



Priest of Kanatana Avian

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

BASIC 300 1



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[Passive]
This minion cannot block.

BASIC 300 1



Guardian of Kanatana Avian

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

RARE 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 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 100 1



Jackknife Swallow Avian

[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.

COMMON 100 0

1



F · MINION

Jackknife Swallow Avian

[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.

COMMON **100** 0

KANATANA

1



F · MINION

Jackknife Swallow Avian

[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.

COMMON **100** 0

KANATANA

1



F · MINION

Shielded Goblin Goblin

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

BASIC **300** 0

WILD LAND

1



F · MINION

Shielded Goblin Goblin

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

BASIC **300** 0

WILD LAND

1



F · MINION

Shielded Goblin Goblin

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

BASIC **300** 0

WILD LAND

2



F · MINION

Meerpriest Guardian

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

BASIC **200** 1

KANATANA

2



F · MINION

Meerpriest Guardian

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

BASIC **200** 1

KANATANA

2



F · MINION

Meerpriest Guardian

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

BASIC **200** 1

KANATANA

2

MAGIC

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

2

MAGIC

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

2

MAGIC

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

3

F - MINION

Sigre - The Crow Tengu Avian

Swoop

COMMON

KANATANA

300 1

3

F - MINION

Sigre - The Crow Tengu Avian

Swoop

COMMON

KANATANA

300 1

3

F - MINION

Sigre - The Crow Tengu Avian

Swoop

COMMON

KANATANA

300 1

4

F - MINION

Lancer Eagle Beast

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

RARE

KANATANA

400 1

4

F - MINION

Lancer Eagle Beast

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

RARE

KANATANA

400 1



5



F · MINION

Two-Tailed Scorpion Monster

[When Summoned]
Draw one card.

BASIC WILD LAND 500 2

5



F · MINION

Two-Tailed Scorpion Monster

[When Summoned]
Draw one card.

BASIC WILD LAND 500 2

6



F · MINION

Wallace - The Courageous Demigod

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

LEGEND WILD LAND 600 2

6



F · MINION

Wallace - The Courageous Demigod

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

LEGEND WILD LAND 600 2

7



F · MINION

Twin-Headed Gryphon Chimera

[When Summoned]
Return one of your opponent's minions to
their hand.

EPIC KANATANA 700 2

7



F · MINION

Twin-Headed Gryphon Chimera

[When Summoned]
Return one of your opponent's minions to
their hand.

EPIC KANATANA 700 2

7



F · MINION

Twin-Headed Gryphon Chimera

[When Summoned]
Return one of your opponent's minions to
their hand.

EPIC KANATANA 700 2

9



F · MINION

Aoba - Lord of the Skies 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