

## BRENNEN BLACKCLOUD

Phoenixborn of Blackcloud

BATTLEFIELD 5 **16** SPELLBOARD 3

**Spirit Burn:** ☹️ ♦️ ♠️ 1 ⚔️ : Destroy an ally you control to deal 2 damage to a target Phoenixborn.

*"Render unto me all that I desire most."*

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*"The Chimera will find we are an eager adversary."*

## RIMEA CAREWORN

Phoenixborn of Shadowreck

BATTLEFIELD 5 **17** SPELLBOARD 5

**Visions:** ♦️ ♦️ ♠️ : Draw 2 cards. Then, look at 2 random cards in a target opponent's hand.

*"I see the world hanging heavy about your neck."*

## RIMEA CAREWORN

Phoenixborn of Shadowreck

BATTLEFIELD 5 **17** SPELLBOARD 5

**Visions:** ♦️ ♦️ ♠️ : Draw 2 cards. Then, look at 2 random cards in a target opponent's hand.

*"There is beauty in regret."*





### MOLTEN GOLD

Action Spell ♦ Discard



2



Place 3 wound tokens on a target unit an opponent controls.

*"If gold is what you desire..."*

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### ENCHANTED VIOLINIST

Ally ♦ Battlefield



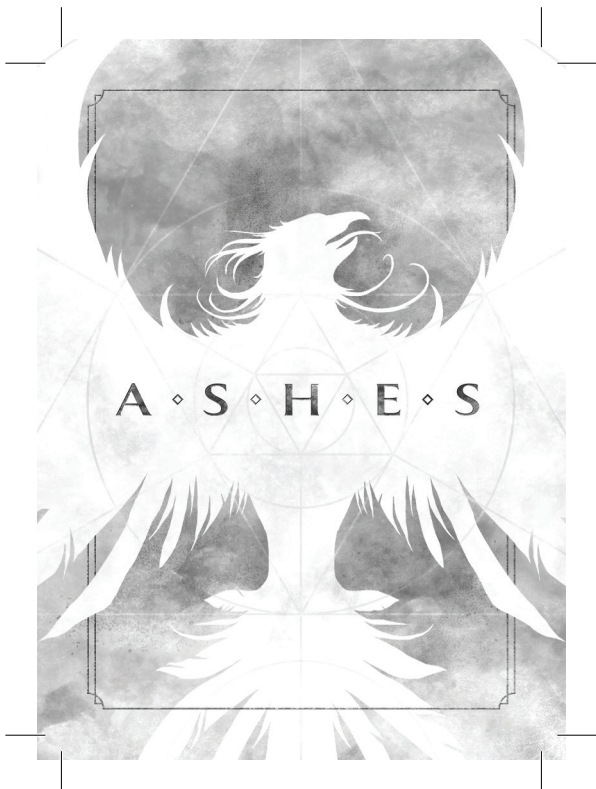
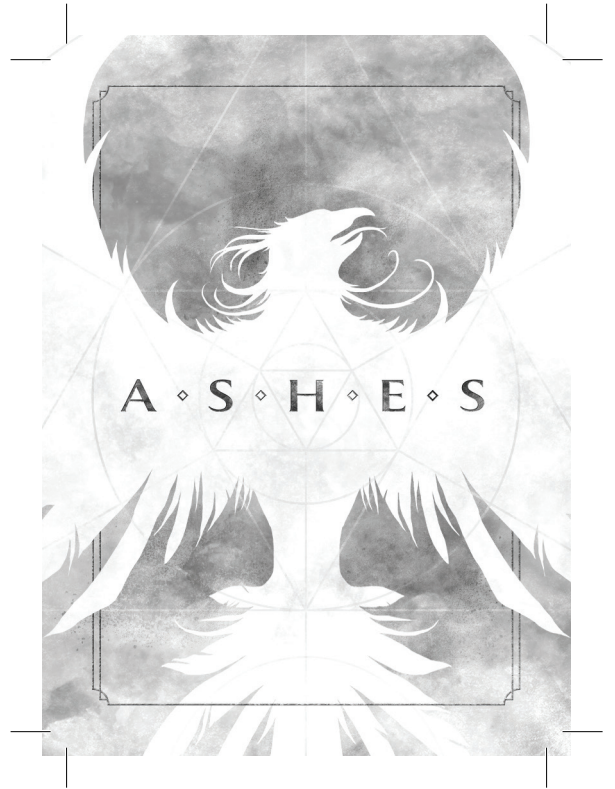
1



**Song of Sorrow:** ♦ ♦ ♦: Deal 1 damage to a target unit an opponent controls. If that destroyed the unit, that target opponent must discard 1 card off the top of their draw pile.

*"I know the arts aren't for everyone, but I kill those people."*

Attack 1 | Life 1 | Recover 1



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Attack 1 Life 1 Recover 1

## THREE-EYED OWL

Conjuration ♦ Battlefield



**Peer 1:** When this unit comes into play, look at 1 random card in a target opponent's hand.

**Memory Drain 1:** At the end of the prepare phase, choose a target opponent to discard 1 card of their choice from their hand.

*"My owls respectfully ask you to reconsider."*

2

Attack 0 Life 2 Recover 0

## THREE-EYED OWL

Conjuration ♦ Battlefield



**Peer 1:** When this unit comes into play, look at 1 random card in a target opponent's hand.

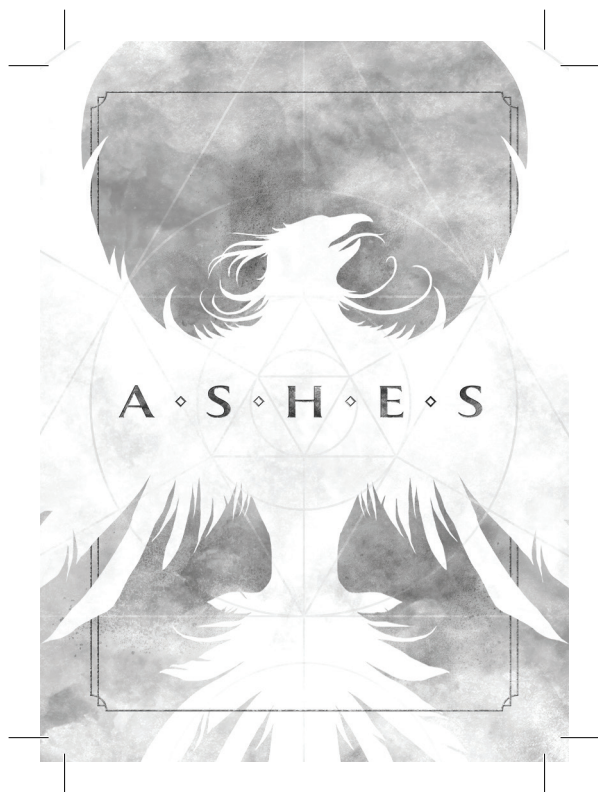
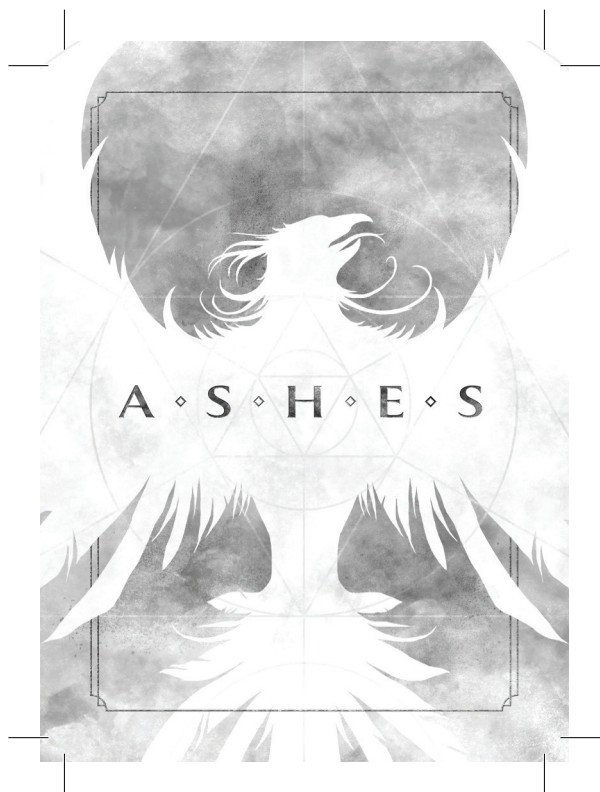
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Attack 0 Life 2 Recover 0





ICE TRAP

Reaction Spell ♦ Discard

1



You may play this spell after a unit with a life value of 2 or less comes into play. Destroy that target unit.

*"Aw, I'm sure he'll learn to fly one day."*

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EMPEROR LION

Conjuration ♦ Battlefield



**Overkill I:** After this unit destroys a unit an opponent controls by attacking, deal 1 damage to that opponent's target Phoenixborn.

**Alert:** Do not place exhaustion tokens on this unit as a result of its countering.

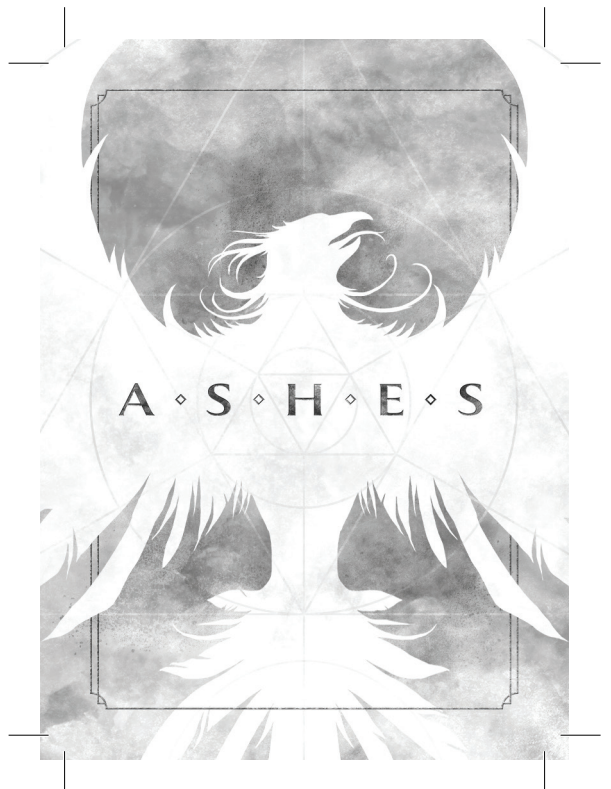
1

Attack 2

Life 4

Recover 1







### SALAMANDER MONK SPIRIT

Conjuration ♦ Battlefield

**Fleeting:** Discard this card at the end of this round.

2

Attack 0

Life 1

Recover 0

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Conjuration ♦ Battlefield

**Fleeting:** Discard this card at the end of this round.

2

Attack 0

Life 1

Recover 0

### LUMINOUS SEEDLING

Conjuration ♦ Battlefield

**Blossom:** ☼: Destroy this unit.  
If it had 2 or more status tokens on it, place up to 2 Brilliant Thorn conjurations onto your battlefield.

**Growth:** Add 1 to this unit's life value for each status token on this unit.

"See, Elder, I brought your story to life."

3

Attack 0

Life 2

Recover 0

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Attack 0

Life 2

Recover 0





### INDIGLOW CREEPER

Conjuration ♦ Battlefield

**Germinate:** When this unit is destroyed, place a Luminous Seedling conjuration onto your battlefield.

**Fade:** Destroy this unit at the end of this round.

1

Attack 2

Life 1

Recover 0

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3

Attack 0

Life 2

Recover 0

### CHAINED CREATIONS

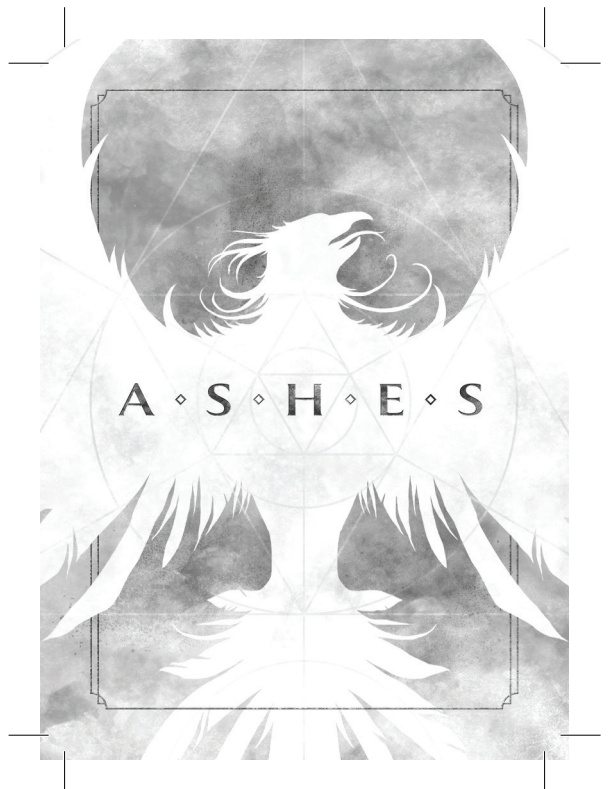
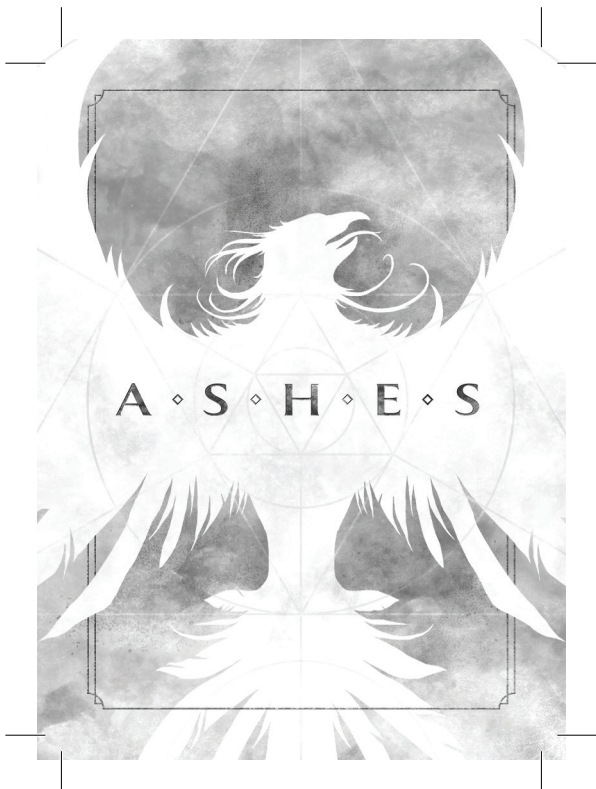
Action Spell ♦ Discard

Deal 2 damage to a target conjuration an opponent controls. If that destroyed the conjuration, place 1 exhaustion token on a ready spell that target opponent controls that has a printed effect that can place that conjuration onto the battlefield.

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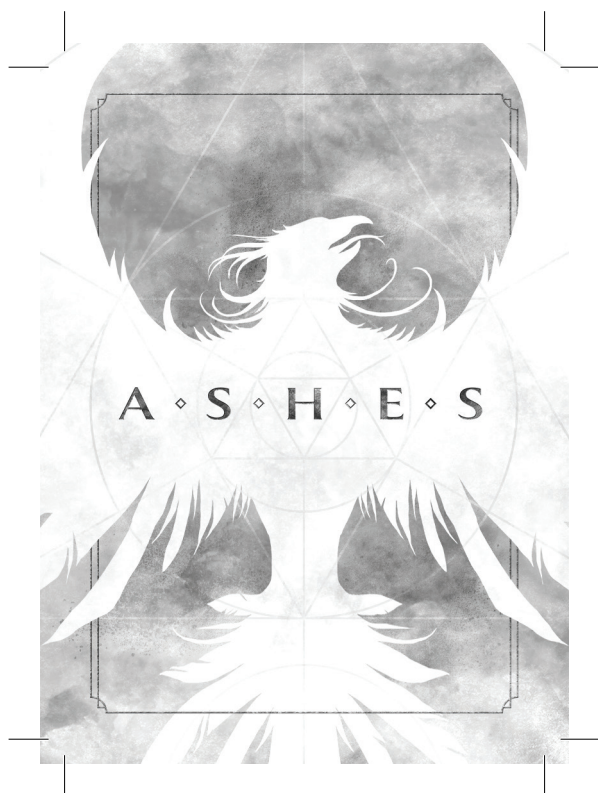
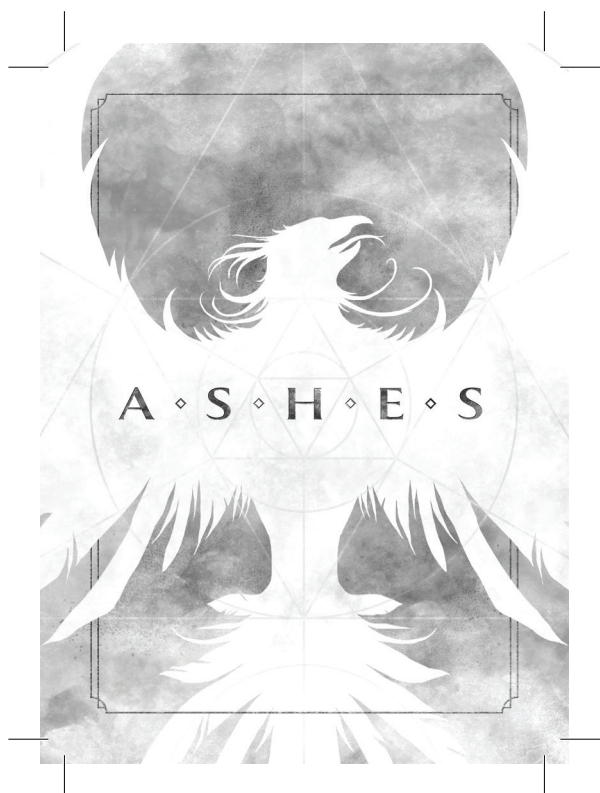
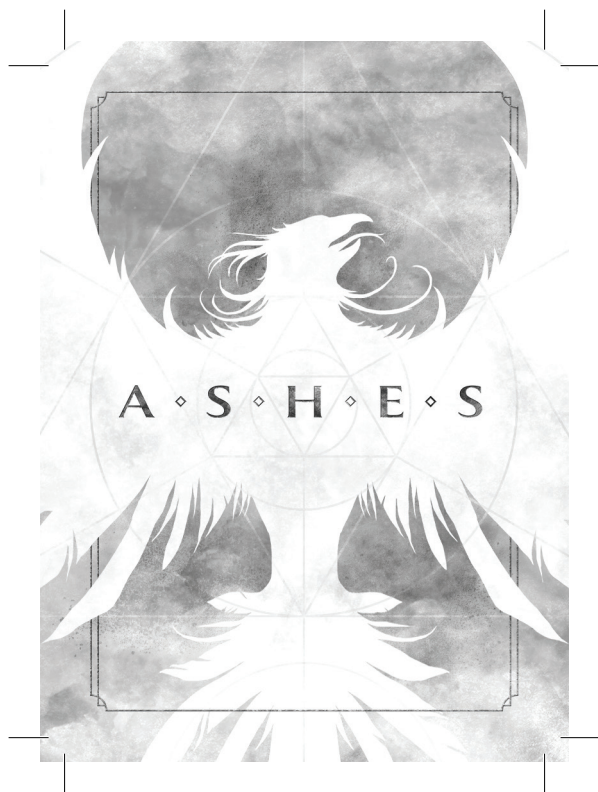
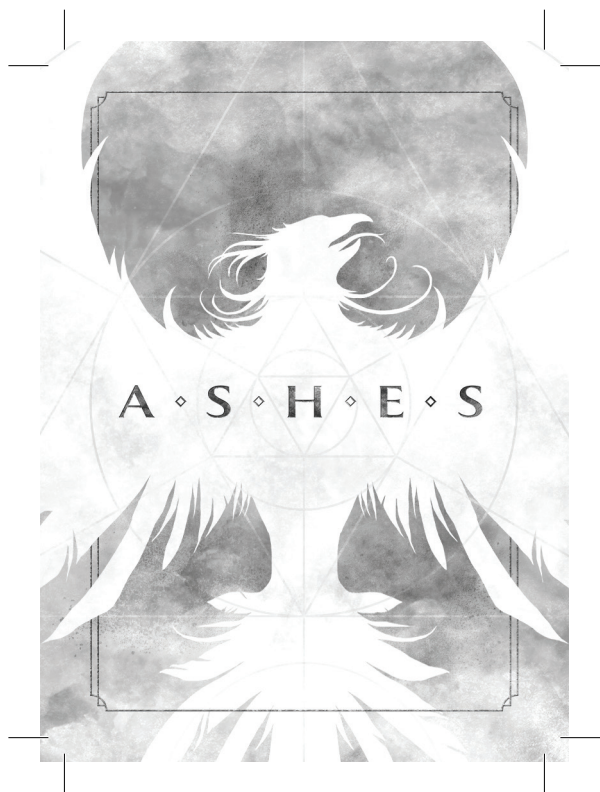
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## RETURN TO SOIL

Action Spell ♦ Discard



Deal 1 damage to a target unit an opponent controls. If that destroyed the unit, that target opponent must discard 1 card off the top of their draw pile and then you may search their discard pile for 2 cards and remove them from the game.

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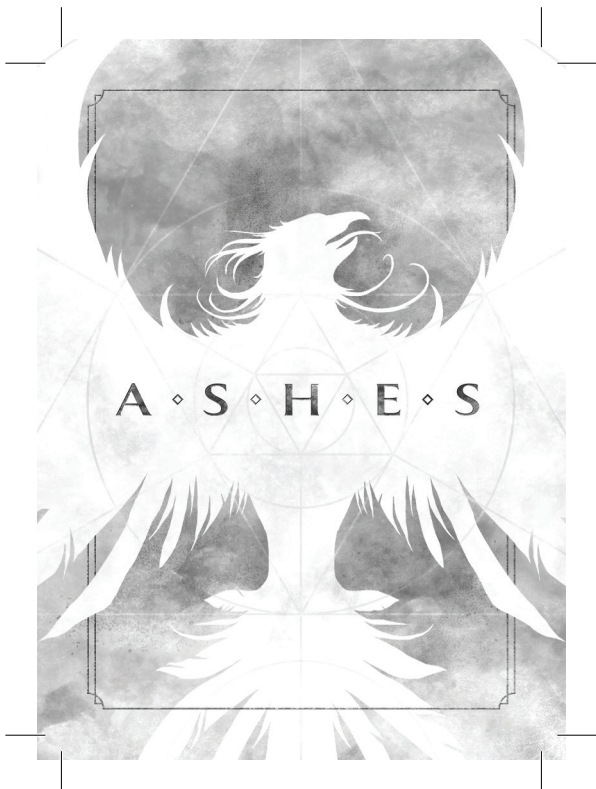
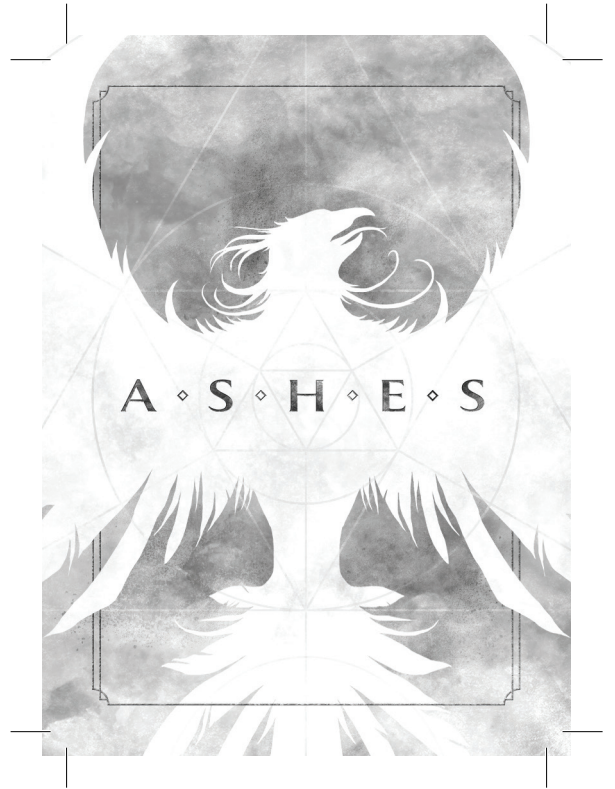
## VOID PULSE

Reaction Spell ♦ Discard



You may play this spell after you declare attackers. Deal damage to a target unit an opponent controls equal to the number of attacking units. If that destroyed the unit, draw 2 cards, and then change 2 dice in a target player's active pool to a side of your choice.







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

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

## REIMAGINE

Ready Spell ♦ Spellboard



After you pay for a dice power using a  or , you may place that die and 1 exhaustion token on this spell if it has no dice on it.



You may use  or  dice on this spell to pay the cost of reactions.



Exhaust any dice on this spell during the exhaust dice step of the recovery phase.





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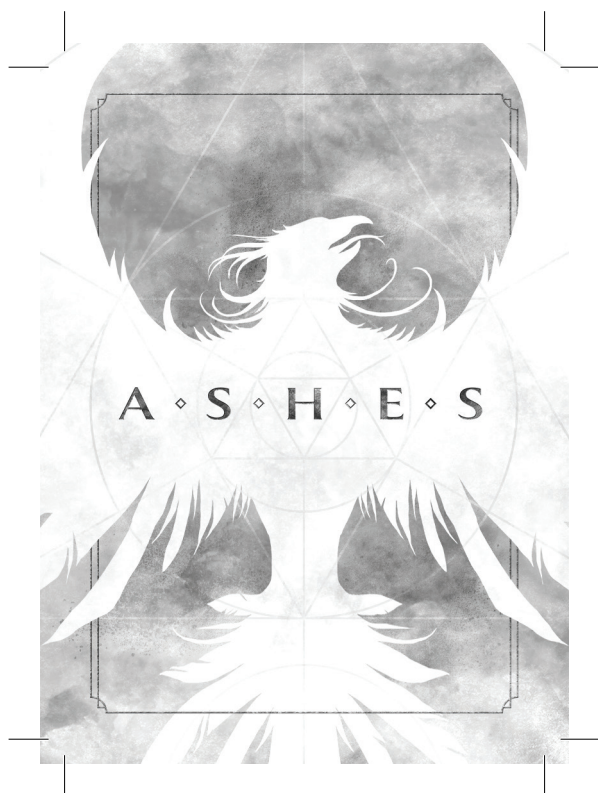
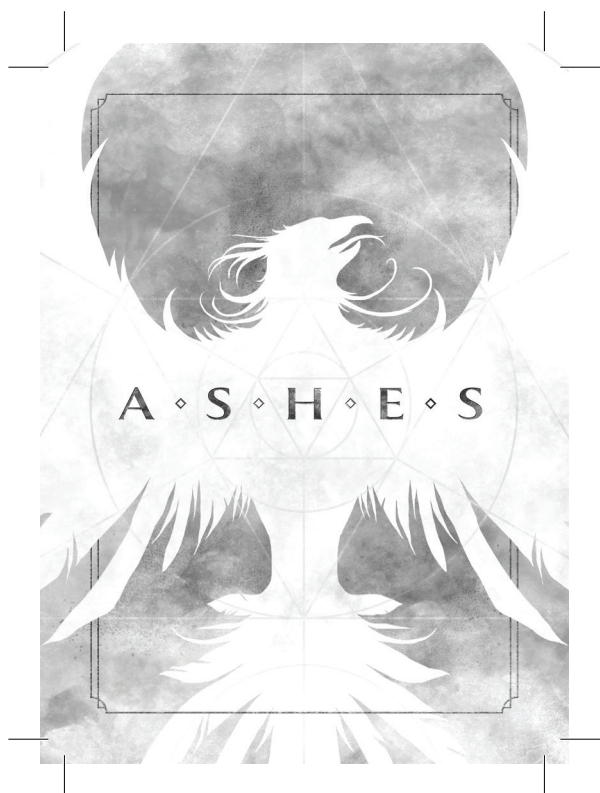
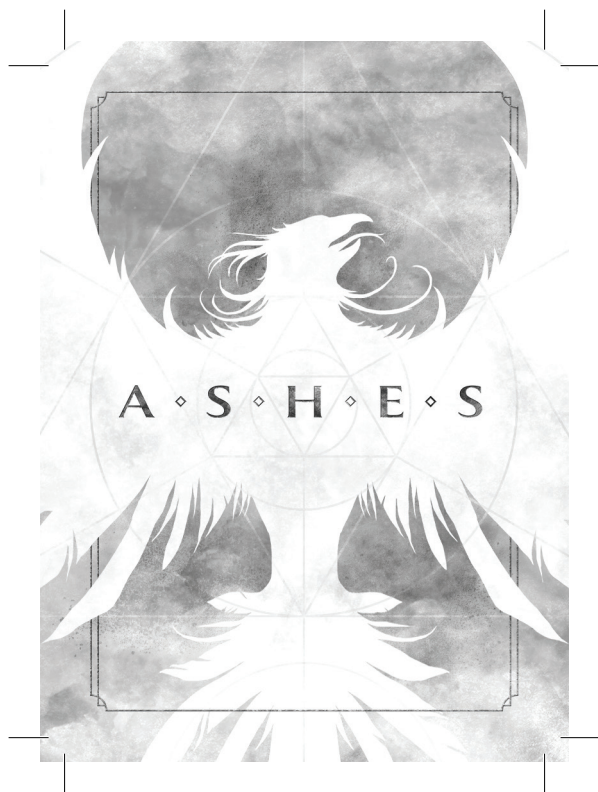
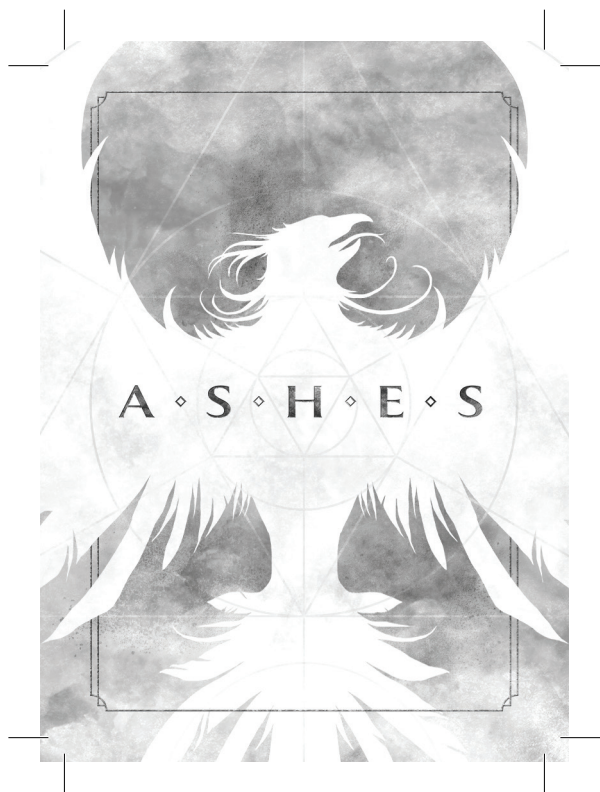
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






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