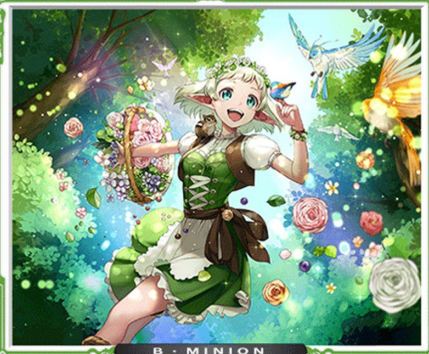


Village Girl of Demete Elf

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

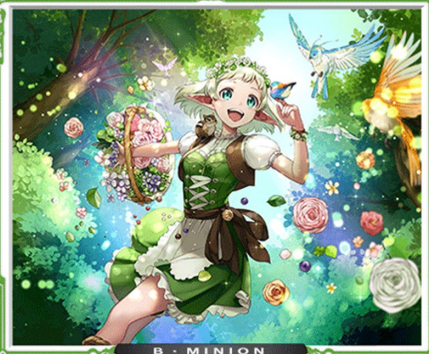
BASIC 300 1



Village Girl of Demete Elf

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[Passive] This minion cannot block.

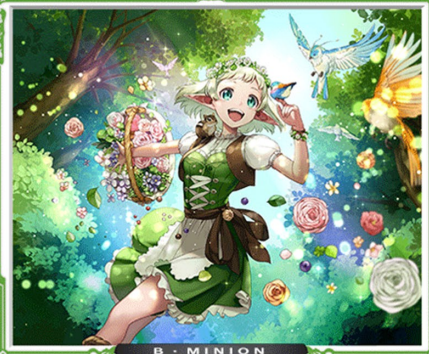
BASIC 300 1



Village Girl of Demete Elf

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

BASIC 300 1



Village Girl of Demete Elf

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

BASIC 300 1



Guardian of Demete Elf

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

RARE 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 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 100 1



Morpheo Bun Morpheo

[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 200 0





Morpheo Bun

Morpheo

[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 200 0



Morpheo Bun

Morpheo

[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 200 0



Binding Ivy

MAGIC

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

BASIC 200 0



Binding Ivy

MAGIC

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

BASIC 200 0



Binding Ivy

MAGIC

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

BASIC 200 0



Shielded Goblin

Goblin

F - MINION

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

BASIC 300 0



Shielded Goblin

Goblin

F - MINION

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

BASIC 300 0



Shielded Goblin

Goblin

F - MINION

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

BASIC 300 0





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



300 0



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



300 0



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



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



300 1



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



300 1



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



300 1



3

F - MINION

Apple Treewalker Treefolk

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

COMMON



300 1



3

F - MINION

Apple Treewalker Treefolk

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

COMMON



300 1





Apple Treewalker

Treefolk

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

COMMON



300 1



Apple of Power

MAGIC

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

BASIC

DEMETE



Apple of Power

MAGIC

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

BASIC

DEMETE



Apple of Power

MAGIC

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

BASIC

DEMETE



Pandoria - Bearer of Evils

Demigod

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

LEGEND



300 1



Pandoria - Bearer of Evils

Demigod

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

LEGEND



300 1



Dulticheronte

Beast

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

RARE



500 2



Dulticheronte

Beast

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

RARE



500 2



5



F · MINION

**Dulticheronte** Beast

Pierce

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

RARE

500 2

5



F · MINION

**Two-Tailed Scorpion** Monster

**[When Summoned]**  
Draw one card.

BASIC

500 2

5



F · MINION

**Two-Tailed Scorpion** Monster

**[When Summoned]**  
Draw one card.

BASIC

500 2

5



F · MINION

**Two-Tailed Scorpion** Monster

**[When Summoned]**  
Draw one card.

BASIC

500 2

7



F · MINION

**Alrûna - Flower of Passion** Treefolk

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

EPIC

600 2

7



F · MINION

**Alrûna - Flower of Passion** Treefolk

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

EPIC

600 2

7



F · MINION

**Alrûna - Flower of Passion** Treefolk

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

EPIC

600 2

9



F · MINION

**Cedar Treewalker - The Chiliad** Treefolk

Pierce

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

LEGEND

1300 4