



AURORA DRACO

1

Haunt: 2

Now: Your opponent gains 2 Ghosts into play. Attach Harmless to those Ghosts. (Harmless sets a card's base power to 0.)

Bolster: Fire

This card gets +1 power for each fire card your opponent has in play.

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SOLDIER'S BANE

3

Bolster: Warriors

This card gets +1 power for each warrior your opponent has in play.

Bolster: Fire

This card gets +1 power for each fire card your opponent has in play.

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THUNDERBRINGER

2

Energy 2: Evanesce

This age: +2 energy (for awakening)

Bolster: Fire

This card gets +1 power for each fire card your opponent has in play.

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YEAR OF RAIN

0

Summon

Each age, whenever you would play your first card: Simultaneously play an additional card.

Energy 2: Arc

3rd age: +2 energy (for awakening)

Bolster: Fire

This card gets +1 power for each fire card your opponent has in play.

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MADNESS OF A THOUSAND STARS

1

Energy 4: Arc

3rd age: +4 energy (for awakening)

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MERCILESS WINDS

0

Bolster: Allies 6

This card gets +1 power for each other non-desert card you have in play, for up to 6 additional power. (This ability does not count this card.)

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THE STORM

2

Haunt 2: No Escape

Now: Your opponent gains 2 Ghosts into play. Attach Harmless to those Ghosts. (Harmless sets a card's base power to 0.) Then, your opponent reveals their hand and plays all revealed desert cards.

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TOTAL ECLIPSE

2

Control

3rd age: Choose which card(s) your opponent plays. (You get to see their hand. This ability applies to all cards played during the 3rd age, including all cards played with Flash & Substitute.)

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CAIDEN, FIRE LORD

Fire Warrior

2

Discard 2

Start of each age: Your opponent discards 2 randomly-selected cards from their hand.

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KOVU, SHADOW EXPELLER

Fire Warrior

1

Purify: Token

Now: You may remove all subversions from any 1 card. If you remove any subversions placed by your opponent, put a token on this card.

Bolster: Token x2

This card gets +2 power if it has a token on it.

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ZEPHYR, THE UNFORGIVING

Fire Warrior

2

Rage

End of the turn: You may return 1 card you have in play to your hand. (You may keep that card in your hand for next turn.) You cannot choose to return a card that has the Rage ability.

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ZODIAC, THE ETERNAL

Fire Warrior

2

Purify

Now: You may remove all subversions from any 1 card.

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DEVIL'S HORNS

Fire Beast

0

Flash

Now: Play another card.

Rage

End of the turn: You may return 1 card you have in play to your hand. (You may keep that card in your hand for next turn.) You cannot choose to return a card that has the Rage ability.

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GLORIOUS PHOENIX

Fire Beast

0

Protect

This age: Your opponent cannot subvert your cards and you cannot be haunted.

Flash

Now: Play another card.

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LIVING VOLCANO

Fire Beast

0

Flash

Now: Play another card.

Discard 2

Start of each age: Your opponent discards 2 randomly-selected cards from their hand.

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STAMPEDING FLAME

Fire Beast

1

Flash

Now: Play another card.

Purify

Now: You may remove all subversions from any 1 card.

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ARIA, QUEEN OF WINTER

Ice Warrior

2

Substitute

End of the 3rd age: You may discard 1 card you have in play. If you do, play another card. (Now abilities will not activate.)

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CRYSTAL, KINGBREAKER

Ice Warrior

1

Subvert: Stunted

Now: Attach Stunted to an opponent's card. (Stunted sets a card's max power to 1.)

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ERIK, REVERED WATCHMAN

Ice Warrior

2

Subvert: Exhausted

Now: Attach Exhausted to an opponent's card. (Exhausted cancels all non-now abilities on a card.)

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JACE, WINTER'S FIRSTBORN

Ice Warrior

1

Subvert: Harmless

Now: Attach Harmless to an opponent's card. (Harmless sets a card's base power to 0.)

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BLIZZARD'S SCREAM

Ice Beast

0

Subvert: Feral

Now: Attach Feral to an opponent's card. (Feral gives you a copy of a card's abilities as they activate.)

Flash: Singular

Now, if the card subverted with Feral does not have Flash: Play another card.

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FROST'S BITE

Ice Beast

-1

Subvert: Extinguished

Now: Attach Exhausted and Harmless to an opponent's card. (Exhausted cancels all non-now abilities on a card. Harmless sets a card's base power to 0.)

Flash

Now: Play another card.

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RETURN OF THE FROST GIANTS

Ice Beast

0

Flash

Now: Play another card.

Substitute

End of the 3rd age: You may discard 1 card you have in play. If you do, play another card. (Now abilities will not activate.)

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SHIPWRECKER

Ice Beast

0

Subvert: Wounded

Now: Attach Wounded to an opponent's card. (Wounded cuts a card's power in half.)

Flash

Now: Play another card.

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THE ALPHA

Rock Dragon

2

Subvert: Quivering Fools
 Now: Choose one: A) Attach Harmless and Mindless to all cards with 1 or fewer power (including your cards), or B) Do nothing. (Harmless sets a card's base power to 0. Mindless cancels all abilities on a card.)

Bolster: Storm
 This card gets +1 power for each storm card your opponent has in play.

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CAVERN'S DEFENDER

Rock Dragon

3

Subvert: Cave In
 Now: You may attach Harmless and Mindless to an opponent's card played this age. If you do, discard this card from play. (Harmless sets a card's base power to 0. Mindless cancels all abilities on a card.)

Bolster: Storm
 This card gets +1 power for each storm card your opponent has in play.

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GREAT STONE DRAGON

Rock Dragon

1

Bolster: Glory
 This card gets +3 power if you have 4 or fewer cards in play.

Bolster: Storm
 This card gets +1 power for each storm card your opponent has in play.

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GOD KILLER

Rock Dragon

3

Bolster: Titans
 This card gets +1 power for each titan your opponent has in play.

Bolster: Storm
 This card gets +1 power for each storm card your opponent has in play.

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CIVILIZATION'S COLLAPSE

Rock Titan

3

Sacrifice: Ritual
 Start of the 3rd age: You may permanently remove 1 other card you have in play from the game. If you do, choose a ritual pile that costs up to 1 more than the removed card. Gain a card from the chosen ritual pile to your hand. (The chosen ritual pile must be accessible from this arena.)

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HE THE EARTH QUAKES FOR

Rock Titan

0

Draw 2
 Start of each age: Draw 2 cards.

Bolster: Cards 6
 This card gets +1 power for each card in your hand, for up to 6 additional power.

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METEORIC FALL

Rock Titan

5

No Abilities

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WHAT LIES BENEATH

Rock Titan

0

Bolster: Rivals 6
 This card gets +1 power for each card your opponent has in play, for up to 6 additional power.

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