



Miner of Aguma Dwarf

<Deck>
A deck can have any number of this card.
[Passive]
This minion cannot block.

BASIC  300 1



Priest of Kanatana Avian

<Deck>
A deck can have any number of this card.
[Passive]
This minion cannot block.

BASIC  300 1



Denizen of Machinas Android

<Deck>
A deck can have any number of this card.
[Passive]
This minion cannot block.

BASIC  300 1



Village Girl of Demete Elf

<Deck>
A deck can have any number of this card.
[Passive]
This minion cannot block.

BASIC  300 1



Songbird of Poseido Merfolk

<Deck>
A deck can have any number of this card.
[Passive]
This minion cannot block.

BASIC  300 1



The Wanderers of Thanatos Skeleton

<Deck>
A deck can have any number of this card.
[Passive]
This minion cannot block.

BASIC  300 1



Eoraptor Reptile

2
[When Attacking]
This minion gains +300BP for the duration of this turn.

BASIC  100 1



Drill Golem Golem

2

BASIC  300 1

4



F · MINION Dwarf

Sams - The All-Seeing Commander Dwarf

[On Your Turn]
All your minions with the Charge effect gain +1DP.

BASIC 500 1

7



F · MINION Reptile

Exptera Reptile

Charge

BASIC 800 2

2



F · MINION Guardian

Meerpriest Guardian

[When Summoned]
Select one of your minions to gain +200BP for the duration of this turn.

BASIC 200 1

3



F · MINION Phoenix

Fledgling Phoenix Phoenix

[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.

BASIC 200 1

4



F · MINION Chimera

Cheetera Chimera

Swoop

BASIC 400 1

5



F · MINION Avian

Mononobe - Ambassador to Aguma Avian

[Passive]
Reduce the basic cost of the minion cards in your hand by 1.

BASIC 500 2

2



F · MINION Winged

Ring Raptor Winged

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

BASIC 300 1

3




F · MINION Soldier

R-B7 Gravion Soldier

[Passive]
For each one of your Forces, this minion gains +200BP.

BASIC 200 1

5



F · MINION

Commanding Gelt Android Android

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

BASIC MACHINAS 500 2

6



F · MINION

R-A3 Crusher Soldier

Resurge

BASIC MACHINAS 700 2

2



F · MINION

Marielna - Master of the Wind Elf

[When Summoned]
You can place a Green Base Minion card from your hand into your base in the Rest State. ([When Placed] abilities will not activate.)

BASIC DEMETE 300 0

3



F · MINION

Perchalsi Beast

[Passive]
If you have four or more Green Mana, this minion gains +200BP/+1DP.
[On Your Opponent's Turn]
Damage dealt to your Life and your Forces by Neutral Minions is reduced by 1.

BASIC DEMETE 300 1

5



F · MINION

Fir Treewalker Treefolk

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

BASIC DEMETE 500 2

7



F · MINION

Ursarano Beast

Pierce

BASIC DEMETE 700 3

2



F · MINION

Pentagona Orchestra Tubist Artist

[Passive]
Whenever you use a Magic card, this minion receives +100BP.

BASIC ROSEIRO 200 1

3



F · MINION

Whitefin Dolphin Beast

[When Summoned]
Draw one card.

BASIC ROSEIRO 200 1

5



F · MINION

Bel Canto in Rosa Merfolk

[On Your Turn]
Whenever one of your other minions deals damage, draw one card. This effect cannot stack.

BASIC 500 2

7



F · MINION

Snake Ward Seaworm

Infiltrate

BASIC 500 2

2



F · MINION

Two-Tailed Cat Beast

Revenge

BASIC 200 1

3



F · MINION

Shadowhand Monster

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

BASIC 300 1

4



F · MINION

Banshee Monster

[When Destroyed]
Destroy one of your opponent's minions with a cost of 4 or lower.

BASIC 300 1

5



F · MINION

Bone Chariot Skeleton

[When Summoned]
You can return one Field Minion card from your trash to your hand.

BASIC 500 2

1



F · MINION

Shielded Goblin Goblin

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

BASIC 300 0

2



F · MINION

Goblin Soldier Goblin

BASIC 300 1



2

F · MINION

Armadahlio Beast

Resurge

BASIC 200 1



2

F · MINION

Cobra Mage Beast

[When Destroyed]
Draw one card.

BASIC 200 0



2

F · MINION

Mad Jackuar Hunter

[When Destroyed]
Restore 1 point to one of your Forces.

BASIC 200 1



3

F · MINION

Megalosaurus Reptile

BASIC 500 1



3

F · MINION

Little Trickster Sprite

[When Summoned]
Change one of your Neutral Mana that is not a minion into the Color Mana of your choice.

BASIC 300 1



3

F · MINION

Healing Sheep Beast

[When Summoned]
Restore 1 Life point.

BASIC 300 1



3

F · MINION

Gayl Mouse Rodent

Charge

BASIC 300 1



3

F · MINION

Blaze Monster

[When Summoned]
Select one other minion to gain +300BP for the duration of this turn.

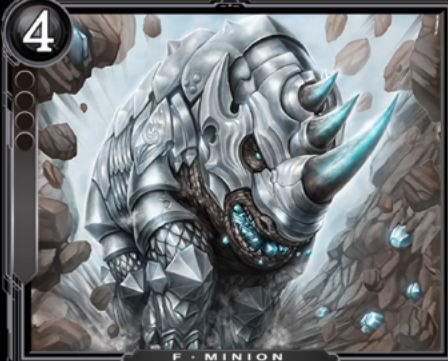
BASIC 200 1



4 F · MINION Reptile



BASIC WILD LAND 500 2



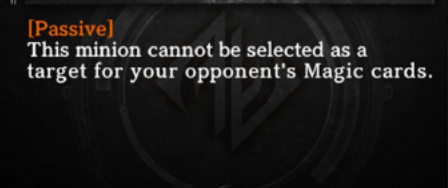
4 F · MINION Beast



BASIC WILD LAND 500 1



4 F · MINION Tribal



BASIC WILD LAND 400 2



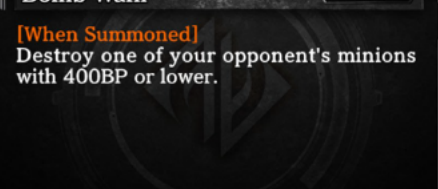
4 F · MINION Tribal



BASIC WILD LAND 400 1



4 F · MINION Monster



BASIC WILD LAND 500 0



5 F · MINION Monster



BASIC WILD LAND 700 2



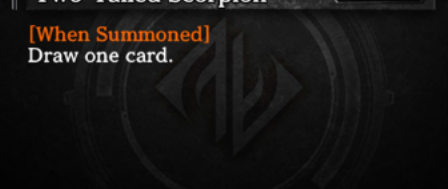
5 F · MINION Beast



BASIC WILD LAND 500 1



5 F · MINION Monster



BASIC WILD LAND 500 2

[When Summoned]
Destroy one of your opponent's minions with 400BP or lower.

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

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

6



F · MINION

Spiked Octopus

Monster

BASIC

WILD LAND

900 2

6



F · MINION

Revolver Condor

Winged

[When Summoned]
Deal 1 damage to your opponent's Life.

BASIC

WILD LAND

500 2

6



F · MINION

Bon Balloon Mouse

Rodent

Resurge

BASIC

WILD LAND

700 2

7



F · MINION

Nue - Beast of Death

Chimera

[When Summoned]
Destroy one of your opponent's minions with 500BP or lower.

BASIC

WILD LAND

600 2

1



MAGIC

Emergency Mining Order

[Main]
Destroy one of your Neutral Mana that is not a minion card. If you do, draw two cards.

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

1



MAGIC

Revelation

[Main]
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.

BASIC

KANATANA



Surprise Attack

[Flash]
Select one minion to gain +300BP for the duration of this turn. You can return one other minion to your hand.

BASIC KANATANA



Reverse Wind

[Main]/[Flash]
Return one minion to the hand.

BASIC KANATANA



Reactive Shield

[Main]/[Flash]
One minion gains +300BP for the duration of this turn. If it is your opponent's turn, that minion enters the Active State.

BASIC MACHINAS



Reprise

[Main]
Draw two cards. Then, discard one card from your hand.

BASIC MACHINAS



Obliteration Beam

[Main]/[Flash]
Destroy one minion with a cost of 5 or higher.

BASIC MACHINAS



Binding Ivy

[Main]/[Flash]
Put one minion or one Force in the Rest State.

BASIC DEMETE



Apple of Power

[Main]/[Flash]
One minion gains +300BP/+1DP and the Pierce effect for the duration of this turn.

BASIC DEMETE



Crest of Guidance

[Main]
Search your deck for up to two "Village Girl of Demete" cards and place them into your base in the Rest State. Then, shuffle your deck.

BASIC DEMETE

2



MAGIC

Controlling Current

[Flash]
One minion gains +300BP for the duration of this turn. If that minion belongs to the Merfolk class, draw one card.

BASIC POSEIDO

3



MAGIC

Tidal Wave

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

BASIC POSEIDO

3



MAGIC

Eureka Waltz

[Main]
Draw two cards.

BASIC POSEIDO

2



MAGIC

Wraith of Malice

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

BASIC THANATOS

2



MAGIC

Return

[Main]
Return up to two minion cards belonging to the Demon class from your trash to your hand.

BASIC THANATOS

5



MAGIC

Destruction

[Main]/[Flash]
Destroy one minion.

BASIC THANATOS

2



F - MINION

Drill Golem Golem

BASIC 300 1

AGUMA

2



F - MINION

Meermage Guardian

BASIC 300 1

KANATANA

