

Monarch Release Notes

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General Notes

Monarch contains 306 new cards + 1 reprint (*Cracked Bauble*). (172 commons, 79 rares, 31 majestics, 6 legendaries, 1 fabled and 18 tokens).

Monarch becomes legal for tournaments on its official release date: 7 May, 2021.

Icon Abbreviations

Within this document the following abbreviations are used to represent game icons which appear in the printed text box of cards:

- {r} Resource Point
 - {p} Power
 - {d} Defense Value
 - {h} Life
 - {i} Intellect (*of a hero card*)
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New Set Theme

Talents

Monarch introduces talents. Monarch will feature two talents: Light and Shadow.

- A Light Warrior hero can play with Generic cards, Light cards, Warrior cards and Light Warrior cards.
- A Warrior hero cannot play with Light Warrior cards.

Hero's soul

- The hero's soul is located under the hero card.
- The number of cards and what cards in a hero's soul is public information and known to both players.
- The order of the cards in a hero's soul is not relevant.

Play from banished zone

- You cannot play face-down cards that are in the banished zone.
 - The card goes to the graveyard when the combat chain closes or the card resolves. *(Unless otherwise specified).*
 - You may still play the card normally from hand. *(Unless otherwise specified).*
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New Card Types

Instant - Aura

Instant - Aura are a newly introduced combination that exists on Light Illusionist cards. They can be played at any time you have priority (**not start/end of turns**) and when played they stay in the arena until they are destroyed.

Example Card:

Genesis

Pitch: 2

Cost: 4

Light Instant - Aura

At the start of your turn, you may put a card from your hand into your hero's soul. If it's an Illusionist card, create a Spectral Shield token. If it's a Light card, draw a card.

Spectra *(Genesis can be attacked. When Genesis becomes the target of an attack, destroy it and close the combat chain. The attack does not resolve.)*

Defense: -

- You may play an Instant - Aura any time that you have priority. The first opportunity on your own turn is on your action phase and the first opportunity on your opponent's turn is on their action phase after they are passed priority *(Usually by playing a card or passing priority after electing not to play a card).*
 - Auras stay in the arena until they are destroyed.
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Token - Ally

Monarch introduces the new card type Ally in the form of demons from the Demonastery. Allies can attack once per turn and can be attacked. It costs an action point to attack with an ally and they cannot be defended with {d} when being attacked.

Example Card

Blasmophet, the Soul Harvester

Shadow Token - Ally

(Allies can be attacked, can't be defended with {d}, and are destroyed when they have taken damage equal to their {h}. At end of turn, heal all damage dealt to Blasmophet.)

Once per Turn Action - 0: Attack

Whenever Blasmophet attacks, you may banish a Shadow card from your hand. If you do, the defending hero banishes a card from their soul.

Power: 6

Life: 6

- A defending hero being attacked by an ally can be defended as normal. You can use cards to defend with {d} or defense reactions just like defending an attack action or weapon attack.
- You cannot defend an ally you control with cards or defense reactions when they are being attacked.
- Allies are not considered heroes.
- Hit triggers still apply when dealing damage to allies. Hit triggers that trigger when they hit a **hero** will **not** apply as allies are **not** heroes.
- "When you attack" triggers still trigger when attacking allies.
- Allies are destroyed when they are dealt more or equal damage than their life. *(Dealing more than it's {h} also destroys it)*
- Damage prevention that applies to only you or to a hero does not prevent damage to the ally.
- Cards that target heroes cannot target allies. *(i.e You cannot Voltic Bolt targeting Blasmophet.)*

Mentors

Monarch introduces the new card type Mentor. Mentors look over heroes and provide effects while face up in your arsenal. They accumulate lesson counters over time before allowing you to get a **specialization** card from your deck. Currently Mentors only exist in Monarch Blitz decks and are tournament legal.

- Mentors do not have a pitch value or cost and cannot be pitched or played.
- Mentors have their effects active while they are face up in your arsenal.
- You cannot arsenal a card if there is not an empty arsenal zone.

- You do **not** have to find a **specialization** card from your deck, you may elect to not find a card. This is because it is looking for a specific type of card and it is a hidden zone. You still must shuffle your deck
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New Keywords

Spectra

Spectra is a new keyword that exists on Illusionist Aura cards. When a player is deciding who to target for an attack they may elect to target an Aura with the keyword **spectra**. When an Aura with **spectra** is attacked, destroy it and close the combat chain. The attack will not resolve and the combat chain closes.

Example Card:

Genesis

Pitch: 2

Cost: 4

Light Illusionist Instant - Aura

At the start of your turn, you may put a card from your hand into your hero's soul. If it's an Illusionist card, create a Spectral Shield token. If it's a Light card, draw a card.

Spectra (*Genesis can be attacked. When Genesis becomes the target of an attack, destroy it and close the combat chain. The attack does not resolve.*)

Defense: -

- Attacks that target a card with **spectra** do not resolve. Any hit triggers or effects that card has such as **go again** do not resolve.
 - An attack targeting a spectra card does not resolve. It will open a combat chain and become a chain link but is destroyed when the spectra becomes a target
 - Additional costs and resource cards still need to be paid.
 - Attacking a spectra is not considered attacking a hero.
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Phantasm

Phantasm is a new keyword that exists on Illusionist attacks. Illusionist attacks with **phantasm** are powerful but fragile. When an attack with **phantasm** is defended by a 6{p}+ non-Illusionist attack action card, the attack is destroyed and the combat chain closes.

Example Card:

Wartune Herald

Pitch: 2

Cost: 1

Light Illusionist Action - Attack

If Wartune Herald hits, put it into your hero's soul. *(Put this card face up under your hero card.)*

Phantasm *(If Wartune Herald is defended by a non-Illusionist attack action card with 6 or more {p}, destroy Wartune Herald and close the combat chain.)*

Power: 6

Defense: 3

- If an attack action is destroyed, it does not resolve. Hit triggers and effects that require the action resolving such as **go again** do not resolve.
 - Both players have priority during the defending step. **Note: This is a new rule introduced with the release of Monarch.**
 - When an attack with **phantasm** is defended by a 6{p}+ non-Illusionist attack action, a trigger to destroy the attack is put on the chain. Players can respond to this. When it resolves it checks if the attack action still fulfills the requirements to destroy the attack.
 - **Phantasm** only triggers when the game state changes from false to true. It does not trigger from true to true. *(For example: if a defending card goes from 5{p} to 6{p} it will create a trigger, but a card going from 6{p} to 7{p} will not create another trigger.)*
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Charge

Charge is a new keyword that exist on Light Warrior attacks. This showcases Boltyn's eagerness to engage in battle and **charge** his soul in the process. As an additional cost to playing a card with **charge** you may put a card from your hand into your hero's soul. This would turn on powerful effects that care about if you have **charged** this turn. *(You may elect to not pay the additional cost of **charge** - however this would mean you did not **charge**.)*

Example Card:

Express Lightning

Pitch: 1

Cost: 0

Light Action - Attack

As an additional cost to play Express Lightning, you may **charge** your hero's soul. *(Put a card from your hand face up under your hero card.)*

Power: 4

Defense: 3

- Charging is optional. You may play the card without charging.
- You may only **charge** up to one card unless otherwise specified.

- A card may not **charge** itself. (*You cannot put the card you are playing, into your hero's soul as a part of its own cost*)
 - The **charged** card is put face up under your hero.
 - You are only considered to have **charged** if a card goes into your hero's soul from a card with **charge**. Having a card go into your hero's soul from another method is not the same.
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Blood Debt

Blood Debt is a new keyword existing on Shadow cards. Shadow cards can inflict a loss of life to access a greater power. At the end of your turn, you lose 1{h} for each **blood debt** card in your banished zone.

Example Card:

Howl from Beyond

Pitch: 1

Cost: 2

Shadow Action

You may play Howl from Beyond from your banished zone.

The next attack action card you play this turn gains +3{p}.

Go again

Blood Debt (*At the beginning of your end phase, if Howl from Beyond is in your banished zone, lose 1{h}.*)

Defense: 2

- You only lose life at the end phase. Players do not have priority during the end phase.
 - If you have multiple cards with **blood debt**, you lose 1{h} for each instance of **blood debt** at the end of turn.
 - Only face-up cards banished with **blood debt** counts and will lose you {h}. Face-down banished cards have no effects or stats.
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Spellvoid

Spellvoid is a new keyword primarily on equipment or items. **Spellvoid** is a one time use effect that prevents arcane damage.

Example Card:

Halo of Illumination

Light Equipment - Head

Instant - {r}, destroy Halo of Illumination: Put a card from your hand into your hero's soul. If it's a Light card, draw a card. *(Put the card face up under your hero card.)*

Spellvoid 2 *(If your hero would be dealt arcane damage, you may destroy Halo of Illumination instead. If you do, prevent 2 arcane damage that source would deal.)*

Defense: 0

- **Spellvoid** does not go on the chain as it is not a trigger. It is a replacement effect. There is no opportunity to respond after the decision to destroy the card and prevent that damage.
- **Spellvoid** is optional. You choose whether to use **spellvoid** or not at the time the arcane damage resolves.
- If a card has **Spellvoid 2** but only prevents 1 arcane damage, there will **not** be a leftover prevention shield. Note: It can only defend arcane damage from a single source, **Spellvoid 2** cannot prevent one arcane damage each from two different sources.
- If a card dealing arcane damage is fully prevented by **spellvoid** *(Or in conjunction with other preventions)* it would not be considered to have dealt arcane damage and would not trigger effects that rely on arcane damage being dealt.

Returning Keywords

Battleworn

Equipment that wear down after each time they are used to defend. If you defend with a card with **Battleworn**, put a -1{d} counter on it when the combat chain closes.

Example card:

Hooves of the Shadowbeast

Shadow Brute Equipment - Legs

Whenever a card with 6 or more {p} is put into your banished zone, you may destroy Hooves of the Shadowbeast. If you do, gain 1 action point. *(When an equipment is destroyed, it's put into the graveyard.)*

Battleworn *(If you defend with Hooves of the Shadowbeast, put a -1{d} counter on it when the combat chain closes.)*

Defense : 1

- When you defend with a card it remains on the combat chain until the chain closes, therefore you cannot defend with an equipment multiple times on the same combat chain.
- A -1{d} counter stays on the card until the card is destroyed or the game ends.

- If the defense of a card that is defending is below zero, its defense value is considered to be zero.
 - When this card is destroyed, it is sent to your graveyard. (**Not** when it has 0{d})
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Dominate

An attack that is difficult to defend. Cards with **dominate** cannot be defended with more than 1 card from the defending hero's hand.

Example card:

Pound for Pound

Pitch: 1

Cost: 2

Generic Action - Attack

When you play Pound for Pound, if you have less {h} than an opposing hero, it gains **dominate**.
(*The defending hero can't defend Pound for Pound with more than 1 card from their hand.*)

Power: 6

Defense: 2

- You can still defend with equipment and defense reactions played from arsenal in addition to up to 1 card from hand.
 - Playing a defense reaction from your hand counts towards the 1 card from your hand restriction. You cannot defend with a card in your hand then play a defense reaction from your hand.
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Go again

Go again allows multiple actions to be played in a turn when usually playing an action will use up your action point, and therefore end your turn. A card with **go again** gives the controller of that card or activated ability 1 action point when it resolves.

Example card:

Belittle

Pitch: 3

Cost: 1

Generic Action - Attack

As an additional cost to play Belittle, you may reveal an attack action card with 3 or less base {p} from your hand. If you do, search your deck for a card named Minnowism, reveal it, put it into your hand, then shuffle your deck.

Go again

Power: 1

Defense: 2

- When an action with **go again** resolves, its controller gains 1 action point.
 - Multiple instances of **go again** on the same card or activated ability do not stack. If a card or activated ability has multiple instances of **go again** when it resolves its controller gains 1 action point only.
 - If an action with **go again** does not resolve, its controller does not gain 1 action point.
 - You cannot reveal a card with no {p} to Belittle. The card must have a value to its power that is 3 or less. (*0 is a value*).
 - The “If you do, [...]” effect is an on-play triggered ability which triggers if the additional cost is played. This means it can be responded to, and it resolves before Belittle resolves and becomes attacking.
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Opt X

Opt X is a keyword that allows you to look at the top X cards of your deck and put any number of them to the top or bottom of your deck in any order.

Example card:

Blood Tribute

Pitch: 2

Cost: 0

Shadow Instant

Opt 2, then banish the top card of your deck. (*Look at the top 2 cards of your deck. You may put them on the top and/or bottom in any order.*)

Power: -

Defense: -

- The number of cards you place on top and bottom of your deck is known to your opponent, the order of the cards are not.
 - You may put all of the cards on the top or all of the cards on the bottom if you so wish.
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Card-specific Notes

Heroes and Weapons

Boltyn // Ser Boltyn, Breaker of Dawn

Light Warrior Hero

If you've **charged** this turn, attacks you control have +1{p} while defended by an attack action card.

Attack Reaction - Banish a card from Boltyn's soul: Target attack with {p} greater than its base {p} gains **go again**.

Intellect: 4

Life: 20/40

- Base power is the printed {p} value on a card. (*Located at the bottom left corner of a card.*)
 - Putting a card into your hero's soul does not count as charging. Only playing a card with the keyword **charge** and placing a card into your hero's soul this way counts as charging.
 - All attacks you control gain +1{p} while defended by an attack action card. (*This includes your weapon attacks*)
 - If the attack no longer has {p} greater than its base power when the ability resolves, it will not gain **go again**.
 - You may use the second ability more than once per turn as it is not a once per turn ability. You may also target the same attack more than once. Multiple instances of **go again** do not grant more than one action point.
 - If the second ability has **resolved**, then the attack no longer has {p} greater than its base power, it will still have **go again** as it has already gained **go again**.
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Chane // Chane, Bound by Shadow

Shadow Runeblade Hero

Once per Turn Action - Create a Soul Shackle token: Your next Runeblade or Shadow action this turn gains **go again**. **Go again** (*It's a Shadow Runeblade aura with "At the beginning of your action phase, banish the top card of your deck."*)

Intellect: 4

Life: 20/40

- You may use this ability even if you are not planning to use a Runeblade or Shadow action afterwards.

- This affects your next action including weapon attacks, action cards and action activated abilities.
 - The Soul Shackle token is created as a part of the cost.
 - Soul Shackle tokens stay in the arena until they are destroyed. (*Soul shackles do **not** get destroyed when the top card of your deck is banished*)
 - Multiple instances of **go again** on the same card or activated ability do not stack. If a card or activated ability has multiple instances of **go again** when it resolves its controller gains 1 action point only.
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Dread Scythe

Runeblade Weapon - Scythe (2H)

Once per Turn Action - {r}{r}{r}: **Attack**

Whenever you attack with Dread Scythe, deal 1 arcane damage to the defending hero.

A hero dealt damage by Dread Scythe can't gain {h} during their next action phase.

Power: 3

- The arcane damage is not dependent on the attack hitting.
 - The defending player chooses if they are taking the arcane damage first before defending the attack.
 - Both the attack and the arcane damage count as damage by Dread Scythe and either would cause the hero dealt damage to not gain {h} during their next action phase.
 - If a hero dealt damage by Dread Scythe would gain {h} during their next action phase they instead gain 0. (*They may still play the card or activate the ability that would gain {h}*)
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Galaxxi Black

Shadow Runeblade Weapon - Sword (2H)

Once per Turn Action - {r}: **Attack**

If you have played a card from your banished zone this turn, Galaxxi Black gains +2{p} until end of turn.

If Galaxxi Black hits a hero, deal 1 arcane damage to that hero.

Power: 1

- Galaxxi Black can only gain at most +2{p} from its ability even if you have played multiple cards from your banished zone.
- The ability of Galaxxi Black is continuously checking if you have played a card from your banished zone. If you play a card from the banished zone after Galaxxi Black has attacked, it gains +2{p}.

Hatchet of Body

Warrior Weapon - Axe (1H)

Once per Turn Action - {r}: Attack

Whenever Hatchet of Mind was the last attack this turn, Hatchet of Body gains +1{p} until end of turn.

Power: 2

- The +1{p} lasts until end of turn. If you attack with this weapon again it will still have the +{p}. *(It can also gain another instance of +1{p} if the criteria is met)*

Hatchet of Mind

Warrior Weapon - Axe (1H)

Once per Turn Action - {r}: Attack

Whenever Hatchet of Body was the last attack this turn, Hatchet of Mind gains +1{p} until end of turn."Power: 2

- The +1{p} lasts until end of turn. If you attack with this weapon again it will still have the +{p}. *(It can also gain another instance of +1{p} if the criteria is met)*

Hexagore, the Death Hydra

Shadow Brute Weapon - Flail (2H)

Once per Turn Action - {r}{r}: Attack

Whenever you attack with Hexagore, the Death Hydra, it deals damage to you equal to 6 minus the number of cards with **blood debt** in your banished zone.

Power: 6

- The damage it deals to you cannot be defended. It is also not arcane damage so it cannot be prevented by **spellvoid** or **arcane barrier**. The damage can be prevented by prevention effects that prevent any kind of damage.
- If you have more than 6 **blood debt** cards in your banished zone it will do you 0 damage. Having more than 6 does not cause it to deal negative damage to you.
- This ability triggers when you attack and resolves before the attack deals damage.
- Face down cards in the banished zone have no traits.

Iris of Reality

Illusionist Weapon - Orb (2H)

During your action phase, Illusionist auras you control are weapons with 4{p} and **Once per Turn Action - {r}{r}{r}: Attack. Go again**

Power: -

- You cannot attack with this weapon as it does not have an action that allows you to do so.
 - You attack with the Illusionist aura, not this weapon. If you have multiple Illusionist auras you can attack with multiple in a turn provided you have the resources.
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Levia // Levia, Shadowborn Abomination

Shadow Brute Hero

If a card with 6 or more {p} has been put into your banished zone this turn, cards you own lose **blood debt** during the end phase.

Intellect: 4

Life: 20/40

- It doesn't matter where the card was from before it was put into your banish zone or if the card remains in the banish zone, as long as the criteria has been met this turn.
 - The cards only lose **blood debt** during the end phase. They still have **blood debt** during the action phase.
 - If a card has multiple instances of **blood debt**, they lose all instances during the end phase. *(If the criteria is met)*
 - Levia checks the last known information of the attack action card before it is put into your banished zone. For example if a 5{p} card has +1{p} from attacking, then is put into the banished zone when it hits, Levia will see this attack action as 6{p} when it is put into the banished zone. Similarly if an attack that has 6{p} base has its power reduced, Levia would not see it as 6{p}+
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Luminaris

Light Illusionist Weapon - Scepter (2H)

During your action phase, Illusionist auras you control are weapons with 1{p} and **"Once per Turn Action - 0: Attack"**

While there is a card with a yellow color strip in your pitch zone, Illusionist attacks you control have **go again.**"

- You cannot attack with this weapon as it does not have an action that allows you to do so.

- You attack with the Illusionist aura, not this weapon. If you have multiple Illusionist auras you can attack with multiple in a turn provided you have the resources and action points.
 - You can only pitch a card if there is a cost to be paid and there are not enough resources available to pay the cost.
 - A yellow color strip is a card that pitches for two resources. The color strip is located at the top center of the card.
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Prism // Prism, Sculptor of Arc Light

Light Illusionist Hero

Once per Turn Instant - $\{r\}\{r\}$, banish a card from Prism's soul: Create a Spectral Shield token. *(It's an Illusionist aura with "If your hero would be dealt damage, instead destroy Spectral Shield and prevent 1 damage that source would deal.")*

Intellect: 4

Life: 20/40

- **Once per Turn** applies to the current turn not the turn cycle - You can use this ability on your opponent's turn, then use it again on your own turn. *(Provided you have the resources and cards in soul)*
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Ravenous Meataxe

Brute Weapon - Axe (2H)

Once per Turn Action - $\{r\}\{r\}$: **Attack**

Whenever you attack with Ravenous Meataxe, draw a card then discard a random card. If a card with 6 or more $\{p\}$ is discarded this way, Ravenous Meataxe gains $+2\{p\}$ until end of turn.

Power: 3

- There is no window to play cards or respond after drawing the card but before discarding the card. *(If your hand is empty you will immediately discard the card you draw)*
 - This checks the base power of the discarded card. *(The base power is located at the bottom left corner of the card)*
 - The effect triggers when you attack with Ravenous Meataxe. If this is attacking a card with Spectra you would **not** draw a card. Please see section 20.4 Attack Step of the comp rules for more details.
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Raydn, Duskbane

Light Warrior Weapon - Sword (2H)

Once per Turn Action - 0: **Attack**

If you've **charged** this turn, Raydn gains +3{p}.

Power: 0

- You may attack with this even if it has 0 power. (*Assuming you have the action points*)
 - Even if you have **charged** multiple times this turn, Raydn, Duskbane only gains +3{p}.
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Tokens

Spectral Shield

Illusionist Token - Aura

(Auras stay in the arena until they are destroyed.)

If your hero would be dealt damage, instead destroy Spectral Shield and prevent 1 damage that source would deal.

- This is not optional, if you would be dealt damage you **must** destroy Spectral Shield and prevent 1 damage that source would deal.
 - If you have multiple Spectral Shields in play you choose which prevent effect to apply first. If you are taking multiple damage you must prevent all of it with Spectral Shields if able. (*You would be dealt the excess damage*)
 - Loss of life is not being dealt damage and would not destroy Spectral Shield or prevent the 1 damage.
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Soul Shackle

Shadow Runeblade Token - Aura

(Auras stay in the arena.)

At the beginning of your action phase, banish the top card of your deck.

- Soul Shackle stays in the arena until it is destroyed. Banishing the top card of your deck does **not** destroy Soul Shackle.
 - The effect is **not** optional. You **must** banish the top card of your deck if able.
 - Soul Shackle is a trigger that happens at the beginning of the action phase. Players can respond to it.
 - If you have no cards in your deck, you do **not** lose the game. You would not be able to banish any cards from the top of your deck but the ability would still resolve.
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Generic Equipment and Cards

Adrenaline Rush

Pitch: 3/2/1

Cost: 2

Generic Action - Attack

When you play Adrenaline Rush, if you have less {h} than an opposing hero, it gains +3{p}.

Power: 2/3/4

Defense: 2

- The green symbol on Adrenaline Rush is life.
 - Adrenaline Rush checks if you have less life than an opponent at the time you play it. Changes after the card has been played does not cause Adrenaline Rush to gain nor lose +3{p}.
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Belittle

Pitch: 3/2/1

Cost: 1

Generic Action - Attack

As an additional cost to play Belittle, you may reveal an attack action card with 3 or less base {p} from your hand. If you do, search your deck for a card named Minnowism, reveal it, put it into your hand, then shuffle your deck.

Go again

Power: 1/2/3

Defense: 2

- You may search for any pitch value Minnowism as long as the name of the card is "Minnowism".
 - You choose whether you want to pay the additional cost at the time you play the card.
 - If you do pay the additional cost, the ability becomes a layer on the chain when the card is played. Players can still respond to this, e.g with instants.
 - The attack action card you reveal must have a value. (*0 is a value*)
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Blood Drop Brocade

Generic Equipment - Chest

Instant - Destroy Blood Drop Brocade: Gain {r}. Activate this ability only if you have dealt or been dealt {p} damage this turn. (*When an equipment is destroyed, it's put into the graveyard.*)

Defense: 0

- You can activate this anytime you have priority as long as the condition has been met. *(You do not have priority during the start of turn or end phase)*
 - {p} damage is any damage done by an attack such as a weapon attack or attack action. Loss of life and arcane damage do **not** count as {p} damage.
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Captain's Call

Pitch: 3/2/1

Cost: 0

Generic Action

Choose 1;

The next attack action card with cost 0/1/2 or less you play this turn gains +2{p}.

The next attack action card with cost 0/1/2 or less you play this turn gains **go again**.

Go again

Defense: 2

- You choose the mode at the time you play Captain's Call not at the time you play the attack action card.
 - It will apply to the next attack action card with cost 0/1/2 or less, if you play an attack action that doesn't meet that criteria, then one that does, the bonus will still apply to the one applicable as it is still the next attack action card with cost 0/1/2 or less you play this turn.
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Exude Confidence

Pitch: 1

Cost: 0

Generic Action - Attack

While Exude Confidence isn't defended by a card with equal or greater {p}, the defending hero can't play or activate instants or defense reactions this combat chain.

Instant - {r}{r}{r}: Exude Confidence gains +2{p}. Activate this ability only while Exude Confidence is attacking.

Power: 4

Defense: 2

- The effect only applies when the attack is on the combat chain. Players can respond to Exude Confidence before it becomes a layer on the chain with instants.

- If Exude Confidence is on the combat chain and gains {p} from an effect that would then put it at greater power than the defending card(s) then the effect of Exude Confidence would become active.
 - Exude Confidence is still considered attacking as long as it's on the combat chain even if it's not the current chain link. You may still use it's instant ability as long as it's on the combat chain.
 - Exude Confidence does not stop defense reactions or instants that have already been played or activated. For example if there is a defense reaction defending an attack on a previous combat chain, playing Exude Confidence will not have any impact on that defense reaction.
 - If Exude Confidence is not defended by any cards, the defending hero can't play or activate instants or defense reactions this combat chain.
 - You can activate Exude Confidence's instant ability during the defending window before the defending player has a chance to use defense reactions.
 - You may activate Exude Confidence's instant ability as many times as you want provided you have the resources and Exude Confidence is attacking.
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Frontline Scout

Pitch: 3/2/1

Cost: 0

Generic Action - Attack

You may look at the defending hero's hand.

If Frontline Scout is played from arsenal, it gains **go again**.

Power: 1/2/3

Defense: 2

- You look at the defending hero's hand when Frontline Scout effects resolves. *(The ability goes on the chain when the card becomes an attack on the chain.)*
 - If this attack does not resolve *(For example it is attacking an aura with **spectra**)* then you do not look at the defending hero's hand. *(You would also not gain the action point from **go again**.)*
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Ironhide Helm

Equipment - Head

When you defend with Ironhide Helm, you may pay {r}. If you do, it gains +2{d} and destroy it when the combat chain closes. *(When an equipment is destroyed, it's put into the graveyard.)*

Defense: 0

- This does not have **blade break** or **battleworn**, it does not get destroyed unless you pay for it's effect.
 - You may defend with this card and elect to pay no resources, however it would not gain the +2{d}.
 - Both players will have a chance to respond when the ability goes on the chain, however there is no priority after the resource is paid but before it gains the +2{d}.
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Ironhide Plate

Equipment - Chest

When you defend with Ironhide Plate, you may pay {r}. If you do, it gains +2{d} and destroy it when the combat chain closes. *(When an equipment is destroyed, it's put into the graveyard.)*

Defense: 0

- This does not have **blade break** or **battleworn**, it does not get destroyed unless you pay for it's effect.
 - You may defend with this card and elect to pay no resources, however it would not gain the +2{d}.
 - Both players will have a chance to respond when the ability goes on the chain, however there is no priority after the resource is paid but before it gains the +2{d}.
-

Ironhide Gauntlet

Equipment - Arms

When you defend with Ironhide Gauntlet, you may pay {r}. If you do, it gains +2{d} and destroy it when the combat chain closes. *(When an equipment is destroyed, it's put into the graveyard.)*

Defense: 0

- This does not have **blade break** or **battleworn**, it does not get destroyed unless you pay for it's effect.
 - You may defend with this card and elect to pay no resources, however it would not gain the +2{d}.
 - Both players will have a chance to respond when the ability goes on the chain, however there is no priority after the resource is paid but before it gains the +2{d}.
-

Ironhide Legs

Equipment - Legs

When you defend with Ironhide Legs, you may pay {r}. If you do, it gains +2{d} and destroy it when the combat chain closes. *(When an equipment is destroyed, it's put into the graveyard.)*

Defense: 0

- This does not have **blade break** or **battleworn**, it does not get destroyed unless you pay for it's effect.
 - You may defend with this card and elect to pay no resources, however it would not gain the +2{d}.
 - Both players will have a chance to respond when the ability goes on the chain, however there is no priority after the resource is paid but before it gains the +2{d}.
-

Memorial Ground

Pitch: 3/2/1

Cost: 0

Generic Instant

Put target attack action card with cost 0/1/2 or less from your graveyard on top of your deck.

Defense: -

- You cannot defend with Memorial Ground as it does not have a defense value.
 - You must have a target in order to play this card.
 - If the target is no longer in your graveyard when Memorial Ground resolves, it would **not** put the card on top of your deck.
-

Minnowism

Pitch: 3/2/1

Cost: 0

Generic Action

The next attack action card with 3 or less base {p} you play this turn gains +1/2/3{p}.

Go again

Defense: 2

- Base power is the printed {p} value on a card. (*Located at the bottom left corner of a card.*)
-

Nourishing Emptiness

Pitch: 1

Cost: 2

Generic Action - Attack

While there are no attack action cards in your graveyard, Nourishing Emptiness has **dominate** and "If this hits, your hero gains +1{I} until end of turn."

Power: 6

Defense: 3

- The blue symbol on Nourishing Emptiness is Intellect. At the end of your turn you draw up to your hero's intellect. (*Before end of turn effects are gone*)
 - This does not count attack action cards on the combat chain such as itself as they are not in the graveyard yet.
 - If **dominate** is gained while there are already 2 or more cards defending, the defending cards would not be affected. You would not be able to defend with future cards from hand.
-

Out Muscle

Pitch: 3/2/1

Cost: 3

Generic Action - Attack

While Out Muscle isn't defended by a card with equal or greater {p}, it has **go again**.

Power: 4/5/6

Defense: 2

- If Out Muscle is not defended by any cards, it has **go again**.
 - **Go again** grants the action point on chain link resolution, so if the power is changed in a way for Out Muscle to gain or lose **go again**, it will only be relevant when the chain link resolves and **go again** would grant 1 action point.
-

Pound for Pound

Pitch: 3/2/1

Cost: 2

Generic Action - Attack

When you play Pound for Pound, if you have less {h} than an opposing hero, it gains **dominate**. (*The defending hero can't defend Pound for Pound with more than 1 card from their hand.*)

Power: 4/5/6

Defense: 2

- The green symbol on Pound for Pound is life.
- Pound for Pound checks if you have less life than your opponent at the time you play it. Changes after the card has been played does not cause Pound for Pound to gain or lose **dominate**.

Rally the Rearguard

Pitch: 3/2/1

Cost: 2

Generic Action - Attack

Once per Turn Instant - Discard a card: Rally the Rearguard gains +3{d}. Activate this ability only while Rally the Rearguard is defending.

Power: 4/5/6

Defense: 2

- You can activate Rally the Rearguard anytime you have priority as long as it is defending.
- You cannot activate its effect if you have no cards in hand.

Rise Above

Pitch: 3/2/1

Cost: 2

Generic Defense Reaction

You may put a card from your hand on top of your deck rather than pay Rise Above's {r} cost.

Defense: 2/3/4.

- You cannot pay its alternative cost if you have no cards in hand.
- The alternative cost means you do not have to pay any resource cost for Rise Above. (*It counts the whole cost not just {r}*)
- If there is an effect that increases the cost of Rise Above you must still pay it even if you use Rise Above's alternative cost.

Rouse the Ancients

Pitch: 3

Cost: 3

Generic Action - Attack

As an additional cost to play Rouse the Ancients, you may reveal any number of attack action cards from your hand with 13 or more total {p}. If you do, Rouse the Ancients gains +7{p} and **go again**.

Power: 0

Defense: 2

- Revealing more than 13 total {p} does not increase the {p} of Rouse the Ancients any more than 7.
 - You can attack with Rouse the Ancients without revealing any cards. It would not gain the +7{p} or **go again**.
 - You cannot reveal Rouse the Ancients to itself.
-

Seek Horizon

Pitch: 3/2/1

Cost: 0

Generic Action - Attack

As an additional cost to play Seek Horizon, you may put a card from your hand on top of your deck. If you do, Seek Horizon gains **go again**.

Power: 2/3/4

Defense: 2

- You cannot pay its additional cost if you have no cards in hand.
 - You cannot pay its additional cost by putting Seek Horizon on top of your deck.
 - You cannot put more than one card on top of your deck with its additional cost.
-

Stony Woottonhog

Pitch: 3/2/1

Cost: 2

Generic Action - Attack

While Stony Woottonhog is defended by less than 2 non-equipment cards, it has +1{p}.

Power: 4/5/6

Defense: 2

- The effect is only active while it is attacking. Defending with Stony Woottonhog will not grant +1{p} nor will it have +1{p} in any zone other than the combat chain while attacking.
-

Stubby Hammerers

Generic Equipment - Arms

Action - Destroy Stubby Hammerers: Attack action cards with 3 or less base power gain +1{p} while attacking this turn. **Go again** (*When an equipment is destroyed, it's put into the graveyard.*)

Defense: 0

- Base power is the printed {p} value on a card. (*Located at the bottom left corner of a card.*)
 - This does **not** grant the attack action cards **go again**. Stubby Hammerers action requires an action point and grants an action point after it resolves as its ability has **go again**.
 - Stubby Hammerers does not give weapons with 3 or less power +1{p} as they are not attack action cards.
-

Surging Militia

Pitch: 3/2/1

Cost: 2

Generic Action - Attack

Surging Militia has +1{p} for each non-equipment card defending it.

Power: 3/4/5

Defense: 2

- This includes defense reactions. Defense reactions become a defending card when played.
-

Time Skippers

Generic Equipment - Legs

Action - {r}{r}{r}, destroy Time Skippers: Gain 2 action points. (*When an equipment is destroyed, it's put into the graveyard.*)

Defense: 0

- Action points are not resource points.
 - Time Skippers require an action point to activate. Upon resolution 2 action points are gained.
-

Tremor of iArathael

Pitch: 3/2/1

Cost: 1

Generic Action - Attack

If a card has been put into your banished zone this turn, Tremor of iArathael gains +2{p}.

Power: 2/3/4

Defense: 2

- Tremor of iArathael can gain at most +2{p} from its effect even if you have had multiple cards put into your banished zone this turn.
 - The effect is continuous, if a card is put into the banished zone even after the card is played, it would still gain the +2{p}.
 - Unless otherwise specified, a defending card's textbox is considered empty - When defending with Tremor of iArathael it does **not** gain +2{p} even if a card has been put into your banished zone this turn.
-

Warmonger's Recital

Pitch: 3/2/1

Cost: 1

Generic Action

The next attack action card you play this turn gains +1/2/3{p} and "If this hits, put it on the bottom of your deck."

Go again

Defense: 2

- If the attack is put to the bottom of your deck, the combat chain does not close and the chain link remains on the combat chain along with all of the defending cards and attack reactions.
 - If the attack is put to the bottom of your deck, the attack can not gain abilities such as "go again".
 - If the attack has had "go again" before it goes to the bottom of your deck, Last Known Information is used at the end of chain link resolution and you will still gain an action point.
-

Yinti Yanti

Pitch: 3/2/1

Cost: 0

Generic Action - Attack

While Yinti Yanti is attacking and you control an aura, it has +1{p}.

While Yinto Yanti is defending and you control an aura, it has +1{d}.

Power: 1/2/3

Defense: 2

- The effect is continuously checking if the aura is in play. When you no longer control an aura, Yinti Yanti will not have the bonus. *(This is most relevant for auras that destroy itself when you play an attack action)*

Zealous Belting

Pitch: 3/2/1

Cost: 2

Generic Action - Attack

While there is a card in your pitch zone with {p} greater than Zealous Belting's base {p}, Zealous Belting has **go again**.

Power: 3/4/5

Defense: 2

- Base power is the printed {p} value on a card. (*Located at the bottom left corner of a card.*)
- You can only pitch when there is a cost to pay.

Shadow Cards

Blood Tribute

Pitch: 3/2/1

Cost: 0

Shadow Instant

Opt 1/2/3, then banish the top card of your deck. (*Look at the top 1/2/3 cards of your deck. You may put them on the top and/or bottom in any order.*)

Power: -

Defense: -

- You cannot defend with Blood Tribute as it does not have a defense value.
- Banishing the card is not optional.
- The number of cards you place on top and bottom of your deck is known to your opponent, the order of the cards are not.
- You may put all of the cards on the top or all of the cards on the bottom if you so wish.

Carrion Husk

Shadow Equipment - Chest

If you defend with Carrion Husk, banish it when the combat chain closes.

At the start of your turn, if you have 13 or less {h}, banish Carrion Husk.

Blood Debt *(At the beginning of your end phase, if Carrion Husk is in your banished zone, lose 1{h}.)*

Defense: 6

- Players do not have priority at the start of turns. Players cannot respond to Carrion Husk triggering to banish itself.
 - The second ability checks at the start of your turn. If you fall below 13 life during your action phase, your end phase or your opponent's turn, Carrion Husk would still stay in the arena.
 - The green symbol on Carrion Husk is life.
-

Consuming Aftermath

Pitch: 3/2/1

Cost: 3

Shadow Action - Attack

As an additional cost to play Consuming Aftermath, you may banish a card from your hand. If a Shadow card is banished this way, Consuming Aftermath gains **dominate**. *(The defending hero can't defend Consuming Aftermath with more than 1 card from their hand.)*

Power: 4/5/6

Defense: 2

- You may elect to banish no cards from your hand.
 - You may banish a non-Shadow card from your hand, Consuming Aftermath would **not** gain **dominate** if a non-Shadow card was banished this way.
 - You choose additional costs at the time you play the card *(Pay the costs at the same time you pay the resource cost)*.
-

Doomsday

Pitch: 3

Cost: 0

Shadow Instant

Legendary Levia Specialization *(You may only have 1 Doomsday in your deck and only if your hero is Levia.)*

Play Doomsday only if there are 6 or more cards with **blood debt** in your banished zone.

Create a Blasmophet, the Soul Harvester token.

Power: -

Defense: -

- You may only play Doomsday in your deck if your hero is Levia, Shadowborn or Levia (*Young hero*).
 - You cannot defend with Doomsday as it does not have a defense value.
 - You can only play Doomsday if there are 6 or more cards with **blood debt** in your banished zone. (*You can still pitch Doomsday even if this criteria is not met.*)
 - Face-down cards in the banished zone have no traits and therefore do not count towards meeting the condition. Only face-up cards count.
 - A Blasmophet, the Soul Harvester is a Token - Demon Ally. **See one below.**
-

Blasmophet, the Soul Harvester

Shadow Token - Demon Ally

(Allies can be attacked, can't be defended with {d}, and are destroyed when they have taken damage equal to their {h}. At end of turn, heal all damage dealt to Blasmophet.)

Once per Turn Action - 0: Attack

Whenever Blasmophet attacks, you may banish a Shadow card from your hand. If you do, you may banish a card from the defending hero's soul.

Power: 6

Life: 6

- Blasmophet is a token and does not start in your deck.
 - When a token is destroyed it is removed from the arena.
 - You may still banish a Shadow card from your hand even if the defending hero does not have a soul.
 - You select the card to be banished from the defending hero's soul.
-

Eclipse

Pitch: 3

Cost: 0

Shadow Instant

Legendary Chane Specialization (*You may only have 1 Eclipse in your deck and only if your hero is Chane.*)

Play Eclipse only if you have played 6 or more cards with **blood debt** this turn. If you have, you may play Eclipse from your banished zone.

Create an Ursur, the Soul Reaper token.

Power: -

Defense: -

- You may only play Eclipse in your deck if your hero is Chane, Bound by Shadow or Chane (*Young hero*).
 - You cannot defend with Eclipse as it does not have a defense value.
 - You can only play Eclipse if you have played 6 or more cards with **blood debt** this turn. (*You can still pitch Eclipse even if this criteria is not met.*)
 - You cannot play Eclipse from your banished zone if you have not met the criteria to do so.
 - You can play Eclipse from your hand as long as you've met the criteria of playing 6 or more cards with **blood debt** this turn.
 - An Ursur, the Soul Reaper is a Token - Demon Ally. **See one below.**
-

Ursur, the Soul Reaper

Shadow Token - Demon Ally

(Allies can be attacked, can't be defended with {d}, and are destroyed when they have taken damage equal to their {h}. At end of turn, heal all damage dealt to Ursur.)

Once per Turn Action - 0: Attack

While Ursur is attacking a hero with 1 or more cards in their soul, the attack has **go again**.

Power: 6

Life: 6

- Ursur is a token and does not start in your deck.
 - When a token is destroyed it is removed from the arena.
 - If the hero Ursur is attacking no longer has a soul when the chain link resolves, then Ursur would not have **go again** and the action point would not be gained.
-

Ebon Fold

Shadow Equipment - Head

Instant - {r}, destroy Ebon Fold: Banish a card from your hand. If it's a Shadow card, draw a card.

Spellvoid 2 (*If your hero would be dealt arcane damage, you may destroy Ebon Fold instead. If you do, prevent 2 arcane damage that source would deal.*)

Defense: 0

- You may banish any card from your hand, even if it's not a shadow card. You only draw a card if the banished card is a shadow card.
- If you have no cards in your hand at the time the ability resolves, you will not be able to banish a card and therefore would not draw a card.
- If you use **spellvoid 2** to prevent one arcane damage, there will be no leftover prevention.

- **Spellvoid 2** can only prevent 2 arcane damage from a single source. It cannot prevent 2 sources of 1 arcane damage.
 - When this card is destroyed, it is sent to your graveyard.
-

Eclipse Existence

Pitch: 3

Cost: 0

Shadow Instant

Until end of turn, whenever an attack hits a Light hero, you may banish a card from their soul. If they do, they lose 1{h}.

If you have more {h} than an opposing Light hero, you may banish an action card from your graveyard.

Power: -

Defense: -

- If they do not have a card in soul, the attack would be unable to banish a card therefore they would not lose 1{h}.
 - The green symbol on Eclipse Existence is life.
 - They only lose 1{h} if a card is banished from their soul from Eclipse Existence's effect. If a card is banished from their soul from another effect it will not cause them to lose 1{h}
 - The second effect of Eclipse Existence happens as the card resolves. You must choose whether you want to banish an action card from your graveyard as soon as Eclipse Existence resolves.
-

Guardian of the Shadowrealm

Pitch: 1

Cost: 2

Shadow Defense Reaction

Action - {r}{r}: Return Guardian of the Shadowrealm from your banished zone into your hand.

Activate this ability only while Guardian of the Shadowrealm is in your banished zone.

Blood Debt (*At the beginning of your end phase, if Guardian of the Shadowrealm is in your banished zone, lose 1{h}.*)

Power: -

Defense: 6

- Since defense reactions can't defend in the defending window and must be played in the reaction window, you must pay Guardian of the Shadowrealm's cost (2) to play it.
- The action ability can **only** be used when Guardian of the Shadowrealm is in your banished zone.

- The action does not have **go again** and requires an action point.
 - Guardian of the Shadowrealm goes into the graveyard when the combat chain closes after it is played.
-

Howl from Beyond

Pitch: 3/2/1

Cost: 2

Shadow Action

You may play Howl from Beyond from your banished zone.

The next attack action card you play this turn gains +1/2/3{p}.

Go again

Blood Debt *(At the beginning of your end phase, if Howl from Beyond is in your banished zone, lose 1{h}.)*

Defense: 2

- Action cards go into your graveyard after they resolve. *(This is relevant for Shadow Brute attacks that banish cards from your graveyard as an additional cost)*
-

Mutated Mass

Pitch: 3

Cost: 1

Shadow Action - Attack

You may play Mutated Mass from your banished zone.

Mutated Mass's {p} and {d} is equal to twice the number of cards in your pitch zone with different costs.

Blood Debt *(At the beginning of your end phase, if Mutated Mass is in your banished zone, lose 1{h}.)*

Power: *

Defense: *

- You can attack or defend with Mutated Mass even if your pitch zone is empty. 0 is a value.
- Mutated Mass's base power and defense is * even when it's in a zone that's not the combat chain. *(For example it has 6{p} in your hand if you have 3 cards with different costs in your pitch zone)*
- Cards with no pitch value will count as cost 0 for Mutated Mass. *(This is because it requires a value to be returned. This is different from when looking at if a card has cost 0.)*

- Cards with X in it's pitch value will have it's X counted as 0. For example a card with cost XX counts the same as having a cost 0 in your pitch zone.
 - Mutated Mass's is continuously checking the pitch zone. It does not start a chain or trigger.
-

Lunartide Plunderer

Pitch: 3/2/1

Cost: 3

Shadow Action - Attack

If Lunartide Plunderer hits a hero, banish Lunartide Plunderer and a card from their soul.

Power: 5/6/7

Defense: 2

- If the attack is banished, the combat chain does not close and the chain link remains on the combat chain along with all of the defending cards and attack reactions.
 - If the attack is banished, the attack can not gain abilities such as "go again".
 - If the attack has had "go again" before it is banished, Last Known Information is used at the end of chain link resolution and you will still gain an action point.
 - You choose the card from their soul to banish.
 - You still banish Lunartide Plunderer even if the hero has no soul or a card from their soul is not banished. *(Since it does not target, even if the card in soul is removed when this effect resolves, Lunartide Plunderer will still be banished)*
 - Banishing Lunartide Plunderer is not optional.
-

Shadow Puppetry

Pitch: 1

Cost: 0

Shadow Action

The next attack action card you play this turn gains +1 {p}, **go again** and "If this attack hits, look at the top card of your deck. You may banish it."

Go again

Defense: 2

- You choose if you want to banish the card after looking at it.
- If you choose not to banish the card, it remains on top of your deck.
- If this is used on an attack that already has **go again**, you will only gain 1 action point upon resolution of the attack as multiple instances of **go again** do not stack.

Soul Harvest

Pitch: 3

Cost: 6

Shadow Action - Attack

Legendary Levia Specialization (*You may only have 1 Soul Harvest in your deck and only if your hero is Levia.*)

As an additional cost to play Soul Harvest, banish 6 cards from your graveyard. It gains +1{p} for each card with **blood debt** banished this way.

If Soul Harvest hits a hero, they banish all cards in their soul and lose {h} equal to the number of cards banished this way.

Power: 6

Defense: 3

- The green symbol on Soul Harvest is life.
- You may only play Soul Harvest in your deck if your hero is Levia, Shadowborn Abomination, **or** Levia (*Young hero*).
- You may only have 1 Soul Harvest in your deck including cards in your registered 80-card pool in constructed tournaments and only 1 Soul Harvest in your deck in limited tournaments or blitz tournaments as it is **Legendary**.
- You **must** pay the resource cost. Soul Harvest has an additional cost **not** an alternative cost.
- You cannot banish more than 6 cards from your graveyard. You also cannot banish less than 6 cards from your graveyard.

Soul Reaping

Pitch: 1

Cost: 6

Shadow Action - Attack

Legendary Chane Specialization (*You may only have 1 Soul Reaping in your deck and only if your hero is Chane.*)

You may banish 1 or more cards from your hand rather than pay Soul Reaping's {r} cost. If you do, gain {r} for each card with **blood debt** banished this way.

While Soul Reaping is attacking a hero with 1 or more cards in their soul, it has **go again**.

Power: 6

Defense: 3

- You may only play Soul Reaping in your deck if your hero is Chane, Bound by Shadow or Chane (*Young hero*).

- You may only have 1 Soul Reaping in your deck including cards in your registered 80-card pool in constructed tournaments and only 1 Soul Reaping in your deck in limited tournaments or blitz tournaments as it is **Legendary**.
 - You may banish any cards from your hand. You would only gain {r} for cards with **blood debt**.
 - If the hero Soul Reaping is attacking no longer has a soul when the chain link resolves, Soul Reaping wouldn't have **go again** and not grant 1 action point.
 - The "If you do, [...]" effect is an on-play triggered ability which triggers if the additional cost is played. This means it can be responded to, and it resolves before Soul Reaping resolves and becomes attacking.
-

Spew Shadow

Pitch: 3/2/1

Cost: 2

Shadow Action

Choose an attack action card with cost 0/1/2 or less in your banished zone. You may play it this turn. If it attacks a Light hero, it gains +2{p}.

Go again

Defense: 2

- You do not need to play the attack action straight away. You must still pay its resource costs and it will still require an action point.
 - You can attack a non-Light hero with the attack action; it will just not gain +2{p}.
 - If you attack a non-hero card such as an aura with **Spectra** or an Ally, the attack will not gain +2{p}.
-

Shadow Brute and Brute Cards

Convulsions from the Bellows of Hell

Pitch: 3/2/1

Cost: 2

Shadow Brute Action

As an additional cost to play Convulsions from the Bellows of Hell, banish 3 random cards from your graveyard.

If a card with 6 or more {p} is banished this way, the next attack action card you play this turn gains +1/2/3{p} and **dominate**. (*The defending hero can't defend the attack with more than 1 card from their hand.*)

Go again

Defense: 3

- If a card with 6 or more {p} is not banished this way this card would not affect the next attack action card you play in any way.
 - The next attack can be any attack action card. This card does not affect weapon attacks.
-

Deadwood Rumbler

Pitch: 3/2/1

Cost: 3

Shadow Brute Action - Attack

Draw a card then discard a random card. If a card with 6 or more {p} is discarded this way, banish a card from a graveyard.

Blood Debt (*At the beginning of your end phase, if Deadwood Rumbler is in your banished zone, lose 1{h}.*)

Power: 6/7/8

Defense: -

- You cannot defend with Deadwood Rumbler as it does not have a defense value.
 - Nobody has priority during the resolution of an ability. For example, you cannot play or activate an ability after drawing the card but before discarding. You also cannot see what card is discarded before responding to the banish of a card in a graveyard.
 - Banishing a card from a graveyard is mandatory. (*You may banish the card you discarded*)
 - You can banish a card from any player's graveyard.
-

Deep Rooted Evil

Pitch: 2

Cost: 3

Shadow Brute Action - Attack

If a card with 6 or more {p} has been put into your banished zone this turn, you may play Deep Rooted Evil from your banished zone.

Blood Debt (*At the beginning of your end phase, if Deep Rooted Evil is in your banished zone, lose 1{h}.*)

Power: 6

Defense: -

- You cannot defend with Deep Rooted Evil as it does not have a defense value.

- If Deep Root Evil is put into your banished zone this turn, it will count itself as it is a 6{p} card that is put into your banished zone this turn.
-

Graveling Growl

Pitch: 3/2/1

Cost: 1

Shadow Brute Action - Attack

Play Graveling Growl only if a card with 6 or more {p} has been put into your banished zone this turn.

Blood Debt *(At the beginning of your end phase, if Graveling Growl is in your banished zone, lose 1{h}.)*

Power: 5/6/7

Defense: 3

- Even if another card allows you to play this card i.e from your banished zone, the restriction of only being able to be played if a card with 6 or more {p} has been put into your banished zone this turn still applies.
-

Hooves of the Shadowbeast

Shadow Brute Equipment - Legs

Whenever a card with 6 or more {p} is put into your banished zone, you may destroy Hooves of the Shadowbeast. If you do, gain 1 action point. *(When an equipment is destroyed, it's put into the graveyard.)*

Battleworn *(If you defend with Hooves of the Shadowbeast, put a -1{d} counter on it when the combat chain closes.)*

Defense : 1

- You choose if you want to use Hooves of the Shadowbeast's ability at the time a card with 6 or more {p} is put into your banished zone.
 - You can only gain action points during your action phase. *(You can still use this effect during your opponent's turn, however you would not gain the action point.)*
-

Lady Barthimont

Pitch: -

Cost: -

Brute Mentor

Mentor *(You may only have Barthimont in your deck if your hero is young.)*

At the start of your turn, if Barthimont is face down in your arsenal, you may turn her face up. Whenever you play an attack action card, banish the top card of your deck. If the banished card has 6 or more {p}, the attack gains **dominate** and put a lesson counter on Barthimont. Then if there are 2 or more lesson counters on Barthimont, banish her, search your deck a **specialization** card, put it face up into your arsenal, and shuffle your deck.

Defense: 3

- Mentors do not have a pitch value or cost and cannot be pitched or played.
 - Mentors have their effect active when they are face up in your arsenal.
 - You cannot arsenal a card if there is not an empty arsenal zone.
 - You do **not** have to find a **specialization** card from your deck, you may elect to not find a card. This is because it is looking for a specific type of card and it is a hidden zone. You still must shuffle your deck.
-

Mark of the Beast

Pitch: 2

Cost: 2

Shadow Brute Action - Attack

If Mark of the Beast would be put into your graveyard from anywhere, instead banish it.

Blood Debt (*At the beginning of your end phase, if Mark of the Beast is in your banished zone, lose 1{h}.*)

Power: 6

Defense: 3

- Anywhere includes all possible zones, such as from hand, banished zone or deck. This is not limited to being put into the graveyard from the combat chain.
 - This is a replacement effect. It does not create a trigger, the card does not enter the graveyard.
-

Pulping

Pitch: 3/2/1

Cost: 2

Brute Action - Attack

Draw a card then discard a random card. If a card with 6 or more {p} is discarded this way, Pulping gains **dominate**. (*The defending hero can't defend Pulping with more than 1 card from their hand.*)

While Pulping is defended by less than 2 non-equipment cards, it has **go again**.

Power: 4/5/6

Defense: -

- You cannot defend with Pulping as it has no defense value. *(This is different than if the defense value was 0.)*
 - Nobody has priority during the resolution of an ability. For example, you cannot play or activate an ability after drawing the card but before discarding.
 - Defended by 0 cards counts as being defended by less than 2 non-equipment cards.
-

Shadow of Blasmophet

Pitch: 1

Cost: 2

Shadow Brute Action - Attack

Draw a card then discard a random card. If a card with 6 or more {p} is discarded this way, search your deck for a card with **blood debt**, banish it, then shuffle your deck.

Blood Debt *(At the beginning of your end phase, if Shadow of Blasmophet is in your banished zone, lose 1{h}.)*

Power: 6

Defense: -

- You cannot defend with Shadow of Blasmophet as it has no defense value. *(This is different than if the defense value was 0.)*
 - Nobody has priority during the resolution of an ability. For example, you cannot play or activate an ability after drawing the card but before discarding nor can a player respond between you drawing and searching your deck. *Players should respond before the ability resolves as you cannot do it during the resolution.*
 - The card this searched for must have the keyword **blood debt**. Cards that reference **blood debt** do not count unless they also have **blood debt**.
 - You may elect to banish nothing, however the search is mandatory if a 6{p}+ card is discarded this way and therefore your deck must be shuffled.
-

Smash with Big Tree

Pitch: 3/2/1

Cost: 2

Brute Action - Attack

Power: 5/6/7

Defense: -

- You cannot defend with Smash with Big Tree as it has no defense value. (*This is different than if the defense value was 0.*)
-

Tear Limb from Limb

Pitch: 3

Cost: 2

Brute Action

Draw a card then discard a random card. If a card with 6 or more {p} is discarded this way, the next Brute attack action card you play this turn gains +X{p}, where X is its base {p}.

Go again

Defense: -

- You cannot defend with Tear Limb from Limb as it has no defense value.
 - Base power is the printed {p} value on a card. (*Located at the bottom left corner of a card.*)
 - The +X{p} gained is the base {p} of the next Brute attack action card you play this turn **not** the discarded card.
 - Nobody has priority during the resolution of an ability. For example, you cannot play or activate an ability after drawing the card but before discarding.
-

Shadow Runeblade and Runeblade Cards

Aether Ironweave

Runeblade Equipment - Chest

Action - Destroy Aether Ironweave: Gain {r}{r}. Activate this ability only if you have played an attack action card and a 'non-attack' action card this turn. **Go again**

Battleworn (*If you defend with Aether Ironweave, put a -1{d} counter on it when the combat chain closes.*)

Defense: 1

- Equipments go to your graveyard when they are destroyed.
- The action cards do not need to be played from your hand. They can be played from your banished zone or other zones (*Provided it is legal to play them from there*).
- Even if you have played more than one of each attack action and non-attack action, it will still only gain {r}{r}.

Bounding Demigon

Pitch: 3/2/1

Cost: 0

Shadow Runeblade Action - Attack

If you have played a 'non-attack' action card this turn, you may play Bounding Demigon from your banished zone. If you do, it gains +1{p}.

Blood Debt *(At the beginning of your end phase, if Bounding Demigon is in your banished zone, lose 1{h}.)*

Power: 2/3/4

Defense: 3

- You may play this card from your hand even if you have not played a non-attack action card this turn. It would not gain the +1{p} if played from hand. *(Even if you have played a non-attack action card this turn)*

Dimenxxional Crossroads

Pitch: 2

Cost: 2

Shadow Runeblade Action - Aura

Go again

Whenever you play an attack action card or a 'non-attack' action card from the banished zone, if you haven't played another card of that type this turn, deal 1 arcane damage to target hero.

If you lose {h} during your turn, destroy Dimenxxional Crossroads. *(Damage causes loss of {h}.)*

Defense: 3

- Dimenxxional Crossroads is a non-attack action card so if you play a non-attack action card from the banished zone the same turn you played Dimenxxional Crossroads, the effect won't trigger.
 - The ability just checks if you have played another card of that type this turn. It does not matter if that card was played from hand or banished zone.
 - Damage causes loss of {h}. If you take any damage during your turn such as arcane damage or lose {h} due to **blood debt**, Dimenxxional Crossroads will be destroyed.
 - Players do not have priority during the end of turn. If {h} is lost during the end of your turn i.e from **blood debt**, no player can respond to the destroying of Dimenxxional Crossroads as you cannot have priority during the end of turn.
-

Dimenxxional Gateway

Pitch: 3/2/1

Cost: 1

Shadow Runeblade Action

Opt 1/2/3 (*Look at the top 1/2/3 cards of your deck. You may put them on the top and/or bottom in any order.*)

Reveal the top card of your deck. If it's a Runeblade card, deal 1 arcane damage to each opposing hero. If it's a Shadow card, you may banish it.

Go again

Defense: 2

- If it is a Shadow and a Runeblade card, you do both effects. If it is not a Shadow or a Runeblade card you do none of the effects.
 - If there are no cards in your deck, you reveal nothing. No effects will trigger.
 - Each opposing hero decides if they want to prevent the arcane damage they would take. They cannot prevent arcane damage that would be dealt to other heroes.
 - In a multiplayer game, opposing heroes decide if they want to prevent arcane damage in clockwise order, starting with the player to the left of the controller of Dimenxxional Gateway. (*This is for a multiplayer game only. Cards that deal damage to both players do not follow this rule in games of two players.*)
-

Invert Existence

Pitch: 3

Cost: 1

Shadow Runeblade Instant

You may play Invert Existence from your banished zone.

Banish up to 2 cards in an opposing hero's graveyard. If an attack action card and a 'non-attack' action card are banished this way, deal 2 arcane damage to that hero.

Blood Debt (*At the beginning of your end phase, if Invert Existence is in your banished zone, lose 1{h}.*)

Defense: -

- You cannot defend with Invert Existence as it does not have a defense value.
- You may banish any cards from an opposing hero's graveyard, not just action cards.
- You cannot banish 1 card from two different graveyards. They must all be from one opposing hero's graveyard
- You do not choose targets. You pick the cards when Invert Existence resolves. There is no window for priority after the cards are picked but before they are banished. *I.e if you want to play a card that prevents arcane damage or gains you life, do it in response to this card. Prevention and replacement effects such as **spellvoid/arcane barrier** do not need to be activated in response.*

Lord Sutcliffe

Pitch: -

Cost: -

Runeblade Mentor

Mentor (*You may only have Sutcliffe in your deck if your hero is young.*)

At the start of your turn, if Sutcliffe is face down in your arsenal, you may turn him face up.

Whenever you play a 'non-attack' action card, deal 1 arcane damage to each hero and put a lesson counter on Sutcliffe for each damage dealt this way. Then if there are 3 or more lesson counters on Sutcliffe, banish him, search your deck for a **specialization** card, put it face up into your arsenal, and shuffle your deck.

- Mentors do not have a pitch value or cost and cannot be pitched or played.
- Mentors have their effect active when they are face up in your arsenal.
- You cannot arsenal a card if there is not an empty arsenal zone.
- You do **not** have to find a **specialization** card from your deck, you may elect to not find a card. This is because it is looking for a specific type of card and it is a hidden zone. You still must shuffle your deck.
- Lord Sutcliffe does arcane damage to all heroes, not just opposing.
- The turn player decides the order of replacement effects that would apply first. For example, if both players have **arcane barrier**, the turn player decides which replacement effect applies first and therefore who has to decide to prevent first.
- The triggered ability is not once per turn, if you play multiple non-attack action cards it would trigger each time.

Piercing Shadow Vise

Pitch: 3/2/1

Cost: 2

Shadow Runeblade Action - Attack

You may play Piercing Shadow Vise from your banished zone.

If you have dealt arcane damage to an opposing hero this turn, Piercing Shadow Vise gains +2 {p}.

Blood Debt (*At the beginning of your end phase, if Piercing Shadow Vise is in your banished zone, lose 1{h}.*)

Power: 2/3/4

Defense: 3

- Piercing Shadow Vise's ability is continuously checking. If you deal arcane damage after Piercing Shadow Vise is already attacking it will still gain +2{p}. This includes if it is a

previous chain link or have already dealt damage. *(If Piercing Shadow Vise has already dealt damage, increasing its {p} won't retroactively deal any more damage)*

Rift Bind

Pitch: 3/2/1

Cost: 1

Shadow Runeblade Action - Attack

You may play Rift Bind from your banished zone. If you do, it gains +X{p}, where X is the number of 'non-attack' action cards you have played this turn.

Blood Debt *(At the beginning of your end phase, if Rift Bind is in your banished zone, lose 1{h}.)*

Power: 1/2/3

Defense: 3

- You may still play Rift Bind from your hand. It would not gain the +X{p} if it is played from hand.
 - You can play Rift Bind from your banished zone even if you have not played any 'non-attack' action cards that turn.
-

Rifted Torment

Pitch: 3/2/1

Cost: 2

Shadow Runeblade Action - Attack

You may play Rifted Torment from your banished zone. If you do, deal 1 arcane damage to target hero.

Blood Debt *(At the beginning of your end phase, if Rifted Torment is in your banished zone, lose 1{h}.)*

Power: 2/3/4

Defense: 3

- You may still play Rifted Torment from your hand. It would not deal the 1 arcane damage if it is played from your hand.
 - You may target yourself with the arcane damage.
-

Rip Through Reality

Pitch: 3/2/1

Cost: 2

Shadow Runeblade Action - Attack

You may play Rip Through Reality from your banished zone.

If you have dealt arcane damage to an opposing hero this turn, Rip Through Reality gains **go again**.

Blood Debt (*At the beginning of your end phase, if Rip Through Reality is in your banished zone, lose 1{h}.*)

Power: 2/3/4

Defense: 3

- Rip Through Reality is continuously checking. If you deal arcane damage while Rip Through Reality is attacking, it would still gain **go again**.

Seeds of Agony

Pitch: 3/2/1

Cost: 0

Shadow Runeblade Action

You may play Seeds of Agony from your banished zone.

The next attack action card with cost 0/1/2 or less you play this turn gains "Deal 1 arcane damage to target hero."

Go again

Blood Debt (*At the beginning of your end phase, if Seeds of Agony is in your banished zone, lose 1{h}.*)

Defense: 2

- You choose the target you want to deal 1 arcane damage to at the time you play an attack action card with cost 0/1/2 or less.
- The attack action is the card that does the arcane damage.
- With the release of the comprehensive rules on May 4th 2021, the card text of Seeds of Agony been **errata'd** to "The next attack action card with cost 0/1/2 or less you play this turn gains "When this attacks, deal 1 arcane damage to target hero."" (*Seeds of Agony is the only card in Monarch that functionally changes with the release of the comprehensive rules. Other cards do have updated text but their functionality is not affected.*) **The errata to Seeds of Agony is effective immediately.**
- If you play multiple Seeds of Agony followed by an attack action card, it will have multiple instances of "When you attack with this, deal 1 arcane damage to target hero." It will be considered multiple triggers therefore each one is it's own source. This is relevant for preventing damage from **arcane barrier**. For example if you have an attack action with 2 instances of "When you attack with this, deal 1 arcane damage to target hero" it will require **arcane barrier 1** and two resources to fully prevent this.
- If you play multiple Seeds of Agony followed by an attack action card, it will have multiple instances of "When this attacks, deal 1 arcane damage to target hero." It will be

considered multiple triggers therefore each one is it's own source. This is relevant for preventing damage from **spellvoid**. For example if you have an attack action with 2 instances of "When this attacks, deal 1 arcane damage to target hero" you will **not** be able to prevent both with **spellvoid 2**. (*You can use two instances of spellvoid 1 to prevent both.*)

Shadow of Ursur

Pitch: 3

Cost: 0

Shadow Runeblade Action - Attack

You may play Shadow of Ursur from your banished zone.

As an additional cost to play Shadow of Ursur, you may banish a card with **blood debt** from your hand. If you do, Shadow of Ursur gains **go again**.

Blood Debt (*At the beginning of your end phase, if Shadow of Ursur is in your banished zone, lose 1{h}.*)

Power: 2

Defense: 3

- You may pay the additional cost even when played from the banished zone.
 - You may play this card without paying the additional cost. (*It would not gain go again*)
 - A card must have the keyword **blood debt** to be banished from hand, not just reference **blood debt**.
-

Sonata Arcanix

Pitch: 1

Cost: XX

Runeblade Action

Reveal the top X+3 cards of your deck.

For each 'non-attack' action card revealed this way, you may put an attack action card revealed this way into your hand. Then deal arcane damage to target hero equal to the number of cards put into your hand this way.

Shuffle your deck. Banish Sonata Arcanix.

Go again

Defense: 2

- You choose what you want X to be before applying cost reductions then paying the costs.
- X can be 0.
- The value of each X in Sonata Arcanix's cost must be the same.

- You must pay double the cost of X. For example if you want this card to reveal 2 + 3 cards. You need to pay 4 resources.
 - If there are less cards in your deck than the amount of cards to be revealed, you reveal your whole deck.
 - The arcane damage is a single source of damage. For example if Sonata does 2 arcane damage you would require **arcane barrier 2** (or two **arcane barrier 1**) to fully prevent it.
-

Unhallowed Rites

Pitch: 3/2/1

Cost: 1

Shadow Runeblade Action - Attack

If you have played a 'non-attack' action card this turn, you may play Unhallowed Rites from your banished zone.

You may put a 'non-attack' action card with **blood debt** from your graveyard on the bottom of your deck.

Blood Debt (*At the beginning of your end phase, if Unhallowed Rites is in your banished zone, lose 1{h}.*)

Power: 2/3/4

Defense: 3

- You may still play this from your hand regardless if you've played a non-attack action card this turn or not.
 - A card must have the keyword **blood debt** to be put on the bottom of your deck, not just reference **blood debt**.
-

Light Cards

Blinding Beam

Pitch: 3/2/1

Cost: 1

Light Instant

Blinding Beam cost {r} less to play if it targets a Shadow Card.

Target attacking or defending attack action card gets -1/2/3{p}.

Defense: -

- You cannot defend with Blinding Beam as it does not have a defense value.

- You announce targets before paying costs.
 - If the power of an attack would become less than 0, it is considered to be 0. However if the attack then gets a positive power modifier, it will still be under the effect of the $-{p}$ modifier.
-

Celestial Cataclysm

Pitch: 2

Cost: 0

Light Action - Attack

As an additional cost to play Celestial Cataclysm, banish 3 cards from your hero's soul.

Go again

Power: 7

Defense: 3

- You cannot play this card if you don't have at least 3 cards in your hero's soul.
-

Glisten

Pitch: 3/2/1

Cost: 2

Light Instant

Distribute up to two/three/four $+1{p}$ counters among any number of weapons you control.

At the beginning of your end phase, remove all $+1{p}$ counters from weapons you control. *(If a permanent is no longer a weapon during your end phase, $+1{p}$ counters on it are not removed.)*

Defense: -

- You can only play instants when you have priority. You do not have priority during the start of turn or the end phase. *(You cannot wait until end of turn to play Glisten)*
 - You may play this card during the reaction window as you have priority during that step. *(You can also play it during the defending window if you so choose)*
 - You may put all the counters on a single weapon.
 - You pick the weapons and how many counters each gets when Glisten resolves.
 - You may pick zero weapons and distribute zero counters.
 - Glisten will remove all $+1{p}$ counters on weapons at the end phase, not just those created from Glisten.
 - You may play this on an Illusionist aura **if** there is a card such as Iris of Reality that makes Illusionist auras weapons. If it is no longer a weapon when it is the end phase, the $+1{p}$ counters will not be removed.
-

Great Library of Solana

Pitch: -

Cost: 2

Light Action - Landmark

Legendary (*You may only have 1 Great Library of Solana in your deck.*)

At the beginning of each end phase, if a hero has 2 or more cards with yellow color strips in their pitch zone, they gain +1*{i}* until end of turn.

Action - Discard 2 cards with yellow color strips: Destroy Great Library of Solana. Any hero may activate this ability. **Go again**

Defense: -

- You may only have 1 Great Library of Solana in your deck as it is **Legendary**. This applies to all formats including booster draft and sealed deck.
- You cannot pitch Great Library of Solana, as it does not have a pitch value.
- Great Library of Solana uses an action point to play.
- Great Library of Solana is a Landmark. There can only be one Landmark in the arena at any given time. When a Landmark enters the arena while another is in the arena, the previous Landmark is destroyed and put into the graveyard.
- A Landmark stays on the arena after it is played. It remains in the arena until it is destroyed.
- The blue symbol on Great Library of Solana is intellect. At the end of your turn you draw up to your hero's intellect. Having 2 or more cards with yellow color strips in your pitch zone in the end phase will allow you to draw up an additional card as your intellect is 1 higher.
- Any player can activate the action ability of Great Library of Solana, however you must pay its cost and have an action point (*And have priority on your turn*) to use it.
- The color strip is located at the top middle of a card. You can also check the top left for the pitch value. Pitch 2 = Yellow color strip.

Halo of Illumination

Light Equipment - Head

Instant - *{r}*, destroy Halo of Illumination: Put a card from your hand into your hero's soul. If it's a Light card, draw a card. (*Put the card face up under your hero card.*)

Spellvoid 2 (*If your hero would be dealt arcane damage, you may destroy Halo of Illumination instead. If you do, prevent 2 arcane damage that source would deal.*)

Defense: 0

- You may put a non-Light card into your hero's soul, you would however not draw a card when the ability resolves.

- If you do not have a card in hand when the ability resolves, you will not put a card from your hand into your soul and therefore not draw a card.
 - If you use **spellvoid 2** to prevent one arcane damage, there will be no leftover prevention.
 - **Spellvoid 2** can only prevent 2 arcane damage from a single source. It cannot prevent 2 sources of 1 arcane damage.
 - When this card is destroyed, it is sent to your graveyard.
-

Impenetrable Belief

Pitch: 3/2/1

Cost: 2

Light Action - Attack

If 3 or more cards have been put into an opposing hero's banished zone this turn, Impenetrable Belief gains +2{d} while defending.

Power: 3/4/5

Defense: 2

- It does not matter when the cards were put into the banished zone this turn or if they were put in there at the same time as long as three have been put into the banished zone this turn. The cards also don't need to still be in the banished zone.
 - If cards are put into the banished zone that would cause Impenetrable belief to gain +2[d] after it is already defending, it would still gain the bonus as the effect is continuous and not a trigger
 - Impenetrable Belief can only get +2{d} even if more than 3 cards is banished.
-

Invigorating Light

Pitch: 3/2/1

Cost: 3

Light Action - Attack

When you play Invigorating Light, if there are no cards in your hero's soul, put it into your hero's soul when the combat chain closes. (*Put the card face up under your hero card.*)

Power: 4/5/6

Defense: 2

- Invigorating Light checks if there is a card in your hero's soul at the time you play it. Even if the number of cards in your soul changes before the combat chain closes, it won't have an effect. For example, if there were no cards in your soul when you play Invigorating Light, then a card is placed into your soul before the combat chain closes, Invigorating Light would still be put into your hero's soul when the combat chain closes.

Ray of Hope

Pitch: 2

Cost: 1

Light Instant

Attacks you control have +1{p} while attacking a Shadow hero this turn.

If you have less {h} than an opposing Shadow hero, put {name} into your hero's soul. (*Put this card face up under your hero card.*)

Defense: -

- You can still play this card against a non-Shadow hero, however it will not do anything.
- This affects all attacks including weapon attacks (*which include attacking with an aura that is a weapon*) and attack action.
- Ray of Hope checks if you have less {h} than an opposing Shadow hero when it resolves.

Seek Enlightenment

Pitch: 3/2/1

Cost: 1

Light Action

The next attack action card you play this turn gains +1/2/3{p} and "If this hits, put it into your hero's soul." (*Put the card face up under your hero card.*)

Go again

Defense: 2

- If the attack is put into your hero's soul, the combat chain does not close and the chain link remains on the combat chain along with all of the defending cards and attack reactions.
- If the attack is put into your hero's soul, the attack can not gain abilities such as "go again".
- If the attack has had "go again" before it goes into your soul, Last Known Information is used at the end of chain link resolution and you will still gain an action point.
- You must put the attack action card into your hero's soul if it hits. It is not optional.

Soul Food

Pitch: 2

Cost: 0

Light Action

Put Soul Food and all cards in your hand into your hero's soul. *(Put the cards face up under your hero card.)*

Defense: 2

- It is not optional, you cannot keep some cards in your hand.
 - This does **not** put your arsenal into your hero's soul as the arsenal is not part of your hand.
 - Soul Food is an action and uses an action point to play.
-

Soul Shield

Pitch: 2

Cost: 2

Light Defense Reaction

Put Soul Shield into your hero's soul when the combat chain closes. *(Put this card face up under your hero card.)*

Defense: 6

- Since defense reactions can't defend in the defending window and must be played in the reaction window, you must pay Soul Shield's cost to play it.
 - Soul Shield only goes into your hero's soul when the combat chain closes. The combat chain closes when the turn player either ends their turn, closes it to play a non-attack action or voluntarily closes the combat chain.
 - If you defend with Soul Shield you must put it into your hero's soul. It is not optional.
-

Tome of Divinity

Pitch: 2

Cost: 4

Light Instant

Draw 2 cards.

If a card has been put into your hero's soul this turn, instead draw 3 cards.

Defense: -

- You cannot defend with Tome of Divinity as it does not have a defense value.
- It does not matter how the card was put into your hero's soul nor does it matter if the card is still in your hero's soul.
- You cannot choose to draw only 2 cards if a card has been put into your hero's soul this turn.

- This card checks on resolution not when it is played, if a card is put into your hero's soul before this card resolves it would draw 3 cards.

Vestige of Sol

Light Equipment - Chest

Whenever you pitch a Light card, if a card has been put into your hero's soul this turn, gain {r}.

Blade Break (*If you defend with Vestige of Sol, destroy it when the combat chain closes.*)

Defense: 1

- You still gain the resources the card you pitched generated, this card gains you an additional {r} (*Provided a card has been put into your hero's soul this turn*).
- It does not matter how the card was put into your hero's soul nor does it matter if the card is still in your hero's soul.
- This is not a once per turn effect. Everytime you pitch a Light card this turn you would gain {r}. (*Provided a card has been put into your hero's soul this turn*)
- You cannot pitch a card if there is not a cost to be played. You cannot pitch a card for a cost if there are already sufficient resources available to you.
- You cannot pitch a card that has no pitch cost even if Vestige of Sol is active.
- **ERRATA:** This card text has been changed to "If a card has been put into your hero's soul this turn, whenever you pitch a Light card, instead gain that many {r} plus 1." (*This is to reflect the intentions of how the card is supposed to work*).
- This is a replacement effect not a triggered effect.

Light Illusionist and Illusionist Cards

Arc Light Sentinel

Pitch: 2

Cost: 6

Light Instant - Aura

Prism Specialization (*You may only have Arc Light Sentinel in your deck if your hero is Prism.*)

If Arc Light Sentinel is in the arena when an opponent announces an attack, they must choose Arc Light Sentinel as the target of the attack.

Spectra (*Arc Light Sentinel can be attacked. When Arc Light Sentinel becomes the target of an attack, destroy it and close the combat chain. The attack does not resolve.*)

Defense: -

- You cannot defend with Arc Light Sentinel as it does not have a defense value.

- You may only play Arc Light Sentinel in your deck if your hero is Prism, Sculptor of Arc Light, **or** Prism (*Young hero*).
 - The turn player always has priority first and can start the turn playing a card assuming they are legally able to (*For example he still needs to have the resources or needs an empty chain to play an action*).
 - If an attack is already announced and attacking, playing Arc Light Sentinel does **not** redirect the attack to Arc Light Sentinel.
 - The opponent may elect not to attack, however if they choose to attack they must choose Arc Light Sentinel as the target of the attack.
 - If there are multiple Arc Light Sentinel, you can choose which one to attack. You cannot attack another target that isn't an Arc Light Sentinel.
 - Arc Light Sentinel only forces attacks to target it. Action cards such as ones that deal damage cannot target Arc Light Sentinel.
 - This includes all attacks including weapon attacks and attack action cards.
 - In multiplayer (*i.e UPF*) or other formats where there's a restriction on who you can attack or target, if you are not able to normally attack the player controlling Arc Light Sentinel then you are not able to attack Arc Light Sentinel as they are out of your spell range (*Attack range*).
-

Dream Weavers

Illusionist Equipment - Arms

Action - Destroy Dream Weavers: The next Illusionist attack action card you play this turn loses and can't gain **phantasm**. **Go again**

Spellvoid 1 (*If your hero would be dealt arcane damage, you may destroy Dream Weaver instead. If you do, prevent 1 arcane damage that source would deal.*)

Defense: 0

- Once the card changes zone, for example, enters the graveyard after the combat chain closes, it will have **phantasm** again.
-

Genesis

Pitch: 2

Cost: 4

Light Instant - Aura

At the start of your turn, you may put a card from your hand into your hero's soul. If it's an Illusionist card, create a Spectral Shield token. If it's a Light card, draw a card.

Spectra (*Genesis can be attacked. When Genesis becomes the target of an attack, destroy it and close the combat chain. The attack does not resolve.*)

Defense: -

- You cannot defend with Genesis, as it does not have a defense value.
 - Players do not have priority at the start of turns. Players cannot respond to Genesis's effect at the start of turn as neither players have priority during the start of turn.
 - If it is not an Illusionist or Light card, then no Spectral Shield is created nor is a card drawn.
 - If it is a Light Illusionist card then a Spectral Shield is created and a card is drawn.
-

Herald of Erudition

Pitch: 2

Cost: 2

Light Illusionist Action - Attack

Dominate (*The defending hero can't defend Herald of Erudition with more than 1 card from their hand.*)

If Herald of Erudition hits, put it into your hero's soul and draw 2 cards.

Phantasm (*If Herald of Erudition is defended by a non-Illusionist attack action card with 6 or more {p}, destroy Herald of Erudition and close the combat chain.*)

Power: 5

Defense: 3

- If the attack is put into your hero's soul, the combat chain does not close and the chain link remains on the combat chain along with all of the defending cards and attack reactions.
 - If the attack is put into your hero's soul, Phantasm is no longer functional as a triggered ability, and the attack can not gain abilities such as "go again".
 - If the attack has had "go again" before it goes into your soul, Last Known Information is used at the end of chain link resolution and you will still gain an action point.
 - If this attack hits, you must put it into your hero's soul. This effect is not optional.
-

Herald of Judgment

Pitch: 2

Cost: 2

Light Illusionist Action - Attack

Prism Specialization (*You may only have Herald of Judgment in your deck if your hero is Prism.*)

If Herald of Judgment hits, put it into your hero's soul and the defending hero can't play cards from their banished zone during their next action phase. (*Put this card face up under your hero card.*)

Phantasm (If Herald of Judgment is defended by a non-Illusionist attack action card with 6 or more {p}, destroy Herald of Judgment and close the combat chain.)

Power: 6

Defense: 3

- You may only play Herald of Judgment in your deck if your hero is Prism, Sculptor of Arc Light or Prism (*Young hero*).
 - If the attack is put into your hero's soul, the combat chain does not close and the chain link remains on the combat chain along with all of the defending cards and attack reactions.
 - If the attack is put into your hero's soul, Phantasm is no longer functional as a triggered ability, and the attack can not gain abilities such as "go again".
 - If the attack has had "go again" before it goes into your soul, Last Known Information is used at the end of chain link resolution and you will still gain an action point.
 - If this attack hits, you must put it into your hero's soul. This effect is not optional.
 - The defending hero can still play cards from their banished zone during your action phase.
 - The defending hero can still activate actions on cards from their banished zone. For example a card in the banished zone with an action ability. This card only stops banished card from being **played**.
 - The defending hero can still play cards from their hands.
-

Herald of Protection

Pitch: 3/2/1

Cost: 2

Light Illusionist Action - Attack

If Herald of Protection hits, put it into your hero's soul and create a Spectral Shield token. (*It's an Illusionist aura with "If your hero would be dealt damage, instead destroy Spectral Shield and prevent 1 damage that source would deal."*)

Phantasm (If Herald of Protection is defended by a non-Illusionist attack action card with 6 or more {p}, destroy Herald of Protection and close the combat chain.)

Power: 5/6/7

Defense: 3

- If the attack is put into your hero's soul, the combat chain does not close and the chain link remains on the combat chain along with all of the defending cards and attack reactions.
- If the attack is put into your hero's soul, Phantasm is no longer functional as a triggered ability, and the attack can not gain abilities such as "go again".
- If the attack has had "go again" before it goes into your soul, Last Known Information is used at the end of chain link resolution and you will still gain an action point.

- If this attack hits, you must put it into your hero's soul. This effect is not optional.
-

Herald of Ravages

Pitch: 3/2/1

Cost: 2

Light Illusionist Action - Attack

If Herald of Ravages hits, put it into your hero's soul and deal 1 arcane damage to target hero. *(Put this card face up under your hero card.)*

Phantasm *(If Herald of Ravages is defended by a non-Illusionist attack action card with 6 or more {p}, destroy Herald of Ravages and close the combat chain.)*

Power: 5/6/7

Defense: 3

- If the attack is put into your hero's soul, the combat chain does not close and the chain link remains on the combat chain along with all of the defending cards and attack reactions.
 - If the attack is put into your hero's soul, Phantasm is no longer functional as a triggered ability, and the attack can not gain abilities such as "go again".
 - If the attack has had "go again" before it goes into your soul, Last Known Information is used at the end of chain link resolution and you will still gain an action point.
 - You may target any hero with the 1 arcane damage, not just the defending hero.
 - If this attack hits, you must put it into your hero's soul. This effect is not optional.
-

Herald of Rebirth

Pitch: 3/2/1

Cost: 2

Light Illusionist Action - Attack

If Herald of Rebirth hits, put it into your hero's soul and put up to 1 card with **phantasm** from your graveyard on top of your deck. *(Put this card face up under your hero card.)*

Phantasm *(If Herald of Rebirth is defended by a non-Illusionist attack action card with 6 or more {p}, destroy Herald of Rebirth and close the combat chain.)*

Power: 5/6/7

Defense: 3

- If the attack is put into your hero's soul, the combat chain does not close and the chain link remains on the combat chain along with all of the defending cards and attack reactions.
- If the attack is put into your hero's soul, Phantasm is no longer functional as a triggered ability, and the attack can not gain abilities such as "go again".

- If the attack has had “go again” before it goes into your soul, Last Known Information is used at the end of chain link resolution and you will still gain an action point.
 - You can only put a card with the keyword **phantasm** from your graveyard on top of your deck, this does not include cards that only reference **phantasm**.
 - Herald of Rebirth cannot put itself to the top of your deck as it is not in the graveyard when it hits.
 - You do not have to put a card with **phantasm** from your graveyard on top of your deck. Even if you elect not to, you must still put Herald of Rebirth into your hero’s soul.
 - If this attack hits, you must put it into your hero's soul. This effect is not optional.
-

Herald of Tenacity

Pitch: 3/2/1

Cost: 2

Light Illusionist Action - Attack

Dominate *(The defending hero can't defend Herald of Tenacity with more than 1 card from their hand.)*

If Herald of Tenacity hits, put it into your hero's soul. *(Put this card face up under your hero card.)*

Phantasm *(If Herald of Tenacity is defended by a non-Illusionist attack action card with 6 or more {p}, destroy Herald of Tenacity and close the combat chain.)*

Power: 5/6/7

Defense: 3

- If the attack is put into your hero’s soul, the combat chain does not close and the chain link remains on the combat chain along with all of the defending cards and attack reactions.
 - If the attack is put into your hero’s soul, Phantasm is no longer functional as a triggered ability, and the attack can not gain abilities such as “go again”.
 - If the attack has had “go again” before it goes into your soul, Last Known Information is used at the end of chain link resolution and you will still gain an action point.
 - If this attack hits, you must put it into your hero's soul. This effect is not optional.
-

Herald of Triumph

Pitch: 3/2/1

Cost: 2

Light Illusionist Action - Attack

Attack action cards have -1{p} while defending Herald of Triumph.

If Herald of Triumph hits, put it into your hero's soul. *(Put this card face up under your hero card.)*

Phantasm (If Herald of Triumph is defended by a non-Illusionist attack action card with 6 or more {p}, destroy Herald of Triumph and close the combat chain.)

Power: 5/6/7

Defense: 3

- If the attack is put into your hero's soul, the combat chain does not close and the chain link remains on the combat chain along with all of the defending cards and attack reactions.
 - If the attack is put into your hero's soul, Phantasm is no longer functional as a triggered ability, and the attack can not gain abilities such as "go again".
 - If the attack has had "go again" before it goes into your soul, Last Known Information is used at the end of chain link resolution and you will still gain an action point.
 - Reducing the {p} of a defending attack action card has no effect on its {d} value.
 - If this attack hits, you must put it into your hero's soul. This effect is not optional.
-

Parable of Humility

Pitch: 2

Cost: 4

Light Illusionist Instant - Aura

Attack action cards controlled by an opposing hero have -1{p} while attacking and defending.

Spectra (Parable of Humility can be attacked. When Parable of Humility becomes the target of an attack, destroy it and close the combat chain. The attack does not resolve.)

Defense: -

- You cannot defend with Parable of Humility as it does not have a defense value.
 - Reducing the {p} of a defending attack action card has no effect on its {d} value.
 - This does not affect the base {p} of the attack action or affect the card when it is not attacking or defending.
 - When a card enters a zone such as the graveyard and cares about the {p} of the card, it will use the last known information. In this case when an attack action card controlled by opposing hero enters the graveyard from the combat chain, it will count as having the -1{p}. (Only relevant for cards that care about the {p} of a card entering a zone)
-

Merciful Retribution

Pitch: 2

Cost: 4

Light Illusionist Instant - Aura

Whenever an aura or attack action card you control is destroyed, deal 1 arcane damage to target hero. If it's a non-token Light card, put it into your hero's soul. *(Put it face up under your hero card.)*

Spectra *(Merciful Retribution can be attacked. When Merciful Retribution becomes the target of an attack, destroy it and close the combat chain. The attack does not resolve.)*

Defense: -

- You cannot defend with Merciful Retribution as it does not have a defense value.
 - Token aura or attack action cards you control that are destroyed will also deal 1 arcane damage to target hero. Only non-token Light cards are put into your hero's soul.
 - An attack action card that is put into the graveyard from the combat chain is not considered to be destroyed. Discarding an aura or attack action card is also not considered to be destroyed.
 - Merciful Retribution triggers itself. If Merciful Retribution is destroyed, it will deal 1 arcane damage to target hero and be put into your hero's soul as it is a Light Illusionist Aura.
-

Ode to Wrath

Pitch: 2

Cost: 4

Light Illusionist Instant - Aura

Whenever a source you control deals damage to an opposing hero, they lose 1{h}.

Illusionist attack action cards you control have **go again**. *(If an attack is destroyed, go again does not resolve.)*

Spectra *(Ode to Wrath can be attacked. When Ode to Wrath becomes the target of an attack, destroy it and close the combat chain. The attack does not resolve.)*

Defense: -

- You cannot defend with Ode to Wrath as it does not have a defense value.
 - The green symbol on Ode to Wrath is life.
 - Loss of {h} does not count as dealing damage.
 - A source you control includes damage from attacks such as weapon attack *(Including attacking with an aura if applicable)*, attack action or dealing damage such as arcane damage.
-

Phantasmaclasm

Pitch: 1

Cost: 3

Illusionist Action - Attack

Look at the defending hero's hand and choose a card. They put it on the bottom of their deck then draw a card.

Phantasm (If *Phantasmaclasm* is defended by a non-Illusionist attack action card with 6 or more {p}, destroy *Phantasmaclasm* and close the combat chain.)

Power: 9

Defense: 3

- You must select a card from their hand. It is not optional.
 - If the defending hero's hand is empty, they will still draw a card when *Phantasmaclasm*'s ability resolves.
 - *Phantasmaclasm*'s ability happens before the defending player has a chance to defend or play defense reactions. (And thus before it can be destroyed by **phantasm**)
 - If their deck is empty, *Phantasmaclasm* would put the chosen card on their deck and that player would immediately redraw the same card.
 - If this is attacking an ally, you would not look at a hero's hand as there is no defending hero and thus no one would draw a card.
-

Phantasmal Footsteps

Illusionist Equipment - Legs

The first time an Illusionist attack action card you control is destroyed each turn, you may pay {r}. If you do, gain 1 action point.

Whenever you defend with *Phantasmal Footsteps*, you may pay {r}. If you do, its {d} becomes 1 until end of turn.

If *Phantasmal Footsteps* defends a non-Illusionist attack with 6 or more {p}, destroy it when the combat chain closes.

Defense: 0

- An attack action card going into a graveyard from the combat chain is not the same as being destroyed.
- If you elect not to use its effect on the first Illusionist attack action card you control that is destroyed, you cannot use the effect for the rest of the turn.
- The Illusionist attack action card being destroyed does not need to be the one in the current chain link. For example if an illusionist attack action card in a previous chain link was destroyed (*i.e* by **phantasm** at a later point due to an instant or reaction) then *Phantasmal Footsteps* will still trigger.
- When you defend with *Phantasmal Footsteps* and pay {r} its defense becomes 1, even if you defend with it an additional time this turn and pay {r} it won't add any additional {d}.
- *Phantasmal Footsteps* only changes its defense to 1{d}, it does not take into account or remove any -1{d} counters. If *Phantasmal Footsteps* has a -1{d} counter on it then its defense becomes 1{d}, it would have 0{d}.

- You can defend with an equipment as long as it's in the equipment zone. If the attacking player closes the chain, Phantasmal Footsteps would return to the equipment zone provided it was not destroyed by defending an attack with 6 or more {p} and thus you would be able to defend again.
 - Phantasmal Footsteps does **not** have **Battleworn**. It will **not** gain a -1{d} counter from defending.
 - Phantasmal Footsteps {d} becoming 1 lasts until end of turn. You do not have to pay {r} again if you defend with it a second time for it to have 1{d}.
 - You cannot gain action points during your opponent's turn. *(You may still pay the {r} if an illusionist attack action is destroyed, you just would not gain the action point when it resolves)*
-

Phantasmify

Pitch: 3/2/1

Cost: 1

Illusionist Action

The next attack action card you play this turn is Illusionist in addition to its other class types, and gains +3/4/5{p} and **phantasm**. *(If the attack is defended by a non-Illusionist attack action card with 6 or more {p}, destroy it and close the combat chain.)*

Go again

Defense: 2

- When an attack has an effect when played that would become a layer on the chain, that effect will happen before the defending window and therefore even if the attack is destroyed, the effect has already happened.
 - When an attack action is destroyed the rest of the card effects will not resolve such as **go again** which rely on the chain link resolving.
-

Prismatic Shield

Pitch: 3/2/1

Cost: 3

Illusionist Instant

Create 1/2/3 Spectral Shield tokens. *(It's an Illusionist aura with "If your hero would be dealt damage, instead destroy Spectral Shield and prevent 1 damage that source would deal.")*

Defense: -

- You cannot defend with Prismatic Shield as it does not have a defense value.
-

Spears of Surreality

Pitch: 3/2/1

Cost: 1

Illusionist Action - Attack

Phantasm (If Spears of Surreality is defended by a non-Illusionist attack action card with 6 or more {p}, destroy Spears of Surreality and close the combat chain.)

Go again (If Spears of Surreality is destroyed, **go again** does not resolve.)

Power: 3/4/5

Defense: 3

- If Spears of Surreality is destroyed, the attack will not resolve and therefore you will **not** gain an action point from **go again**.

The Librarian

Pitch: -

Cost: -

Mentor (You may only have The Librarian in your deck if your hero is young.)

At the start of your turn, if The Librarian is face down in your arsenal, you may turn him face up.

Once per Turn Effect - Whenever you create a Spectral Shield token, draw a card and put a lesson counter on The Librarian. Then if there are 3 or more lesson counters on The Librarian, banish him, search your deck a **specialization** card, put it face up into your arsenal, and shuffle your deck.

Defense: 2

- Mentors do not have a pitch value or cost and cannot be pitched or played.
- Mentors have their effect active when they are face up in your arsenal.
- You cannot arsenal a card if there is not an empty arsenal zone.
- You do **not** have to find a **specialization** card from your deck, you may elect to not find a card. This is because it is looking for a specific type of card and it is a hidden zone. You still must shuffle your deck.
- If you create multiple spectral shields at the same time you still only draw one card and put one lesson counter on The Librarian.

Wartune Herald

Pitch: 3/2/1

Cost: 1

Light Illusionist Action - Attack

If Wartune Herald hits, put it into your hero's soul. (Put this card face up under your hero card.)

Phantasm (If *Wartune Herald* is defended by a non-Illusionist attack action card with 6 or more {p}, destroy *Wartune Herald* and close the combat chain.)

Power: 5/6/7

Defense: 3

- If the attack is put into your hero's soul, the combat chain does not close and the chain link remains on the combat chain along with all of the defending cards and attack reactions.
 - If the attack is put into your hero's soul, Phantasm is no longer functional as a triggered ability, and the attack can not gain abilities such as "go again".
 - If the attack has had "go again" before it goes into your soul, Last Known Information is used at the end of chain link resolution and you will still gain an action point.
 - If this attack hits, you must put it into your hero's soul. This effect is not optional.
-

Light Warrior and Warrior Cards

Beacon of Victory

Pitch: 2

Cost: 0

Light Warrior Attack Reaction

As an additional cost to play Beacon of Victory, banish X cards from your hero's soul. X can't be 0.

Target attack gains +X{p}.

If you've **charged** this turn, search your deck for an action card with cost X or less, reveal it, put it into your hand, then shuffle your deck.

Defense: 3

- You must have cards in your hero's soul to banish in order to play Beacon of Victory.
 - You can target any attack including weapon attacks and attack actions.
 - You must have **charged** before this card resolves for the second effect of the card to happen. Charging after this card has resolved would not do anything.
 - You do not have to play the card you search for straight away.
-

Bolt of Courage

Pitch:3/2/1

Cost: 0

Light Warrior Action - Attack

As an additional cost to play Bolt of Courage, you may **charge** your hero's soul. (*Put a card from your hand face up under your hero card.*)

If you've **charged** this turn, Bolt of Courage gains "If this hits, draw a card."

Power: 1/2/3

Defense: 3

- Bolt of Courage does not need to be the card to have **charged** for it to gain its effect. If you have **charged** this turn due to another card, Bolt of Courage still gains its effect.
-

Bolting Blade

Pitch: 2

Cost: 4

Light Warrior Action - Attack

Bolting Blade costs $\{r\}\{r\}$ less to play for each time you've **charged** this turn.

Power: 7

Defense: 3

- If you've **charged** at least twice this turn, Bolting Blade will cost 0 to play.
 - If there is an effect that increases the cost of Bolting Blade, it can be reduced by Bolting Blade's effect. For example if there is an effect that causes Bolting Blade to cost $\{r\}\{r\}$ more but you have **charged** three times, Bolting Blade will cost 0 to play.
 - The cost of Bolting Blade is still four even if it's cost is reduced and is played for 0 resources. This is important for cards that care about the attack action's cost.
-

Courageous Steelhand

Pitch: 3/2/1

Cost: 0

Light Warrior Attack Reaction

If you've **charged** this turn, target attack gains +1/2/3{p}.

Defense: 2

- You can play this card even if you have not **charged** this turn. It would not have any target or effect even if you **charge** later in the turn.
 - Even if you have **charged** multiple times, the attack only gains +1/2/3{p}. Additional times **charged** have no effect on this card.
-

Dusk Path Pilgrimage

Pitch: 3/2/1

Cost: 1

Warrior Action

Your next weapon attack this turn gains +1/2/3{p} and "If this hits, you may attack an additional time with this weapon this turn." (*You must have an action point to attack an additional time.*)

Go again

Defense: 3

- If there are multiple effects that let your weapon attack an additional time you would be able to attack an additional time for each trigger.
 - You must still pay resources and have the required action point to attack again. This simply bypasses the "**Once per Turn**" part of the attack for one attack.
 - This only affects the next weapon attack. The +{p} does not affect or stay on the weapon.
-

Engulfing Light

Pitch: 3/2/1

Cost: 0

Light Warrior Action - Attack

As an additional cost to play Engulfing Light, you may **charge** your hero's soul. (*Put a card from your hand face up under your hero card.*)

If you've **charged** this turn, Engulfing Light gains "If this hits, put it into your hero's soul."

Power: 1/2/3

Defense: 3

- Engulfing Light does not need to be the card to have **charged** for it to gain its effect. If you have **charged** this turn due to another card, Engulfing Light still gains its effect.
 - If the attack is put into your hero's soul, the combat chain does not close and the chain link remains on the combat chain along with all of the defending cards and attack reactions.
 - If the attack is put into your hero's soul, the attack can not gain abilities such as "go again".
 - If the attack has had "go again" before it goes into your soul, Last Known Information is used at the end of chain link resolution and you will still gain an action point.
 - If Engulfing Light hits while **charged**, it must go in your hero's soul. It is not optional.
-

Minerva Themis

Pitch: -

Cost: -

Warrior Mentor

Mentor (*You may only have Minerva in your deck if your hero is young.*)

At the start of your turn, if Minerva is face down in your arsenal, you may turn her face up.

1H weapons you control have +1 {p}. Whenever a weapon you control hits, put a lesson counter on Minerva. Then if there are 3 or more lesson counters on Minerva, banish her, search your deck a **specialization** card, put it face up into your arsenal, and shuffle your deck.

Defense: 3

- Mentors do not have a pitch value or cost and cannot be pitched or played.
 - Mentors have their effect active when they are face up in your arsenal.
 - You cannot arsenal a card if there is not an empty arsenal zone.
 - You do **not** have to find a **specialization** card from your deck, you may elect to not find a card. This is because it is looking for a specific type of card and it is a hidden zone. You still must shuffle your deck.
 - You can see if a weapon is 2H or 1H at the bottom middle of a card.
 - The weapon hit does not need to be 1H for Minerva to get a counter.
-

Lumina Ascension

Pitch: 2

Cost: 0

Light Warrior Action

Boltyn Specialization (*You may only have Lumina Ascension in your deck if your hero is Boltyn.*)

Until end of turn, weapons you control gain +1{p} and "If this hits, reveal the top card of your deck. If it's a Light card, put it into your hero's soul and gain 1{h}, otherwise put it on the bottom of your deck."

If you've **charged** this turn, you may attack an additional time with each weapon you control.

Go again

Defense: 3

- You may only play Lumina Ascension in your deck if your hero is Ser Boltyn, Breaker of Dawn **or** Boltyn (*Young hero*).
 - All weapons you control gain +1{p}, this affects the weapon not just the next weapon attack.
 - You must put the revealed card into your hero's soul and gain 1{h} if it is a Light card. It is not optional. You must put the card on the bottom of your deck if it is not a Light card.
-

Plow Through

Pitch: 3/2/1

Cost: 1

Warrior Action

Your next weapon attack this turn gains +1/2/3{p} and "If this weapon is defended by an attack action card, it gains +1{p} until end of turn".

Go again

Defense: 3

- The first part of the card only affects your next weapon attack and the "if this weapon is defended by an attack action it gains +1{p} until end of turn" does not affect or stay on the weapon after you have attacked with it.
 - The second part of the effect (*If this weapon is defended by an attack action card*) stays until end of turn as it gives the weapon +1{p} so if the weapon was to attack again it would still have its +1{p}. **Note:** That if it is defended again by another attack action card it would **not** gain an additional +1{p} as that effect was only to the weapon attack.
-

Second Swing

Pitch: 3/2/1

Cost: 1

Warrior Action

If you have attacked with a weapon this turn, your next attack this turn gains +2/3/4{p}.

Go again

Defense: 3

- You may still play this card even if you have not attacked with a weapon this turn. Your next attack will **not** gain the power bonus. (*Even if you later attack with a weapon*)
 - Your next attack does not have to be a weapon attack. Second Swing is not specific to the type of attack.
-

Spill Blood

Pitch: 1

Cost: 1

Warrior Action

Axes you control gain +2{p} and **dominate** until end of turn.

Go again

Defense: 3

- A weapon's subtype is located at the bottom center of the card.

- This only affects axes. It affects both 1H and 2H axes.
 - The effect stays on the weapon until end of turn. If you attack with the same axe multiple times in the turn, it would still maintain +2{p} and **dominate**.
-

Take Flight

Pitch: 3/2/1

Cost: 1

Light Warrior Action- Attack

As an additional cost to play Take Flight, you may **charge** your hero's soul. (*Put a card from your hand face up under your hero card.*)

If you've **charged** this turn, Take Flight gains **go again**.

Power: 2/3/4

Defense: 3

- Take Flight does not need to be the card to have **charged** for it to gain its effect. If you have **charged** this turn due to another card, Take Flight will have **go again**.
-

V of the Vanguard

Pitch: 2

Cost: 1

Boltyn Specialization (*You may only have V of the Vanguard in your deck if your hero is Boltyn.*)

As an additional cost to play V of the Vanguard, you may **charge** your hero's soul any number of times. (*Put 1 or more cards from your hand face up under your hero card.*)

Attacks on this combat chain gain +1{p} for each Light card **charged** this way.

Power: 3

Defense: 3

- You may only play V of the Vanguard in your deck if your hero is Ser Boltyn, Breaker of Dawn **or** Boltyn (*Young hero*).
 - You can **charge** any type of cards in your hand. Attacks will only get +1{p} for each **Light card charged** this way.
 - Playing or using non-attack actions closes the combat chain. (*They require an empty combat chain to be played*)
-