

Event Chart

Number	Event
01	Grandmaster's Wisdom: Target player draws 3 cards from their spellbook.
02	Tear the Pages: Target player puts the top 4 cards of their spellbook into their cemetery.
03	Winds of Remaking: Push every artifact, minion, and aura one cardinal direction in the realm.
04	Mirror of Hate: Each player chooses a minion they control. It fights itself.
05	Forced Fruition: Starting with you, each player may cast a minion, artifact, or aura to the surface of a site they control.
06	Subterranean Tremors: Destroy all submerged and burrowed minions.
07	Grace of the Host: Target player gains X life where X is the number of minions in the realm.
08	Memory Heist: Look at the top 3 cards of an opponent's spellbook and banish one of them.
09	Truth or Tale: Reveal the top 5 cards from your spellbook and choose an opponent. They separate them into 2 piles and then you choose one to send to the cemetery.
10	Crank the Vice: Target player loses life equal to the number of cards in their hand.
11	Change the World: Reroll on World Chart.

12	Paper Shields: This turn, all damage is Lethal.
13	Atlas Eclipse: Choose two sites and swap their locations.
14	Cultivate the Land: Draw a site.
15	Funeral Furnace: Banish target player's cemetery.
16	Whims of the Damned: Choose a player: That player can either let you gain 2 life and draw a card or they lose 2 life and discard a card.
17	Mists of Safekeeping: Prevent all damage dealt to minions you control until end of turn.
18	Loot the Stars: Put the top card of your spellbook into your cemetery: Draw cards equal to its casting cost.
19	Mind Plunder: Choose an opponent: They reveal their hand to you and you may cast a spell from it without paying its cost. Ignore threshold, but pay any other costs.
20	Fractured Timeline: End the turn.
21	Repaired Timeline: Take an extra turn after this one.
22	Change the World: Reroll on World Chart.
23	Forced Conscription: At the start of your main phase before doing anything else, spend all of your mana: Summon a foot soldier token to the surface of sites you control for each mana spent.
24	Frog Man's Revenge: Transform the highest power minion in the realm into a frog. If two or more minions are tied, choose one.

25	<i>Return From Wence Ye Came:</i> Return a minion to its owner's hand.
26	<i>Breath of Renewal:</i> Reset all player's life totals to 20, even on Death's Door.
27	<i>Stir the Grave:</i> Summon a minion from any cemetery. It cannot attack its owner, sites they control, or minions they control.
28	<i>Invert the Realm:</i> Reverse the turn order.
29	<i>Betrayer's Mark:</i> If you have fewer minions than target opponent, search that opponent's spellbook for any minion card. Summon it under your control.
30	<i>Devil's Advocate:</i> You may pay half your life rounded up to draw 3 cards.
31	<i>Grave Betrayal:</i> Summon a minion from an opponent's cemetery to a random site.
32	<i>Curse of Stasis:</i> Target player does not untap and their sites produce no threshold on their next turn.
33	<i>Change the World:</i> Reroll on World Chart.
34	<i>Gift of the Vault:</i> Look at the top 2 cards of your spellbook. Add one of them to your hand, banish the other.
35	<i>Rip the Realm Asunder:</i> Choose a row or column and destroy all sites in that row or column. Replace them with rubble.
36	<i>Crumbling Realm:</i> Each player destroys a site they control.
37	<i>Disenchant:</i> Destroy target Aura.
38	<i>Empty the Catacombs:</i> Return all minions in all cemeteries to the surface of any sites their owner controls.

39	Lethargy: Until end of turn, all of your minions are disabled.
40	Rain of Embers: Deal 1 damage to each player equal to the number of minions they control.
41	Exchange: You and target opponent reveal their hands to each other and add 1 card from each other's hand to their hand.
42	Shatter Machine: Destroy target Artifact.
43	Soul Strangle: Tap target minion an opponent controls. They take damage equal to its mana cost.
44	Change the World: Reroll on the World Chart.
45	Spoils of War: You may rip an artifact from an opponent's unit and give it to one of your own units to hold.
46	Even the Odds: If you have fewer minions than all opponents, put the top 5 cards of your spellbook into your cemetery. Summon all minions revealed this way to the surfaces of sites you control.
47	Impact Zone: Destroy target site. Fill it with rubble.
48	Harvest the Fallen: Until end of turn, you may sacrifice any number of minions. For each minion sacrificed, gain life equal to its power.
49	Stack the Odds: Look at your topmost spell. You may put it on the bottom of your spellbook, then an opponent may exchange your top and bottommost spells. Draw a card.
50	Tether of Undoing: Choose 2 minions and swap their locations.

51	Lightning Strikes: Deal 3 damage to a random unit at target location.
52	Spin the Wheel: Choose a minion, artifact or aura. Return it to its owners spellbook and shuffle it. Then that player reveals the top card of their spellbook. If it's a minion, artifact or aura, cast it to a site they control.
53	Chart the Stars: Look at your top 3 spells and put them back in any order.
54	Winds of Recall: Each player shuffles their hand and cemetery back into their spellbook and atlas. You draw 4 cards and each opponent draws 2 cards.
55	Change the World: Reroll on the World Chart.
56	Astral Bombardment: Roll a D6 and do one of the following. 1-2: Destroy a site. 3-4: Target player discards a card. 5-6: Kill a minion.
57	Cultivate the Land: If your avatar puts a site into the realm, you may put 2 sites into the realm instead.
58	Flight of Fancy: All minions you control gain airborne this turn.
59	Glimpse the Future: Look at the top 4 cards of your spellbook. Put 2 of those cards in your hand and 2 into the cemetery.
60	Soul Exchange: Switch life totals with target opponent, even on Death's Door.
61	Land Exchange: You may replace a site you control with the top site of your atlas.
62	Curse of Still Hands: You cannot cast spells this turn.
63	Reload: Shuffle any number of cards from your hand into your spellbook and atlas. Draw that same number of cards from their respective decks.
64	High Tide: Flood target site. It only provides water threshold.

65	Giant Surge: Target minion you control gains 6 power this turn. It is the only minion that can attack.
66	Change the World: Reroll on the World Chart.
67	Balance the Scales: Each player's life total becomes the highest life total.
68	Frankenstein's Stitching: Choose 2 minions you control and stack them on top of each other. They become one minion with all abilities, types, and combine their power.
69	Cast into the Fire: Return an artifact to its owners spellbook and shuffle it.
70	Loot the body: Discard any number of cards from your hand to return that many cards from your cemetery to your hand.
71	Blood Oath: Each avatar loses X life where X is the number of minions they control.
72	Plunge the Knife: Destroy target minion.
73	Powder Keg: Roll a D6 and have target player lose life equal to the result.
74	Djinn's Curse: If you have an even number of cards in your hand, summon a Frog token. If you have an odd number of cards in your hand, deal 3 damage to a unit.
75	Carve a Rift: Pull apart a section or row and fill it with rubble if possible.
76	Death Dealer: Kill all minions.
77	Change the World: Reroll on the World Chart.
78	Flash Flood: Flood target nearby site and all nearby sites, then submerge everything on those sites.

79	Death Strings: You may play cards out of your cemetery this turn. If any cards would be put into your cemetery this turn, banish them instead.
80	Sip the Chalice: Roll 1 D6 and gain life equal to the result.
81	Tyrant's Eclipse: Gain control of a minion you don't control.
82	Rip From Reality: You are banished from the game until the start of your next turn. Your sites cannot be attacked, altered or moved in any way, and your minions, auras, and artifacts are treated as though they do not exist, even from event and world effects.
83	Pierce the Heart: Banish 1 cards from target opponent's spellbook.
84	Power Made Manifest: Reveal the top card of your spellbook. Deal damage to each other player equal to its cost and add it to your hand.
85	Rip From the Mind: Target player discards 2 cards at random.
86	Choose a Path: Look at the top 4 cards of your atlas. Put one of them on top and the rest on bottom.
87	Return From the Dead: If any creatures you control are put into the cemetery this turn, return them to an allied site at the end of your turn.
88	Change the World: Reroll on the World Chart.
89	Common Sense: Search your spellbook for an ordinary card and add it to your hand then shuffle your spellbook.
90	Invisibility Cloak: Target minion gains stealth.

91	<i>A Taste of Roots:</i> Destroy all sites and replace them with rubble.
92	<i>Blink From Reality:</i> Choose either auras, artifacts or minions: Until end of turn, cards of that type are treated as though they do not exist. They cannot be cast, targeted, affected, or interacted with in any way, even in hands, spellbooks and cemeteries.
93	<i>Ethereal Boots:</i> Target unit gains +7 movement this turn.
94	<i>Mass Exhume:</i> Shuffle all spells from target player's cemetery into their spellbook.
95	<i>Through the Looking Glass:</i> Switch places with an opponent, so that you play with their deck, cemetery, everything they control in the realm, hand, and life total, and vice-versa.
96	<i>Border Militia:</i> Summon a Foot Soldier token to each site you control that borders an enemy site.
97	<i>New Horizons:</i> Place a site from the top of your atlas into any void in the realm.
98	<i>Think Twice:</i> This turn, whenever you cast a spell, draw a card.
99	<i>Change the World:</i> Reroll on the World Chart.
00	<i>Eventful Day:</i> Roll twice on the Event Chart.