

Levia, Shadowborn Abomination



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

 4 **Shadow Brute Hero** 40 

MON119 Wisnu Tan © 2021 Legend Story Studios

Levia



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

 4 **Shadow Brute Hero - Young** 20 

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Ravenous Meataxe



Once per Turn Action —  : **Attack**
Whenever you attack with Ravenous Meataxe, draw a card then discard a random card. If a card with 6 or more  is discarded this way, Ravenous Meataxe gains +2  until end of turn.

 3 **Brute Weapon - Axe (2H)** 

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Chane, Bound by Shadow



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.")

 4 **Shadow Runeblade Hero** 40 

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Chane



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.")

 4 **Shadow Runeblade Hero - Young** 20 

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Galaxxi Black



Once per Turn Action — : **Attack**
If you have played a card from your banished zone this turn, Galaxxi Black gains +2  until end of turn.
If Galaxxi Black hits a hero, deal 1 arcane damage to that hero.

 1 **Shadow Runeblade Weapon - Sword (2H)** 

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Ursur, the Soul Reaper



(Allies can be attacked and can't be defended with . They are destroyed when they have taken damage equal to their . 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.

 6 **Shadow Token - Demon Ally** 6 

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Blasmphet, the Soul Harvester



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

Once per Turn Action — 0: **Attack**
Whenever Blasmphet attacks, you may banish a Shadow card from your hand. If you do, you may banish a card from the defending hero's soul.

 6 **Shadow Token - Demon Ally** 6 

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Soul Shackle



(Auras stay in the arena.)
At the beginning of your action phase, banish the top card of your deck.

Shadow Runeblade Token - Aura

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Prism, Sculptor of Arc Light



Once per Turn Instant — , 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.")

Light Illusionist Hero 4 40

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Prism



Once per Turn Instant — , 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.")

Light Illusionist Hero - Young 4 20

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Iris of Reality



During your action phase, Illusionist auras you control are weapons with 4  and "Once per Turn Action — : Attack. Go again"

Illusionist Weapon - Orb (2H)

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Ser Boltyn, Breaker of Dawn



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

Attack Reaction — Banish a card from Ser Boltyn's soul: Target attack with  greater than its base  gains go again.

Light Warrior Hero 4 40

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Boltyn



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

Attack Reaction — Banish a card from Boltyn's soul: Target attack with  greater than its base  gains go again.

Light Warrior Hero - Young 4 20

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Hatchet of Body



Once per Turn Action — : Attack

Whenever you attack with Hatchet of Body, if Hatchet of Mind was the last attack this turn, Hatchet of Body gains +1  until end of turn.

Warrior Weapon - Axe (1H) 2

MON105 Iain Miki © 2021 Legend Story Studios

Hatchet of Mind



Once per Turn Action — : Attack

Whenever you attack with Hatchet of Mind, if Hatchet of Body was the last attack this turn, Hatchet of Mind gains +1  until end of turn.

Warrior Weapon - Axe (1H) 2

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Spectral Shield



(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.

Illusionist Token - Aura

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