dwarf

[Passive]
For every other minion on your field that is not a token, this minion gains +200BP.

EPIC — 300 · 2

Fire Bat — Winged

[When Summoned]
Select one of your opponent's minions to lose -300BP for the duration of this turn.

RARE — 400 · 1

Alliance Commander Vangeiss — Dwarf

[On Your Turn]
All your minions with a cost of 3 or lower receive the Charge effect.

LEGEND — 500 · 2

Pickaxe Golem — Golem

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

[On Your Turn]
All other minions belonging to the Golem class gain +200BP.

COMMON — 300 · 1

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[AWAKEN]

Cannon Golem — Golem

7 | EPIC | AGUMA | 700 | 2

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

Arondai - Origins 02 — Golem

9 | LEGEND | AGUMA | 800 | 2

[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.

Jackknife Swallow — Avian

1 | COMMON | KANATANA | 100 | 0

[On Your Turn]
If you have summoned another Yellow or Neutral Minion this turn, this minion gains +1DP for the duration of the turn.

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

Raven Cat — Chimera

3 | COMMON | KANATANA | 400 | 1

[Passive]
Whenever another minion enters your field, this minion gains +200BP for the duration of this turn.

Sigre - The Crow Tengu — Avian

3 | COMMON | KANATANA | 300 | 1

Swoop

Swift Fleet — Avian

4 | EPIC | KANATANA | 500 | 1

[On Your Turn]
If you have summoned a minion with a cost of 5 or higher this turn, the basic cost of this card while in your hand becomes 0 for the duration of the turn.

[At the End of Your Turn]
If you have another minion on the field, return this minion to your hand.

Alliance Magistrate Asogi — Avian

4 | LEGEND | KANATANA | 400 | 1

[Passive]
Whenever one of your minions with the Swoop effect enters the field, that minion gains +300BP/+1DP for the duration of the turn.

Lancer Eagle — Beast

4 | RARE | KANATANA | 400 | 1

[When Summoned]
Return one of your opponent's minions with 400BP or lower to their hand.

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[AWAKEN]

Cat Sith — 5 — Guardian
[When Summoned]
Put one of your minions with a cost of 4 or lower in the Active State.

COMMON — KANATANA — 600 — 1

Kamaitachi — 6 — Beast
Swoop
[When Summoned]
Select one of your other minions to gain +200BP/+1DP for the duration of this turn.

RARE — KANATANA — 500 — 1

Twin-Headed Gryphon — 7 — Chimera
[When Summoned]
Return one of your opponent's minions to their hand.

EPIC — KANATANA — 700 — 2

Aoba - Lord of the Skies — 9 — Chimera
[When Summoned]
Look at the top two cards of your deck and select one Field Minion. Reveal it to your opponent and add it to your hand. Put the rest back on the bottom of your deck in random order.
[Passive]
Whenever another minion enters your field, this minion enters the Active State.

LEGEND — KANATANA — 800 — 2

Snow Mouse — 1 — Rodent
[When Summoned]
Restore 1 point to one of your Forces.
[Passive]
This minion enters the Rest State when it moves to the base.

COMMON — MACHINAS — 200 — 0

Doberman Tracer — 2 — Hunter
[When Attacking]
Your opponent must block.

COMMON — MACHINAS — 300 — 1

Alliance Chief Officer Deizler — 4 — Android
[On Your Opponent's Turn]
Your opponent's minions with a cost of 5 or lower cannot attack your Forces.

LEGEND — MACHINAS — 500 — 1

D-13 Holy Quayd — 4 — Soldier
Resurge
[On Your Opponent's Turn]
All your minions gain +200BP. This effect cannot stack.

RARE — MACHINAS — 400 — 1

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[AWAKEN]

Killer Jackuar — Hunter

Cost: 5

[Passive]
Whenever this minion wins a battle against another minion, draw one card.

COMMON — MACHINAS — 500 / 2

D-08 Axebiter — Soldier

Cost: 6

[Passive]
Whenever one of your minions wins a battle against another minion, this minion receives +100BP.

COMMON — MACHINAS — 600 / 3

Black Jackuar — Hunter

Cost: 6

[On Your Turn]
Whenever this minion wins a battle against another minion, this minion returns to the Active State.

RARE — MACHINAS — 700 / 2

Combat Verda MK4 Android — Android

Cost: 6

[Passive]
For each one of your Forces, this minion gains +100BP/+1DP.

EPIC — MACHINAS — 700 / 2

Vicerave - The King — Hunter

Cost: 8

[On Your Turn]
Whenever one of your minions attacks, your opponent must block.

[On Your Turn]
Whenever this minion wins a battle, deal 1 damage to your opponent's Life and each of your opponent's Forces.

LEGEND — MACHINAS — 1000 / 2

Thexuvans - The Pious — Hunter

Cost: 9

[When Attacking]
Select one of your opponent's minions. That minion will be put in the Active State and must block during this battle.

EPIC — MACHINAS — 1100 / 2

Morpheo Bun — Morpheo

Cost: 1

[Passive]
Whenever a "Village Girl of Demete" card is placed into your base, restore 1 Life point.

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

COMMON — DEMETE — 200 / 0

Barichalgo — Tribal

Cost: 3

[On Your Opponent's Turn]
Whenever your Life is attacked by one of your opponent's minions with a cost of 5 or lower, this minion enters the Active State.

COMMON — DEMETE — 400 / 1

[AWAKEN]

Apple Treewalker — 3
Treefolk · F·MINION

[When Attacking]
Put one of your opponent's minions with a cost of 4 or lower in the Rest State.

COMMON · DEMETE · 300 · 1

Ottolupo — 4
Beast · F·MINION

Pierce

COMMON · DEMETE · 500 · 2

Millie - Celestial Tree Guard — 4
Elf · F·MINION

[Passive]
If you select a target to put into the Rest State, select one more eligible target.

LEGEND · DEMETE · 600 · 1

Dulticheronte — 5
Beast · F·MINION

Pierce

[On Your Turn]
All your other minions with the Pierce effect gain +100BP/+1DP.

RARE · DEMETE · 500 · 2

Morpheo Toipu — 5
Morpheo · F·MINION

[When Summoned]
You can search your deck for one "Village Girl of Demete" card and place it into your base in the Rest State. Then, shuffle your deck.

RARE · DEMETE · 500 · 2

Liaveau - The Defender — 6
Elf · F·MINION

[Passive]
If you have 7 or more Life points, this minion receives the Charge, Pierce, and Resurge effects.

EPIC · DEMETE · 800 · 2

Alrûna - Flower of Passion — 7
Treefolk · F·MINION

[When Summoned]
Put two of your opponent's minions in the Rest State.

EPIC · DEMETE · 600 · 2

Maple Treewalker — 8
Treefolk · F·MINION

[When Attacking]
Put all your opponent's minions with a cost of 4 or lower into the Rest State.

[At the End of Your Turn]
If you have four Green Mana or more, restore 1 Life point.

RARE · DEMETE · 900 · 2

[AWAKEN]

Apple Treewalker — Treefolk

3

[When Attacking]
Put one of your opponent's minions with a cost of 4 or lower in the Rest State.

COMMON · DEMETE · 300 · 1

Ottolupo — Beast

4

Pierce

COMMON · DEMETE · 500 · 2

Millie - Celestial Tree Guard — Elf

4

[Passive]
If you select a target to put into the Rest State, select one more eligible target.

LEGEND · DEMETE · 600 · 1

Dulticheronte — Beast

5

Pierce

[On Your Turn]
All your other minions with the Pierce effect gain +100BP/+1DP.

RARE · DEMETE · 500 · 2

Morpheo Toipu — Morpheo

5

[When Summoned]
You can search your deck for one "Village Girl of Demete" card and place it into your base in the Rest State. Then, shuffle your deck.

RARE · DEMETE · 500 · 2

Liaveau - The Defender — Elf

6

[Passive]
If you have 7 or more Life points, this minion receives the Charge, Pierce, and Resurge effects.

EPIC · DEMETE · 800 · 2

Alrûna - Flower of Passion — Treefolk

7

[When Summoned]
Put two of your opponent's minions in the Rest State.

EPIC · DEMETE · 600 · 2

Cedar Treewalker - The Chiliad — Treefolk

9

Pierce

[On Your Opponent's Turn]
Damage dealt to your Life is reduced by 1.

LEGEND · DEMETE · 1300 · 4

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[AWAKEN]

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1 — Undine
Sprite
F · MINION

[On Your Turn]
If you have used a Magic card this turn, this minion gains +1DP for the duration of the turn.

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

COMMON · POSEIDO · 200 · 0

2 — Tortoise Mouse
Rodent
F · MINION

[When Summoned]
Each player draws one card.

COMMON · POSEIDO · 200 · 1

3 — Python Ward
Seawyrm
F · MINION

[When Attacking]
Whenever this minion deals damage, select one of your mana to enter the Active State.

COMMON · POSEIDO · 400 · 1

4 — Pentagona Orchestra Timpanist
Artist
F · MINION

Infiltrate

[On Your Turn]
If you have used a Blue Magic card this turn, the basic cost of this card while in your hand becomes 0 for the duration of the turn.

RARE · POSEIDO · 200 · 1

5 — Pentagona Orchestra Cellist
Artist
F · MINION

[When Summoned]
Retrieve one Magic card with a cost of 4 or lower from your trash and return it to your hand.

COMMON · POSEIDO · 500 · 2

5 — Jade Karajan - The Maestro
Merfolk
F · MINION

[Passive]
Every time you use a Magic card, one "Token Merman" (Blue / Merfolk / Cost 2 / 200BP / 1DP) enters your field.

LEGEND · POSEIDO · 500 · 1

5 — Azul - The Magician
Seawyrm
F · MINION

[On Your Turn]
This minion cannot be blocked.

EPIC · POSEIDO · 600 · 2

6 — Aquaserpent
Seawyrm
F · MINION

[When Attacking]
Whenever this minion deals damage, two of your mana enter the Active State.

RARE · POSEIDO · 600 · 2

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[AWAKEN]

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Nias - The Sea Queen — Sprite

7 | 600 | 2 | EPIC | POSEIDO | F·MINION

[When Summoned]
Move two of your opponent's minions with a cost of 4 or lower into their base in the Rest State.

Alezan - King of the Deep — Seawyrm

8 | 800 | 2 | LEGEND | POSEIDO | F·MINION

[When Summoned]
Move up to three minions from your base to the field and put them in the Active State.

[When Attacking]
Move one of your opponent's minions into their base in the Rest State.

Maddor — Monster

1 | 300 | 1 | COMMON | THANATOS | F·MINION

[Passive]
This minion will be destroyed after it finishes a battle.

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

Mischievous Imp — Demon

2 | 200 | 1 | COMMON | THANATOS | F·MINION

[When Destroyed]
One of your opponent's minions loses -200BP and -1DP of its original DP value for the duration of this turn.

Ashbringer — Monster

2 | 700 | 2 | EPIC | THANATOS | F·MINION

[Passive]
If your opponent has one or more Forces, this minion cannot attack, block, or move.

[Passive]
Whenever one of your other minions attacks a Force, that minion gains +200BP for the duration of the battle.

Crimson Maille — Monster

3 | 300 | 1 | RARE | THANATOS | F·MINION

Revenge

[When Attacking]
If attacking a Force, this minion gains +1DP for the duration of the battle.

Graverobber — Demon

4 | 400 | 2 | COMMON | THANATOS | F·MINION

<Trash>
If this minion returns to your hand from your trash, put it on your field.

Trickster Imp — Demon

5 | 600 | 2 | COMMON | THANATOS | F·MINION

Revenge

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[AWAKEN]

6 — Astaroth - The Great Duke `Demon`
[When Summoned]
Retrieve one Field Minion card with a cost of 3 or lower from your trash and put it on your field. ([When Summoned] abilities will not activate.)

F · MINION
RARE — THANATOS — 500 | 2

6 — Zintine - Seeker of False Gods `Demon`
[When Attacking]
You can destroy one of your other minions. If you do, this minion enters the Active State.

F · MINION
LEGEND — THANATOS — 700 | 1

7 — Iridis - Lord of the Dead `Demon`
[When Destroyed]
Destroy one of your opponent's minions and one of your opponent's Forces.

F · MINION
EPIC — THANATOS — 500 | 2

8 — Belphegor - King of Sorrow `Demon`
[Passive]
Increase the basic cost of the Field Minion cards in your opponent's hand by 1.

[When Attacking]
Retrieve one Purple Field Minion card from your trash that is not "Belphegor - King of Sorrow" and put it on your field. ([When Summoned] abilities will not activate.)

F · MINION
LEGEND — THANATOS — 800 | 2

1 — Fearsome Pheasant `Beast`
[Passive]
If all your Forces are destroyed, this minion gains +1DP.

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

F · MINION
COMMON — WILD LAND — 200 | 0

2 — Dancing Cutlass `Monster`
[On Your Opponent's Turn]
This minion gains +400BP.

F · MINION
COMMON — WILD LAND — 100 | 1

2 — Gliding Panther Scouts `Beast`
[When Attacking]
All your minions gain +100BP for the duration of this turn.

F · MINION
COMMON — WILD LAND — 200 | 1

2 — Bomb Wisp `Monster`
[When Destroyed]
All minions with 300BP or lower are destroyed.

F · MINION
RARE — WILD LAND — 100 | 1

[AWAKEN]

Goliath Boareater — Monster

2 · F·MINION · RARE · WILD LAND · 300 · 1

[Passive]
If you have 3 Life points or lower, this minion gains +200BP/+1DP.

Blessing Pixies — Sprite

3 · F·MINION · COMMON · WILD LAND · 200 · 0

[Passive]
Whenever damage is dealt to your Life, draw one card. This effect cannot stack.

Toadstool Tortoise — Beast

3 · F·MINION · COMMON · WILD LAND · 200 · 1

Revenge

Water Shooter — Beast

3 · F·MINION · COMMON · WILD LAND · 300 · 1

[When Summoned]
Destroy one of your opponent's minions with a DP of 0.

Will-o'-the-Wisp — Monster

3 · F·MINION · COMMON · WILD LAND · 200 · 1

[When Destroyed]
Place one Neutral Mana in your base.

Hermit Horncrab — Beast

3 · F·MINION · RARE · WILD LAND · 500 · 2

[When Summoned]
This minion enters the Rest State.

Goblin Queen — Goblin

3 · F·MINION · EPIC · WILD LAND · 200 · 1

[When Summoned]
You can search your deck for one minion card belonging to the Goblin class that is not "Goblin Queen". If you do so, reveal the card to your opponent and add it to your hand. Then, shuffle your deck.

Sly Colossaur — Monster

3 · F·MINION · EPIC · WILD LAND · 300 · 1

[Passive]
For each one of your Forces destroyed, this minion receives +200BP/+1DP.

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[AWAKEN]

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Pandoria - Bearer of Evils — Demigod

3

[When Summoned]
You can search your deck for one Base Minion card, reveal it to your opponent and add it to your hand. Then, shuffle your deck.

F · MINION

LEGEND   **300**   **1**

Mordo — Beast

4

[Passive]
Whenever one of your other minions is destroyed, this minion receives +100BP.

F · MINION

COMMON   **400**   **2**

Fain Callias — Winged

4

[When Summoned]
Restore 1 Life point or 1 Force point.

F · MINION

COMMON   **400**   **2**

Charged Hippo — Beast

4

[When Attacking]
Destroy all your opponent's minions with 200BP or lower.

F · MINION

COMMON   **500**   **1**

Creature Book — Monster

4

[When Summoned]
Look at the top three cards of your deck and select one Field Minion. Reveal it to your opponent and add it to your hand. Put the rest back on the bottom of your deck in random order.

F · MINION

RARE   **400**   **1**

Acid Dragon — Dragon

4

[Passive]
Whenever damage is dealt to your Life, this minion receives +1DP.

F · MINION

RARE   **500**   **1**

Lightningfall Dragon — Dragon

4

[When Summoned]
Destroy one of your opponent's Neutral Minions.

F · MINION

EPIC   **600**   **1**

Magic Eater — Monster

4

[On Your Turn]
If you have used a Magic card with an original cost of 4 or higher this turn, the cost of this card while in your hand becomes 0 for the duration of the turn.

F · MINION

EPIC   **400**   **1**

[AWAKEN]

Divine Dragon — Dragon
5 · F·MINION · Dragon

[When Destroyed]
Restore 2 Life points.

COMMON · WILD LAND · 400 · 2

Floating Cloth — Monster
5 · F·MINION · Monster

Infiltrate

COMMON · WILD LAND · 300 · 1

Blob Wahl — Monster
5 · F·MINION · Monster

[When Summoned]
One "Token Slime Block" (Neutral / Monster / Cost 1 / 300BP / 0DP) enters your field.

RARE · WILD LAND · 500 · 0

Spellgazer Wolf — Beast
5 · F·MINION · Beast

[Passive]
Whenever you use a Magic card, draw one card.

RARE · WILD LAND · 400 · 1

Lucky Lush Bunny — Humanoid
5 · F·MINION · Humanoid

[When Summoned]
Restore 1 point to your Life and all your Forces.

EPIC · WILD LAND · 500 · 2

Tillt & Wellt - The Astral Choir — Demigod
5 · F·MINION · Demigod

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

LEGEND · WILD LAND · 400 · 2

Demon Knight Dustrider — Humanoid
5 · F·MINION · Humanoid

[When Summoned] & [At the Start of Your Turn]
Increase your Movement by 1.

LEGEND · WILD LAND · 500 · 2

Brave Dramar — Tribal
6 · F·MINION · Tribal

[When Attacking]
This minion receives +1DP for every other minion on your field for the duration of this battle.

COMMON · WILD LAND · 800 · 1

[AWAKEN]

Emerald Dragon — 6
F · MINION — Dragon

Pierce

COMMON — WILD LAND — 700 / 2

Wise Dramar — 5
F · MINION — Tribal

[When Summoned]
You can discard one Base Minion card from your hand. If you do, draw two cards.

RARE — WILD LAND — 600 / 2

Crimson Cerberus - The Hellhound — 6
F · MINION — Monster

[On Your Turn]
Whenever this minion deals damage to your opponent's Life, it also deals 2 damage to each of your opponent's Forces.

EPIC — WILD LAND — 800 / 2

Chronorion - Mover of Time — 6
F · MINION — Demigod

[Passive]
Reduce the basic cost of the Color cards in your hand by 1 for each of your Forces.

[Passive]
Increase the basic cost of the Neutral Field Minion cards in your opponent's hand by 1.

LEGEND — WILD LAND — 500 / 2

Wallace - The Courageous — 6
F · MINION — Demigod

[Passive]
All your other minions gain +100BP/ +1DP.

LEGEND — WILD LAND — 600 / 2

Gargantuan Eagle — 7
F · MINION — Winged

Swoop

COMMON — WILD LAND — 700 / 2

Magic Veil - The Caster — 7
F · MINION — Golem

[When Summoned]
All your mana return to the Active State when this turn ends.

RARE — WILD LAND — 800 / 2

Enrico - Revolver of Time — 7
F · MINION — Demigod

[When Summoned]
Both players discard all the cards in their hand. Then, each player draws five cards.

LEGEND — WILD LAND — 600 / 2

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[AWAKEN]

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Giga Cyclops — Giant

8 | F·MINION

[On Your Turn]
This minion cannot be blocked by a minion with a cost of 3 or lower.

RARE | WILD LAND | 800 | 3

The Archangel Uriel — Angel

8 | F·MINION

[When Summoned]
Draw cards until you have a total of four in your hand.

RARE | WILD LAND | 800 | 2

Duskurse - The Devastator — Dragon

8 | F·MINION

[On Your Turn]
The basic cost of this card while in your hand is reduced by 1 for each minion that is on the field.

EPIC | WILD LAND | 800 | 2

Crystal Veil - The Reflector — Golem

9 | F·MINION

Resurge
[Passive]
This minion cannot be selected as a target for the effects of minions on your opponent's field or their Magic cards.

EPIC | WILD LAND | 900 | 3

Hellfire Dragon — Dragon

9 | F·MINION

[When Summoned]
Destroy all minions with 500BP or lower.

EPIC | WILD LAND | 800 | 2

Lachesis - Decider of Fate — Demigod

9 | F·MINION

[When Summoned]
Switch your opponent's Life points with one of your Force's points.

LEGEND | WILD LAND | 500 | 1

Lord Alabaster - The Embattled — Dragon

10 | F·MINION

Charge
[When Attacking]
Deal 3 damage to your opponent's Life. For each Force your opponent has, this damage is reduced by 1.

LEGEND | WILD LAND | 1200 | 3

Yggdrawalker - Bearer of Golden Fruit — Sprite

12 | F·MINION

[On Your Turn]
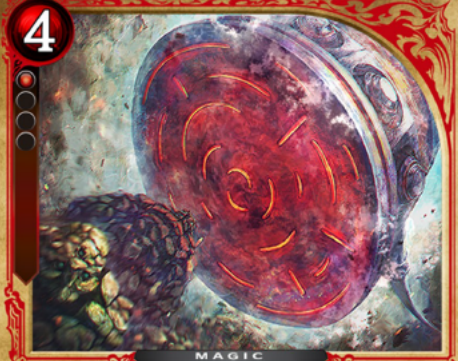The basic cost of this card while in your hand is reduced by 3 for each Force that has been destroyed.

EPIC | WILD LAND | 1000 | 3

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[AWAKEN]

Rush of Bats

2 — MAGIC

[Main]
Draw one card. For the duration of this turn, your opponent gains the following effect:
Life and Force points cannot be restored and damage cannot be reduced.

COMMON — AGUMA

Megaton Hammer

4 — MAGIC

[Main]/[Flash]
Select one of your opponent's minions to lose -600BP for the duration of this turn.

COMMON — AGUMA

Golem Mobilization

5 — MAGIC

[Main]/[Flash]
Two "Token Golem S" (Red / Golem / Mana Cost 1 / 100BP / 1DP) enter your field. All your minions belonging to the Golem class gain +200BP for the duration of this turn.

RARE — AGUMA

Chimera Vortex

2 — MAGIC

[Flash]
Return one minion with a cost of 4 or lower to the hand.

COMMON — KANATANA

War Cry

3 — MAGIC

[Main]/[Flash]
Put one minion in the Active State.

COMMON — KANATANA

Summoning Conch

5 — MAGIC

[Main]
Draw two cards. When this turn ends, all your mana return to the Active State.

RARE — KANATANA

Lock-On

1 — MAGIC

[Main]
For the duration of this turn, you gain the following effect:
Your opponent must block every time one of your minions belonging to the Hunter class attacks.

COMMON — MACHINAS

Refine

3 — MAGIC

[Main]/[Flash]
Restore 1 point to all your Forces. Damage dealt to your Forces is reduced by 1 for the duration of this turn.

COMMON — MACHINAS

[AWAKEN]

5 — Death from Orbit

MAGIC

[Main]
Destroy all your opponent's minions with a cost of 3 or lower.

RARE — MACHINAS

1 — Healing

MAGIC

[Main]/[Flash]
Restore 1 Life point. If you have a minion belonging to the Treefolk class on your field, draw one card.

COMMON — DEMETE

2 — Aero Wall

MAGIC

[Flash]
Damage dealt to your Life is reduced by 1 for the duration of this turn.

RARE — DEMETE

4 — Binding Roses

MAGIC

[Main]/[Flash]
Select up to two minions/Forces to put in the Rest State. If it is your turn, those targets cannot return to the Active State until your opponent's next Standby Phase.

COMMON — DEMETE

2 — Surprise Onslaught

MAGIC

[Flash]
The original DP of all your opponent's minions with a cost of 4 or lower is reduced by 1 for the duration of this turn.

COMMON — POSEIDO

2 — Violent Stream

MAGIC

[Flash]
Move one of your opponent's minions with a cost of 4 or lower into their base in the Rest State.

COMMON — POSEIDO

4 — Revolution Symphony

MAGIC

[Main]
One of your minions cannot be blocked for the duration of this turn. If that minion belongs to the Seawyrm class, return this card to your hand.

RARE — POSEIDO

1 — Mud Pit

MAGIC

[Main]
Destroy one minion with a mana cost of 3 or lower.

COMMON — THANATOS

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[AWAKEN]

Resurrection

3

MAGIC

[Flash]
Retrieve one Field Minion card with a cost of 4 or lower from your trash and put it on your field. ([When Summoned] abilities will not activate.)

COMMON · THANATOS

Pandemic

8

MAGIC

[Main]
Destroy all minions.

RARE · THANATOS

Dyana - The Reptile Pathfinder `Reptile`

3

F · MINION

Chain: Red
[On Your Turn]
All your other Red Minions gain +200BP.

EPIC · AGUMA · 400 · 1

Stabosaur `Reptile`

8

F · MINION

Charge
[When Summoned]
If you have four Red Mana or more, one of your opponent's minions loses -600BP for the duration of this turn.

RARE · AGUMA · 800 · 2

Angela - The Celestial Pathfinder `Angel`

3

F · MINION

Chain: Yellow
[Passive]
Whenever another Yellow Minion enters your field, all your minions gain +100BP for the duration of this turn.

EPIC · KANATANA · 400 · 1

Elephatortoise `Guardian`

8

F · MINION

[When Summoned]
Select one of your minions to gain +300BP/+1DP for the duration of this turn.

[When Attacking]
If you have four Yellow Mana or more, return one of your opponent's minions with a cost of 4 or lower to their hand.

RARE · KANATANA · 800 · 2

Audri - The Mech Pathfinder `Android`

3

F · MINION

Chain: White
[Passive]
All your other White Minions gain the Resurge effect.

EPIC · MACHINAS · 400 · 1

Icebear `Hunter`

8

F · MINION

[When Attacking]
If you have four or more White Mana, all your minions receive +100BP.

[Passive]
This minion cannot be selected as a target for your opponent's Magic cards.

RARE · MACHINAS · 700 · 2

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[AWAKEN]

Brigitte - The Warfare Pathfinder — Elf

3 | F · MINION

Chain: Green

[On Your Turn]
Whenever a Green Minion with a cost of 5 or higher enters your field, draw one card.

EPIC | DEMETE | 400 | 1

Maple Treewalker — Treefolk

8 | F · MINION

[When Attacking]
Put all your opponent's minions with a cost of 4 or lower into the Rest State.

[At the End of Your Turn]
If you have four Green Mana or more, restore 1 Life point.

RARE | DEMETE | 900 | 2

Marisa - The Princess Pathfinder — Merfolk

3 | F · MINION

Chain: Blue

[On Your Turn]
Whenever one of your other Blue Minions deals damage, that minion receives +1DP.

EPIC | POSEIDO | 400 | 1

Golden Seal — Beast

8 | F · MINION

[When Attacking]
If you have four or more Blue Mana, move one of your opponent's minions with a cost of 6 or higher into their base in the Rest State.

Infiltrate

RARE | POSEIDO | 800 | 2

Cathryn - The Queen Pathfinder — Demon

3 | F · MINION

Chain: Purple

[On Your Turn]
Whenever one of your other Purple Minions destroys a Force using DP, place one Neutral Mana and draw one card. This effect cannot stack.

EPIC | THANATOS | 400 | 1

Wallcrusher — Demon

8 | F · MINION

[When Attacking]
If you have four or more Purple Mana, destroy one of your opponent's minions with a cost of 4 or lower.

[Passive]
For each one of your opponent's Forces destroyed, this minion gains +200BP/+1DP.

RARE | THANATOS | 700 | 2

Traveler of the Wastes — Centaur

1 | F · MINION

[When Summoned]
You can search your deck for one of the following cards, reveal it to your opponent, add it to your hand, and shuffle your deck: "Miner of Aguma", "Priest of Kanatana", "Denizen of Machinas", "Village Girl of Demete", "Songbird of Poseido", "The Wanderers of Thanatos"

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

RARE | WILD LAND | 100 | 0

[AWAKEN]