

### **Knight**

#### ***Unit***

Cost: 2

Health: 13 - Damage: 3

Range: 1-1

### **Berserker**

#### ***Unit***

Cost: 2

Health: 4 - Damage: 7

Range: 1-1

### **Spearman**

#### ***Unit***

Cost: 2

Health: 9 - Damage: 3

Range: 1-3

### **Archer**

#### ***Unit***

Cost: 2

Health: 13 - Damage: 3

Range: 2+

### **Crossbowman**

#### ***Unit***

Cost: 2

Health: 12 - Damage: 4

Range: 3+

### **Lancer**

#### ***Unit***

Cost: 2

Health: 10 - Damage: 2

Range: 1-2 (may target damage)  
targeted damage can target  
anyone as long as front is in  
range

### **Sniper**

#### ***Unit***

Cost: 3

Health: 6 - Damage: 4

Range: 2+ (may target damage)

### **Windmaster**

#### ***Unit***

Cost: 3

Health: 12 - Damage: 4

Range: 1-3

move a friend 1 slot after see  
enemy order, move abilities  
are used during phase after  
spells and before targeted  
damage

### **Geomancer**

#### ***Unit***

Cost: 2

Health: 4 - Damage: 2

Range: 1+

move one friend anywhere  
after see enemy order, move  
abilities are used during phase  
after spells and before  
targeted damage

<div>Siren</div> <div>Unit</div> <div>Cost: 2</div> <div>Health: 5 - Damage: 2</div> <div>Range: 1+</div> <div>move target enemy forward one slot, move abilities are used during phase after spells and before targeted damage</div>	<div>Merchant</div> <div>Unit</div> <div>Cost: 2</div> <div>Health: 10 - Damage: 1</div> <div>Range: 1+</div> <div>increase max unit cards by 2, you may sell one unit for full price</div>	<div>Farseer</div> <div>Unit</div> <div>Cost: 3</div> <div>Health: 7 - Damage: 2</div> <div>Range: 2+ (may target damage)</div> <div>opponent picks rest of units and defines ordering and reveals them before you pick any more</div>
<div>Armorer</div> <div>Unit</div> <div>Cost: 2</div> <div>Health: 3 - Damage: 3</div> <div>Range: 1+</div> <div>all other friends +1 health</div>	<div>Dragoon</div> <div>Unit</div> <div>Cost: 2</div> <div>Health: 8 - Damage: 2</div> <div>Range: 1-2</div> <div>access elementalism spells, move up to 1 slot after see enemy order, move abilities are used during phase after spells and before targeted damage</div>	<div>Arcanist</div> <div>Unit</div> <div>Cost: 3</div> <div>Health: 4 - Damage: 1</div> <div>Range: 1+</div> <div>produces 1 mana, access elementalism spells, +1 damage per friend with spell access incl. self</div>
<div>Warmage</div> <div>Unit</div> <div>Cost: 4</div> <div>Health: 12 - Damage: 3</div> <div>Range: 1+</div> <div>produces 1 mana, access elementalism spells</div>	<div>Protector</div> <div>Unit</div> <div>Cost: 2</div> <div>Health: 5 - Damage: 1</div> <div>Range: 1-3</div> <div>access white spells, prevent 2 damage to front each round</div>	<div>Paladin</div> <div>Unit</div> <div>Cost: 2</div> <div>Health: 10 - Damage: 2</div> <div>Range: 1-2</div> <div>access white spells</div>

### **Cleric**

#### ***Unit***

Cost: 3

Health: 13 - Damage: 1

Range: 1-1

produces 1 mana, access  
white spells

### **Assassin**

#### ***Unit***

Cost: 3

Health: 5 - Damage: 6

Range: 1-3

access black spells

### **Reaper**

#### ***Unit***

Cost: 4

Health: 8 - Damage: 3

Range: 1-2

produce 1 mana per dying  
enemy, access black spells

### **Necromancer**

#### ***Unit***

Cost: 3

Health: 3 - Damage: 1

Range: 1+

access black spells, +1  
damage per dead unit,  
produces 1 mana

### **Librarian**

#### ***Unit***

Cost: 2

Health: 4 - Damage: 1

Range: 2+

produces 1 mana, +1 spell  
card per deck

### **Archmage**

#### ***Unit***

Cost: 3

Health: 3 - Damage: 2

Range: 3+

produces 1 mana, access all  
spells

### **Elf**

#### ***Unit***

Cost: 3

Health: 8 - Damage: 3

Range: 3+ (may target damage)

produces 1 mana

### **Gnome**

#### ***Unit***

Cost: 3

Health: 6 - Damage: 5

Range: 4+ (may target damage)

produces 1 mana

### **Fairy**

#### ***Unit***

Cost: 3

Health: 2 - Damage: 2

Range: 1+

produces 2 mana

<div>Summon Fire Elemental</div> <div><i>Elementalism Summoning Spell</i></div> <div> <p>Mana Cost: 5</p> <p>Health: 4 - Damage: 3</p> <p>Range: 1+</p> <p>access elementalism spells, consumes 1 mana at start of day or dies</p> </div>	<div>Summon Earth Elemental</div> <div><i>Elementalism Summoning Spell</i></div> <div> <p>Mana Cost: 4</p> <p>Health: 9 - Damage: 2</p> <p>Range: 1-1</p> <p>access elementalism spells, consumes 1 mana at start of day or dies</p> </div>	<div>Summon Lightning Elemental</div> <div><i>Elementalism Summoning Spell</i></div> <div> <p>Mana Cost: 6</p> <p>Health: 6 - Damage: 2</p> <p>Range: 1+ (may target damage)</p> <p>access elementalism spells, consumes 1 mana at start of day or dies</p> </div>
<div>Summon Angel</div> <div><i>White Summoning Spell</i></div> <div> <p>Mana Cost: 7</p> <p>Health: 4 - Damage: 2</p> <p>Range: 1-2</p> <p>prevent first 2 damage to all friends each day, interrupts and blocks targeting damage</p> </div>	<div>Summon Demon</div> <div><i>Black Summoning Spell</i></div> <div> <p>Mana Cost: 3</p> <p>Health: 7 - Damage: 5</p> <p>Range: 1-3</p> <p>attacks both sides if not controlled, spend 2 mana at start of day or lose control permanently</p> </div>	<div>Fireball</div> <div><i>Elementalism Spell</i></div> <div> <p>Mana Cost: 1</p> <p>damage 3, pay extra 1 mana for extra 2 damage</p> </div>
<div>Lightning Bolt</div> <div><i>Elementalism Spell</i></div> <div> <p>Mana Cost: 2</p> <p>damage 3, may target damage</p> </div>	<div>Inferno</div> <div><i>Elementalism Spell</i></div> <div> <p>Mana Cost: 2</p> <p>damage 2, hits all enemies, doubleable</p> </div>	<div>Flaming Blade</div> <div><i>Elementalism Spell</i></div> <div> <p>Mana Cost: 1</p> <p>target friend deals +3 damage when successfully attacking at range 1 until end of timeline</p> </div>

### Blitz

#### *Elementalism Spell*

Mana Cost: 4

target friend activates twice today and has doubled passive abilities, pay extra 2 mana to fork

### Ice Wall

#### *Elementalism Spell*

Mana Cost: 2

prevent next 5 damage to front

### Gale

#### *Elementalism Spell*

Mana Cost: 1

move target enemy back up to 2 slots, doubleable

### Tornado

#### *Elementalism Spell*

Mana Cost: 2

damage 1, move target enemy anywhere in line-up, pay extra 1 mana for extra 2 damage

### Tailwind

#### *Elementalism Spell*

Mana Cost: 1

move one friend anywhere in line-up

### Hurricane

#### *Elementalism Spell*

Mana Cost: 3

randomize enemy ordering must be played at start of day

### Freeze

#### *Elementalism Spell*

Mana Cost: 3

damage 3, stun any 1 enemy until end of day cancelling activation and passive abilities but not spell card access, forkable

### Ebb

#### *Elementalism Spell*

Mana Cost: X

counter a spell for its cost minus 1, interrupts

### Flow

#### *Elementalism Spell*

Mana Cost: 2

produce 4 mana at start of tomorrow

<div>Shield</div> <div>White Spell</div> <div>Mana Cost: 1</div> <div>prevent next 2 damage to all friends, interrupts and reverts targeting damage, doubleable</div>	<div>Protection</div> <div>White Spell</div> <div>Mana Cost: 1</div> <div>prevent next 3 damage to front, can 't interrupt, pay extra 1 mana for extra 2 damage prevention</div>	<div>Resurrect</div> <div>White Spell</div> <div>Mana Cost: X</div> <div>revive dead friend for 2 MP per cost</div>
<div>Sanctuary</div> <div>White Spell</div> <div>Mana Cost: 1</div> <div>target enemy or friendly unit is skipped by front damage and may not be targeted by enemies and enemy spells until end of day, interrupts and reverts targeting spells and damage</div>	<div>Awe</div> <div>White Spell</div> <div>Mana Cost: 2</div> <div>stun any 1 enemy until end of day cancelling activation and passive abilities but not spell card access, interrupts and reverts</div>	<div>Guardian</div> <div>White Spell</div> <div>Mana Cost: 2</div> <div>friends behind target friend may not be targeted by spells or damage for rest of timeline, interrupts and reverts targeting spells and damage</div>
<div>Savior</div> <div>White Spell</div> <div>Mana Cost: 1</div> <div>target friendly caster moves to front and prevents next 4 damage to front, pay extra 1 mana for extra 3 damage prevention</div>	<div>Holy Armor</div> <div>White Spell</div> <div>Mana Cost: 1</div> <div>friend gains +2 health and may not be targeted or damaged by black spells until end of timeline, doubleable, may not interrupt</div>	<div>Holy Weapon</div> <div>White Spell</div> <div>Mana Cost: 2</div> <div>friend gains +3 damage until end of timeline</div>

<div>Blessing</div> <div>White Spell</div> <div>Mana Cost: 1</div> <div>friend gains +1 damage and +1 health until end of timeline, doubleable</div>	<div>Justice</div> <div>White Spell</div> <div>Mana Cost: 3</div> <div>until end of day target enemy takes damage for all damage dealt with excessive or incomplete damage trickling to front of enemy lineup</div>	<div>Smite</div> <div>White Spell</div> <div>Mana Cost: 1</div> <div>damage 1, triple damage to black summonings and casters, may target damage, doubleable</div>
<div>Inquisition</div> <div>White Spell</div> <div>Mana Cost: 2</div> <div>deal damage equal to enemy's current mana, interrupts, may not be interrupted except by Ebb</div>	<div>Guidance</div> <div>White Spell</div> <div>Mana Cost: 2</div> <div>friend may target damage with normal attack until end of timeline, targeted damage can target anyone as long as front is in range</div>	<div>Drain Health</div> <div>Black Spell</div> <div>Mana Cost: 2</div> <div>deal 2 damage and prevent front damage for amount dealt, may target damage, doubleable</div>
<div>Touch of Death</div> <div>Black Spell</div> <div>Mana Cost: 3</div> <div>friendly caster moves to front and kills target front-most enemy right now</div>	<div>Mass Decay</div> <div>Black Spell</div> <div>Mana Cost: 1</div> <div>all enemy units -1 health for rest of timeline</div>	<div>Void Flare</div> <div>Black Spell</div> <div>Mana Cost: X</div> <div>immediately kill target enemy and cost is enemy's remaining health minus 1, uninterruptable unpreventable</div>

<div>Weakness</div> <div>Black Spell</div> <div>Mana Cost: 2</div> <div>target enemy deals -3 damage for rest of timeline, doubleable</div>	<div>Curse</div> <div>Black Spell</div> <div>Mana Cost: 1</div> <div>target enemy gets -1 health and -1 damage for rest of timeline, doubleable</div>	<div>Savage</div> <div>Black Spell</div> <div>Mana Cost: 3</div> <div>double target friendly's attack damage for this day</div>
<div>Animation</div> <div>Black Spell</div> <div>Mana Cost: 2</div> <div>bring a dead friend or enemy back to life anywhere in your line-up under your control until end of day when it dies again</div>	<div>Drain Magic</div> <div>Black Spell</div> <div>Mana Cost: 1</div> <div>reduce enemy's mana by 1 and you gain that many mana at start of next day, interrupts and can revert spell casting, doubleable</div>	<div>Deform</div> <div>Black Spell</div> <div>Mana Cost: 4</div> <div>first pick a friend and then draw 3 unit cards and pick 1 to replace that friend until end of timeline</div>
<div>Chaos</div> <div>Black Spell</div> <div>Mana Cost: X</div> <div>draw random spell card from random spell deck and cast it for half cost round down but must cast it if possible and this spell is discarded without cost if can't afford</div>	<div>Corruption</div> <div>Black Spell</div> <div>Mana Cost: 4</div> <div>until end of day target enemy deals attack damage to its own side instead not limited by range and you decide target if targetable damage</div>	