

125 **Korr**
Champion - Fiend Scholar

120

SWIFT [EXERT] **DARK ATTACK [2]**
Korr deals 2 Dark damage to a target in its awareness.

ACTION [EXERT] **MOBIUS**
Destroy target summon with 1♥ in your awareness. Draw a card.

ART: DAMJAN@JORGIEVSKI

Chaotic Manipulation
Spell - Arcane

12

SWIFT [12] **CAST**
Two targets in Chaotic Manipulation's awareness switch places.

ART: CAMILLANOLAKHAU

Chaotic Manipulation
Spell - Arcane

12

SWIFT [12] **CAST**
Two targets in Chaotic Manipulation's awareness switch places.

ART: CAMILLANOLAKHAU

4 **Death Eater**
Summon - Ghoul

3

ACTION [3] **BECKON**
Place Death Eater on a spot adjacent to you facing the same direction as you then exert it.

TRIGGER **DEATH TOUCH**
When Death Eater enters the arena destroy target summon around it with 3♥ or less.

SWIFT [EXERT] **DARK ATTACK [3]**
Death Eater deals 3 dark damage to a target in its awareness.

ART: MARIO STOSHEVSKI

4 **Death Eater**
Summon - Ghoul

3

ACTION [3] **BECKON**
Place Death Eater on a spot adjacent to you facing the same direction as you then exert it.

TRIGGER **DEATH TOUCH**
When Death Eater enters the arena destroy target summon around it with 3♥ or less.

SWIFT [EXERT] **DARK ATTACK [3]**
Death Eater deals 3 dark damage to a target in its awareness.

ART: MARIO STOSHEVSKI

Forked Lightning
Spell - Electric

17

SWIFT [17] **CAST**
You deal 3 electric damage to everything in Forked Lightning's awareness.

ART: MARIO STOSHEVSKI

Forked Lightning
Spell - Electric

17

SWIFT [17] **CAST**
You deal 3 electric damage to everything in Forked Lightning's awareness.

ART: MARIO STOSHEVSKI

Forked Lightning
Spell - Electric

17

SWIFT [17] **CAST**
You deal 3 electric damage to everything in Forked Lightning's awareness.

ART: MARIO STOSHEVSKI

Forked Lightning
Spell - Electric

17

SWIFT [17] **CAST**
You deal 3 electric damage to everything in Forked Lightning's awareness.

ART: MARIO STOSHEVSKI

Fury
Technique

SWIFT [2♣ & 2♥] **AREA RANGE ATTACK [2]**
You deal 2 damage to everything in Fury's awareness.

ART: RUMYANA ZARKOVA 75

Fury
Technique

SWIFT [2♣ & 2♥] **AREA RANGE ATTACK [2]**
You deal 2 damage to everything in Fury's awareness.

ART: RUMYANA ZARKOVA 75

Fury
Technique

SWIFT [2♣ & 2♥] **AREA RANGE ATTACK [2]**
You deal 2 damage to everything in Fury's awareness.

ART: RUMYANA ZARKOVA 75

Fury
Technique

SWIFT [2♣ & 2♥] **AREA RANGE ATTACK [2]**
You deal 2 damage to everything in Fury's awareness.

ART: RUMYANA ZARKOVA 75

Oten
Technique - Maneuver

You can only play Oten if you are being targeted.

SWIFT [6♠] **MOVE**
Move to a spot in Oten's awareness.

ART: MARIO STOSHEVSKI 73

Oten
Technique - Maneuver

You can only play Oten if you are being targeted.

SWIFT [6♠] **MOVE**
Move to a spot in Oten's awareness.

ART: MARIO STOSHEVSKI 73

Oten
Technique - Maneuver

You can only play Oten if you are being targeted.

SWIFT [6♠] **MOVE**
Move to a spot in Oten's awareness.

ART: MARIO STOSHEVSKI 73

1 **Pain Imp**
Summon - Fiend

ACTION [1♥] **BECKON**
Place Pain Imp on a spot adjacent to you facing the same direction as you then exert it.

ACTION [EXERT] **HEAVY FIRE ATTACK [2]**
Pain Imp deals 2 Fire damage to a target in its awareness.

SWIFT [EXERT] **CAST**
Pain Imp deals 1 Fire damage to a target in its awareness.

ART: ALEX RHYS 73

1 **Pain Imp**
Summon - Fiend

ACTION [1♥] **BECKON**
Place Pain Imp on a spot adjacent to you facing the same direction as you then exert it.

ACTION [EXERT] **HEAVY FIRE ATTACK [2]**
Pain Imp deals 2 Fire damage to a target in its awareness.

SWIFT [EXERT] **CAST**
Pain Imp deals 1 Fire damage to a target in its awareness.

ART: ALEX RHYS 73

1 **Pain Imp**
Summon - Fiend



ACTION [1♥] **BECKON**
Place Pain Imp on a spot adjacent to you facing the same direction as you then exert it.

ACTION [EXERT] HEAVY FIRE ATTACK [2]
Pain Imp deals 2 Fire damage to a target in its awareness.

SWIFT [EXERT] CAST
Pain Imp deals 1 Fire damage to a target in its awareness.

ART: ALEX RHYS '23

1 **Pain Imp**
Summon - Fiend



ACTION [1♥] **BECKON**
Place Pain Imp on a spot adjacent to you facing the same direction as you then exert it.

ACTION [EXERT] HEAVY FIRE ATTACK [2]
Pain Imp deals 2 Fire damage to a target in its awareness.

SWIFT [EXERT] CAST
Pain Imp deals 1 Fire damage to a target in its awareness.

ART: ALEX RHYS '23

6 **Pye'wnadd**
Summon - Zombie Hound



ACTION [15♣] **BECKON**
Place Pye'wnadd on a spot adjacent to you facing the same direction as you then exert it.

SWIFT [EXERT] DARK ATTACK [4]
Pye'wnadd does 4 dark damage to a target in its awareness.

CONTINUOUS DECAF
At the end of each round Pye'wnadd loses 1♥.

ART: DAMJAN GJORGIEVSKI '26

6 **Pye'wnadd**
Summon - Zombie Hound



ACTION [15♣] **BECKON**
Place Pye'wnadd on a spot adjacent to you facing the same direction as you then exert it.

SWIFT [EXERT] DARK ATTACK [4]
Pye'wnadd does 4 dark damage to a target in its awareness.

CONTINUOUS DECAF
At the end of each round Pye'wnadd loses 1♥.

ART: DAMJAN GJORGIEVSKI '26

6 **Pye'wnadd**
Summon - Zombie Hound



ACTION [15♣] **BECKON**
Place Pye'wnadd on a spot adjacent to you facing the same direction as you then exert it.

SWIFT [EXERT] DARK ATTACK [4]
Pye'wnadd does 4 dark damage to a target in its awareness.

CONTINUOUS DECAF
At the end of each round Pye'wnadd loses 1♥.

ART: DAMJAN GJORGIEVSKI '26

2 **Yamaduta**
Summon - Skeleton



YOU CAN ONLY BECKON YAMADUTA IF ANOTHER SUMMON WAS DESTROYED THIS ROUND.

SWIFT [6♣] QUICK RESURRECT BECKON
Place Yamaduta on a spot where a summon has been destroyed this round facing the same direction as you then exert it.

SWIFT [EXERT] DARK ATTACK [2]
Yamaduta deals 2 dark damage to a target in its awareness.

ART: FILIP RADICEVSKI '24

2 **Yamaduta**
Summon - Skeleton



YOU CAN ONLY BECKON YAMADUTA IF ANOTHER SUMMON WAS DESTROYED THIS ROUND.

SWIFT [6♣] QUICK RESURRECT BECKON
Place Yamaduta on a spot where a summon has been destroyed this round facing the same direction as you then exert it.

SWIFT [EXERT] DARK ATTACK [2]
Yamaduta deals 2 dark damage to a target in its awareness.

ART: FILIP RADICEVSKI '24

2 **Yamaduta**
Summon - Skeleton



YOU CAN ONLY BECKON YAMADUTA IF ANOTHER SUMMON WAS DESTROYED THIS ROUND.

SWIFT [6♣] QUICK RESURRECT BECKON
Place Yamaduta on a spot where a summon has been destroyed this round facing the same direction as you then exert it.

SWIFT [EXERT] DARK ATTACK [2]
Yamaduta deals 2 dark damage to a target in its awareness.

ART: FILIP RADICEVSKI '24

