



# Official Release Cards

#	Name	Type	Family	Element	Level	Skills	Magic	Stats	Speed	Ability	!
<b>Starter Set I</b>											
001	Dae	Character	Swordsman		7	SP	4	35 / 30	6	<b>COURAGE:</b> If threatening or threatened by a character with a higher level, then flip a coin and call it. If called right, the stats of this character are doubled during this battle.	
002	Cherry	Character	Cowgirl		6	SP AR	4	30 / 30	3	<b>CHEER:</b> You may rest this character to add 1 power-up to any character on the battlefield.	
003	Magesto	Character	Gothic		5	WC	3	5 / 40	2	<b>FAINT:</b> If a character is played, then you may rest any character you have on the battlefield to rest the character that was played before any other abilities respond.	
004	Scarlet	Character	Thief		6	SP	3	30 / 25	4	<b>STRIP:</b> You may rest this character to remove all power-ups, tokens, and destroy all cards linked to any character in its zone-range. <b>STEAL:</b> If this character destroys an opponent's character by an attack, then take 1 MP from them.	
005	Nightmare Dragon	Character	Dragon	Dark	11	AR	6	55 / 55	2	<b>NIGHTMARE:</b> If this character is in your hand when a resting character you have is destroyed by an opponent's attack, then you may play it. <b>PROTECTION:</b> This character cannot be damaged.	
006	Panacea	Character	Mage	Light	4	WC	2	10 / 25	2	<b>HEAL:</b> You may rest this character to remove all damage from any character in its zone-range. <b>BARRIER:</b> The defense is raised + 20 for all of your characters in the zone-range of this character.	
007	Clockwork Knight	Character	Mechanical	Metal	10	SP	5	50 / 45	2	<b>ARMOR:</b> When played, add 3 tokens to this character. If this character is attacked, then remove 1 token from it. This character cannot be destroyed if there are any tokens on it.	
008	Min Min	Character	Fairy	Light	3	FLY	0	10 / 20	4	<b>INDULGE:</b> You may rest this character and rest another character you have on the battlefield to gain 1 MP. <b>TREAT:</b> If this character is destroyed, discarded, or erased, then gain 1 MP.	
009	Maskito	Character	Bug		1	FLY	1	5 / 0	3	<b>IRRITATE:</b> The stats are lowered - 10 for all of your opponent's characters in the zone-range of this character. <b>INVULNERABLE:</b> Neither player gains honor when this character is destroyed by an attack.	
010	Olympian Archer	Character	Angel	Light	4	SP AR FLY	3	20 / 20	4	<b>LONG SHOT:</b> You may rest this character and discard a card from your hand to deal a mental attack equal to half its offense to any character on the battlefield.	
011	Magic Potion	Item								Gain 2 MP.	
012	Fruit of Life	Item								Gain 1 MP. When this turn ends, eject this item.	
013	Revival Powder	Item								Search your disposal for a character, then eject it.	
014	Book of Ideology	Item								Draw 3 cards, then discard 2 cards from your hand.	
015	Horn of Temptation	Item								Move a character your opponent has on the battlefield up to 3 spaces.	
016	Bulldozer	Item								Eject any standby card.	
017	Blaster Bomb	Item								Discard a card from your hand to destroy any option on the battlefield.	
018	Trap Door	Counter								If a character lands on a space and is in the zone-range of this counter, then discard the top 2 cards of your deck to move it to any of your opponent's entry points.	
019	Spiked Floor	Counter								If a character you have is threatened, then add 2 damage to every other character in its zone-range.	
020	Transportal	Counter								If a character you have is threatened, then replace it with another character you have on the battlefield.	
021	Proximity Mine	Counter								If a character lands on a space and is in the zone-range of this counter, then add 3 damage to it.	
022	Iron Glove	Equipment								The offense is raised + 10 times the amount of characters your opponent has on the battlefield for the linked character. The linked character can only execute physical attacks.	
023	Rabbit's Foot	Equipment								The speed is raised + 4 for the linked character.	
024	Force Field	Equipment								The defense is raised + 20 for the linked character. The linked character cannot be destroyed by an ability.	
025	Castle Walls	Environment								The defense is raised + 20 for all of your characters in the zone-range of this environment.	
<b>Expansion Set I</b>											
026	Chimerasaur	Character	Dinosaur	Fire	21	AR	17	110 / 100	3	<b>RAIN OF FIRE:</b> When your turn begins, add 1 token to this character. You may rest this character and remove 3 tokens from it to deal a mental attack equal to its offense to all characters on the battlefield that don't have the same element as it.	
027	Prometheus	Character	Dinosaur	Fire	15		10	80 / 70	2	<b>HEAT WAVE:</b> The abilities are ignored for all of your opponent's cards in the zone-range of this character.	
028	Tyrannos	Character	Dinosaur	Fire	9	AR	5	50 / 40	3	<b>FIRE BOOST:</b> The stats are raised + 20 for all fire elementals in battle against a wood or ice elemental.	
029	Prowler	Character	Dinosaur	Fire	3		1	20 / 10	4	<b>MORPH:</b> You may build-up this character to another in your hand.	
030	Oriole	Character	Bird	Fire	2	FLY	1	15 / 5	4	<b>RUSH:</b> The speed is raised + 1 for all elementals with this character's element.	

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031	Ornitholestes	Character	Bird	Fire	9	FLY	5	40 / 50	4	<b>OVERCAST:</b> The stats are raised + 10 for all elementals with this character's element. <b>RUSH:</b> The speed is raised + 1 for all elementals with this character's element.	
032	Rugops	Character	Dinosaur		7		3	30 / 40	3	<b>EROSION:</b> If this character destroys an opponent's character by an attack, then ignore that character's abilities and erase it. Afterwards, erase the top 3 cards of their deck.	
033	Fire Raider	Character	Swordsman	Fire	3	SP	2	15 / 10	3	<b>BROTHERHOOD:</b> This character's stats are raised + 20 for every other character on the battlefield with the same name as it.	
034	Dusk	Character	Pirate		7	SP AR	4	35 / 30	4	<b>CALL THE DEAD:</b> When played, you may rest this character to search your hand and deck for a skeleton with a level no greater than this character, then play it. <b>STEAL:</b> If this character destroys an opponent's character by an attack, then take 1 MP from them.	
035	Dawn	Character	Pirate		4	SP	2	15 / 25	2	<b>MECHANIC:</b> When played, you may rest this character to search your hand and deck for a mechanical with a level no greater than this character, then play it.	
036	Captain Blackberry	Character	Pirate		10	SP AR	7	50 / 50	3	<b>CAPTAIN:</b> When played, you may rest this character to search your hand and deck for a ship with a level no greater than this character, then play it. <b>STEAL:</b> If this character destroys an opponent's character by an attack, then take 1 MP from them.	
037	Night Raider	Character	Ship		9	AR	3	15 / 75	2	<b>BLACK SAILS:</b> The stats are raised + 10 and speed + 1 for all of your pirates.	
038	Rolling Cannon	Character	Mechanical	Metal	4	AR	1	25 / 15	1	<b>BLAST:</b> You may rest this character to destroy any option in its long-range.	
039	Skulldier	Character	Skeleton	Dark	3	SP	1	15 / 10	3	<b>REVIVE:</b> Once during your turn if this character is in your disposal, then you may pay MP equal to its magic to play it. <b>INVULNERABLE:</b> Neither player gains honor when this character is destroyed by an attack.	
040	Necromancer	Character	Skeleton	Dark	5	WC	2	10 / 35	2	<b>REBORN:</b> If this character is in your disposal and destroyed, then you may erase it to search your disposal for a character with a level no greater than this one, then play it. <b>INVULNERABLE:</b> Neither player gains honor when this character is destroyed by an attack.	
041	Clockwork Juggernaut	Character	Mechanical	Metal	16	SP	10	80 / 80	2	<b>DEMOLISH:</b> When played, destroy all options in this character's zone-range.	
042	Charcoal Golem	Character	Rock	Fire	5		1	5 / 40	1	<b>SELF-DESTRUCT:</b> You may destroy this character to destroy any character on the battlefield with a level no greater than it.	
043	Meteor Golem	Character	Rock	Fire	12	FLY	5	40 / 80	1	<b>SELF-DESTRUCT:</b> You may destroy this character to destroy any character on the battlefield with a level no greater than it.	
044	Mei	Character	Witch	Fire	4	WC AR FLY	2	20 / 15	4	<b>REACTOR:</b> If any amount of damage is added to a character except by the ability of reactor, then add 1 more damage to that character.	
045	Evelyn	Character	Witch	Wind	6	WC FLY	3	20 / 35	3	<b>TELEKINESIS:</b> When played and when your turn begins, add 1 token to this character. You may remove a token from this character to move any option on the battlefield to any space on the battlefield.	
046	Freya	Character	Witch	Ice	10	WC AR FLY	6	55 / 50	4	<b>ALCHEMY:</b> You may discard 2 cards from your hand to search your deck and disposal for a "Potion" or "Powder" titled card, then eject it.	
047	Winifred	Character	Witch	Earth	7	WC	3	15 / 55	1	<b>RELATIVE:</b> The stats are raised + 10 for all of your characters that belong to this character's family.	
048	Astoroth	Character	Feline		1	WC	0	5 / 5	4	<b>INVULNERABLE:</b> Neither player gains honor when this character is destroyed by an attack.	
049	Nullifying Potion	Item								The stats of all characters are unaffected by power-ups, damage, and any other abilities until the end of your opponent's turn.	
050	Sleeping Powder	Item								Rest any card on the battlefield. When your opponent's next turn begins prevent one of their resting cards from being refreshed.	
051	Mystery Door	Item								Search your deck for 2 characters, then randomly eject 1 and discard the other.	
052	Over Grow	Item								Discard a card from your hand to target a character you have on the battlefield. Search your hand, deck, and disposal for a character, then build-up the target to it.	
053	Royal Invitation	Item								Discard a card from your hand to search your deck for a character, then pay MP equal to its magic to play it.	
054	Seeds of Creation	Item								Discard a card from your hand to search your sub-deck for a character, then pay MP equal to its magic to play it.	
055	Shield Barrier	Counter								If a character is threatened, then discard a card from your hand to force that attack to miss.	
056	Napalm	Counter								If a character is threatened, then add 1 damage to any character involved in that battle.	
057	Final Will	Equipment								If the linked character is destroyed by an attack, then gain MP equal to its magic.	
058	Cursed Crown	Equipment								The stats are raised + 5 for the linked character. If this equipment is destroyed, then gain 1 MP. If this equipment is destroyed by an opponent's ability, then discard the top 5 cards of their deck.	
059	Fire Crystal	Equipment								The element of the linked character becomes fire. If the linked character is naturally a fire elemental, then raise its stats + 10.	
060	Volcanic Temple	Environment								The offense is raised + 10 for all fire elementals. When your turn ends, add 1 damage to a random character on the battlefield, except fire elementals.	

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061	Recycle Bin	Environment								You may rest this environment and discard the top card of your deck to search your disposal for a destroyed card, then shuffle it into your deck.	
062	Vigilante Sword	Weapon								If the linked character destroys an opponent's character by an attack, then discard the top 5 cards of their deck.	
063	Magic Staff	Weapon								When activated, you may erase a card in any disposal. The owner of that card gains 1 MP. If the linked character destroys an opponent's character by an attack, then gain 3 MP.	
064	Heavy Axe	Weapon								The offense is raised +20 for the linked character. You must discard a card from your hand to threaten with the linked character.	
065	Shield of Triumph	Weapon								The defense is raised +20 for the linked character.	
066	Falcon Spear	Weapon								When activated, you may discard a card from your hand to draw 1 card. The speed is raised +2 for the linked character.	
067	Blood Seeker	Weapon								If the linked character destroys a character by an attack, then add 2 power-ups to it.	
068	Ball & Chain	Weapon								When activated, you may discard a card from your hand to link this weapon to any character on the battlefield. The linked character cannot move and has no skills.	
069	Blazing Hands	Spell	Offensive							Add 1 damage to any character on the battlefield.	
070	Updraft	Spell	Offensive							Move any character on the battlefield to a random entry point.	
071	Fairy's Fortune	Spell	Offensive							Bury any amount of cards in your hand to draw the same amount.	
072	Caduceus	Spell	Defensive							If any amount of damage is added to a character, then remove all damage from it.	
073	Shooting Star	Spell	Defensive							If your opponent targets a character with a distance attack or mental attack, then pay 1 MP to lower the attack -20 and force it to target any other character on the battlefield instead.	
074	Reboot	Spell	Offensive							Eject any amount of options you have on the battlefield and/or linked to a character.	
075	Transfiguration	Spell	Offensive							Build-up a character you have on the battlefield to another in your hand.	

## Expansion Set 2

076	Origins	Character	Dragon	Wood	15	FLY	0	85 / 60	3	<b>SACRIFICE:</b> You must discard 2 cards from your hand to play this character. <b>ORIGIN:</b> When played, you may search your disposal for up to 5 cards, then place them on top of your deck in any order.	
077	Mother Nature	Character	Elf	Wood	7	WC	0	0 / 70	2	<b>NURTURE:</b> If you gain any amount of MP, except by the ability of Nurture, then gain 1 more MP.	
078	Venus Fly Trap	Character	Plant	Wood	8	AR	6	50 / 30	2	<b>SAVOR:</b> If this character destroys another character by an attack, then gain MP equal to that character's magic. <b>CRAVE:</b> If this character destroys a character with invulnerable by an attack, then refresh this character and reset its speed.	
079	Wise Man	Character	Wizard	Wood	12	WC	8	55 / 65	1	<b>KNOWLEDGE:</b> If an item is destroyed, then you may rest this character to add that item to your hand. <b>WISDOM:</b> If a spell you have is destroyed, then you may eject that spell.	
080	Insomniac	Character	Wizard		5	WC	3	5 / 45	1	<b>DOUBLE CAST:</b> When you rest a character to link a spell to it, you may link an additional spell to it. <b>INSOMNIA:</b> You may rest this character to refresh any character without insomnia. <b>RESTLESS:</b> Cannot be rested by your opponent.	
081	Monument	Character	Rock	Earth	11		4	5 / 100	2	<b>ITEM CANCELER:</b> If an item is activated, then you may add 4 damage to this character to ignore that item's ability and destroy it.	
082	Colossus	Character	Rock	Earth	18		9	90 / 90	2	<b>COUNTER CANCELER:</b> If a counter is activated, then you may add 4 damage to this character to ignore that counter's ability and destroy it.	
083	Aura	Character	Angel	Light	10	FLY	3	0 / 100	2	<b>GUARD:</b> While in your hand, if a character you have is threatened by an opponent's attack, then you may pay MP equal to this card's magic to play it and replace it with the threatened character.	
084	Doom Spider Queen	Character	Arachnid		5		2	35 / 15	2	<b>DOOM:</b> If destroyed by an attack, then destroy any one of the characters that threatened it. <b>INVULNERABLE:</b> If destroyed by an attack, then your opponent gains no honor.	
085	Plug-N-Play	Character	Mechanical	Thunder	3		2	15 / 15	2	<b>CONNECTION:</b> You may link Plug-N-Play to any character in its zone-range, increasing its speed +3. When the linked character is rested, add 1 power-up to it. If the linked character would be destroyed, then destroy Plug-N-Play instead.	
086	Amadeus	Character	Witch	Thunder	8	WC FLY	7	45 / 30	3	<b>FORECAST:</b> If these elementals are on the battlefield, then... Water: When your turn ends, your opponent loses 2 MP. Wind: If a card moves by an ability, then you may add 1 damage to that character or bury that option. Ice: Your opponent can only activate 1 counter per turn. Thunder: When played, add 1 power-up to all of your characters on the battlefield.	

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087	Elda	Character	Witch	Water	9	WC	4	25 / 60	2	<b>DROUGHT:</b> When played and when your turn begins, add 1 token to any character. The magic is raised + 1 for each of your opponent's characters for each token on this character.	
088	Blade Shark	Character	Fish	Water	8		5	55 / 20	3	<b>PIERCE:</b> If this character destroys an opponent's character by an attack, then your opponent loses MP equal to the magic of that character.	
089	Starlight Mermaid	Character	Mermaid	Water	6		3	20 / 35	2	<b>TEARS:</b> If a character is destroyed, except this character, then your opponent loses 2 MP. <b>LURE:</b> You may rest this character to move any character your opponent has on the battlefield up to 2 spaces.	
090	Phoenix	Character	Bird	Fire	16	FLY	10	90 / 70	4	<b>REKINDLE:</b> You may rest this character to search your disposal for a lower level character that belongs to its family, then play it.	
091	Worst Nightmare Dragon	Character	Dragon	Dark	17	FLY	11	85 / 85	3	<b>WORST NIGHTMARE:</b> If this character is in your hand when your opponent receives an honor, then you may play it. <b>UNBOUND:</b> While there are 20 or more cards in your opponent's disposal, this character is unaffected by your opponent's options.	
092	Nightmare Werewolf	Character	Canine	Dark	8		5	50 / 30	3	<b>NIGHT TERROR:</b> If an opponent's character lands on your entry point, then play this character anywhere on your half of the battlefield. <b>HOWL:</b> If threatening or threatened by a character linked with any amount of cards, then this character's stats are raised + 30 during the battle.	
093	Quartermain	Character	Canine		7	AR	4	40 / 25	3	<b>MARKSMAN:</b> If an opponent's character moves into the long-range of Quartermain, then roll a die. If you roll a 1 or 4, then Quartermain threatens that character. Otherwise, add 2 damage to that character.	
094	Jinx	Character	Feline	Dark	11	SP	6	65 / 40	5	<b>KARMA:</b> If destroyed or discarded by an opponent's ability or destroyed by their attack, then discard the top 5 cards of their deck. <b>BAD LUCK:</b> If an option on the battlefield is activated, then roll a six-sided die. If you roll a 1 or 4, then ignore that option's ability and destroy it.	
095	Gladiator	Character	Swordsman		14	SP	9	80 / 60	3	<b>DUAL-WIELDING:</b> This character can be linked with 2 weapons per turn and hold up to 2 at a time.	
096	Combat	Character	Vampire	Dark	3	FLY	0	25 / 5	3	<b>MORPH:</b> You may build-up this character to another in your hand. <b>UNFORTUNATE:</b> When your opponent's turn begins, if this character is in your erased pile, then discard the top card of their deck.	
097	Malicious Maid	Character	Vampire	Dark	5		3	5 / 40	2	<b>CLEAN UP:</b> If any player's card is discarded, then you may rest this character to add that card to your hand. <b>ASSIST:</b> While in your hand, if a character that belongs to its family / element is threatened or threatening, then you may discard this character to raise that character's stats + 30 during the battle.	
098	Lord Dryden	Character	Vampire	Dark	9	SP	5	45 / 45	3	<b>PERDITION:</b> If any amount of your opponent's cards are discarded by an ability other than perdition, then discard the top card of their deck <b>UNDEAD:</b> If destroyed, then you may play this character in the resting position.	
099	Otsegam	Character	Gothic		11	SP WC	5	35 / 70	2	<b>DARK DREAMS:</b> The stats are raised + 30 and speed + 2 for each of your "Nightmare" titled characters.	
100	Mary	Character	Pirate		11	SP AR	8	60 / 50	3	<b>PARADOX:</b> When played, you may rest this character to search your hand and deck for "Cherry", then play it. <b>THEFT:</b> You may remove 2 power-ups from any of your characters to steal 1 MP from any player.	
101	Okee	Character	Adventurer		5		3	10 / 40	2	<b>BAG OF TRAPS:</b> You may rest this character to search your deck for a counter, then play it in standby.	
102	Dokee	Character	Adventurer		5		3	10 / 40	2	<b>BAG OF TRICKS:</b> You may rest this character to search your deck for an equipment, then link it to any character.	
103	Treasure	Item								Choose any player to gain 1 MP and draw 1 card.	
104	Philosopher's Stone	Item								Choose 1 of the following... • Pay 2 MP to refresh a character. • Pay 5 MP to distribute 5 power-ups to a any amount of characters. • Pay 15 MP to gain an honor.	
105	Magic Hat	Item								Choose 1 of the following... • Search your deck and sub-deck for a LV. 1 character, then play it. • Replace a character you have on the battlefield with a lower level character from your hand.	
106	Powder Keg	Item								Discard 1 card from your hand to add 2 damage to each of your opponent's characters.	
107	Dynamite	Item								Discard 1 card from your hand to destroy up to 2 active and / or resting options.	
108	Shatter	Counter								If a character threatens, then pay 1 MP to destroy any active or resting option.	
109	Bottomless Pit	Counter								If a character moves into the zone-range of Bottomless Pit, then destroy it. Afterwards, the character's owner gains MP equal to half its magic.	
110	Domino	Counter								If an opponent's ability lets them draw or search for any amount of cards, then after that ability is complete, view all cards in their hand and discard 1 of them.	
111	Typhoon	Counter								If a character threatens, then your opponent must pay 3 MP or the attack misses.	
112	Shock	Counter / Equipment								If a character threatens, then link Shock to any character involved in this battle. The stats are lowered - 20 for the linked character and it cannot be built-up.	

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113	Bear Trap	Counter / Equipment								If a character moves into the zone-range of Bear Trap then link Bear Trap to it. If there are any of your opponent's cards, tokens, or power-ups on the linked character, then destroy them. The offense and speed of the linked character equals zero.	
114	Buckler	Counter / Equipment								If a character threatens, then link Buckler to any character involved in this battle. The defense is raised + 20 for the linked character. The linked character cannot be hit by distance attacks.	
115	Flip	Counter / Equipment								If a character threatens, then link Flip to any character involved in this battle. The linked character's offense is replaced with it's defense.	
116	Knife	Equipment								The offense is raised + 20 for the linked character. If the linked character destroys an opponent's character by an attack, then draw 1 card.	
117	Body Armor	Equipment								The linked character cannot be destroyed by an attack. If the linked character is hit by an attack that is greater than its defense, then destroy this equipment after the battle.	
118	Blue Moon Amulet	Equipment								When your turn begins and ends, add 1 power-up to the linked character. If discarded, then you may add 1 power-up to any character.	
119	Boomerang	Equipment								The stats are raised + 10 for the linked character. If this equipment is in your disposal, then once per turn you may link it to any character.	
120	Castle Gate	Environment								You may rest this environment and pay MP equal to the magic of a character in your hand to play it on any space in this environment's zone-range.	
121	Enchanted Forest	Environment								The magic is lowered -2 for all of your characters. The level is lowered - 5 for all of your characters on the battlefield.	
122	Water Ruins Temple	Environment								The speed is raised + 1 for all of your water elementals. All characters lose the FLYING skill. When a player activates an option, you may rest this environment to make them pay 1 MP or ignore the ability of their option and destroy it.	
123	Dark Prison Temple	Environment								Your opponent's characters cannot move out of this environment's zone-range. All characters lose the ARCHERY skill. You may rest this environment to discard the top 2 cards of any player's deck.	
124	Gold Mine	Environment								You may rest this environment and discard the top card of your deck to roll a six-sided die... 1,2,3: Gain 1 MP. 4,5: Gain 2 MP. 6: Gain 2 MP and draw 1 card.	
125	Excel	Environment								The speed is raised + 2 for all of your characters.	
126	Dream Absorption Staff	Weapon								When activated, you may rest the linked character and discard 1 card from your hand to destroy any standby option in the linked character's zone-range. If a character you have in the zone-range of the linked character is rested by an ability, then add 1 power-up to the rested character.	
127	Absorbal	Spell								Gain 1 MP. Afterwards, you may discard any amount of cards from your hand to gain 1 MP for each card discarded.	
128	Dissolve	Spell								Discard the top card of your opponent's deck. Next, your opponent searches their sub-deck for 3 cards, then discards each. Afterwards, search all disposals for up to 5 cards, then erase them.	
129	Trespass	Spell								You can play options on your opponent's half of the battlefield as well as your own.	
130	Felicity's Garden	Environment								When a game begins, if Felicity's Garden is in your deck, then you may pay 1 MP to play it. When your turn begins, you may search your deck for a card, then eject it. If you did, then after you accept your hand, you must discard 1 card from your hand.	