Section 1: Legions Terminology

Deck Building Restrictions

Some mechanics, namely Allegiance and "Locks", are not Keyword Abilities, despite having similar formatting. These mechanics have no mechanical effect within gameplay, and only affect deckbuilding.

Allegiance – This is not a Keyword Ability, but instead a Game Mechanic added to specific Warriors starting in Empires on The Rise First Edition Booster Set. This is a Game Mechanic found on certain Warriors, that limits these Warriors with (Allegiance – INSERT WARLORD NAME) to only be able to be played in the listed Warlord's deck.

Lock – This is not a Keyword Ability, but instead a Game Mechanic added to specific Cards starting in the Corsair Of Despair Collection. This is a Game Mechanic found on certain cards, that limits these cards to only be able to be played in a deck alongside a specific type of Veil/Realm, Warlord, Synergy, or Guardian.

For example a card with (Warlord Lock - Marianas) can only be played in a deck which has Marianas as its Warlord. A card with (Guardian Lock - Hero) can only be played in a deck which has a Hero Guardian.

"Locks" can be found on Veil/Realms, Warlords, Synergies, Guardians, Unified Cards, and Fortified Cards.

Bloodbourne - This is a Game Mechanic that is a **Cost** to be paid each time a card and/or an Ability trigger that causes a more powerful or more momentous effect to activate. Bloodbourne will always have a number or variable listed next to it in the **(Brackets)**, which signifies the amount of damage needed to be taken by your Warlord to activate the effect and/or Ability of the card.

*E.g. **(Bloodbourne 6) or (Bloodbourne X)**. This would require you to pay the **Cost** of dealing 6 or whatever is deemed X damage to your Warlord in order to **Activate or Activate the Triggered Activation Effect** of the card or Ability. This payment of Bloodbourne counts towards the Damage Counter Max **(DCM)** of your Warlord.

Consume - This is a Game Mechanic that is a **Cost** to be paid each time a card and/or an Ability trigger that causes a more powerful or more momentous effect to activate. Similarly, to (Bloodbourne), Consume will always have a number or variable listed next to it in the **(Brackets)**, which signifies the amount of Alchemy Points **(AP)** needed to be taken from your Guardian to activate the effect and/or Ability of the card.

*E.g. **(Consume 5) or (Consume X)**. This would require you to pay the **Cost** of 5 Alchemy Points from your Guardian or require you to pay X where X was equal to the amount of Alchemy Points you choose to remove from your own Guardian to **Activate/Activate the Triggered Activation Effect**.

Creed Guardian – This is a Guardian sub type that was released in the Premium Expansion Guardians creed. A creed guardian is represented on the card by the

“ “ symbol on the card that replaces the legion crest that is typically on a card. Creed Guardians are still only able to be played in the same-colored legion that they belong to.

Holy Counters - This is a mechanic within the game that is specifically tailored towards the Angel Legion. Holy Counters act as a replacement effect to prevent the Destruction of a card, or to reduce the Damage taken by a warrior.

- Holy Counters act as a shield for the Angel card that garners one. In the case of a single instance of destruction (e.g., If a card says “destroy target card” and the target card has one or more Holy Counters on it,1 single Holy Counter is destroyed instead of destroying the card being targeted)
- However, Holy Counters act a little differently when it comes to damage-dealing battle/effects. They first, importantly, still function as a replacement effect for the Warrior being dealt damage (e.g. if an Angel Warrior with ATK 3 and 1 Holy Counter would be dealt damage by another ATK 3 power Warrior, the Angel Warrior and the attacking Warrior would both deal 3 damage to each other, but the Angel Warrior with the Holy Counter would survive because the Holy Counter would be destroyed instead first, replacing the 1st damage dealt to that Warrior. This means the Warrior that started the battle with 1 Holy Counter will remain alive with 1 ATK.) This example also applies if the Angel Warrior with 1 or more Holy Counters is attacking as well, not just being attacked.
- Think of a Holy Counter as being a defensive shield that adds to the Warriors' defense, but not to its attack power. If a Warrior were to be dealt damage above its current ATK power it would normally be destroyed, however a Warrior with a Holy Counter instead has this added defensive element of a Holy Counter; which essentially gives it an additional DEF point above its ATK power when receiving damage for each Holy Counter on it, and this applies to any form of battle or damage dealing card effect (e.g. If an Angel Warrior with 2 ATK and 4 Holy Counters is being attacked by a Warrior with 3 ATK or having damage dealt to it that is 3 Damage, this means that 3 Holy Counters would be destroyed and the Warrior that had the counters would receive no damage to the existing attack power. But if the Same 2 ATK Angel Warrior with 4 Holy Counters on it were to be attacked by a Warrior with 5 ATK or having Damage dealt to it that was 5 Damage, it would lose all Holy Counters and still take 1 additional damage, ultimately keeping the Warrior alive with 1 ATK until the end of the turn or until that Warrior sustained more damage enough to kill it.)

Trap Counters – Trap Counters are a **destruction counter mechanic** introduced in *Blister Set 1: Frontiers*. This destruction mechanic and the counters associated with it, are tied to the cards that place them, and therefore only exist on the field as long as the card that placed them remains face-up in play. **Trap Counters can only be placed in Unoccupied Warrior Card Zone and only 1 Trap Counter can be placed in a card zone at a time.**

*****Note*** When a Warrior is Conscripted or Revived into an unoccupied Warrior Card Zone that has a Trap Counter already placed in it, that Warrior is destroyed and the Trap Counter is reset. If Trap Counters are placed in Warrior Card Zones by different sources (Ex. By two different face-up "Tireless Trapsetting" cards) the Trap Counters will need to be represented by either a different face-up number on a 6-sided die or another coloured counter/ die that corresponds with the designated face-up card that placed the Trap Counter. This is to represent that the Trap Counters place in the Warrior Card Zones are essentially attached to the fate of the face-up card that placed them.**

Section 2: Legions Non-Stackable Keywords

- *Non-Stackable Keywords are Keywords that are related to Battle and are unable to be Stacked (having multiple of the same Keyword on a Warrior)*
- *Warriors can already have these Keywords themselves or gain these Keywords from Effects if they do not already have it.*
- *If two Warriors which both have Pre-Damage or Damage keywords battle, their keywords will be added to the sequence based on priority.*
- *If Player A attacks a Warrior with Retaliate into Player B's Warrior with Rampage, the Retaliate Keyword will be put on the sequence first, and the Rampage keyword will be put on the sequence second, and resolve first.*

Pre-Damage Keywords

- *Keyword abilities that trigger* "When this Warrior battles another Warrior" - *trigger after the declaration of the attack has resolved, but before the Warriors deal damage to each other.*
- *Pre-Damage Keywords include* Frostbite*, and* Danger.

Damage Keywords

- *Non-Stackable Keywords that trigger* "When this Warrior deals battle damage to another Warrior", "When this Warrior recieves battle damage from another Warrior" *or that trigger* "When this Warrior destroys another Warrior by battle" - *trigger after the Warriors have dealt/been dealt damage.*
- *If a Warrior involved in a Battle has a* (Perish) *effect, and a Damage Keyword, the* (Perish) *effect will activate onto the sequence* after *the Damage Keyword, and will resolve* before *the Damage Keyword.*
- *Damage Keywords include* Condemn*,* Incinerate*,* Rampage*,* Retaliate*, and* Superiority.

Condemn – This is a Keyword that reads: "When this Warrior destroys another Warrior by battle, you can deal 5 damage to a target player's Warrior or Warlord."

Danger – This is a Keyword that reads: "When this Warrior Battles another Warrior, roll a 6-sided die. If the result rolled was **Even**, deal 2 damage to all Warlords, if the result rolled was **Odd**, deal 5 damage to all Warlords."

Frostbite - This is a Keyword that reads: "When this Warrior battles another Warrior, the opposing Warrior loses half their attack power rounded down."

This Keyword Ability triggers before damage is applied to either Warrior in the battle. This means that the Warrior being attacked by the **Frostbite** Warrior will have its attack power halved and rounded down before the 2 Warriors hit each other in the battle.

If a **Frostbite** Warriors battles a 1 Attack Warrior, the 1 Attack Warrior is sent to the discard pile before the damage is applied, because a Warrior cannot exist in play at Zero Attack. This does ***not*** mean however, that the **Frostbite** Warrior can declare another attack because of a board state.

*****Note*** Frostbite reduction is not permanent. Therefore, if the Warrior who battles with a Frostbite Warrior survives the battle the Frostbite reduction Ability does not stay on the Warrior after the battle with the Frostbite Warrior. Frostbite only counts for that Warriors battle interaction. However, the battle damage dealt by that Frostbite Warrior remains on the Warrior until the end of the turn, like it would in a regular battle between two Warriors.**

Incinerate - This is a Keyword that reads: “When this Warrior deals battle damage to another Warrior; send both Warriors to the discard pile.”

Rampage - This is a Keyword that reads: “When this Warrior deals battle damage to another Warrior with an attack less than the Rampage Warrior; the Rampage Warrior does damage to your opponent’s Warlord equal to the difference.” It is important to note that, Rampage, deals damage whether the Warrior with Rampage is the one attacking or being attacked, therefore, Rampage will always deal damage during battle with another Warrior with lower attack power than it. *****Note*** Rampage, like the Keyword Retaliate, is Effect Damage and NOT Battle Damage.**

Retaliate - This is a Keyword that reads: “When this Warrior receives battle damage from another Warrior, the controlling player’s Warrior deals damage to the opponent’s Warlord, equal to the damage the controlling player’s Warrior took.” *****Note*** Retaliate, like the Keyword Rampage, is Effect Damage and NOT Battle Damage.**

Superiority - This is a Keyword that reads: "When this Warrior destroys an opposing player's Warrior by battle, deal 7 damage divided how you choose to any targets."

Section 3: Legions Stackable Keywords

- *Stackable Keywords are Keywords that do not involve Battle and Activate or Trigger based on the Warrior Entering the Field, Leaving the Field, or being on the field.*

- *Warriors can already have these Keywords themselves or gain these Keywords from Effects if they do not have them or in additional to already having the Keyword.*

Abolish – This is a Keyword that reads: “When this Warrior is Conscripted from your hand, you can pay **(Bloodbourne 5);** then if you do, all opposing players reveal their hand, and you can target 1 card in an opposing player’s hand. The targeted card must be eradicated face-up.”

Afterlife – This is a Keyword that reads: “When this Warrior is sent from the deck to the discard pile or eradication zone you can pay **(Bloodbourne 5),** then if you do, Revive this Warrior to your side of the field."

Alter – This is a Keyword that reads: “When this Warrior enters play, you can pay **(Consume 5)** and target 1 face-up card on the field, then if you do, move the targeted card into another unoccupied zone of the same card type, on the same side of the field."

Apocalypse – This is a Keyword that reads: “When this Warrior enters play or leaves the field, send all other Warriors on the field to their respective discard piles, and if you do, deal 1 damage to all opposing Warlords for each Warrior sent by this effect.”

Bestow - This is a Keyword that gives or grants a special perk to a face-up card and/or Warrior on the field. Usually in the form of adding attack points to a Warrior (i.e. **(Bestow) +3 Atk** to target Warrior) or could be to add some sort of Counters to face-up cards and/or Warriors (i.e. **(Bestow) 3 Holy Counters** to target Angel Warrior).

*****Note*** (Bestow) is a special case Keyword Ability because it is found in different cards and effects that allow different interactions to take place. If (Bestow) is inherently found on a Warrior, it is always treated as a Keyword Ability. Also, if (Bestow) is found on an Armament ARM card that equips to a Warrior; once it equips it is giving the equipped Warrior (Bestow) as a Keyword Ability. However, in special cases, such as if it is a Unified or Fortified card that is activating that is not equipping to a Warrior, and is simply bestowing Attack Power and/or Various Counters (i.e. Holy Counters, Ale Counters, Doomsday Counters, etc.), (Bestow) on these card Effects are NOT considered a Keyword Ability and cannot be negated or nullified by a card’s Static Effect or by the negating of a Keyword Ability.**

Blockade - This is a Keyword that reads: "This Warrior cannot attack, or deal damage." A Warrior with Blockade is unable to declare attacks on Warriors or Warlords, and cannot deal damage during battle.

Brew – This is a Keyword that reads: “When this Warrior enters play, you can search your deck for 1 “Alehouse Drink” card, and add the searched card to your hand.”

Brilliance – This is a Keyword that reads: “When this Warrior enters play, you can **(Bestow) +1 Atk** to this Warrior for each face-up Angel card currently on the field.”

Charisma – This is a Keyword that reads: “When this Warrior enters play, the controlling player can pay **(Bloodbourne 5)** and Conscript a Warrior from their hand to their side of the field.”

Cleanse – This is a Keyword that reads: “When this Warrior enters play, you can pay **(Bloodbourne 15),** and remove up to **X Holy Counters** from your side of the field, then if you do, all opposing player’s must sacrifice 1 card on their side of the field, for every 5 Holy Counters removed by this effect.

Commission – This is a Keyword that reads: **“**When this Warrior enters play, you can pay

(Bloodbourne 5), then if you do, search your deck for 1 “Bounty Hunter” Bounty Warrior with a diffrent name than this Warrior, and Conscript the searched Warrior to your side of the field.**”**

Corrupt - This is a Keyword that reads: “When this Warrior enters play, you can target 1 Warrior on the field with the original attack of 2 or less, then if you do, gain control of the targeted Warrior for as long as this card remains on the field. The targeted Warrior becomes a Demon in addition to it's other Legions."

This will allow the controlling player to move the Warrior to their side of the field.

Cultivate – This is a Keyword that reads: “When this card leaves the field, you can target up to 2 “Twilight” cards in your discard pile, and add the targeted cards to your hand.”

Decay - This is a Keyword that reads: “When this Warrior is destroyed, sacrificed, or sent to the discard pile, you can deal 1 damage to a target player’s Warlord.”

Denial - This is a Keyword that reads: "During either player's turn, you can pay **(Bloodbourne 3)** and discard 3 cards from your hand, then if you do, negate the activation of a Unified card, and destroy it.**"**

Desire - This is a Keyword that reads: “When this Warrior enters play, you can target up to 2 Warriors on the field with the original attack of 5 or less, and take control of the targeted Warriors. They become Demons in addition to their other legions.”

Devastate - This is a Keyword that reads: “When this Warrior enters play, target up to 3 Warriors on the field with **(Blockade)**, and eradicate the targeted Warriors face-up.”

Disguise – This is a Keyword that reads: “When this Warrior enters play, you can pay **(Consume 5)**, then if you do, search your deck for a “Majik Mask”, and equip it to a Warrior on the field.”

Emulate -This is a Keyword that reads: “This Warrior is always treated as all Hero Archetypes.”

Current Hero Archetypes Include: Resistance, Fandorian, North Battalion, Rogue, Dark Wood, and Magi.

*****Note*** – a Warrior with Emulate is only treated as all hero Archetypes while face up on the field.**

Encore – This is a Keyword that reads: “Once per turn, you can pay **(Bloodbourne 10)**, and if you do, this Warrior can make 1 additional attack.”

Erupt – This is a Keyword that reads: “When this Warrior enters play, destroy all Warriors on the field, and deal 3 damage to all opposing Warlords.”

Exhume – This is a Keyword that reads: “When this Warrior enters play, you can Revive up to 2 Warriors with the attack of 3 or more from a target player’s discard pile to the Warriors zones adjacent to this Warrior.”

Experiment – This is a Keyword that reads: “When this Warrior enters play, you can pay **(Bloodbourne 5)** and place **1 Doomsday Counter** onto a face-up Duxvox card on your side of the field, then if you do, you can target 1 “Duxvox” **(ARM)** card in your discard pile and equip it to a “Duxvox” Warrior on your side of the field.”

Extinguish – This is a Keyword that reads: “When this Warrior leaves the field, you can target 1 player with no cards in their deck, and if you do, deal 10 damage to the targeted player’s Warlord.”

False God - This is a Keyword that reads: "You can only control 1 Warrior with **(False God)**."

*****Note*** As game state, if you have more than one Warrior with the (False God) keyword in play on your side of the field, you must immediately send all but one to their respective owners discard piles. This does not use the sequence, does not grant any player priority, and cannot be responded to. (False God) Warriors will still trigger any respective abilities which occur upon entering play before being sent to discard.**

Feast – This is a Keyword that reads: “When this Warrior enters play, the controlling player can choose to sacrifice 2 “Orcbane” Warriors on their side of the field, and if they do, they draw 2 cards."

Fierce - This is a Keyword that reads: "This Warrior does not take damage by battle involving other Warriors."

Flourish - This is a Keyword that reads: “Once per turn, during either player’s turn, you can destroy 1 face-up unified card on your side of the field, then if you do, **(Bestow) +3 Atk** to all other Warriors on your side of the field.”

Forge - This is a Keyword that reads: "When this Warrior enters play, the controlling player can search their deck for 1 Dwarf Armament **(ARM)** card, and add the searched card to your hand."

Gamble - This is a Keyword that reads: “When this Warrior enters play, the controlling player chooses a number between 1 and 6; then that player rolls a 6-sided die. If the result was called right; deal damage to all opposing Warlords and Warriors equal to the result rolled. Then reduce the **(DCM)** of your Warlord by the result rolled. If the result was called wrong; deal damage to your Warlord equal to the result rolled."

Generosity - This is a Keyword that reads: "When this Warrior enters play, all players draw 2 cards."

Grieve - This is a Keyword that reads: “When this Warrior enters play, you can discard up to 2 Warriors from your hand, then if you do, send the top 2 cards of your deck to the discard pile.”

Gust - This is a Keyword that reads: “When this Warrior enters play, you can target 1 Warrior on the field, then if you do, return the targeted Warrior to the owner’s hand.”

Hatch - This is a Keyword that reads: “If this Warrior were to be destroyed by battle or card effect, you can Revive 1 “Dragon” with the attack of 3 or less from your eradication zone to your side of the field.”

Illuminate - This is a Keyword that reads: “When this Warrior enters play, reveal all face-down Fortified cards on the field, then return them to their original positions.”

Immobilize - This is a Keyword that reads: “When this Warrior enters play, you can target up to 2 Warriors on the field, then if you do, the targeted Warriors gain **(Blockade)**.”

Immolate – This is a Keyword that reads: “Once per turn, during either player’s turn, you can pay **(Bloodbourne 2)** and eradicate the top card of your deck face-up, then if you do, replenish your **(AP)** by 5.”

Immunity - This is a Keyword that reads: "A Warrior that has Immunity, is unaffected by all effects of its named Immunity".

*****NOTE*** A Warrior with Immunity cannot be affected in any way by it's listed immunity. For example, it cannot be targeted, negated, destroyed, sent, sacrificed, returned to hand, shuffled away, affected by (Bestow), or eradicated, by Card Effects of the listed Immunity. *This list is not comprehensive*.**

Immunity only prevents Card Effects, and does not prevent Battle. A Warrior with (Immunity - Warrior) can still be attacked, and dealt damage in Battle with other Warriors.

Inevitable - This is a Keyword that reads: "Damage dealt by this Warrior cannot be prevented."

*****Note*** this includes any damage prevention from card effects like *'Mists From The Fata Morgana'*, *'Majik Moonlight Promenade'* or the (Fierce) Keyword Ability.**

Effects like '*Alehouse Hillside Haven'* or Holy Counters which either reduce or replace damage are unaffected by (Inevitable).

Infest – This is a Keyword that reads: “During either player’s turn, if this card is in your discard pile, you can play **(Bloodbourne 2)** and eradicate this card face-up, then if you do, eradicate the top 2 cards of your deck face-up, and draw 2 cards.”

Loot – This is a Keyword that reads: “When this Warrior leaves the field, you can draw 1 card.”

Mark – This is a Keyword that reads: “When this Warrior enters play from your hand or deck, you can pay **(Consume 5),** and if you do, destroy 1 face-up card on the field.”

Masquerade - This is a Keyword that reads: "When this Warrior enters play, you can equip any number of "Majik Mask" **(ARM)** cards in your discard and/or eradication to this Warrior (ignoring conditions)."

Mist – This is a Keyword that reads: “During either player’s turn, you can pay **(Consume 30)**, and sacrifice this Warrior, then if you do, all players cannot take battle or effect damage until the start of your next turn.”

Monolith - This is a Keyword that reads: "When this Warrior leaves the field by battle or opposing player's card effect, deal it's original attack to any target."

Mutiny – This is a Keyword that reads: “If this Warrior is removed from the field by an opposing player's card effect, you must remove **all Infamy Counters** from your Warlord."

Notorious – This is a Keyword that reads: “As long as your Warlord has **10 or more Infamy Counters**, **(Bestow) +3 Atk** to this Warrior, and it can attack 3 additional times each turn."

Null – This is a Keyword that reads: “As long as this Warrior remains in play, all Warriors in all discard piles and eradication zones lose and cannot gain Keyword abilities.”

****Note** Null only affects Warriors while they are in the discard pile or eradication zone.**

Opus - This is a Keyword that reads: "As long as this Warrior remains in play, reduce the **(Consume)** cost of all "Magi" Unified and Fortified cards by 10."

Perish - This is a Keyword that reads: “When this Warrior is destroyed or sent from the field to the discard pile, the controlling player may activate the Perish effect.”

This effect is an optional effect that the owner of the destroyed Warrior can choose to activate or not. When a Perish effect is to be activated, it is an effect that activates when the Warrior enters the discard Pile from the field in any capacity (i.e., Destroyed, Sent, or Sacrificed). When Warriors enter the discard Pile from the field, they must enter their respective owner’s discard Pile. Therefore, the **(Perish)** Keyword Ability is given to the owner of the card when it enters the owner’s discard Pile.

****Note*** Independent (Perish) effects are always as one whole effect and not a sum of parts. What this means is that if you choose to activate a (Perish) you must be able to resolve all of the effect meeting Criteria as one effect. (Ex. If your “Kindle-Haust, The Blastforge Fire-Sparker” is sent to the discard Pile, and you wish to activate the effect of his (Perish) which lists reactivating two other Keyword Abilities, in this case (Shockwave) and (Gust), they must be activated in readable order, and you must have 2 legal targets currently on the field to gain both abilities within the one (Perish) effect. They cannot be the same target, as both effects, within the (Perish) as one effect, must have 2 eligible separate targets).**

Plume - This is a Keyword that reads: "If this card is discarded from your hand or destroyed on the field by the effect of a Demon card, you can Revive 1 other "Mount Bane" or "Lava" Demon Warrior from your discard pile to your side of the field."

Plunder - This is a Keyword that reads: “When this Warrior enters play, the controlling player offers their deck to an opponent to cut. The opponent cuts the deck, and the controlling player

draws a card from the pile the deck was cut to. You then return the deck back to its original position."

Preserve - This is a Keyword that reads: "Sacrifice this Warrior; prevent the next destruction of an "Ancient Relic" Bounty Realm card this turn."

Prime – This is a Keyword that reads: "Once per turn, you can pay **(Bloodbourne 2)**, and reveal up to 1 "Alehouse Drink" cards from your hand, then if you do, **(Bestow) 1 Ale Counters** to all face-up "Alehouse" cards on your side of the field."

Progeny – This is a Keyword that reads: "When this Warrior enters play, you can manifest up to 2 "Phoenix Hatchling" Mythical Beast Warrior Tokens **(Atk:2)** in Warrior zones adjacent to this Warrior."

Propagate – This is a Keyword that reads: "Once per turn, during either player's turn, you can destroy 1 Warrior on the field with **(Blockade)**, then if you do, Conscript up to 1 Warrior from your hand that shares the same Legion as this card."

Pummel - This is a Keyword that reads: "When this Warrior enters play, this Warrior deals damage to one target Warrior on the field equal to this Warrior's attack power."

Purge - This is a Keyword that reads: "During either player's turn, you can sacrifice this card and pay **(Bloodbourne 2)**; all players eradicate the top card of their deck face-up."

Pyroclast - This is a Keyword that reads: "When this Warrior enters play, you can search your deck for 1 "Mount Bane" or 1 "Lava" Demon Warrior, and if you do, send the searched Warrior to the discard pile."

Quench – This is a Keyword that reads: "When this Warrior enters play, you can reveal up to 3 "Alehouse Drink" cards from your hand, then if you do, shuffle up to X face-up cards on the field back into their respective owner's deck(s), where X was the amount revealed."

Rancour - This is a Keyword that reads: "When this Warrior enters play, you can discard X "Orcbane" cards from your hand face-up, and if you do, **(Bestow) +X Atk** to this Warrior, where X is equal to the amount of cards discarded by this effect."

Recover - This is a Keyword that reads: "When This Warrior enters play, you can reduce the **(DCM)** of your Warlord by the Recover number."

*****Note*** The Damage Counter Max (DCM) of a Warlord cannot be reduced below Zero.**

Recycle – This is a Keyword that reads: "When this Warrior leaves the field, you must shuffle this Warrior back into the deck, and if you do, draw 1 card."

Reflect – This is a Keyword that reads: "As long as this Warrior is face-up on the field you can double all Keyword Abilities of other "Freakshow" Warriors."

Renewal – This is a Keyword that reads: “During either player’s turn, you can pay **(Bloodbourne 7)** and remove **7 Holy Counters** from your side of the field, then if you do, Revive this Warrior from your eradication zone to your side of the field.”

Replenish – This is a Keyword that reads: “When this Warrior enters play, you can replenish your Guardian’s **(AP)** by the Replenish number.”

Retrieve - This is a Keyword that reads: “When this Warrior enters play, target 1 Unified or Fortified card that shares the same Legion as this card in your discard pile, then if you do, add the targeted card to your hand.”

*****Note*** The targeted card must share a Legion with the Retrieve Warrior; it cannot be a Bounty Realm card.**

Rift – This is a Keyword that reads: “When this Warrior is eradicated by a card effect, you can target 1 card on the field and destroy the targeted card.”

*****Note*** The (Rift) Keyword Ability, like (Perish) Keyword Abilities, happens when the Warrior reaches the zone they are required to activate in. Therefore, the (Rift) Keyword Ability activates when the card with (Rift) hits the eradication zone, and only when the card is eradicated face-up, since face-down cards and their effects are not known to the opposing player.**

Rites - This is a Keyword that reads: "Once per turn, during either player's turn, you can discard an Undead card from your hand, and if you do, you can activate 1 "Grimm" Unified or Fortified card from your discard pile or eradication zone into one of your respective empty card zones without paying the **(Bloodbourne)** and/or **(Consume)** costs."

*****Note*** Cards activated using (Rites) must still obey all other timing restrictions.**

Ritual - This is a Keyword that reads: "Each time an opposing player pays a **(Bloodbourne)** cost, reduce the **(DCM)** of you Warlord by the **(Bloodbourne)** cost paid. If the **(Bloodbourne)** cost was 10 or more, you can draw 1 card."

Sabotage – This is a Keyword that reads: “As long as this Warrior remains in play, all opposing player’s **(Bloodbourne)** costs of their Unified and Fortified cards, now cost 2 more.”

Sanctify - This is a Keyword that reads: “When another Angel Warrior enters play under your control; **(Bestow) 1 Holy Counter** onto this Warrior.” This Keyword can stack if multiple Angel Warriors enter play onto your side of the field, and/or multiple Angel Warriors with Sanctify enter play onto your side of the field.

Scour – This is a Keyword that reads: “When this Warrior enters play, you can eradicate up to 3 cards from the top of a target player’s deck, and if you do, deal X+3 damage to the targeted player’s Warlord for each card in their eradication zone.”

Serenity - This is a Keyword that reads: “As long as this Warrior remains in play, all opposing players cannot declare an attack with Warriors they control.”

Shockwave - This is a Keyword that reads: “When this Warrior enters play, you can target 1 Warrior on the field with the original attack of 2 or less; destroy the targeted Warrior.”

Shed – This is a Keyword that reads: “Once per turn, during either player’s turn, you can pay **(Bloodbourne 2)** and destroy 1 “Dragon” Warrior on your side of the field, then if you do, deal 3 damage to a target player’s Warlord.”

Sinister – This is a Keyword that reads: “As long as this Warrior remains in play, all opposing players must pay **(Bloodbourne 3)** during each player's Reinforce Phase."

Snapshot – This is a Keyword that reads: “When this Warrior is Conscripted from your hand to your side of the field, you can deal 3 damage to a target player's Warlord."

Snipe – This is a Keyword that reads: “When this Warrior is Conscripted from your hand, you can pay **(Bloodbourne 5),** and target 1 face-up card on the field or in any player’s discard pile, then if you do, eradicate the targeted card face-up.”

Soulbind – This is a Keyword that reads: “As long as this Warrior remains in play, no Warlord can take effect damage.”

Sow – This is a Keyword that reads: “When this Warrior enters play, you can search your deck for 1 “Twilight” Unified and 1 “Twilight” Fortified card, and add the searched cards to your hand.”

Spellbound - This is a Keyword that reads: “As long as this Warrior remains in play, all your Hero Unified cards cannot be negated.”

Spite – This is a Keyword that reads: “As long as this Warrior remains in play, all "Orcbane" Warriors cannot be removed from the field by opposing player's card effects. If "Visceria" is your Guardian, all Orc Warriors with (Allegiance - Sharn) cannot be removed from the field by opposing player's card effects."

Subsume – This is a Keyword that reads: “When this Warrior enters play, you can target up to 2 Warriors on the field with **(Blockade**), and place them underneath this card. When this Warrior leaves the field, eradicate all Warriors under this card.”

*****Note*** If cards cannot be eradicated when the Warrior with (Subsume) leaves the field, the Warriors underneath simply get sent to the discard pile instead.**

Suffocate – This is a Keyword that reads: “As long as this Warrior remains face-up in your eradication zone, you can pay **(Bloodbourne 3)** during your War Phase, then if you do, all opposing player’s cannot activate card effects or Keyword Abilities that allow them to draw cards until the start of your next turn.”

*****Note*** Static effects which draw cards are not prevented by suffocate, due to note being "Activated". Additionally, *Non-deterministic* card draw effects such as "Rule Of The Rogue" can still be activated whilst Suffocate is active.**

Surge - This is a Keyword that reads: "When this Warrior enters play, **(Bestow) +1 Atk** to this Warrior for each face-up "Magi" Hero card currently on the field."

Swashbuckler - This is a Keyword that reads: "If this Warrior is in your discard pile during an opposing player's turn, you can pay **(Bloodbourne 2)**, and discard 2 cards from your hand, then if you do, Revive this Warrior to your side of the field."

Swift – This is a Keyword that reads: "During either player's turn, you can reveal this card from your hand and pay **(Consume 5);** Conscript this Warrior from your hand."

*****Note*** (Swift) Keyword abilities can be used during either players turn, and when activating a (Swift) Keyword Ability during an opposing players turn like you would a Fortified card, you can only activate it in response to a Unified card activation, an Ability being activated, or a battle being declared. Also, when the (Swift) Keyword Ability is activated, the cost must be paid before the Warrior can enter play. This means that the reveal of the card and the (Consume) cost must happen first before the Warrior can be Conscripted. This is an important point, that the opposing player can activate a card, effect, or Ability in response to the (Swift) Keyword Ability activation all before the Warrior enters play.**

Swipe - This is a Keyword that reads: "When this Warrior enters play, all opposing players must choose a card in their hand and discard it."

Timelock - This is a Keyword that reads: "When this Warrior is Conscripted from your hand, name a Keyword Ability (The **(Perish)** Keyword cannot be named), until the start of your next turn, the named Keyword Ability cannot be activated."

Tremor - This is a Keyword that reads: "When this Warrior enters play, you can target 1 Warrior on the field with the original attack of 3 or more, then if you do, destroy the targeted Warrior."

Trickery – This is a Keyword that reads: "When this Warrior enters play in a zone adjacent to another "Jinn" Mythical Beast card, you can target 2 other face-up cards on the field. Return 1 of the targeted cards to the respective player's hand, and return the other targeted card to the bottom of the respective owner's deck."

Unmask - This is a Keyword that reads: "Once per turn, on either player's turn, you can sacrifice 1 "Majik Mask" card on your side of the field, then if you do, negate the activation of a Keyword Ability of a Warrior."

Valiant - This is a Keyword that reads: "For the first time this Warrior were to be dealt lethal damage this turn; the Warrior remains with 1 Atk instead."

*****Note*** Valiant when paired with anti-destruction effects or replacement effects, can be activated in a different result. Valiant only triggers off the Warrior taking lethal damage for the first time that turn, meaning that if a Warrior with Valiant were to be targeted for destruction that does not deal damage and/or lethal damage then Valiant WILL NOT activate. So, when paired with a replacement effect that takes the place of destruction**

this does not impact Valiant, but during battle if it were to be dealt lethal damage Valiant would activate before the replacement/anti-destruction effect would.

Vampiric - This is a Keyword that reads: “After this Warrior deals damage to another Warrior, this Warrior gains attack equal to the Vampiric number listed.”

This Keyword activates during the time the Warrior deals damage. After the damage has been dealt; if the Warrior with Vampiric remains alive on the field, the Vampiric Keyword will Activate, and the Warrior will gain +X ATK where X is the Vampiric Number listed in the (Brackets).

*****Note*** Vampiric is a battle Keyword, but is able to stack unlike other battle Keywords due to Vampiric having a numerical value for the Keyword. If you give a Warrior an additional Vampiric Keyword it will result in the Numerical value being increased by the additional Keyword given to the Warrior. The result will be the Warrior still only having 1 Vampiric Keyword, with a higher number value**.

Weaponize – This is a Keyword that reads: “When this Warrior enters play, you can take control of a Warrior on the field and equip it with this card. The equipped Warrior becomes a “Duxvox” Orc Warrior. This equipped card is treated as a Unified Armament **(ARM)** card.”

*****Note*** The Weaponize Keyword Ability does not target, therefore it cannot be negated by or can get around Targeting Negates and other card effects that prevent targeting. The card with Weaponize is also now only treated as a Unified card and therefore must be interacted with as a Unified card. This means you CANNOT use Warrior destruction effect or Warrior Keyword Abilities that interact with Warriors on the now equipped Armament (ARM) with Weaponize. Also, when/if the equipped Weaponize Armament Unified card is destroyed, returned to hand, shuffled back into the deck, eradicated, sacrificed, or otherwise leaves the field due to a card effect, the Warrior that was taken control of by the Weaponize Armament (ARM) card, is no longer a "Duxvox" Orc Warrior, and must now be returned to the owner’s side of the field, if an unoccupied Warrior Card Zone is open to do so. If a card zone is not open to do so, the Warrior shares the same fate as the Weaponize Armament (ARM) card did.**

Windchill – This is a Keyword that reads: “When this Warrior enters play, you can pay **(Bloodbourne 2)** and send the top card of your deck to the discard pile, then if you do, you can target 1 “Frozen” Dwarf card in your discard pile, and add the targeted card to your hand.”

Wintertide - This is a Keyword that reads: "When this Warrior enters play from your hand, you can send the top 3 cards of your deck to your discard pile. Reduce the **(DCM)** of your Warlord by 3 for each Dwarf card sent to discard this way."

Wisdom - This is a Keyword that reads: “When this Warrior enters play, the controlling player looks at the top 2 cards of their deck. They then add 1 to their hand and the other to the bottom of the deck.”