

♥ 19 **Bazin** 

Champion - Faerie



150  **0**

SWIFT [EXERT] **WATER ATTACK [1]**
Bazin deals 1 Water damage to a target in its awareness.

CONTINUOUS **REALITY MASTER**
When you beckon a summon you may place it on any spot around you.

ART: FILIP RADICEVSKI

Away 

Spell - Water



16 

SWIFT [16] **CAST**
Return target summon in Away's awareness to its owner's thoughts.

ART: MARIO STOSHEVSKI

Away 

Spell - Water



16 

SWIFT [16] **CAST**
Return target summon in Away's awareness to its owner's thoughts.

ART: MARIO STOSHEVSKI

Away 

Spell - Water



16 

SWIFT [16] **CAST**
Return target summon in Away's awareness to its owner's thoughts.

ART: MARIO STOSHEVSKI

Away 

Spell - Water



16 

SWIFT [16] **CAST**
Return target summon in Away's awareness to its owner's thoughts.

ART: MARIO STOSHEVSKI

Backstep 

Technique - Maneuvre



4 

SWIFT [4] **MOVE**
Move to a spot in Backstep's awareness.

ART: CARL MGRAVEN

Backstep 

Technique - Maneuvre



4 

SWIFT [4] **MOVE**
Move to a spot in Backstep's awareness.

ART: CARL MGRAVEN

Backstep 

Technique - Maneuvre



4 

SWIFT [4] **MOVE**
Move to a spot in Backstep's awareness.

ART: CARL MGRAVEN

Dedicated Studies 

Spell - Arcane



2 

ACTION [2] **CAST**
You draw two cards then discard two cards.

ART: FILIP RADICEVSKI

Dedicated Studies
Spell - Arcane

ACTION [2♠] CAST
You draw two cards then discard two cards.

ART: FILIP RADICEVSKI 94

Dedicated Studies
Spell - Arcane

ACTION [2♠] CAST
You draw two cards then discard two cards.

ART: FILIP RADICEVSKI 94

♥ 2 **Kabus**
Summon - Nightmare

ACTION [1♠] BECKON
Place Kabus on a spot adjacent to you facing the same direction as you then exert it.

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

ART: FILIP RADICEVSKI 93

♥ 2 **Kabus**
Summon - Nightmare

ACTION [1♠] BECKON
Place Kabus on a spot adjacent to you facing the same direction as you then exert it.

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

ART: FILIP RADICEVSKI 93

♥ 2 **Kabus**
Summon - Nightmare

ACTION [1♠] BECKON
Place Kabus on a spot adjacent to you facing the same direction as you then exert it.

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

ART: FILIP RADICEVSKI 93

♥ 4 **Makara**
Summon - Beast

ACTION [13♠] BECKON
Place Makara on a spot adjacent to you facing the same direction as you then exert it.

SWIFT [EXERT] WATER ATTACK [2]
Makara deals 2 water damage to a target in its awareness.

TRIGGER WATER BRAND
Everything dealt damage by Makara without Water Weakness gains Water Weakness for the rest of this round.
Water Weakness: All water damage dealt to this combatant is increased by 1.

ART: MARIO STOSHEVSKI 95

♥ 4 **Makara**
Summon - Beast

ACTION [13♠] BECKON
Place Makara on a spot adjacent to you facing the same direction as you then exert it.

SWIFT [EXERT] WATER ATTACK [2]
Makara deals 2 water damage to a target in its awareness.

TRIGGER WATER BRAND
Everything dealt damage by Makara without Water Weakness gains Water Weakness for the rest of this round.
Water Weakness: All water damage dealt to this combatant is increased by 1.

ART: MARIO STOSHEVSKI 95

♥ 4 **Makara**
Summon - Beast

ACTION [13♠] BECKON
Place Makara on a spot adjacent to you facing the same direction as you then exert it.

SWIFT [EXERT] WATER ATTACK [2]
Makara deals 2 water damage to a target in its awareness.

TRIGGER WATER BRAND
Everything dealt damage by Makara without Water Weakness gains Water Weakness for the rest of this round.
Water Weakness: All water damage dealt to this combatant is increased by 1.

ART: MARIO STOSHEVSKI 95

♥ 4 **Makara**
Summon - Beast

ACTION [13♠] BECKON
Place Makara on a spot adjacent to you facing the same direction as you then exert it.

SWIFT [EXERT] WATER ATTACK [2]
Makara deals 2 water damage to a target in its awareness.

TRIGGER WATER BRAND
Everything dealt damage by Makara without Water Weakness gains Water Weakness for the rest of this round.
Water Weakness: All water damage dealt to this combatant is increased by 1.

ART: MARIO STOSHEVSKI 95

5 **Peleraffa** 
Summon - Giraffe Pelican



ACTION [15♠] **BECKON**
Place Peleraffa on a spot adjacent to you facing the same direction as you then exert it.

SWIFT [EXERT] **WATER ATTACK [5]**
Peleraffa deals 5 Water damage to a target in its awareness.

ART: MIKHAIL RAEV 97

5 **Peleraffa** 
Summon - Giraffe Pelican



ACTION [15♠] **BECKON**
Place Peleraffa on a spot adjacent to you facing the same direction as you then exert it.

SWIFT [EXERT] **WATER ATTACK [5]**
Peleraffa deals 5 Water damage to a target in its awareness.

ART: MIKHAIL RAEV 97

5 **Peleraffa** 
Summon - Giraffe Pelican



ACTION [15♠] **BECKON**
Place Peleraffa on a spot adjacent to you facing the same direction as you then exert it.

SWIFT [EXERT] **WATER ATTACK [5]**
Peleraffa deals 5 Water damage to a target in its awareness.

ART: MIKHAIL RAEV 97

4 **Ponerodon** 
Summon - Amphibian



ACTION [8♠] **BECKON**
Place Ponerodon on a spot adjacent to you facing the same direction as you then exert it.

SWIFT [EXERT] **RANGE WATER ATTACK [2]**
Ponerodon deals 2 Water damage to a target in its awareness.

TRIGGER **CAST**
If as summon is dealt damage by Ponerodon exert that summon.

ART: MARIO STOSHEVSKI 96

4 **Ponerodon** 
Summon - Amphibian





ACTION [8♠] **BECKON**
Place Ponerodon on a spot adjacent to you facing the same direction as you then exert it.

SWIFT [EXERT] **RANGE WATER ATTACK [2]**
Ponerodon deals 2 Water damage to a target in its awareness.

TRIGGER **CAST**
If as summon is dealt damage by Ponerodon exert that summon.

ART: MARIO STOSHEVSKI 96

4 **Ponerodon** 
Summon - Amphibian



ACTION [8♠] **BECKON**
Place Ponerodon on a spot adjacent to you facing the same direction as you then exert it.

SWIFT [EXERT] **RANGE WATER ATTACK [2]**
Ponerodon deals 2 Water damage to a target in its awareness.

TRIGGER **CAST**
If as summon is dealt damage by Ponerodon exert that summon.


ART: MARIO STOSHEVSKI 96


Shutdown 
Spell - Arcane



SWIFT [11♠] **CAST**
Negate target cast ability played by a target in Shutdown's awareness.

ART: MARIO STOSHEVSKI 93

Shutdown 
Spell - Arcane









SWIFT [11♠] **CAST**
Negate target cast ability played by a target in Shutdown's awareness.

ART: MARIO STOSHEVSKI 93

Definitions

ICONS

-  **AURA:** Spiritual force used to pay for certain abilities.
-  **CHI:** Your Timeline (deck) can have up to 250 Chi in it.
-  **DISCARD:** Remove [X] card(s) from your Thoughts (hand) and place them in your Memories (discard pile).
-  **ENERGY:** Remove [X] card(s) from the top of your Timeline (deck) and place them in your Memories (discard pile).
-  **LIFE:** The life total for permanents in the in the arena.
-  **REMOVE:** Take [X] counters off of a card.

TERMINOLOGY

- TIMELINE:** A deck of 50 cards with a total of up to 250 Chi.
- THOUGHTS:** Your hand of cards.
- MEMORIES:** The discard area for cards.
- SUBCONSCIOUS:** An area outside of the game that contains additional cards.

KEYWORDS

- AERIAL:** Attack abilities must have Range or come from combatants with Flight to target this combatant.
- AREA:** Untargeted attack that affects all permanents in a defined area.
- FLIGHT:** The ability to move onto spots occupied by other permanents without Flight.
- LINE OF SIGHT:** A straight line from an awareness to the edge of the arena.
- RANGE:** An attack that can reach permanents both with and without Flight.
- WEAKNESS:** Increased damage is dealt to a permanent.