

Dromai, Ash Artist

Whenever you pitch a red card, create an Ash token. (A red card is a card with a red color strip.)
If you've played a red card this turn, dragons you control have **go again** while attacking. (If an attacking dragon dies before chain link resolution, you don't go again.)

4 Draconic Illusionist Hero 40

UPR001 Kate Fox © 2022 Legend Story Studios

Dromai

Whenever you pitch a red card, create an Ash token. (A red card is a card with a red color strip.)
If you've played a red card this turn, dragons you control have **go again** while attacking. (If an attacking dragon dies before chain link resolution, you don't go again.)

4 Draconic Illusionist Hero - Young 20

UPR002 Kate Fox © 2022 Legend Story Studios

Storm of Sandikai

Dragon allies you control have "Once per Turn Action — 0: Attack".
(Allies can be attacked and can't be defended by the controlling hero. They die when they have 0. At end of turn, allies life totals are reset.)

Draconic Illusionist Weapon - Scepter (2H)

UPR003 Othon Nikolaidis © 2022 Legend Story Studios

Aether Ashwing

Arcane Barrier 1 (If your hero would be dealt arcane damage, you may pay 1 to prevent 1 of that damage.)

1 Draconic Illusionist Token - Dragon Ally 1

UPR042 Athiwut B. © 2022 Legend Story Studios

Ash

Material - While Ash is under an object, that object has **phantasm**. (When this is defended by a non-Illusionist attack action card with 6 or more, destroy this and close the combat chain.)

Draconic Illusionist Token - Ash

UPR043 Surya Prasteya © 2022 Legend Story Studios

Fai, Rising Rebellion

You may start the game with a Phoenix Flame in your graveyard.
Once per Turn Instant — 3: Return a Phoenix Flame from your graveyard to your hand. This ability costs 1 less for each Draconic chain link you control.

4 Draconic Ninja Hero 40

UPR044 Sam Yang © 2022 Legend Story Studios

Fai

You may start the game with a Phoenix Flame in your graveyard.
Once per Turn Instant — 3: Return a Phoenix Flame from your graveyard to your hand. This ability costs 1 less for each Draconic chain link you control.

4 Draconic Ninja Hero - Young 20

UPR045 Sam Yang © 2022 Legend Story Studios

Searing Emberblade

Once per Turn Action — 2: Attack
If you control 2 or more Draconic chain links, Searing Emberblade has **go again**.

3 Draconic Ninja Weapon - Sword (2H)

UPR046 Enmoire © 2022 Legend Story Studios

Phoenix Flame

(A player may add up to 3 Phoenix Flame to their deck in an Uprising limited format.)
If you control 2 or more Draconic chain links, Phoenix Flame has +1.
Go again

0 Draconic Action - Attack

UPR101 Carlos Cruchaga © 2022 Legend Story Studios

lyslander, Stormbind



Essence of Ice (You may have Ice cards in your deck.)
 If it's not your turn, you may play blue 'non-attack' action cards from your arsenal as though they were an instant.
 Whenever you play an Ice card during an opponent's turn, create a Frostbite token under their control.

4 Elemental Wizard Hero 36

UPR102 Alexander Mokhov © 2022 Legend Story Studios

lyslander



Essence of Ice (You may have Ice cards in your deck.)
 If it's not your turn, you may play blue 'non-attack' action cards from your arsenal as though they were an instant.
 Whenever you play an Ice card during an opponent's turn, create a Frostbite token under their control.

4 Elemental Wizard Hero - Young 18

UPR103 Alexander Mokhov © 2022 Legend Story Studios

Frostbite



Cards and abilities cost you an additional  to play or activate.
 At the beginning of your end phase or when you play a card or activate an ability, destroy Frostbite.

Elemental Token - Aura

UPR150 Tian Thongjornroon © 2022 Legend Story Studios

Waning Moon



Once per Turn Instant — : Deal 2 arcane damage to target hero. If it's not your turn, instead deal 3 arcane damage to them. Activate this ability only if you've played a 'non-attack' action card this turn.

Wizard Weapon - Staff (2H)

UPR165 Mark Poole © 2022 Legend Story Studios

Helio's Mitre



(A player may add a Helio's Mitre to their card pool in an Uprising limited format.)
Instant — : Prevent the next 1 damage that would be dealt to your hero this turn by a source of your choice. Destroy Helio's Mitre at the beginning of the end phase.

Generic Equipment - Head 0

UPR183 Angelina Tyshchik © 2022 Legend Story Studios