Dusk till Dawn (DTD) Release Notes

Last modified 24 July 2023

General Notes

Dusk till Dawn contains 236 cards (1 Fabled, 8 Legendary, 56 Majestic, 77 Rares, 94 Commons, 10 Marvels)
Dusk till Dawn becomes legal for tournaments on its official release date: 14 July 2023

Icons

- {r} Resource Point
- {p} Power
- {d} Defense Value
- {h} Life
- {i} Intellect

Returning Cards

Monarch

- Herald of Judgment
- Herald of Protection
- Herald of Ravages
- Herald of Rebirth
- Herald of Tenacity
- Herald of Triumph
- Wartune Herald
- Ser Boltyn, Breaker of Dawn
- Boltyn
- Levia, Shadowborn Abomination
- Levia

Uprising

- Crown of Providence

Returning Tokens

Welcome to Rathe

- Seismic Surge
- Quicken

Arcane Rising

- Runechant

Monarch

- Spectral Shield

Tales of Aria

- Embodiment of Earth
- Embodiment of Lightning

Dynasty

- Ponder
- Spellbane Aegis

New Keywords

Awaken *(Flip it.)*
- Awaken is a discrete effect keyword.
- To awaken a double-sided card, you flip it so its back-face becomes its active face.
- You can not awaken a single-sided card, or a double-sided card that already has its back-face active.
- When the back-face becomes active on a double-sided card, the card is considered to have all of the properties on that back-face, and no longer has the properties of its front-face.

Rune Gate *(If you control Runechants equal to or greater than THIS's {r} cost, you may play it from your banished zone without paying its {r} cost.)*
- Rune gate is a play-static ability keyword.
- Unless otherwise specified by another effect, you may play cards with rune gate as normal from your hand and arsenal by paying its resource cost.
- When you play a card using rune gate, it must be done by playing it from the banished zone while it is face-up. You can not rune gate a card from hand or arsenal.
- When you rune gate a card, its resource cost to play is set to 0 and then any effects that increase and then decrease resource costs are applied. E.g. if you have a Frostbite, you would still have to pay {r} to rune gate a card.

Mirage *(When this is defending a non-Illusionist attack with 6 or more {p}, destroy this.)*
- Mirage is a triggered-ability keyword.
- Mirage's trigger condition looks at the state of the game. The condition must be true at the time it triggers for the trigger layer to be put on the stack AND it must be true at the time the triggered-layer resolves for it to resolve successfully. I.e. as long as it is still defending a non-illusionist attack with 6 or more power at the time the trigger resolves, it will be destroyed.

Solflare *(Solflare - When this is charged to your hero's soul, [...])*

- Solflare is an ability label keyword.
- A solflare ability triggers when the card with the solflare ability is charged to your hero's soul. It does not trigger if it is put into your hero's soul any other way, and does not trigger if it is charged to another hero's soul.

Unity *(Unity - When this defends together with a card from hand, [...])*
- Unity is an ability label keyword.
- To defend together with a card, this must become a defending card at the same time as the other card. This can either be done by the defending hero declaring both cards during the defend step of combat, or by an effect that puts both of the cards onto the chain link as defending cards at the same time.

Figment
- Figment is a subtype.
- A card with the figment subtype is typically a double-sided card, with the front-face having the figment subtype.
- A figment card enters the arena when it resolves on the stack.
- A figment becomes a permanent when it enters the arena.

Demi-Hero
- Demi-hero is a type.
- Demi-hero cards can not be used in place of your hero at the start of the game.
- Demi-hero cards do not start the game in your deck (they start in your inventory).
- When you become a demi-hero, the demi-hero becomes your hero, your life total resets to the demi-hero's specified life, and you play the rest of the game as that demi-hero. This is not considered gaining or losing life for the purposes of rules or effects (e.g. Poison the Well).
- When you become a demi-hero, effects that applied specifically to your previous hero, do not apply to your demi-hero. However, it is still considered to be a hero for the purposes of rules and effects.

Card-specific Notes

Light of Sol
Light Resource - Gem
(YEL)
Legendary
When this is pitched, reveal the top card of your deck. If it's yellow, you may put it into your hero's soul.

- This triggered ability resolves after the ability/card has been activated/played. You can not activate Prism, Awakener of Sol/Prism, Advent of Thrones pitching Light of Sol, and then banish the card you put into your soul this way to pay for the rest of the cost of activating.

- Putting a card into soul is not the same as charging a card and will not trigger any solflare abilities.

Light Illusionist

Prism, Awakener of Sol/Prism, Advent of Thrones
Light Illusionist Hero/Light Illusionist Hero - Young
4{i} 32/16{h}
Whenever a card with Herald in its name is put into Prism's soul during an action phase, you may search your deck for a figment, put it into the arena, then shuffle.
Once per Turn Instant -- {r}{r}, banish a card from Prism's soul: Awaken target figment you control.

- Prism triggers during the action phase on any player's turn. It does not trigger during the start or end phase of a turn.
- Prism triggers once per card (with Herald in its name) that is put into her soul. E.g. if you play Soul Food and put two or more cards with Herald in their name into her soul, Prism will trigger that many times.
- The search effect is optional. If you choose not to search your deck, you do not have to shuffle.
- If you search your deck, you may fail to find a figment in your deck, even if your deck has a figment in it. Even if you fail to find a figment, you must shuffle your deck.
- You can not activate Prism to awaken a figment if you do not control a figment to target at the time of activation.

Luminaris, Celestial Fury
Light Illusionist Weapon - Scepter (2H)
Once per Turn Instant -- {r}{r}: Target angel attack or attack action card with Herald in its name gets go again.

- Luminaris may target either an attack action card with Herald in its name or an angel attack. It does not have to target an angel attack with Herald in its name.
- Luminaris may be activated during the resolution step of combat, after damage is dealt (damage step), but before the controlling player gains an action point from go again (link step).

Empyrean Rapture
Light Illusionist Equipment - Chest

If a card with Herald in its name has been put into your hero's soul during your turn, the first hero ability you activate that turn costs {r}{r} less to activate.
Once per Turn Instant -- {r}: This gets ward 1 until end of turn.

- The condition is only met during your turn, when you've put a card with Herald in its name into your soul. It is not met during an opponent's turn.
- The condition must be met before you activate your first hero ability that turn, in order to get the discount. If you've activated a hero ability before the condition is met, your next hero ability on the same turn is not discounted, because the effect only applies to the first hero ability you activate during the turn.

Figment of Erudition // Suraya, Archangel of Erudition
Light Illusionist Instant - Figment // Light - Angel Ally
(YEL) 4{r} // 4{p} 4{h}
Legendary
When this enters the arena, create a Ponder token.
//
Once per Turn Action -- {r}{r}: Attack
When Suraya attacks, you may banish a card from your hero's soul. If you do, draw 2 cards.
Ward 4

- A figment double-faced card enters the arena with the figment-side active. It is only "flipped" when another effect flips them. E.g. Awaken, on Prism, Advent of Thrones
- When a figment double-faced card leaves the arena, it "resets" and the figment side becomes the active side again.
- Banishing a card when attacking is optional.
- If this is destroyed (e.g. Ward) before its attack resolves (resolution step), the combat chain closes. If this is destroyed after the attack resolves, the combat chain does not close.
- If this is destroyed (e.g. Ward) while its "when this attacks" triggered effect is waiting to resolve on the stack, the combat chain will close and the triggered effect will still resolve giving you the option to banish a card from soul and draw two cards.
- If this has go again, and is destroyed during the resolution step of its attack, Last Known Information is used, and the controller still gains an action point during the link step of combat.
- If this does not have go again and is destroyed during the resolution step, Last Known Information cannot be changed and the controller cannot give the attack go again during the link step of combat.
- If this is destroyed while being the target of an opponent's attack (e.g. because of Ward): if it is during the layer step, the combat chain will close; if it is the attack step or later in combat, the combat chain will not close.

Figment of Judgment // Themis, Archangel of Judgment
Light Illusionist Instant - Figment // Light - Angel Ally

(YEL) 4{r} // 4{p} 4{h}
Legendary
When this enters the arena, you may turn a card in any banished zone face-down.
//
Once per Turn Action -- {r}{r}: Attack
When Themis attacks, you may banish a card from your hero's soul. If you do, turn a card in any banished zone face-down.
Ward 4

- A figment double-faced card enters the arena with the figment-side active. It is only "flipped" when another effect flips them. E.g. Awaken, on Prism, Advent of Thrones
- When a figment double-faced card leaves the arena, it "resets" and the figment side becomes the active side again.
- Banishing a card when attacking is optional.
- If this is destroyed (e.g. Ward) before its attack resolves (resolution step), the combat chain closes. If this is destroyed after the attack resolves, the combat chain does not close.
- If this is destroyed (e.g. Ward) while its "when this attacks" triggered effect is waiting to resolve on the stack, the combat chain will close and the triggered effect will still resolve giving you the option to banish a card from soul and turn a card in any banished zone face-down.
- If this has go again, and is destroyed during the resolution step of its attack, Last Known Information is used, and the controller still gains an action point during the link step of combat.
- If this does not have go again and is destroyed during the resolution step, Last Known Information cannot be changed and the controller cannot give the attack go again during the link step of combat.
- If this is destroyed while being the target of an opponent's attack (e.g. because of Ward): if it is during the layer step, the combat chain will close; if it is the attack step or later in combat, the combat chain will not close.

Figment of Protection // Aegis, Archangel of Protection
Light Illusionist Instant - Figment // Light - Angel Ally
(YEL) 4{r} // 4{p} 4{h}
Legendary
When this enters the arena, create a Spectral Shield token.
//
Once per Turn Action -- {r}{r}: Attack
When Aegis attacks, you may banish a card from your hero's soul. If you do, create 2 Spectral Shield tokens.
Ward 4

- A figment double-faced card enters the arena with the figment-side active. It is only "flipped" when another effect flips them. E.g. Awaken, on Prism, Advent of Thrones
- When a figment double-faced card leaves the arena, it "resets" and the figment side becomes the active side again.

- Banishing a card when attacking is optional.
- If this is destroyed (e.g. Ward) before its attack resolves (resolution step), the combat chain closes. If this is destroyed after the attack resolves, the combat chain does not close.
- If this is destroyed (e.g. Ward) while its "when this attacks" triggered effect is waiting to resolve on the stack, the combat chain will close and the triggered effect will still resolve giving you the option to banish a card from soul and create two Spectral Shield tokens.
- If this has go again, and is destroyed during the resolution step of its attack, Last Known Information is used, and the controller still gains an action point during the link step of combat.
- If this does not have go again and is destroyed during the resolution step, Last Known Information cannot be changed and the controller cannot give the attack go again during the link step of combat.
- If this is destroyed while being the target of an opponent's attack (e.g. because of Ward): if it is during the layer step, the combat chain will close; if it is the attack step or later in combat ,the combat chain will not close.

Figment of Ravages // Sekem, Archangel of Ravages
Light Illusionist Instant - Figment // Light - Angel Ally
(YEL) 4{r} // 4{p} 4{h}
Legendary
When this enters the arena, deal 1 arcane damage to any target.
//
Once per Turn Action -- {r}{r}: Attack
When Sekem attacks, you may banish a card from your hero's soul. If you do, deal 2 arcane damage to any target.
Ward 4

- A figment double-faced card enters the arena with the figment-side active. It is only "flipped" when another effect flips them. E.g. Awaken, on Prism, Advent of Thrones
- When a figment double-faced card leaves the arena, it "resets" and the figment side becomes the active side again.
- Banishing a card when attacking is optional.
- If this is destroyed (e.g. Ward) before its attack resolves (resolution step), the combat chain closes. If this is destroyed after the attack resolves, the combat chain does not close.
- If this is destroyed (e.g. Ward) while its "when this attacks" triggered effect is waiting to resolve on the stack, the combat chain will close and the triggered effect will still resolve giving you the option to banish a card from soul and deal 2 arcane damage to any target.
- If this has go again, and is destroyed during the resolution step of its attack, Last Known Information is used, and the controller still gains an action point during the link step of combat.

- If this does not have go again and is destroyed during the resolution step, Last Known Information cannot be changed and the controller cannot give the attack go again during the link step of combat.
- If this is destroyed while being the target of an opponent's attack (e.g. because of Ward); if it is during the layer step, the combat chain will close; if it is the attack step or later in combat, the combat chain will not close.

Figment of Rebirth // Avalon, Archangel of Rebirth
Light Illusionist Instant - Figment // Light - Angel Ally
(YEL) 4{r} // 4{p} 4{h}
Legendary
When this enters the arena, you may put a yellow action card from your graveyard on top of your deck.
//
Once per Turn Action -- {r}{r}: Attack
When Avalon attacks, you may banish a card from your hero's soul. If you do, put a yellow card from your graveyard on top of your deck.
Ward 4

- A figment double-faced card enters the arena with the figment-side active. It is only "flipped" when another effect flips them. E.g. Awaken, on Prism, Advent of Thrones
- When a figment double-faced card leaves the arena, it "resets" and the figment side becomes the active side again.
- Banishing a card when attacking is optional.
- If this is destroyed (e.g. Ward) before its attack resolves (resolution step), the combat chain closes. If this is destroyed after the attack resolves, the combat chain does not close.
- If this is destroyed (e.g. Ward) while its "when this attacks" triggered effect is waiting to resolve on the stack, the combat chain will close and the triggered effect will still resolve giving you the option to banish a card from soul and put a yellow card from your graveyard on top of your deck.
- If this has go again, and is destroyed during the resolution step of its attack, Last Known Information is used, and the controller still gains an action point during the link step of combat.
- If this does not have go again and is destroyed during the resolution step, Last Known Information cannot be changed and the controller cannot give the attack go again during the link step of combat.
- If this is destroyed while being the target of an opponent's attack (e.g. because of Ward); if it is during the layer step, the combat chain will close; if it is the attack step or later in combat, the combat chain will not close.
- If you choose to banish a card from your hero's soul, putting a yellow card from the graveyard to the top of your deck is not optional.
- You must show your opponent the yellow card you've chosen to put from your graveyard to on top of your deck.

Figment of Tenacity // Metis, Archangel of Tenacity
Light Illusionist Instant - Figment // Light - Angel Ally
(YEL) 4{r} // 4{p} 4{h}
Legendary
When this enters the arena, your next attack this turn gets dominate.
//
Once per Turn Action -- {r}{r}: Attack
When Metis attacks, you may banish a card from your hero's soul. If you do, your attacks this turn get dominate.
Ward 4

- A figment double-faced card enters the arena with the figment-side active. It is only "flipped" when another effect flips them. E.g. Awaken, on Prism, Advent of Thrones
- When a figment double-faced card leaves the arena, it "resets" and the figment side becomes the active side again.
- Banishing a card when attacking is optional.
- If this is destroyed (e.g. Ward) before its attack resolves (resolution step), the combat chain closes. If this is destroyed after the attack resolves, the combat chain does not close.
- If this is destroyed (e.g. Ward) while its "when this attacks" triggered effect is waiting to resolve on the stack, the combat chain will close and the triggered effect will still resolve giving you the option to banish a card from soul and your attacks get dominate.
- If this has go again, and is destroyed during the resolution step of its attack, Last Known Information is used, and the controller still gains an action point during the link step of combat.
- If this does not have go again and is destroyed during the resolution step, Last Known Information cannot be changed and the controller cannot give the attack go again during the link step of combat.
- If this is destroyed while being the target of an opponent's attack (e.g. because of Ward); if it is during the layer step, the combat chain will close; if it is the attack step or later in combat, the combat chain will not close.

Figment of Triumph // Victoria, Archangel of Triumph
Light Illusionist Instant - Figment // Light - Angel Ally
(YEL) 4{r} // 4{p} 4{h}
Legendary
When this enters the arena, attack action cards your opponents control get -1{p} this turn.
//
Once per Turn Action -- {r}{r}: Attack
When Victoria attacks, you may banish a card from your hero's soul. If you do, attack action cards your opponents control get -1{p} until the start of your next turn.
Ward 4

- A figment double-faced card enters the arena with the figment-side active. It is only "flipped" when another effect flips them. E.g. Awaken, on Prism, Advent of Thrones
- When a figment double-faced card leaves the arena, it "resets" and the figment-side becomes the active side again.
- Banishing a card when attacking is optional.
- If this is destroyed (e.g. Ward) before its attack resolves (resolution step), the combat chain closes. If this is destroyed after the attack resolves, the combat chain does not close.
- If this is destroyed (e.g. Ward) while its "when this attacks" triggered effect is waiting to resolve on the stack, the combat chain will close and the triggered effect will still resolve giving you the option to banish a card from soul and the attack action cards controlled by your opponents get -1{p}.
- If this has go again, and is destroyed during the resolution step of its attack, Last Known Information is used, and the controller still gains an action point during the link step of combat.
- If this does not have go again and is destroyed during the resolution step, Last Known Information cannot be changed and the controller cannot give the attack go again during the link step of combat.
- If this is destroyed while being the target of an opponent's attack (e.g. because of Ward); if it is during the layer step, the combat chain will close; if it is the attack step or later in combat ,the combat chain will not close.

Figment of War // Bellona, Archangel of War
Light Illusionist Instant - Figment // Light - Angel Ally
(YEL) 4{r} // 4{p} 4{h}
Legendary
When this enters the arena, create a Courage token.
//
Once per Turn Action -- {r}{r}: Attack
When Bellona attacks, you may banish a card from your hero's soul. If you do, put a +1{p} counter on each angel you control.
Ward 4

- A figment double-faced card enters the arena with the figment-side active. It is only "flipped" when another effect flips them. E.g. Awaken, on Prism, Advent of Thrones
- When a figment double-faced card leaves the arena, it "resets" and the figment side becomes the active side again.
- Banishing a card when attacking is optional.
- If this is destroyed (e.g. Ward) before its attack resolves (resolution step), the combat chain closes. If this is destroyed after the attack resolves, the combat chain does not close.
- If this has go again, and is destroyed during the resolution step of its attack, Last Known Information is used, and the controller still gains an action point during the link step of combat.

- If this does not have go again and is destroyed during the resolution step, Last Known Information cannot be changed and the controller cannot give the attack go again during the link step of combat.
- If this is destroyed (e.g. Ward) while its "when this attacks" triggered effect is waiting to resolve on the stack, the combat chain will close and the triggered effect will still resolve giving you the option to banish a card from soul and have each angel you control get a +1{p} counter.
- If this is destroyed while being the target of an opponent's attack (e.g. because of Ward); if it is during the layer step, the combat chain will close; if it is the attack step or later in combat , the combat chain will not close.
- Bellona's triggered ability will put a counter on herself and increase the power of her attack on the active chain link.

Angelic Descent
Light Illusionist Instant
(RED/YEL/BLU) 0{r}
Target attack action card with Herald in its name gets go again.
Your next angel attack this turn gets +3/2/1{p}.

- You can not play Angelic Descent unless you have an attack action card with Herald in its name to target.
- If the targeted card ceases to exist before Angelic Descent resolves, Angelic Descent fails to resolve, and your next angel attack this turn will not get +{p}.
- You can target an attack action card with Herald in its name on a previous chain link, or even a defending Herald on the combat chain in order to get +{p} on your next angel attack this turn.

Angelic Wrath
Light Illusionist Instant
(RED/YEL/BLU) 0{r}
Target attack action card with Herald in its name gets +4/3/2{p}.

- You can not play Angelic Wrath unless you have an attack action card with Herald in its name to target.

Celestial Reprimand
Light Illusionist Instant
(RED/YEL/BLU) 0{r}
Target card defending an attack with Herald in its name gets -3/2/1{p} this combat chain.

- You can not play Celestial Reprimand unless there is a card defending an attack with Herald in its name to target.

- The defending card has -{p} until the combat chain has closed completely, after all triggered effects have resolved during the closing of the combat chain.

Celestial Resolve
Light Illusionist Instant
(RED/YEL/BLU) 0{r}
Target attack action card with Herald in its name gets +5/4/3{d}.

- You can not play Celestial Resolve unless you have an attack action card with Herald in its name to target.

Light Warrior

Beaming Blade
Light Warrior Weapon - Sword (2H)
0{p}
Once per Turn Action -- {r}{r}: Attack
If a yellow card has been put into your hero's soul this turn, this gets +5{p}.

- You may still attack with Beaming Blade even if its attack is 0{p}. The defending hero may still defend the attack. If Beaming Blade does not deal damage to the target during the defend step of combat, it does not hit.
- This is a static ability. If you attack with Beaming Blade, then put a card into your soul, Beaming Blade will get the +5{p}.
- Putting two or more cards in your soul during the same turn will not give Beaming Blade an additional +5{p}.
- When the current turn ends, Beaming Blade loses the +5{p} until the next time a card has been put into your soul during a new turn.

Soulbond Resolve
Light Warrior Equipment - Chest
2{d}
When this defends, you may charge your hero's soul.
The first time you would be dealt damage each turn, if you've charged this turn, prevent 1 of that damage.
Temper

- "When this defends" is a trigger when the card is added as a defending card to the chain link. It is optional, and you do not have to charge your soul to be able to defend with this.
- Soulbond Resolve only prevents damage against the first time you would take damage each turn. If you've already been dealt damage during the turn, then charge, Soulbond Resolve will not prevent any subsequent damage that turn.

Banneret of Courage
Light Warrior Action - Attack
(YEL) 1{r} 4{p} 3{d}
Solflare - When this is charged to your hero's soul, create a Courage token.

- "When this is charged to your hero's soul" is a triggered ability that resolves as a layer after this has been charged. If this is charged as part of an effect, the rest of the layer should resolve first before the triggered ability resolves.
- Putting this card into your soul, as opposed to explicitly charging this to your soul, does not trigger this effect. (e.g. Halo of Illumination)
- If you charge your hero's soul with this as part of playing an attack, the Courage token will not trigger from playing the attack because it is created after the attack is considered played.

Banneret of Gallantry
Light Warrior Action - Attack
(YEL) 1{r} 4{p} 3{d}
Solflare - When this is charged to your hero's soul, create a Quicken token.

- "When this is charged to your hero's soul" is a triggered ability that resolves as a layer after this has been charged. If this is charged as part of an effect, the rest of the layer should resolve first before the triggered ability resolves.
- Putting this card into your soul, as opposed to explicitly charging this to your soul, does not trigger this effect. (e.g. Halo of Illumination)
- If you charge your hero's soul with this as part of playing an attack, the Quicken token will not trigger from playing the attack because it is created after the attack is considered played.

Banneret of Protection
Light Warrior Action - Attack
(YEL) 1{r} 4{p} 3{d}
Solflare - When this is charged to your hero's soul, create a Spellbane Aegis token.

- "When this is charged to your hero's soul" is a triggered ability that resolves as a layer after this has been charged. If this is charged as part of an effect, the rest of the layer should resolve first before the triggered ability resolves.
- Putting this card into your soul, as opposed to explicitly charging this to your soul, does not trigger this effect. (e.g. Halo of Illumination)

Beckoning Light
Light Warrior Action - Attack
(RED) 0{r} 3{p} 3{d}
As an additional cost to play this, you may charge your hero's soul.
If a yellow card was charged this way, whenever an attack action card hits this combat chain, you may put an attack action card from your graveyard on top of your deck.

- This has an optional additional cost. You do not have to charge your soul to play this.
- Charging a yellow card in any way other than paying for this card's optional additional cost does not meet the condition of its second ability.

Spirit of War
Light Warrior Action - Attack
(RED) 0{r} 3{p} 3{d}
As an additional cost to play this, you may charge your hero's soul.
If a yellow card was charged this way, whenever an attack action card hits this combat chain, create a Courage token.

- Charging your hero's soul is optional. Any card in your hand may be charged to your soul.
- Charging a yellow card in any way other than paying for this card's optional additional cost does not meet the condition of its second ability.

Prayer of Bellona
Light Warrior Action
(YEL) 1{r} 3{d}
Your next attack this turn gets +2{p}.
Reveal the top card of your deck. If it's yellow, put it into your hand, then charge your hero's soul.
Go again

- If the revealed card is yellow, putting it into your hand and charging your hero's soul is not optional.
- You do not have to charge with the yellow card that was put into your hand this way. You may charge with any card in your hand.

Banneret of Resilience
Light Warrior Action - Attack
(YEL) 0{r} 3{p} 3{d}
Solflare - When this is charged to your hero's soul, the next action card you defend with this turn gets +1{d}.

- "When this is charged to your hero's soul" is a triggered ability that resolves as a layer after this has been charged. If this is charged as part of an effect, the rest of the layer should resolve first before the triggered ability resolves.
- Putting this card into your soul, as opposed to explicitly charging this to your soul, does not trigger this effect. (e.g. Halo of Illumination)

Banneret of Salvation
Light Warrior Action - Attack
(YEL) 0{r} 3{p} 3{d}
Solflare - When this is charged to your hero's soul, the next time you hit this turn, gain 1{h}.

- "When this is charged to your hero's soul" is a triggered ability that resolves as a layer after this has been charged. If this is charged as part of an effect, the rest of the layer should resolve first before the triggered ability resolves.
- Putting this card into your soul, as opposed to explicitly charging this to your soul, does not trigger this effect. (e.g. Halo of Illumination)

Banneret of Vigor
Light Warrior Action - Attack
(YEL) 0{r} 3{p} 3{d}
Solflare - When this is charged to your hero's soul, the next time you hit this turn, gain {r}.

- "When this is charged to your hero's soul" is a triggered ability that resolves as a layer after this has been charged. If this is charged as part of an effect, the rest of the layer should resolve first before the triggered ability resolves.
- Putting this card into your soul, as opposed to explicitly charging this to your soul, does not trigger this effect. (e.g. Halo of Illumination)

Beaming Bravado
Light Warrior Action - Attack
(RED/YEL/BLU) 0{r} 3/2/1{p} 3{d}
As an additional cost to play this, you may charge your hero's soul.
If a yellow card is charged this way, this gets +1{p}.

- Charging your hero's soul is optional. Any card in your hand may be charged to your soul.
- Charging a yellow card in any way other than paying for this card's optional additional cost does not meet the condition of its second ability.

V for Valor
Light Warrior Action - Aura
(RED/YEL/BLU) 0{r} 2{d}
Attack Reaction -- {r}, destroy this, charge your hero's soul: Target attack gets +3/2/1{p}.

- Charging your hero's soul is part of the activation cost and is not optional. You must charge your hero's soul to activate this ability.

Glaring Impact
Light Warrior Action - Attack
(RED/YEL/BLU) 1{r} 4/3/2{p} 3{d}
As an additional cost to play this, you may charge your hero's soul.
If a yellow card is charged this way, this gets overpower.

- Charging your hero's soul is optional. Any card in your hand may be charged to your soul.
- Charging a yellow card in any way other than paying for this card's optional additional cost does not meet the condition of its second ability.

Light the Way
Light Warrior Action - Attack
(RED/YEL/BLU) 0{r} 3/2/1{p} 3{d}
As an additional cost to play this, you may charge your hero's soul.
When this hits, if a yellow card was charged this way, this gets go again.

- Charging your hero's soul is optional. Any card in your hand may be charged to your soul.
- Charging a yellow card in any way other than paying for this card's optional additional cost does not meet the condition of its second ability.

Resounding Courage
Light Warrior Attack Reaction
(RED/YEL/BLU) 1{r} 3{d}
Target Light Warrior attack gets +3/2/1{p}.
If you've charged this turn, create a Courage token.

- Putting a card into soul is not the same as charging a card and will not trigger the creation of a Courage token..

Charge of the Light Brigade
Light Warrior Action
(RED/YEL/BLU) 0{r} 3{d}
The next attack you charge to play this turn gets +3/2/1{p}.
Go again

- The attack gains the {p} not the card that was charged as part of an additional cost to play/activate the attack.

Light

Radiant View
Light Equipment - Head
Instant -- Banish this and a card from your hero's soul: Prevent the next 2 damage that would be dealt to your hero this turn.

- Banishing a card from your hero's soul is part of the activation cost and is not optional. You must banish a card from your hero's soul to activate this ability.
- This effect prevents the next 2 damage in total that would be dealt to your hero. This can be over separate events of damage (i.e. 1 damage, then 1 damage).

Radiant Raiment
Light Equipment - Chest
Instant -- Banish this and a card from your hero's soul: Prevent the next 2 damage that would be dealt to your hero this turn.

- Banishing a card from your hero's soul is part of the activation cost and is not optional. You must banish a card from your hero's soul to activate this ability.
- This effect prevents the next 2 damage in total that would be dealt to your hero. This can be over separate events of damage (i.e. 1 damage, then 1 damage).

Radiant Touch
Light Equipment - Arms

Instant -- Banish this and a card from your hero's soul: Prevent the next 2 damage that would be dealt to your hero this turn.

- Banishing a card from your hero's soul is part of the activation cost and is not optional. You must banish a card from your hero's soul to activate this ability.
- This effect prevents the next 2 damage in total that would be dealt to your hero. This can be over separate events of damage (i.e. 1 damage, then 1 damage).

Radiant Flow
Light Equipment - Legs
Instant -- Banish this and a card from your hero's soul: Prevent the next 2 damage that would be dealt to your hero this turn.

- Banishing a card from your hero's soul is part of the activation cost and is not optional. You must banish a card from your hero's soul to activate this ability.
- This effect prevents the next 2 damage in total that would be dealt to your hero. This can be over separate events of damage (i.e. 1 damage, then 1 damage).

United We Stand
Light Action - Attack
(YEL) 3{r} 6{p} 2{d}
Unity - When this defends together with a card from hand, if Boltyn is in your party, create a Courage token under his control. Then repeat for Bravo and Seismic Surge, Briar and Embodiment of Earth, Dorinthea and Courage, Lexi and Embodiment of Lightning, Oldhim and Spellbane Aegis, Prism and Spectral Shield, and Shiyana and Eloquence.

- To defend together with a card, this must become a defending card at the same time as the other card. This can either be done by the defending hero declaring both cards during the defend step of combat, or by an effect that puts both of the cards onto the chain link as defending cards at the same time.
- A party is a group of heroes that win or lose together.

Lumina Lance
Light Attack Reaction
(YEL) 0{r} 3{d}
As an additional cost to play this, banish up to 3 cards from your hero's soul. Choose that many modes;
* Target Light attack gets +2{p}.
* Target Light attack gets "When this hits, draw a card."
* Target Light attack gets "When this hits, it gets go again."

- When you play this, you choose the number of cards you will banish to pay the additional cost first, and then you choose the number of modes based on the cost. If you can not pay the additional cost you declared, you can not play this.
- You can not choose the same mode more than once.
- You may choose different targets for each chosen mode.
- You may choose to banish 0 cards, in which case you do not choose any modes and/or targets.

Radiant Forcefield
Light Instant - Aura
(YEL) 0{r}
If your hero would be dealt damage, banish a card from your hero's soul to prevent 1 of that damage.
When there are no cards in your hero's soul, destroy this.

- The prevention effect applies only once per damage event - it will only prevent 1 damage for each event of damage.
- The prevention effect is not optional. If you have a card in your soul, you must banish it, and you will prevent 1 damage. If you do not have any cards in your soul to banish, it will fail to prevent any damage.
- If an effect would stop you from preventing damage (i.e. Malign), the prevention effect would still try to prevent damage, and you would have to banish a card from your soul despite not preventing any damage.

Lay to Rest
Light Action - Attack
(RED/YEL/BLU) 1{r} 5/4/3{p} 3{d}
When this attacks a Shadow hero, it gets +1{p}.
When this hits a hero, you may turn a card in their banished zone face-down.

- If a card is face-down in the banished zone, its abilities are not functional unless they explicitly state they work while face-down in the banished zone. This also applies to effects on the card that state that it can be played from the banished zone or trigger while in the banished zone – these are also not functional while a card is face-down.

Blessing of Salvation
Light Action
(RED/YEL/BLU) 1{r} 2{d}
If a card has been put into your hero's soul this turn, you may play this as though it were an instant.
Gain 3/2/1{h}

- If you play this as though it were an instant, it is still considered playing an action card for the purposes of effects.
- You may choose to play this as though it were an action, even if you can play this as though it were an instant.

Cleansing Light
Light Action
(RED/YEL/BLU) 3{r} 2{d}
If a card has been put into your hero's soul this turn, you may play this as though it were an instant.
Destroy target red/yellow/blue aura.

- If you play this as though it were an instant, it is still considered playing an action card for the purposes of effects.
- You may choose to play this as though it were an action, even if you can play this as though it were an instant.
- You can target an aura that is on the stack waiting to resolve. If you do target an aura and it is destroyed as a result of Cleansing Light resolving, the aura's layer on the stack does not resolve. Effects and abilities on the destroyed aura do not trigger unless they were functional before they were destroyed (e.g. Merciful Retribution that is destroyed on the stack would not trigger its own ability as it was not in the arena and functional before it was destroyed).

Blistering Assault
Light Action - Attack
(RED/YEL/BLU) 2{r} 5/4/3{p} 2{d}
If you have a yellow card in your pitch zone, this gets go again.

- Your pitch zone is checked constantly while this is in the arena. Go again is checked during the link step of combat (after damage and resolution steps). If you pitch a yellow card after playing/resolving this, but before the link step of its chain link, it will get go again.

Defender of Daybreak
Light Action - Attack
(RED/YEL/BLU) 0{r} 4/3/2{p} 2{d}
When this defends a Shadow attack, non-equipment Light cards get +1{d} this combat chain.

- This effect triggers when this becomes a defending card on a chain link.
- This effect proactively and retroactively applies to all non-equipment light cards that will be and are on the combat chain.

Searing Ray
Light Action - Attack
(RED/YEL/BLU) 1{r} 4/3/2{p} 2{d}
If you have a yellow card in your pitch zone, this gets +2{p}.

- Your pitch zone is checked constantly while this is in the arena. If you pitch a yellow card after playing/resolving this, it will still get the +2{p}.

Break of Dawn
Light Instant
(RED/YEL/BLU) 0{r}
The next time a Shadow source would deal damage this turn, prevent 4/3/2 of that damage.

- This prevention effect applies to any Shadow source dealing damage to any living object. (i.e. allies, opposing heroes, etc.)
- This prevents damage from a single event of damage. Any leftover prevention amount does not carry over to another event of damage.

Shadow Brute

Hell Hammer
Shadow Brute Weapon - Hammer (2H)
6{p}
Once per Turn Action -- {r}{r}: Attack
When the combat chain closes, if this attacked, banish it.
Blood Debt

- Hell Hammer is considered to have attacked if its attack ability is resolved on the stack (and you went from the layer step to the attack step of combat). Targeting objects with Spectra, and closing the combat chain this way, means you are not considered to have attacked with this.

Spoiled Skull
Shadow Brute Equipment - Head
Action -- {r}, banish this: Target 3 action cards with different names in your banished zone and choose one at random. You may play it this turn. Go again
Arcane Barrier 1

Blood Debt

- This activated ability is targeted. You can not activate this if you have fewer than three action cards with different names in your banished zone.
- If you do not play the card chosen this way this turn, it simply remains banished.

Diabolic Offering
Shadow Brute Action - Attack
(BLU) 1{r} *{p} *{d}
If a card with 6 or more {p} has been put into your banished zone this turn, Diabolic Offering's {p} and {d} are 6, otherwise they are 0.
Blood Debt

- This ability is functional at all times, regardless of the visibility or zone.
- If you attack/defend with this, and then banish a card with 6 or more power, then its power and defense will still be set to 6.

Shaden Death Hydra
Shadow Brute Action - Attack
(YEL) 6{r} 13{p} 3{d}
When this attacks, it deals X damage to you, where X is 13 minus the number of cards with blood debt in your banished zone.
Blood Debt

- If your hero's life total is reduced to 0 when you attack with this, you lose the game before this deals damage to the attack target.
- If you have more than 13 cards with blood debt in your banished zone, you are not dealt any damage. You can not be dealt negative damage.

Slithering Shadowpede
Shadow Brute Action - Attack
(RED) 1{r} 6{p}
If this was banished from your hand this turn, you may play it from your banished zone.
Blood Debt

- If you do not play this card from your banished zone on the same turn it was banished from your hand, you can not play this card this way and it simply remains in the banished zone.
- If you banish this card from hand, play it, close the combat chain, and finally banish it from your graveyard, you would not be able to play it from your banished zone with its ability because it is considered a new object that wasn't banished from your hand this turn.

Expendable Limbs
Shadow Brute Defense Reaction
(BLU) 0{r} 4{d}
As an additional cost to play this, banish a random card from your hand.
If a card with 6 or more {p} is banished this way, you may play it from your banished zone during your next action phase.

- If you do not play the banished card from your banished zone during your next action phase, it simply remains in the banished zone.

Blood Dripping Frenzy
Shadow Brute Action
(BLU) 2{r} 3{d}
As an additional cost to play this, banish your hand.
Draw a card for each card with blood debt banished this way.
Your Brute and Shadow attacks get +X{p} this turn, where X is the number of cards with 6 or more {p} banished this way.
Go again

- You banish your hand after pitching to pay any resource costs.
- Each card in your hand is banished one at a time until you've banished your whole hand. You may choose the order that the cards are banished as part of banishing your whole hand. (i.e. Diabolic Offering may be 0 or 6 power based on whether you've banished a 6+ power card before banishing it.)

Ram Raider
Shadow Brute Action - Attack
(RED/YEL/BLU) 2{r} 6/5/4{p} 3{d}
As an additional cost to play this, banish a random card from your hand.
If a card with 6 or more {p} is banished this way, this gets go again.
Blood Debt

- You banish a random card from your hand after pitching to pay any resource costs.
- Banishing a card with 6 or more power in any other way than paying the additional cost for this does not give this go again.

Wall Breaker
Shadow Brute Action - Attack
(RED/YEL/BLU) 2{r} 6/5/4{p} 3{d}

If you've banished a card with 6 or more {p} this turn, this gets overpower.
Blood Debt

- If you attack with this, and then banish a card with 6 or more power, then it will still gain overpower.

Shaden Scream
Shadow Brute Action
(RED/YEL/BLU) 0{r} 3{d}
As an additional cost to play this, banish a random card from your hand.
Your next Brute or Shadow attack this turn gets +5/4/3{p}.
Go again

- You banish a random card from your hand after pitching to pay any resource costs.

Battlefield Breaker
Shadow Brute Action - Attack
(RED/YEL/BLU) 3{r} 7/6/5{p} 3{d}
If you've banished a card with 6 or more {p} this turn, this gets +1{p}.
Blood Debt

- If you attack with this, and then banish a card with 6 or more power, then it will still gain +1 power.

Shaden Swing
Shadow Brute Action - Attack
(RED/YEL/BLU) 1{r} 7/6/5{p} 3{d}
As an additional cost to play this, banish a random card from your hand.
Blood Debt

- You banish a random card from your hand after pitching to pay any resource costs.

Tribute to Demolition
Shadow Brute Action - Attack
(RED/YEL/BLU) 2{r} 6/5/4{p} 3{d}
As an additional cost to play this, banish a random card from your hand.
If a card with 6 or more {p} is banished this way, this gets +2{p}.
Blood Debt

- You banish a random card from your hand after pitching to pay any resource costs.

- Banishing a card with 6 or more power in any way other than paying the additional cost for this does not give this +2 power.

Tribute to the Legions of Doom
Shadow Brute Action - Attack
(RED/YEL/BLU) 3{r} 7/6/5{p} 3{d}
As an additional cost to play this, banish a random card from your hand.
If a card with 6 or more {p} is banished this way, this gets +2{p}.
Blood Debt

- You banish a random card from your hand after pitching to pay any resource costs.
- Banishing a card with 6 or more power in any way other than paying the additional cost for this does not give this +2 power.

Shadow Runeblade

Vynnset, Iron Maiden/Vynnset
Shadow Runeblade Hero/Shadow Runeblade Hero - Young
4{i} 40/20{h}
At the start of your turn, banish a card from your hand. If you do, create a Runechant token.
Whenever you play a Shadow non-attack action card, you may pay {h}. If you do, the next Runechant effect that would deal damage this turn can't be prevented.

- Banishing a card from your hand at the start of your turn is not optional.
- If you have no cards in hand, or otherwise do not banish a card from your hand, you do not create a Runechant token.
- Vynnset triggers every time you play a Shadow non-attack action card. Paying life is optional.
- The anti-prevention effect only applies to one event of damage (i.e. the next Runechant that resolves). If you trigger Vynnset two or more times before a Runechant deals damage, the effects still only apply to one event of damage.

Flail of Agony
Shadow Runeblade Weapon - Flail
1{p}
Vynnset Specialization
Once per Turn Action -- {h}: Attack
When this hits, create a Runechant token.

- It costs 1 life point to activate/attack with this.
- If your hero's life total is reduced to 0 to pay the cost for this, you lose the game before this deals damage to the attack target.

Grimoire of the Haunt
Shadow Runeblade Equipment - Off-Hand
Instant -- {r}, banish this: Create an Eloquence token.
Arcane Barrier 1
Blood Debt

- You can not equip more than one off-hand equipment at the same time.
- An off-hand equipment is equipped to a weapon zone.

Widespread Annihilation
Shadow Runeblade Action - Attack
(RED/YEL/BLU) 4{r} 6{p} 3{d}
Rune Gate
When the combat chain closes, each hero who has lost {h} this turn banishes a card from their hand.
Blood Debt

- You may play this normally from hand or arsenal, even if you don't control Runechants equal to or greater than its base cost.
- You may only play this from your banished zone (using the Rune Gate) if you meet the condition for Rune Gate (control Runechants equal to or greater than its base cost). You may still play this from your banished zone if another effect allows you to play it.
- This only triggers if it is attacking on the combat chain when the combat chain closes. It does not trigger if it is defending on the combat chain, or if it has not resolved and become an attacking card (e.g. targeting a permanent with spectra).
- When you play this card with Rune Gate, you still have to pay additional costs and increases to the resource cost (e.g. Frostbite).
- You may not play this from your banished zone if it is face-down.
- Taking any damage, losing life from effects, and paying life costs to activate Flail of Agony or to pay for Vynnset's triggered ability, are all considered having lost life this turn.
- If you have lost life, and then gained that much (or more) life in the same turn, you are still considered to have lost life this turn.
- Each player is considered to have banished their own card in their hand. You are not considered to have banished cards other than the card in your own hand.

Widespread Destruction

Shadow Runeblade Action - Attack
(YEL) 3{r} 6{p} 3{d}
Rune Gate
When the combat chain closes, each hero who has lost {h} this turn banishes a card from their arsenal.
Blood Debt

- You may play this normally from hand or arsenal, even if you don't control Runechants equal to or greater than its base cost.
- You may only play this from your banished zone (using the Rune Gate) if you meet the condition for Rune Gate (control Runechants equal to or greater than its base cost). You may still play this from your banished zone if another effect allows you to play it.
- This only triggers if it is attacking on the combat chain when the combat chain closes. It does not trigger if it is defending on the combat chain, or if it has not resolved and become an attacking card (e.g. targeting a permanent with spectra).
- When you play this card with Rune Gate, you still have to pay additional costs and increases to the resource cost (e.g. Frostbite).
- You may not play this from your banished zone if it is face-down.
- Taking any damage, losing life from effects, and paying life costs to activate Flail of Agony or to pay for Vynnset's triggered ability, are all considered having lost life this turn.
- If you have lost life, and then gained that much (or more) life in the same turn, you are still considered to have lost life this turn.
- If a player has two or more cards in their arsenal, they choose which of those cards to banish, not you.
- Each player is considered to have banished their own card in their arsenal. You are not considered to have banished cards other than the card in your own arsenal.

Widespread Ruin
Shadow Runeblade Action - Attack
(RED) 2{r} 6{p} 3{d}
Rune Gate
When the combat chain closes, each hero who has lost {h} this turn banishes the top card of their deck.
Blood Debt

- You may play this normally from hand or arsenal, even if you don't control Runechants equal to or greater than its base cost.
- You may only play this from your banished zone (using the Rune Gate) if you meet the condition for Rune Gate (control Runechants equal to or greater than its base cost). You may still play this from your banished zone if another effect allows you to play it.
- This only triggers if it is attacking on the combat chain when the combat chain closes. It does not trigger if it is defending on the combat chain, or if it has not resolved and become an attacking card (e.g. targeting a permanent with spectra).

- When you play this card with Rune Gate, you still have to pay additional costs and increases to the resource cost (e.g. Frostbite).
- You may not play this from your banished zone if it is face-down.
- Taking any damage, losing life from effects, and paying life costs to activate Flail of Agony or to pay for Vynnset's triggered ability, are all considered having lost life this turn.
- If you have lost life, and then gained that much (or more) life in the same turn, you are still considered to have lost life this turn.
- Each player is considered to have banished their own card from their deck. You are not considered to have banished cards other than the card from your own deck.

Funeral Moon
Shadow Runeblade Action
(RED) 0{r} 3{d}
You may play this from your banished zone.
If a hero has lost {h} this turn, you may play this as though it were an instant.
Create a Runechant token.
Blood Debt

- You may not play this from your banished zone if it is face-down.
- Taking any damage, losing life from effects, and paying life costs to activate Flail of Agony or to pay for Vynnset's triggered ability, are all considered having lost life this turn.
- If you have lost life, and then gained that much (or more) life in the same turn, you are still considered to have lost life this turn.
- You cannot play this during the end phase after taking blood debt damage.

Requiem for the Damned
Shadow Runeblade Action
(RED) 0{r} 3{d}
You may play this from your banished zone.
If a hero has lost {h} this turn, you may play this as though it were an instant.
Create an Eloquence token.
Blood Debt

- You may not play this from your banished zone if it is face-down.
- Taking any damage, losing life from effects, and paying life costs to activate Flail of Agony or to pay for Vynnset's triggered ability, are all considered having lost life this turn.
- If you have lost life, and then gained that much (or more) life in the same turn, you are still considered to have lost life this turn.
- You cannot play this during the end phase after taking blood debt damage.

Oblivion
Shadow Runeblade Instant
(BLU) 0{r}
Legendary Vynnset Specialization
Play this only if you control exactly 6 Runechants.
Create a Nasreth, the Soul Harrower token.

- You must control exactly 6 Runechants at the time you declare that you're playing this.
- Runechants trigger and are destroyed one at a time. If you control 7 or more Runechants, you can wait until 1 or more of them are destroyed, until you have exactly 6, and then play this before the remaining 6 are destroyed.
- This card will still resolve if you have fewer than 6 Runechants when it resolves.

Deathly Delight
Shadow Runeblade Action - Attack
(RED/YEL/BLU) 2{r} 5/4/3{p} 3{d}
Rune Gate
When the combat chain closes, gain {h} equal to the number of heroes who have lost {h} this turn.
Blood Debt

- You may play this normally from hand or arsenal, even if you don't control Runechants equal to or greater than its base cost.
- You may only play this from your banished zone (using the Rune Gate) if you meet the condition for Rune Gate (control Runechants equal to or greater than its base cost). You may still play this from your banished zone if another effect allows you to play it.
- This only triggers if it is attacking on the combat chain when the combat chain closes. It does not trigger if it is defending on the combat chain, or if it has not resolved and become an attacking card (e.g. targeting a permanent with spectra).
- When you play this card with Rune Gate, you still have to pay additional costs and increases to the resource cost (e.g. Frostbite).
- You may not play this from your banished zone if it is face-down.
- Taking any damage, losing life from effects, and paying life costs to activate Flail of Agony or to pay for Vynnset's triggered ability, are all considered having lost life this turn.
- If you have lost life, and then gained that much (or more) life in the same turn, you are still considered to have lost life this turn.

Deathly Wail
Shadow Runeblade Action - Attack
(RED/YEL/BLU) 3{r} 6/5/4{p} 3{d}

Rune Gate
When the combat chain closes, create Runechant tokens equal to the number of heroes who have lost {h} this turn.
Blood Debt

- You may play this normally from hand or arsenal, even if you don't control Runechants equal to or greater than its base cost.
- You may only play this from your banished zone (using the Rune Gate) if you meet the condition for Rune Gate (control Runechants equal to or greater than its base cost). You may still play this from your banished zone if another effect allows you to play it.
- This only triggers if it is attacking on the combat chain when the combat chain closes. It does not trigger if it is defending on the combat chain, or if it has not resolved and become an attacking card (e.g. targeting a permanent with spectra).
- When you play this card with Rune Gate, you still have to pay additional costs and increases to the resource cost (e.g. Frostbite).
- You may not play this from your banished zone if it is face-down.
- Taking any damage, losing life from effects, and paying life costs to activate Flail of Agony or to pay for Vynnset's triggered ability, are all considered having lost life this turn.
- If you have lost life, and then gained that much (or more) life in the same turn, you are still considered to have lost life this turn.

Envelop in Darkness
Shadow Runeblade Action
(RED/YEL/BLU) 1{r} 2{d}
Create a Runechant token.
The next attack action card you rune gate this turn gets +3/2/1{p}.
Go again

- You are considered to have rune gated an attack action card if you use its rune gate ability to play it. I.e. Play it from the banished zone without paying its resource cost because of rune gate.

Rift Skitter
Shadow Runeblade Action - Attack
(RED/YEL/BLU) 3{r} 4/3/2{p} 3{d}
Rune Gate
Go again
Blood Debt

- You may play this normally from hand or arsenal, even if you don't control Runechants equal to or greater than its base cost.

- You may only play this from your banished zone (using the Rune Gate) if you meet the condition for Rune Gate (control Runechants equal to or greater than its base cost). You may still play this from your banished zone if another effect allows you to play it.
- You may not play this from your banished zone if it is face-down.
- When you play this card with Rune Gate, you still have to pay additional costs and increases to the resource cost (e.g. Frostbite).

Vantom Banshee
Shadow Runeblade Action - Attack
(RED/YEL/BLU) 3{r} 7/6/5{p} 3{d}
Rune Gate
Blood Debt

- You may play this normally from hand or arsenal, even if you don't control Runechants equal to or greater than its base cost.
- You may only play this from your banished zone (using the Rune Gate) if you meet the condition for Rune Gate (control Runechants equal to or greater than its base cost). You may still play this from your banished zone if another effect allows you to play it.
- You may not play this from your banished zone if it is face-down.
- When you play this card with Rune Gate, you still have to pay additional costs and increases to the resource cost (e.g. Frostbite).

Vantom Wraith
Shadow Runeblade Action - Attack
(RED/YEL/BLU) 2{r} 6/5/4{p} 3{d}
Rune Gate
Blood Debt

- You may play this normally from hand or arsenal, even if you don't control Runechants equal to or greater than its base cost.
- You may only play this from your banished zone (using the Rune Gate) if you meet the condition for Rune Gate (control Runechants equal to or greater than its base cost). You may still play this from your banished zone if another effect allows you to play it.
- You may not play this from your banished zone if it is face-down.
- When you play this card with Rune Gate, you still have to pay additional costs and increases to the resource cost (e.g. Frostbite).

Putrid Stirrings
Shadow Runeblade Action

(RED/YEL/BLU) 3{r} 3{d}
You may play this from your banished zone.
The next attack action card you rune gate this turn gets +5/4/3{p}.
Go again
Blood Debt

- You may not play this from your banished zone if it is face-down.
- You are considered to have rune gated an attack action card if you use its rune gate ability to play it. I.e. Play it from the banished zone without paying its resource cost because of rune gate.

Shadow

Levia, Redeemed // Blasmophet, Levia Consumed
Shadow Demi-hero // Shadow Demi-hero - Demon
4{i} 8{h} // 4{i} 13{h}
Legendary Levia Specialization
Action -- Turn all cards in your banished zone face-down: Transform into Levia, Redeemed. Activate this ability only while this is in your inventory and you have 13 or more cards with blood debt in your banished zone.
Cards you own lose blood debt.
//
Legendary Levia Specialization
While this is in your inventory, when blood debt reduces your {h} to 13, you may transform into Blasmophet, Levia Consumed.
Once each turn, you may play a card with blood debt from your banished zone. Whenever a card is put into your banished zone, turn it face-down. If you would lose {h} from blood debt, instead banish the top card of your deck.

- This is a single card with two faces. You may only have one of these cards in your card-pool.
- This has no front-face or back-face. This is considered to have the properties of both faces until it enters the game. Then only one face is active and its properties are determined by that face.
- You may not start the game with this as your hero. This can only start the game in your inventory (the cards from your card-pool that do not start the game in the arena or in your deck).
- You do not have to show that you have this card in your inventory to your opponent at any time, until you want to transform.
- When you want to activate Levia, Redeemed, you must first show the card. Players may respond to the activated-layer on the stack, before you resolve it and transform into the respective demi-hero.

- Once you've transformed into either Levia, Redeemed or Blasmophet, Levia Consumed, this card is no longer in your inventory, so you can not transform into its other side.
- When you transform your hero into either demi-hero, your old hero goes under your new demi-hero and is considered to be in your soul. The new demi-hero becomes your hero for the remainder of the game. If your old hero is banished from your soul, you do not lose the game.
- When you transform into either demi-hero, your life total is reset to the specified base life. This is not considered gaining or losing life for the purposes of rules or effects (e.g. Poison the Well).
- When you transform into either demi-hero, effects that specifically applied to your previous hero do not transfer to your demi-hero. E.g. Dishonor's "rest of the game" effect would not transfer onto your demi-hero.
- When a demi-hero is your hero, it is still considered to be a hero for the purposes of rules and effects. E.g. Deal 2 damage to target hero, hero loses all abilities, etc.
- If a card is face-down in the banished zone, its abilities are not functional, unless they explicitly state they work while face-down in the banished zone. This also applies to effects on the card that state that it can be played from the banished zone or trigger while in the banished zone (and don't mention face-down) – these are also not functional while a card is face-down.
- Blasmophet's transformation is optional and triggers when your life total is reduced to exactly 13 from a blood debt triggered effect. You may choose not to transform in Blasmophet when your life total is reduced to 13 this way.
- Blood debt triggers resolve one at a time. If you are at 14 life total, with 2 blood debt triggers on the stack, the first will resolve, reducing you to 13, which will then trigger Blasmophet. If you decide to transform, the second blood debt trigger resolves and you would banish a card instead of taking damage. If you decide not to transform, the second blood debt trigger resolves and you lose 1 life point.
- Blasmophet's transformation only triggers when your life is reduced to exactly 13 life total. It does not trigger if blood debt would reduce your hero's life total to any other number.
- Blasmophet's transformation can trigger multiple times per game, if you increase your life total to above 13 again and let blood debt reduce it to exactly 13.
- If you are Blasmophet and you play a card with blood debt from your banished zone using an effect other than Blasmophet's, you do not consume the once per turn effect of Blasmophet.
- If you are Blasmophet, you may play a card with blood debt from your banished zone on your opponent's turn using Blasmophet's effect, provided that it is otherwise legal to play that card (e.g. Guardian of the Shadow Realm,, etc.)
- If you are Blasmophet and you banish a card (either from an effect or replacing blood debt), you banish it face-up first, then as the triggered effect resolves, turn it face-down. E.g. If you banish a 6 power card face-up, it counts towards effects that are conditional on banishing a 6+ power card, even if it is turned face-down after the fact.
- If you are Blasmophet and a card is banished face-down, then Blasmophet's ability will trigger but the effect that would turn the card face-down will fail. A card banished by intimidate will still return to your hand during the end phase.

Shroud of Darkness
Shadow Equipment - Head
If your hero would be dealt damage, you may banish this to prevent 2 of that damage.
Blood Debt

- This effect is optional. You may choose not to banish this and not prevent the damage.
- This prevents damage from a single event of damage. Any leftover prevention amount does not carry over to another event of damage.

Cloak of Darkness
Shadow Equipment - Chest
If your hero would be dealt damage, you may banish this to prevent 2 of that damage.
Blood Debt

- This effect is optional. You may choose not to banish this and not prevent the damage.
- This prevents damage from a single event of damage. Any leftover prevention amount does not carry over to another event of damage.

Grasp of Darkness
Shadow Equipment - Arms
If your hero would be dealt damage, you may banish this to prevent 2 of that damage.
Blood Debt

- This effect is optional. You may choose not to banish this and not prevent the damage.
- This prevents damage from a single event of damage. Any leftover prevention amount does not carry over to another event of damage.

Dance of Darkness
Shadow Equipment - Legs
If your hero would be dealt damage, you may banish this to prevent 2 of that damage.
Blood Debt

- This effect is optional. You may choose not to banish this and not prevent the damage.
- This prevents damage from a single event of damage. Any leftover prevention amount does not carry over to another event of damage.

Dabble in Darkness
Shadow Action - Attack
(RED) 0{r} 5{p} 3{d}
When this attacks, banish the top card of your deck. This gets -X{p}, where X is the pitch value of the card banished this way.
Blood Debt

- If the card banished has no pitch value, X is 0.
- If your deck is empty or you otherwise don't banish a card this way, X is 0.

Chains of Mephetis
Shadow Action - Aura
(BLU) 0{r} 3{d}
You may play this from your banished zone. If you do, it enters the arena with a doom counter.
At the start of your turn, destroy this unless you remove a doom counter from it.
If a hero would draw a card during an action phase, instead they banish the top card of their deck and may play it this turn.
Blood Debt

- You may not play this from your banished zone if it is face-down.
- You may choose to destroy this at the start of your turn even if it has a doom counter on it - as removing the doom counter is optional.
- This has a replacement effect that replaces the draw with a banish. You are not considered to have drawn a card if it is banished instead this way.
- If you would draw 2 or more cards, instead you banish that many cards from the top of your deck and may play each of them this turn from your banished zone.

Dimenxxional Vortex
Shadow Action
3{r}
You may play this from your banished zone. If you do, it costs {r}{r} less to play.
Each hero banishes a card from their arsenal.
Blood Debt

- You may not play this from your banished zone if it is face-down.
- If a player has two or more cards in their arsenal, they choose which of those cards to banish, not you.
- Each player is considered to have banished their own card in the arsenal. You are not considered to have banished those cards (other than your own card in arsenal).

Hungering Demigon
Shadow Action - Attack
(RED/YEL/BLU) 2{r} 6/5/4{p} 3{d}
If an opposing hero has 1 or more cards in their soul, you may play this from your banished zone.
When this hits a hero, banish a card from their soul.
Blood Debt

- You may not play this from your banished zone if it is face-down.

Grim Feast
Shadow Action
(RED/YEL/BLU) 3{r} 2{d}
You may play this from your banished zone. If you do, it costs {r}{r} less to play.
Gain 3/2/1{h}
Blood Debt

- You may not play this from your banished zone if it is face-down.

Vile Inquisition
Shadow Action
(RED/YEL/BLU) 2{r} 3{d}
You may play this from your banished zone. If you do, it costs {r}{r} less to play.
Target hero banishes the top card of their deck. If it's red/yellow/blue, they lose 1{h}.
Blood Debt

- You may not play this from your banished zone if it is face-down.
- If the banished card has no pitch, or no card was banished, the target hero does not lose any life.
- You may target yourself and banish the top card of your own deck.

Soul Butcher
Shadow Action - Attack
(RED/YEL/BLU) 2{r} 6/5/4{p} 2{d}
If the defending hero has 1 or more cards in their soul, this gets +2{p}.
Blood Debt

- The defending hero's soul is checked constantly while this is in the arena. If the defending hero goes from having a card in their soul, to not having cards in their soul, this loses the +2 power.

Soul Cleaver
Shadow Action - Attack
(RED/YEL/BLU) 2{r} 6/5/4{p} 2{d}
If the defending hero has 1 or more cards in their soul, this gets go again.
Blood Debt

- The defending hero's soul is checked constantly while this is in the arena. If the defending hero goes from having a card in their soul, to not having cards in their soul, this loses the go again.

Beseech the Demigon
Shadow Action
(RED/YEL/BLU) 0{r} 2{d}
Choose an attack action card in your banished zone. It gets +3/2/1{p} until end of turn.
Go again

- You may only choose an attack action card that is face-up in your banished zone.

Tear Through the Portal
Shadow Action
(RED/YEL/BLU) 0{r} 2{d}
Choose a red/yellow/blue action card in your banished zone. It gets go again until end of turn.
Go again

- You may only choose an action card that is face-up in your banished zone.

Brute

Rugged Roller
Brute Weapon - Club (2H)
6{p}
Once per Turn Action -- {r}: Attack
Activate Rugged Roller only if you've rolled a 6 on a die this turn.

- You're only considered to have rolled a 6 on a die if an effect instructs you to roll, and the result of the roll is 6.

- Rerolling or ignoring a 6 is the same as not having rolled a 6.

Scowling Flesh Bag
Brute Equipment - Head
2{d}
When this defends, intimidate.
Blade Break

- This triggers when it becomes a defending card on a chain link.
- You may target any hero with intimidate, including yourself.
- The card banished by intimidate is returned at the beginning of the end phase, regardless of whose turn it is. It is returned before the turn-player chooses a card to put into their arsenal.
- If a card is face-down in the banished zone, its abilities are not functional, unless they explicitly state they work while face-down in the banished zone. This also applies to effects on the card that state that it can be played from the banished zone or trigger while in the banished zone (and don't mention face-down) – these are also not functional while a card is face-down.

Numbskull
Brute Action - Attack
(RED) 2{r} 6{p} 3{d}
While this is in any zone, its {r} cost to play, {p}, and {d} can't be modified.

- Effects that increase or decrease the cost to play a card do not modify the resource cost to play this card.
- Effects that set, increase, or decrease the power or defense of a card do not modify this card.

Dig Up Dinner
Brute Action
(BLU) 1{r} 3{d}
Choose 3 random cards in your graveyard. Shuffle all attack action cards with 6 or more {p} chosen this way into your deck, then gain that much {h}. Banish this.
Go again

- If you have less than 3 cards in your graveyard, you automatically choose all of the cards.
- If there are no attack action cards with 6 or more {p} in the set of chosen cards, or there are no cards in your graveyard, you do not shuffle your deck and do not gain any life. You still banish this card.

Warrior

Decimator Great Axe
Warrior Weapon - Axe (2H)
4{p}
Once per Turn Action -- {r}{r}{r}: Attack
The first time this is defended by a non-equipment card each turn, halve the base {d} of target defending card, rounded up, until end of turn.

- You may target any defending card on the combat chain, not just defending cards on this chain link.
- The base defense of the defending card is halved until the end of the turn.
- You may target defending equipment. Triggered effects like Temper consider the modified defense as to whether the equipment will be destroyed when the combat chain closes.

Bastion of Unity
Warrior Equipment - Off-Hand
1{d}
Unity - When this defends together with a card from hand, this gets +1{d} until end of turn.
Temper

- To defend together with a card, this must become a defending card at the same time as the other card. This can either be done by the defending hero declaring both cards during the defend step of combat, or by an effect that puts both of the cards onto the chain link as defending cards at the same time.
- You can only defend with an equipment (with a defense value) once per combat chain, but the effect lasts until the end of the turn.
- Each time you defend together with Bastion of Unity in the same turn it gains an additional +1 defense until end of turn, but will get an -1{d} counter after each time the combat chain closes.

Ironsong Versus
Warrior Equipment - Arms
2{d}
Once per Turn Action -- {r}: Your next sword attack this turn gets "When this hits a hero, create a Courage token." Go again
Temper

- The triggered ability is given to your next sword attack only, not the sword itself. If you attack with the same sword again in the same turn, it would not have the triggered ability.

Chorus of Ironsong
Warrior Attack Reaction
(YEL) 1{r} 3{d}
Dorinthea Specialization
Until end of turn, target Dawnblade gets +1{p} and "Damage this would deal can't be prevented."
Unity - When this defends together with a card from hand, create a Courage token under any number of heroes' control.

- To defend together with a card, this must become a defending card at the same time as the other card. This can either be done by the defending hero declaring both cards during the defend step of combat, or by an effect that puts both of the cards onto the chain link as defending cards at the same time.
- An object with the name/moniker "Dawnblade" can be selected as the target of the effect. E.g. Dawnblade, Resplendent would be a valid target.
- If the targeted Dawnblade attacks a hero, that hero may still defend the attack, and the defending cards would still be considered against the power of the attack for damage calculation, but prevention effects would not reduce any of the damage that would be dealt.

Morlock Hill
Warrior Instant
(BLU) 0{r}
The next time you would be dealt lethal damage this turn, you may banish Minerva Themis from your hand or arsenal to prevent that damage.

- Morlock hill must be played and resolved before you would be dealt lethal damage, to be active to prevent it.
- Lethal damage means you would be dealt damage equal to, or greater than, your hero's life total.
- If you would be dealt lethal damage, and another prevention effect reduces the damage that would be dealt to less than your hero's life total, the damage is no longer lethal and this prevention effect is not active to prevent the remaining damage.
- If this prevention effect applies to an event of damage, the value of the prevention effect is exactly the amount of damage coming in. If an effect would reduce the amount of the prevention effect of Morlock Hill it reduces that value. E.g. If you are at 10 life and would be dealt 10 damage, the prevention effect of Morlock Hill is set to 10. If your opponent has activated Vambrace of Determination, the damage prevention of Morlock Hill would be set to 9 and you would take 1 damage.

- The prevention effect is optional. You may choose not to banish Minerva Themis, to prevent lethal damage.

Runeblade

Scepter of Pain
Runeblade Weapon - Scepter (1H)
Once Per Turn Action -- {r}{r}: Deal 1 arcane damage to any opposing target. Create a Runechant token for each damage dealt this way.

- You may not target any target that is controlled by yourself or a player in your party.
- You may only target objects that are living (objects that have a life total).

Dyadic Carapace
Runeblade Equipment - Chest
2{d}
Arcane Barrier 2
Temper

Bequest the Vast Beyond
Runeblade Action
(RED) 0{r} 2{d}
Viserai Specialization
The next Runeblade attack action card you play this turn costs {r} less to play for each Runechant you control.
Go again

- This effect stacks with other resource cost reduction effects. If you play an attack with a similar effect, both discount effects apply.
- Effects that increase resource costs are applied before effects that decrease resource costs.

Runic Reckoning
Runeblade Action
(RED) 1{r} 3{d}
This costs {r} less to play for each Runechant you control.
The next Runeblade attack action card you play this turn gets +3{p}.

Go again

- Effects that increase resource costs are applied before effects that decrease resource costs.

Illusionist

Reality Refractor
Illusionist Weapon - Orb (2H)
Illusionist auras you control are weapons with 5 base {p} and "Once per Turn Action -- {r}{r}: Attack"

- Your illusionist auras are always considered to be weapons, not just during your action phase (as with Iris of Reality or Luminaris).
- If you attack with an aura, the attack only has go again if another effect has given the attack go again. The attack does not have go again just because the aura has go again from when it was played. E.g. attacking with Burn them All does not mean the attack will always have go again just because Burn them All has go again on it.

Diadem of Dreamstate
Illusionist Equipment - Head
Once per turn, when this or a non-token permanent you control with ward is destroyed, you may pay {r}. If you do, create a Ponder token.
Ward 2

- Permanents are cards that exist in the arena by themselves (e.g. they persist between turns) and include equipment, weapons, auras/items (that have been put into the arena by resolution or effect) etc.
- The permanent does not have to be destroyed from its own ward prevention effect for this to trigger. It triggers as long as it had the ward ability when it was destroyed.

Flicker Trick
Illusionist Defense Reaction
(RED) 0{r} 5{d}
Mirage

- The mirage trigger condition looks at the state of the game. The condition must be true at the time it triggers for the trigger layer to be put on the stack AND it must be true at the time the triggered-layer resolves for it to resolve successfully. I.e. as long

as it is still defending a non-illusionist attack with 6 or more power at the time the trigger resolves, it will be destroyed.

Lost in Thought
Illusionist Action
(RED) 1{r} 2{d}
Look at target hero's hand. Choose an attack action card and reveal it. If you do, they put it on the bottom of their deck and create a Ponder token.
Go again

- You may target yourself. If you do, you may choose to fail to choose an attack action card, even if you have one in your hand.
- The card chosen must be revealed. If the card can not be revealed (e.g. Channel the Bleak Expanse is in play), it is not put on the bottom of the deck and they do not create a ponder token.

Generic

Frontline Helm
Generic Equipment - Head
2{d}
At the beginning of your end phase, put a -1{d} counter on this.
Blade Break

- This only triggers at the beginning of your end phase, not your opponent's end phase.
- If this has 3 or more -1{d} counters on it, its defense value is 0, and does not become negative.

Frontline Plating
Generic Equipment - Chest
2{d}
At the beginning of your end phase, put a -1{d} counter on this.
Blade Break

- This only triggers at the beginning of your end phase, not your opponent's end phase.
- If this has 3 or more -1{d} counters on it, its defense value is 0, and does not become negative.

Frontline Gauntlets
Generic Equipment - Arms
2{d}
At the beginning of your end phase, put a -1{d} counter on this.
Blade Break

- This only triggers at the beginning of your end phase, not your opponent's end phase.
- If this has 3 or more -1{d} counters on it, its defense value is 0, and does not become negative.

Frontline Legs
Generic Equipment - Legs
2{d}
At the beginning of your end phase, put a -1{d} counter on this.
Blade Break

- This only triggers at the beginning of your end phase, not your opponent's end phase.
- If this has 3 or more -1{d} counters on it, its defense value is 0, and does not become negative.

Censor
Generic Action - Attack
(RED) 1{r} 5{p} 3{d}
When this hits a hero, name a card. They can't play the named card until the end of their next turn.

- You may only name cards that would be legal to be played in the current game.

Mischievous Meeps
Generic Action - Attack
(RED) 1{r} 2{p} 2{d}
When this hits a hero, gain control of an item with cost 2 or less they control. Otherwise, draw a card.
Go again

- This trigger is not optional. You must choose a valid item if possible. Only if you can not choose a valid item, or if you fail to gain control of the chosen item, do you draw a card.
- Only items controlled by the hero that was hit, and have a cost property with a value of 2 or less can be chosen. If an item does not have a cost (it's a token, or a card without a cost), it can not be chosen this way.

Hold the Line
Generic Defense Reaction
(BLU) 0{r} 2{d}
If the attacking hero has drawn 2 or more cards this turn, prevent the next 3 damage that would be dealt to your hero this turn.

- This is conditional on the total number of cards the attacking hero has drawn this turn, not if they've drawn 2 or more cards at once this turn.
- If this defends against an ally attack (or there is otherwise no attacking hero), the condition fails to be met.
- This effect prevents the next 3 damage in total that would be dealt to your hero. This can be over separate events of damage (i.e. 1 damage, then 1 damage, then 1 damage).

Hack to Reality
Generic Action
(YEL) 1{r} 2{d}
Your next attack this turn gets +2{p}.
The next time you hit a hero this turn, destroy a non-token aura they own with cost less than or equal to the damage dealt this way.
Go again

- Only aura cards owned by the hero that was hit, and have a cost property with a value of X or less, can be chosen (where X is the damage dealt). If an aura card does not have a cost, it can not be chosen this way. For example, if you control a Frost Hex that is owned by the opponent and hit them for 3 damage, you may choose to destroy any aura they own that has a cost property of 3 or less which includes the Frost Hex.

Warmonger's Diplomacy
Generic Action
(BLU) 0{r} 3{d}
Starting with the hero to your left, each hero chooses war or peace.
If they choose war, the only actions they may play or activate during their next turn are weapon and attack actions.

If they choose peace, the only actions they may play or activate during their next turn are non-weapon non-attack actions.

- Players choose in clockwise order around the table, starting with the player to the left of you.
- If you choose war, you can't play or activate any actions other than weapons or attacks. If you choose peace you can't play or activate weapons or attack actions.
- Regardless of whether you pick war/peace,riggered abilities still trigger regardless of what their source is, and you may still play and activate all non-action cards and abilities (instants, attack reactions, defense reactions etc.)
- Any card with the attack keyword, or ability with the attack ability, is considered an attack and is prohibited from being played/activated if you choose peace. This includes activated abilities on allies with the attack keyword.
- An action that is played/activated as though it were an instant is still considered an action card/ability for the purposes of this effect. A card with the instant type, or ability that is an instant is not considered an action and may be played/activated whether you choose war or peace.
- This only affects each player during their own next turn. Regardless of the mode chosen, the remainder of your current turn is unaffected by this choice.

Poison the Well
Generic Instant
(BLU) 0{r}
The next time a hero would gain {h} this turn, instead they lose that much {h}.

- This effect applies to any hero, including yourself if you're the next hero to gain life this turn.
- Hero's gain life through effects that specify that a hero gains life. Changing your hero into another hero (e.g. Levia, Redeemed) is not considered gaining life, even if the life total for that player increases.
- This only affects the next instance of life gain, not all life gain effects for the turn.

Other

Star Struck
Guardian Action - Attack
(YEL) 7{r} 10{p} 3{d}
Bravo Specialization
Crush - When this deals 4 or more damage to a hero, the only attacks they may play or activate during their next turn are attacks with base {p} greater than the damage dealt this way.

Unity - When this defends together with a card from hand, create a Seismic Surge token under any number of heroes' control.

- If hero is crushed by this effect, they may not play/activate attacks if they have a base power equal to or less than the damage that was dealt this way, and may not play/activate attacks that have no base power (i.e. Emperor's activated ability).
- To defend together with a card, this must become a defending card at the same time as the other card. This can either be done by the defending hero declaring both cards during the defend step of combat, or by an effect that puts both of the cards onto the chain link as defending cards at the same time.

Anthem of Spring
Earth Action
(BLU) 0{r} 2{d}
Briar Specialization
The next attack action card you play this turn gets +1{p}. Go again
Unity - When this defends together with a card from hand, create an Embodiment of Earth token under any number of heroes' control.

- To defend together with a card, this must become a defending card at the same time as the other card. This can either be done by the defending hero declaring both cards during the defend step of combat, or by an effect that puts both of the cards onto the chain link as defending cards at the same time.

Northern Winds
Ice Action
(BLU) 0{r} 2{d}
Oldhim Specialization
Freeze up to 1 equipment, item, and/or ally each hero controls.
Unity - When this defends together with a card from hand, create a Spellbane Aegis token under any number of heroes' control.

- To defend together with a card, this must become a defending card at the same time as the other card. This can either be done by the defending hero declaring both cards during the defend step of combat, or by an effect that puts both of the cards onto the chain link as defending cards at the same time.
- You choose the objects that get frozen. You may choose up to one of each of the specified objects each hero controls: equipment, item, and ally. You may choose objects for your own hero, and may choose 0 objects for any hero.
- The objects are frozen until the start of your next turn.

Call Down the Lightning

Lightning Action
(YEL) 0{r} 2{d}
Lexi Specialization
Your attacks this turn get "Whenever the defending hero adds 1 or more defending cards from hand to this chain link, this deals 1 damage to them." Go again
Unity - When this defends together with a card from hand, create an Embodiment of Lightning token under any number of heroes' control.

- This effect triggers once when the opponent adds one or more defending cards during the defend step of combat, and once for each defense reaction that resolves and becomes a defending card.
- To defend together with a card, this must become a defending card at the same time as the other card. This can either be done by the defending hero declaring both cards during the defend step of combat, or by an effect that puts both of the cards onto the chain link as defending cards at the same time.

Alluring Inducement
Shapeshifter Action - Attack
(YEL) 2{r} 2{p} 2{d}
Shiyana Specialization
When this attacks, the defending hero reveals their hand. You may choose an attack action card revealed this way. If you do, this becomes the chosen card.
Unity - When this defends together with a card from hand, create an Eloquence token under any number of heroes' control.

- Choosing an attack action card is optional. If you decide not to choose a card this way, this is just a 2{p} attack.
- When this becomes the chosen card, ALL of its properties are replaced by a copy of what is printed on the chosen card. This includes name, cost, color, power, defense (if any) etc. Then, when this leaves the arena, it reverts back to its own properties.
- To defend together with a card, this must become a defending card at the same time as the other card. This can either be done by the defending hero declaring both cards during the defend step of combat, or by an effect that puts both of the cards onto the chain link as defending cards at the same time.
- When this becomes the chosen card, any continuous effects that were applied to this will continue to apply, after it becomes a different card.

Token-specific Notes

Courage
Generic Token - Aura

When you play an attack action card or activate a weapon attack, destroy this and the attack gets +1{p}.

- This triggers when the attack action card is played, or a weapon attack ability is activated. When this trigger resolves, the token is destroyed and the attack gains +1{p} before it resolves and becomes attacking.
- If Courage is destroyed before its trigger resolves, it will still give the attack+1{p}, because it is not conditional on destroying the token.

Eloquence
Generic Token - Aura
When you play a non-attack action card, destroy this and the card gets go again.

- This triggers when a non-attack action card is played. When this trigger resolves the token is destroyed and the card gains go again.
- If Eloquence is destroyed before its trigger resolves, it will still give the non-attack action card go again, because it is not conditional on destroying the token.
- A non-attack action card played as though they were an instant, is still considered a non-attack action card for the purposes of this triggered effect.
- If an non-attack action card resolves with go again, and you're not the turn-player, you do not gain an action point.
- This may trigger additional times by playing additional non-attack action cards as though they were instants before previous eloquence triggers resolve. E.g. Zap on layer 1, Eloquence trigger on layer 2, Zap (played as an instant) on layer 3, Eloquence trigger on layer 4.

Nasreth, the Soul Harrower
Shadow Token - Demon Ally
6{p} 6{h}
Once per Turn Action -- 0: Attack
When Nasreth hits a hero, banish a card from their soul. If a Light card is banished this way, gain 1{h}."

- You must pay the action point cost to attack with this.
- If you attack with an ally, your hero isn't considered an attacking hero, and you can not play/activate attack reactions during the reaction step of combat.
- If this is attacked, your hero isn't considered a defending hero, and you can not defend during the defend step, or play/activate defense reactions during the reaction step of combat.
- If this ally's life total is reduced to 0, it dies and is removed from the arena.
- At the end of each turn, this ally's life total is reset back to its base life (modified by any additional +1{h} counters).