

This Document provides the official rulings and clarification of cards as they have been printed and errata over time.

1. Keshi Savageclaw Starter Deck

- Keshi Savageclaw (Base, Evol 1 and Evol 2)
 - As a commander, they can be targeted in any game state (ready or rested) for attacks
 - The Regenerate Ability can be activated once per turn, this means it can be used during your turn or opponents turn. If used, you must wait till your next Upkeep/Refresh phase to be able to use it again. You cannot overheal with Regenerate, meaning that if you are at max health (10 for Keshi base and Evol 1, 15 for Evol 2) you cannot heal to surpass that amount unless a card states otherwise.
 - Ferocity can only be used during the Main phase of your turn, not during an opponent's turn. This effect creates an anthem effect providing all Crimson Shadow units +1 damage until the end of the turn. This skill can only be activated once!
 - The Main bubble for Ferocity means that the skill can be only activated during your turn but you can activate it even during combat!
 - Everytime your commander attacks, they will generate their resources according to the value of their conjure.

- Siphon
 - As a reserve weapon, only one can be in the field at any given time. You can use the remove ability and then play another reserve weapon but you can only have one type of reserve in the field at any given time. If you play another weapon, the current weapon on the field will be removed from the game.
 - This card will enter the battlefield rested
 - Siphon Blade ability can target units or commanders belonging to you but they must meet the condition to apply the effects properly.
 - If using Siphon Wrath, if Generating 2 Rage would bring you over the max amount of your commander, you will not gain any more. If you wish to get the full value, make sure to consume some Rage beforehand.

- Shadow Armor
 - As a reserve armor, only one can be in the field at any given time. You can use the remove ability and then play another reserve armor but you can only have one type of reserve in the field at any given time. If you play another armor, the current armor on the field will be removed from the game.
 - This card will enter the battlefield rested
 - The damage prevention can be applied to non-combat effects such as Burn or Trample.

- Shadow Wrath ability requires a valid Crimson Shadow unit on the field to give it Haste or +1 damage for their attack. This ability goes on the stack and the opponent can react to remove the valid target. If the targeted unit is removed from the field, the ability will not resolve and since removing the card was part of the cost, so is the Shadow Armor.
- Shadow Temple
 - As a reserve battlefield, only one can be in the field at any given time. You can use the remove ability and then play another reserve battlefield but you can only have one type of reserve in the field at any given time. If you play another battlefield, the current battlefield on the field will be removed from the game.
 - This card will enter the battlefield rested
 - This card will never be ready during your refresh phase, the only way this card gets ready is when an enemy unit is K.O'd. If this card was rested to activate its ability, getting the card ready again will not allow you to activate the ability again.
 - During Shadow's Embrace, you must decide to discard 2 cards if they are not Crimson Shadow units. If you discard 1 card that is not a Crimson Shadow Unit but also discard a Crimson Shadow unit by mistake, the player must decide which of the two options they decide to discard.
 - If you activate this card's effect and manage to KO another enemy unit to ready this card, you must wait until your next refresh/upkeep phase to be able to activate this card again. This effect has the Once timing to avoid a player decking themselves out.
 - If multiple K,O's happen at the same time, all of those K.O's will trigger this card's ready ability. Even when this card is ready, it will notice the K.O.'s and will try to resolve it if possible.
 - If during the process of drawing cards you do not have enough cards in your deck, you will lose the game due to deck out.
- Savage Roar
 - This reserve spell stays on the battlefield until the beginning of your upkeep
 - This card has a specialization of KESHI SAVAGECLAW meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Wolven deck.
 - While this spell stays on the field, all Crimson Shadow units will gain +1 damage were they on the field already or if they entered after the spell cast.
 - If your commander was ready when this spell was cast, you would ready your commander but not gain any of the benefits from attacking again. It is highly suggested that you play this card after resting your commander for an ability or attack to gain the most out of it.
- Shadow Clone

- This card has a specialization of KESHI SAVAGECLAW meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Wolven deck.
 - This reserve spell brings up to 2 Crimson Shadow Units to the battleground. The units brought back need to fulfill the condition of being cost 2 or less.
 - You cannot Shadow Clone 2 units to bypass the unit limit of 5 on the battleground. If you only have 1 space left on the unit battleground side, you will only get 1 of the chosen units on the field.
 - The units do not have to attack if they are summoned this way but they will be K.O.'d at the start of end of turn procedures.
 - Since the units entering gain Haste, the units can attack in that turn or activate any rest abilities they have. This effect applies to all units with Haste.
- Energy Core
 - All artifact cards must be placed Face Up on the energy field but they can be placed Face Down if the controller wishes.
 - If this card is Face Down, it loses all abilities and properties of the core, meaning you cannot use its skill.
 - The player may decide if they wish to swap a facedown card with this card but it is not obligated.
 - This card can be played as a normal energy card placement without the need to swap.
 - A player may NOT swap a artifact card for another faceup artifact card due to them not being facedown unless the card was placed face down.
- Shadow
 - This unit has Defender
 - Defender allows the player to rest the unit to intercept any attack without conditions
 - Defender can be bypassed or ignored if a special condition is established on the attacking card.
 - If the Defender “survives” the attack, the unit is now considered rested and a valid attack target by the opposing player.
 - Defender is not affected by summoning sickness.
- Wolven Scout
 - Scout is a keyword that allows this unit to attack ready Stealth Units as a way to K.O. them before they get a chance to attack.
- Garth
 - Fierce will only activate when Garth is successfully attacking. You as the player may decide to consume a Rage to raise the damage by 1. This is a single instance and cannot be used repeatedly during the same attack.

- Trap is a mechanic where the card can activate a special ability when placed on the energy field
- The trap ability will only activate if Keshi is your commander. This ability will only affect an attacking unit cost 2 or less. If the opponent attacks with their commander, you cannot use this ability to prevent future attacks from other units due to them not being in the attacking state required.
- It is important that your opponent has MORE units, if you have an equal amount of units as your opponent, Garth's trap ability cannot be activated.
- If the attacking unit is K.O.'d by this ability, the attack is considered ended and no damage will be dealt to the intended target.

- Alex
 - Alex enters the field with Haste, allowing the controller to attack in the same turn the card is played or rest him for his abilities if he has one.
 - Wolf hunt is only activated when attacking with Alex and must require to discard 2 Rage resources to give +1 damage to all Crimson Shadow Units you control. This ability does apply the buff to Alex raising his attack from 4 to 5 until the end of the turn.
 - Since Wolf Hunt goes on the stack to resolve, the player may play or activate other cards to generate the required resources to ensure the ability can be paid completely. The opponent may alter the amount of resources the player has if they can to ensure they do not have enough to pay and activate it.

- Ulfric
 - Ulfric's Blood Fury will only trigger once it deals enough damage to K.O. an enemy unit. This will only happen during combat unless a card effect states it otherwise.
 - You may discard 1 Rage resource to draw 1 card. This effect is a single instance per K.O. and cannot be used repeatedly on the same K.O. trigger from the enemy unit.
 - If a unit is sacrificed before damage is dealt, it is not considered as the unit being K.O.'d and this ability will not trigger.

- Gerrant Silvermane
 - This unit has Haste, allowing it to attack or use any rest ability the card has gained.
 - Unstoppable must be used before declaring an Attack to ensure during the defender phase, no opposing defender is wrongfully activated.
 - If a Defender is activated by the opponent, the player cannot activate Unstoppable in response to prevent the activation of the Defender.

- Snipe
 - This card is an ability, allowing it to be played during either player's turn.

- This card has a specialization of KESHI SAVAGECLAW meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Wolven deck.
 - Target Unit or Commander will gain +3 damage dealt during their attack until the end of that combat phase. If the attack is negated, the buff will also cease to exist once the combat phase is resolved.
 - You cannot use Snipe to raise a Unit's or Commander's damage before using another effect that takes the strength of them to deal damage due to the buff being applied to them only affects the attack in process.
 - You will generate 1 rage after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 rage.
- Survival Instinct
 - This card is an ability, allowing it to be played during either player's turn.
 - This card has a specialization of KESHI SAVAGECLAW meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Wolven deck.
 - Target Unit or Commander will gain +2 damage dealt during their attack until the end of that combat phase. If the attack is negated, the buff will also cease to exist once the combat phase is resolved.
 - Target Unit or Commander will prevent 2 of the total damage dealt during the damage resolution step. This prevention bypasses Piercing. Playing this card does not consume your energy shield phase.
 - You will generate 1 rage after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 rage.
- Maul
 - This card is an ability, allowing it to be played during either player's turn.
 - This card has a specialization of KESHI SAVAGECLAW meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Wolven deck.
 - Target Unit or Commander will gain +3 damage dealt during their attack until the end of that combat phase. If the attack is negated, the buff will also cease to exist once the combat phase is resolved.
 - The player using this ability can decide to K.O. an enemy unit cost 2 or less but if they decide not to do it, the ability will resolve as written.
 - If the intended target of the K.O. effect is removed or prevented, the ability will not fizzle due to its "may" clause making the effect a suggested resolution, not a forced one.
 - You will generate 1 rage after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 rage.

- Moon's Embrace
 - This card is an ability, allowing it to be played during either player's turn.
 - This card has a specialization of KESHI SAVAGECLAW meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Wolven deck.
 - Target Unit or Commander will gain +1 damage dealt for each 2 Crimson Shadow units in your discard at the time of it being played, during their attack until the end of that combat phase. If the attack is negated, the buff will also cease to exist once the combat phase is resolved.
 - This ability's damage buff does not change if the cards in your discard change after resolving. The damage buff is a snapshot of what was available when resolving the spell.
 - If during the resolution of this card, the discard pile is altered, the card resolution will take into consideration the new established discard pile and alter its value accordingly.
 - Only Crimson Shadow Units will be counted for this card effect. Unless the unit in the discard has a special ability that allows it to be considered one, those units that are not Crimson Shadow will be ignored for the resolution of this card effect.
 - You will generate 1 rage after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 rage.

- Wolf Pack
 - This card is a spell, limited to only be played during your turn and not during combat.
 - This card has a specialization of KESHI SAVAGECLAW meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Wolven deck.
 - This spell requires you to decide to either search your deck for a Shadow unit or from your discard to play the unit on the field.
 - You must reveal the card in either of the searches to ensure you found your Shadow unit.
 - If the Shadow unit was searched for in your deck, you must shuffle your deck to maintain a proper randomized deck.
 - If you have 5 units already on the battleground, this spell will not be able to properly resolve and will not be usable until a unit space is available.
 - You will generate 1 rage after successfully resolving this spell. If the spell is counterspelled or fizzles out due to not having a valid target, you will not generate 1 rage.

- Iron Fur
 - This card is a spell, limited to only be played during your turn and not during combat.

- This card is also a Hex spell, which means the card will be placed on the battleground and will be removed during the upkeep.
 - This card has a specialization of KESHI SAVAGECLAW meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Wolven deck.
 - Target Unit or Commander will gain +1 armor until the spell is removed from the field. Armor provides a damage reduction for any damage resolution until it is removed.
 - You will generate 1 rage after successfully resolving this spell. If the spell is counterspelled or fizzles out due to not having a valid target, you will not generate 1 rage.
- Banish
 - This card is a spell, limited to only be played during your turn and not during combat.
 - This card has a specialization of KESHI SAVAGECLAW meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Wolven deck.
 - Target enemy unit cost 4 or less will be K.O.d unless the effect is countered or the unit value of the unit changes.
 - Any on K.O. effects will trigger if properly resolved. Effects that will trigger from seeing a unit being K.O.d will also activate accordingly.
 - You will generate 1 rage after successfully resolving this spell. If the spell is counterspelled or fizzles out due to not having a valid target, you will not generate 1 rage.
- Shadow Vision
 - This card is a spell, limited to only be played during your turn and not during combat.
 - This card has a specialization of KESHI SAVAGECLAW meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Wolven deck.
 - When playing this card, you can search your deck for any Crimson Shadow unit, a Spell or Ability that belongs to Keshi Savageclaw.
 - Once a search is completed, you will show the searched card and then shuffle your deck to ensure proper randomization of the deck.
 - You will generate 1 rage after successfully resolving this spell. If the spell is counterspelled or fizzles out due to not having a valid target, you will not generate 1 rage.
- Sakura
 - This unit is a mercenary unit, allowing the card to be placed in any deck that allows it if the commander has a mercenary count.

- During your upkeep phase, you must rest 1 energy to keep this unit in play or else it will be sacrificed meaning its On KO abilities will not trigger
- This unit enters the field with Haste, allowing the controller to attack in the same turn the card is played or rest him for his abilities if he has one.
- While attacking with Sakura, you may discard 1 card from your hand to provide her with a +1 damage during that combat phase.

2. Athena Stormkal Starter Deck

- Athena Stormkal (Base, Evol 1 and Evol 2)
 - As a commander, they can be targeted in any game state (ready or rested) for attacks
 - Prodigy can only be activated once per turn. This ability can be used once you use a card as shield energy, meaning that it was discarded from your hand to reduce the damage taken. You must discard 1 focus to draw a card after resolving the energy shield.
 - Tactics can be only used during your turn. The Main bubble identifier is used to ensure that during your turn you can use this ability and not during your opponent's turn.
 - The Main bubble for Tactics means that the skill can be only activated during your turn but you can activate it even during combat!
 - Everytime your commander attacks, they will generate their resources according to the value of their conjure.
- Azure Wrath
 - As a reserve weapon, only one can be in the field at any given time. You can use the remove ability and then play another reserve weapon but you can only have one type of reserve in the field at any given time. If you play another weapon, the current weapon on the field will be removed from the game.
 - This card will enter the battlefield rested
 - Azure Blade ability can target units or commanders belonging to your opponent but they must meet the condition to apply the effects properly.
 - If using Azure Wrath, if Generating 2 Focus would bring you over the max amount of your commander, you will not gain any more. If you wish to get the full value, make sure to consume some Focus beforehand.
- Knight's Fall
 - As a reserve armor, only one can be in the field at any given time. You can use the remove ability and then play another reserve armor but you can only have one type of reserve in the field at any given time. If you play another armor, the current armor on the field will be removed from the game.
 - This card will enter the battlefield rested
 - When using Knight Armor, you must target one unit with Phase that you control to ensure that the next time they attack or during the time they attack, the phasing cost is reduced to 0, essentially making it free. The player must still pay the difference from the units cost when phasing if there is any.
 - When using Knight's Wrath, your unit or commander counts has having +2 shield energy protecting from the attack. This does NOT give the unit or commander 2 more shields to discard extra cards.

- Phase Temple
 - As a reserve battlefield, only one can be in the field at any given time. You can use the remove ability and then play another reserve battlefield but you can only have one type of reserve in the field at any given time. If you play another battlefield, the current battlefield on the field will be removed from the game.
 - This card will enter the battlefield rested
 - When a Unit is phasing in, that means moving from the energy field into the battleground rested and attacking, that unit will gain +1 damage to its attack during that combat. This passive ability will always be active regardless if the Phase Temple is rested or not.
 - When a Unit activates Phasing and the Phase Temple is ready, you may rest the battlefield card to draw 1 card and then discard 1 card from your hand. If the discarded card was a 5th Army unit card, then you will generate 1 focus into your reserve field.
 - If during the process of drawing cards you do not have enough cards in your deck, you will lose the game due to deck out.

- Overload
 - This card has a specialization of ATHENA STORMKAL meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This Reserve Spell will rest all enemy units currently on the field. Those units will not become ready during the player's refresh/upkeep phase.
 - If after playing this spell, the player plays a new Unit, they will enter as normal and if an effect allows the player to ready the affected units, they will become ready.

- Queen's Champion
 - This card has a specialization of ATHENA STORMKAL meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This Reserve Spell has hex, which means it will stay on the battleground until the upkeep of the next turn. When this cards enters the battleground, Athena will gain +1 damage while this card is in play. Athena will also gain 2 armor which will reduce the damage taken by 2 points until the cards leaves the battleground.
 - All 5th army units you control will gain +1 damage while this card stays on the battleground. It will affect units phasing in if they match the specialization placed on card.
 - When summoning the 5th Army unit cost 3 or less from your energy field, this does not activate any On Play abilities as of now. The unit will be treated as recently summoned and does have the summoning sickness sadly for now.

- Golem Core

- This card is considered an Artifact Core that can replace any card face down in your energy field.
 - All artifact cards must be placed Face Up on the energy field but they can be placed Face Down if the controller wishes.
 - If this card is Face Down, it loses all abilities and properties of the core, meaning you cannot use its skill.
 - The player may decide if they wish to swap a facedown card with this card but it is not obligated.
 - This card can be played as a normal energy card placement without the need to swap.
 - A player may NOT swap a artifact card for another faceup artifact card due to them not being facedown unless the card was placed face down.
 - The stats provided on this card are due to it being a valid target for phasing and cannot be placed on the battleground as a unit. Only when this card is phased out from the energy field, it becomes a unit.
 - Once the Golem Core has been phased into the battleground, the core is now considered only a unit. It cannot be used to generate more energy.
 - The cost associated with this card is to ensure that phasing is done correctly in terms of the exchange of the attacking unit and the card phased in by the cost. If the unit that phased in this card has a higher value, they will ready the amount of energy equal to the difference and if the cost was of a lower value, then they will pay the difference in available energy if possible.
- Shining Golem Core
 - This card is considered an Artifact Core that can replace any card face down in your energy field.
 - All artifact cards must be placed Face Up on the energy field but they can be placed Face Down if the controller wishes.
 - If this card is Face Down, it loses all abilities and properties of the core, meaning you cannot use its skill.
 - The player may decide if they wish to swap a facedown card with this card but it is not obligated.
 - This card can be played as a normal energy card placement without the need to swap.
 - A player may NOT swap an artifact card for another faceup artifact card due to them not being facedown unless the card was placed face down.
 - The stats provided on this card are due to it being a valid target for phasing and cannot be placed on the battleground as a unit. Only when this card is phased out from the energy field, it becomes a unit.
 - Once the Shining Golem Core has been phased into the battleground, the core is now considered only a unit. It cannot be used to generate more energy.
 - The cost associated with this card is to ensure that phasing is done correctly in terms of the exchange of the attacking unit and the card phased in by the cost. If the unit that phased in this card has a higher value, they will ready the amount of

energy equal to the difference and if the cost was of a lower value, then they will pay the difference in available energy if possible.

- **Fighter Golem Core**
 - This card is considered an Artifact Core that can replace any card face down in your energy field.
 - All artifact cards must be placed Face Up on the energy field but they can be placed Face Down if the controller wishes.
 - If this card is Face Down, it loses all abilities and properties of the core, meaning you cannot use its skill.
 - The player may decide if they wish to swap a facedown card with this card but it is not obligated.
 - This card can be played as a normal energy card placement without the need to swap.
 - A player may NOT swap an artifact card for another faceup artifact card due to them not being facedown unless the card was placed face down.
 - The stats provided on this card are due to it being a valid target for phasing and cannot be placed on the battleground as a unit. Only when this card is phased out from the energy field, it becomes a unit.
 - Once the Fighter Golem Core has been phased into the battleground, the core is now considered only a unit. It cannot be used to generate more energy.
 - The cost associated with this card is to ensure that phasing is done correctly in terms of the exchange of the attacking unit and the card phased in by the cost. If the unit that phased in this card has a higher value, they will ready the amount of energy equal to the difference and if the cost was of a lower value, then they will pay the difference in available energy if possible.

- **Bastion**
 - This unit has Defender
 - Defender allows the player to rest the unit to intercept any attack without conditions
 - Defender can be bypassed or ignored if a special condition is established on the attacking card.
 - If the Defender “survives” the attack, the unit is now considered rested and a valid attack target by the opposing player.
 - Defender is not affected by summoning sickness.
 - Stalwart is a trap ability that can only be activated when this card is on the energy field. The ability must be activated during the Defender step and will negate the attack made specifically to Athena. If a unit or another commander not named Athena is attacked, this ability cannot be activated.

- **Phase Squire**
 - This unit has Phase.

- Phase is the action of attacking with this unit, paying 1 energy and then swapping places of this attacking card with a card in your energy field with the Phase wording. That card will replace this one and it will enter rested and attacking while this unit will retain the position of the energy field card, swapping their positions at the moment.
 - The unit entering the battleground will retain the original intended attack target of the unit that activated Phase. If the target attacked is not a valid target, the attack never happened and all the cards that were swapped must return before the Phase ability was started.
 - If the cost of the card brought from the energy field has a higher cost than the unit that initiated Phase, the player must pay the difference in energy.
 - If the cost of the card brought from the energy field has a lower cost than the unit that initiated Phase, the player may ready energy for the difference in the cost.
- Phase Ranger
 - Scout is a keyword that allows this unit to attack ready Stealth Units as a way to K.O. them before they get a chance to attack.
 - This unit has Phase.
 - Phase is the action of attacking with this unit, paying 1 energy and then swapping places of this attacking card with a card in your energy field with the Phase wording. That card will replace this one and it will enter rested and attacking while this unit will retain the position of the energy field card, swapping their positions at the moment.
 - The unit entering the battleground will retain the original intended attack target of the unit that activated Phase. If the target attacked is not a valid target, the attack never happened and all the cards that were swapped must return before the Phase ability was started.
 - If the cost of the card brought from the energy field has a higher cost than the unit that initiated Phase, the player must pay the difference in energy.
 - If the cost of the card brought from the energy field has a lower cost than the unit that initiated Phase, the player may ready energy for the difference in the cost.
- Sabrina
 - When this unit enters the battleground from the player's hand, her On Play ability will trigger. This ability will provide the player with 1 Focus.
 - This unit has Phase.
 - Phase is the action of attacking with this unit, paying 1 energy and then swapping places of this attacking card with a card in your energy field with the Phase wording. That card will replace this one and it will enter rested and attacking while this unit will retain the position of the energy field card, swapping their positions at the moment.
 - The unit entering the battleground will retain the original intended attack target of the unit that activated Phase. If the target attacked is not a valid target, the attack

never happened and all the cards that were swapped must return before the Phase ability was started.

- If the cost of the card brought from the energy field has a higher cost than the unit that initiated Phase, the player must pay the difference in energy.
- If the cost of the card brought from the energy field has a lower cost than the unit that initiated Phase, the player may ready energy for the difference in the cost.
- Knight Clarine
 - When this unit enters the battleground from the player's hand, her On Play ability will trigger. This ability will provide the player the drawing of 1 card and discarding 1 card.
 - The player cannot cast a card between the card draw and discard, it is all one single action and resolution..
 - If during the process of drawing cards you do not have enough cards in your deck, you will lose the game due to deck out.
 - This unit has Phase.
 - Phase is the action of attacking with this unit, paying 1 energy and then swapping places of this attacking card with a card in your energy field with the Phase wording. That card will replace this one and it will enter rested and attacking while this unit will retain the position of the energy field card, swapping their positions at the moment.
 - The unit entering the battleground will retain the original intended attack target of the unit that activated Phase. If the target attacked is not a valid target, the attack never happened and all the cards that were swapped must return before the Phase ability was started.
 - If the cost of the card brought from the energy field has a higher cost than the unit that initiated Phase, the player must pay the difference in energy.
 - If the cost of the card brought from the energy field has a lower cost than the unit that initiated Phase, the player may ready energy for the difference in the cost.
- Phase Soldier
 - This unit has Phase.
 - Phase is the action of attacking with this unit, paying 1 energy and then swapping places of this attacking card with a card in your energy field with the Phase wording. That card will replace this one and it will enter rested and attacking while this unit will retain the position of the energy field card, swapping their positions at the moment.
 - The unit entering the battleground will retain the original intended attack target of the unit that activated Phase. If the target attacked is not a valid target, the attack never happened and all the cards that were swapped must return before the Phase ability was started.
 - If the cost of the card brought from the energy field has a higher cost than the unit that initiated Phase, the player must pay the difference in energy.

- If the cost of the card brought from the energy field has a lower cost than the unit that initiated Phase, the player may ready energy for the difference in the cost.
- Chaplain Roxidian
 - When this unit enters the battleground from the player's hand, they will heal 2 damage if possible. A commander cannot be overhealed or exceed its health value as printed on the card.
 - This unit has Phase.
 - Phase is the action of attacking with this unit, paying 1 energy and then swapping places of this attacking card with a card in your energy field with the Phase wording. That card will replace this one and it will enter rested and attacking while this unit will retain the position of the energy field card, swapping their positions at the moment.
 - The unit entering the battleground will retain the original intended attack target of the unit that activated Phase. If the target attacked is not a valid target, the attack never happened and all the cards that were swapped must return before the Phase ability was started.
 - If the cost of the card brought from the energy field has a higher cost than the unit that initiated Phase, the player must pay the difference in energy.
 - If the cost of the card brought from the energy field has a lower cost than the unit that initiated Phase, the player may ready energy for the difference in the cost.
 - This unit's phasing ability can only be triggered once. One cannot discard multiple Focus to provide more damage buff during the attack.
- Phase Knight
 - This unit has Phase.
 - Phase is the action of attacking with this unit, paying 1 energy and then swapping places of this attacking card with a card in your energy field with the Phase wording. That card will replace this one and it will enter rested and attacking while this unit will retain the position of the energy field card, swapping their positions at the moment.
 - The unit entering the battleground will retain the original intended attack target of the unit that activated Phase. If the target attacked is not a valid target, the attack never happened and all the cards that were swapped must return before the Phase ability was started.
 - If the cost of the card brought from the energy field has a higher cost than the unit that initiated Phase, the player must pay the difference in energy.
 - If the cost of the card brought from the energy field has a lower cost than the unit that initiated Phase, the player may ready energy for the difference in the cost.
- Captain Stain
 - This unit has Phase.
 - Phase is the action of attacking with this unit, paying 1 energy and then swapping places of this attacking card with a card in your energy field with the Phase

wording. That card will replace this one and it will enter rested and attacking while this unit will retain the position of the energy field card, swapping their positions at the moment.

- The unit entering the battleground will retain the original intended attack target of the unit that activated Phase. If the target attacked is not a valid target, the attack never happened and all the cards that were swapped must return before the Phase ability was started.
 - If the cost of the card brought from the energy field has a higher cost than the unit that initiated Phase, the player must pay the difference in energy.
 - If the cost of the card brought from the energy field has a lower cost than the unit that initiated Phase, the player may ready energy for the difference in the cost.
 - In terms of Master Phaser, the player may switch Captain Stain with a total amount of cards with Phase in the energy field instead. Phasing only switches 1 card while Master Phaser can switch up to 5 cards (the maximum unit limit). If the cards phased in have a total cost less than 6, the player may not ready the amount of energy that remains to reach the value of 6. If the player decided to phasing in a unit with a higher cost instead, Master Phaser will not apply and must choose valid targets to ensure the ability resolves properly.
 - If Captain Stain is phased in by another unit, the Master Phaser ability DOES NOT trigger. It will only trigger when Captain Stain phases into the Energy Field.
- Athena's Blessing
 - This card has a specialization of ATHENA STORMKAL meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - This spell has Hex, allowing it to stay on the battleground and be used on a later moment.
 - This spell can provide a damage increase by 2 only if the unit or commander is attacking
 - This spell can provide 2 armor temporarily during an attack done unto a commander or unit of your choosing.
 - You will generate 1 focus after successfully resolving the spell. If the spell is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- Displacement
 - This card has a specialization of ATHENA STORMKAL meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is an ability, allowing it to be played during either player's turn.
 - This ability can be only played before the Defender phase, meaning it must be played as soon as an attack is declared.

- The attacking enemy unit or commander will change its target to another unit or commander that you control. If a unit is selected, if it was ready, you will rest the unit to make it a valid attack according to the game rules.
 - You will generate 1 focus after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- Counterspell
 - This card has a specialization of ATHENA STORMKAL meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is an ability, allowing it to be played during either player's turn.
 - This ability will counter or negate any spell or ability that is not a Reserve card.
 - When casting the card, the player must also discard the needed focus to ensure the ability or spell being countered is correct. This means that if the countered spell has a value of 5, the caster must pay 2 energy and 2 focus to ensure this ability enters the stack. A player cannot play or generate resources in between the payment of the card cost to ensure to reach the needed amount to counter the targeted spell.
- Avenging Angel
 - This card has a specialization of ATHENA STORMKAL meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is an ability, allowing it to be played during either player's turn.
 - This ability can only be played when a 5th Army unit is K.O'd and it is attacked. If the unit was KO'd by a spell or ability, this card cannot be played due to lacking a proper target for resolution in the attacking enemy unit or commander.
 - The damage dealt by Athena is equal to her total attack value at the moment of casting the spell. Since this is not considered an attack, her attack value cannot be modified by cards such as Athena's Blessing or her reserve weapons.
 - Added to the amount of damage that Athena does, the cost of the unit will be added to the damage done. If the KO'd unit was an Artifact Golem, if they meet the requirements, the cost of the card shall be the one identified in yellow on the top left.
- Thunder Shock
 - This card has a specialization of ATHENA STORMKAL meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - This spell allows the player to choose a rested unit, of cost 3 or less and give it Shock.

- A unit with Shock will not become ready during that player's upkeep/refresh phase.
 - If there is no valid target to Shock, the player can rest a Ready unit. Since there is no limitation on what unit can be selected, any unit on either player's side can be chosen to be rested.
 - You will generate 1 focus after successfully resolving the spell. If the spell is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- Spirit Punch
 - This card has a specialization of ATHENA STORMKAL meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is an ability, allowing it to be played during either player's turn.
 - Target Unit or Commander will gain +3 damage dealt during their attack until the end of that combat phase. If the attack is negated, the buff will also cease to exist once the combat phase is resolved.
 - The player using this ability will also draw 1 card.
 - If during the process of drawing cards you do not have enough cards in your deck, you will lose the game due to deck out.
 - You will generate 1 focus after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- Imbuement Seal
 - This card has a specialization of ATHENA STORMKAL meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - Target unit cost 4 or less will be placed at the bottom of the owners deck unless the effect is countered or the unit value of the unit changes.
 - You will generate 1 focus after successfully resolving the spell. If the spell is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- Librarian
 - This card has a specialization of ATHENA STORMKAL meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - When playing this card, you can search your deck for any 5th Army unit, a Spell or Ability that belongs to Athena Stormkal.

- Once a search is completed, you will show the searched card and then shuffle your deck to ensure proper randomization of the deck.
- You will generate 1 Focus after successfully resolving this spell. If the spell is counterspelled or fizzles out due to not having a valid target, you will not generate 1 focus.

3. Awakenings

- Malagant Zal

- Scout is a keyword that allows this unit to attack ready Stealth Units as a way to K.O. them before they get a chance to attack.
- Resonance will provide this unit +1 damage this turn for every unit that phased into the battleground this turn. The unit does not have to be on the battleground to see and receive the damage buff.
- Enduring provides a protection of sorts that depends on the amount of cards the units control has at the time when damage is dealt. If the unit's controller has 4 or less card, this unit is not KO'd and no On KO effect would trigger.
- If the unit with Enduring is targeted by a spell or ability that KO's it, that unit will be considered properly KO'd and any effects that would trigger On KO will trigger accordingly.
- Enduring only works during combat and to be more precise only during combat damage, if an effect would KO the unit such as a Spell or Ability, that will K'O the unit.

- Knight Jack

- This unit has Piercing, allowing it to ignore 1 energy shield when it's attack is defended against. If the target has armor, it does not ignore it and the attack of this unit will be decreased accordingly.
- This unit has Phase.
- Phase is the action of attacking with this unit, paying 1 energy and then swapping places of this attacking card with a card in your energy field with the Phase wording. That card will replace this one and it will enter rested and attacking while this unit will retain the position of the energy field card, swapping their positions at the moment.
- The unit entering the battleground will retain the original intended attack target of the unit that activated Phase. If the target attacked is not a valid target, the attack never happened and all the cards that were swapped must return before the Phase ability was started.
- If the cost of the card brought from the energy field has a higher cost than the unit that initiated Phase, the player must pay the difference in energy.
- If the cost of the card brought from the energy field has a lower cost than the unit that initiated Phase, the player may ready energy for the difference in the cost.

- Knight Rebeca

- Cleanse will only trigger when casted from the player's hand. Any spell or ability that is on the field at the moment this ability triggers can be selected. Reserve cards cannot be chosen with this ability at the time.
- This unit has Phase.
- Phase is the action of attacking with this unit, paying 1 energy and then swapping places of this attacking card with a card in your energy field with the Phase

wording. That card will replace this one and the card will enter rested and attacking while this unit will retain the position of the energy field card, swapping their positions at the moment.

- The unit entering the battleground will retain the original intended attack target of the unit that activated Phase. If the target attacked is not a valid target, the attack never happened and all the cards that were swapped must return before the Phase ability was started.
 - If the cost of the card brought from the energy field has a higher cost than the unit that initiated Phase, the player must pay the difference in energy.
 - If the cost of the card brought from the energy field has a lower cost than the unit that initiated Phase, the player may ready energy for the difference in the cost.
- Knight Gawain
 - When this unit is summoned from the players hand, its On Play ability will trigger, allowing the player to draw one card.
 - This unit has Phase.
 - Phase is the action of attacking with this unit, paying 1 energy and then swapping places of this attacking card with a card in your energy field with the Phase wording. That card will replace this one and the card will enter rested and attacking while this unit will retain the position of the energy field card, swapping their positions at the moment.
 - The unit entering the battleground will retain the original intended attack target of the unit that activated Phase. If the target attacked is not a valid target, the attack never happened and all the cards that were swapped must return before the Phase ability was started.
 - If the cost of the card brought from the energy field has a higher cost than the unit that initiated Phase, the player must pay the difference in energy.
 - If the cost of the card brought from the energy field has a lower cost than the unit that initiated Phase, the player may ready energy for the difference in the cost.
- Knight Percival
 - This unit has Taunt, if this unit is rested, it must be chosen as the target of all attacks by the opposing player until this unit is KO'd. If there are multiple instances of Taunt, the attacking player may decide which one to attack.
 - This unit has Phase.
 - Phase is the action of attacking with this unit, paying 1 energy and then swapping places of this attacking card with a card in your energy field with the Phase wording. That card will replace this one and the card will enter rested and attacking while this unit will retain the position of the energy field card, swapping their positions at the moment.
 - The unit entering the battleground will retain the original intended attack target of the unit that activated Phase. If the target attacked is not a valid target, the attack never happened and all the cards that were swapped must return before the Phase ability was started.

- If the cost of the card brought from the energy field has a higher cost than the unit that initiated Phase, the player must pay the difference in energy.
- If the cost of the card brought from the energy field has a lower cost than the unit that initiated Phase, the player may ready energy for the difference in the cost.
- Knight Robertson
 - This unit has Phase.
 - Phase is the action of attacking with this unit, paying 1 energy and then swapping places of this attacking card with a card in your energy field with the Phase wording. That card will replace this one and the card will enter rested and attacking while this unit will retain the position of the energy field card, swapping their positions at the moment.
 - The unit entering the battleground will retain the original intended attack target of the unit that activated Phase. If the target attacked is not a valid target, the attack never happened and all the cards that were swapped must return before the Phase ability was started.
 - If the cost of the card brought from the energy field has a higher cost than the unit that initiated Phase, the player must pay the difference in energy.
 - If the cost of the card brought from the energy field has a lower cost than the unit that initiated Phase, the player may ready energy for the difference in the cost.
 - When this unit phases in, the controller may decide to discard 1 Focus to return an enemy unit cost 2 or less to their hand. This ability triggers before defender step, allowing the attacking player to return any low cost defenders if they choose.
- Knight Elise
 - Charged can be activated only once at any moment the controller decides to use it. This ability can only be activated once and will take a snapshot of the amount of cards in hand to provide the proper damage buff. If the controller draws or discards cards after this effect resolves, the damage value will not change. The maximum buff it can receive is 5.
 - This unit has Phase.
 - Phase is the action of attacking with this unit, paying 1 energy and then swapping places of this attacking card with a card in your energy field with the Phase wording. That card will replace this one and the card will enter rested and attacking while this unit will retain the position of the energy field card, swapping their positions at the moment.
 - The unit entering the battleground will retain the original intended attack target of the unit that activated Phase. If the target attacked is not a valid target, the attack never happened and all the cards that were swapped must return before the Phase ability was started.
 - If the cost of the card brought from the energy field has a higher cost than the unit that initiated Phase, the player must pay the difference in energy.

- If the cost of the card brought from the energy field has a lower cost than the unit that initiated Phase, the player may ready energy for the difference in the cost.
- Knight Lt. Ezra
 - When this unit enters the battleground from hand, one enemy unit with cost 4 or less will become Null. Null is a status effect where the card will be flipped face down with all attached cards. This card will occupy the space where it was and cannot be interacted with until the player's next turn, that player being the one who Nulled the card.
 - A Null card will retain its position when afflicted with the condition and will return in the same state, meaning that if the card was rested, it will return rested.
 - This unit has Phase.
 - Phase is the action of attacking with this unit, paying 1 energy and then swapping places of this attacking card with a card in your energy field with the Phase wording. That card will replace this one and the card will enter rested and attacking while this unit will retain the position of the energy field card, swapping their positions at the moment.
 - The unit entering the battleground will retain the original intended attack target of the unit that activated Phase. If the target attacked is not a valid target, the attack never happened and all the cards that were swapped must return before the Phase ability was started.
 - If the cost of the card brought from the energy field has a higher cost than the unit that initiated Phase, the player must pay the difference in energy.
 - If the cost of the card brought from the energy field has a lower cost than the unit that initiated Phase, the player may ready energy for the difference in the cost.
- Knight Major Brock
 - When this unit enters the battleground from hand, one unit with cost 4 or less can be placed at the bottom of their owners deck. This ability has no limitations, allowing the player to choose their own units if they wanted to.
 - This unit has Phase.
 - Phase is the action of attacking with this unit, paying 1 energy and then swapping places of this attacking card with a card in your energy field with the Phase wording. That card will replace this one and the card will enter rested and attacking while this unit will retain the position of the energy field card, swapping their positions at the moment.
 - The unit entering the battleground will retain the original intended attack target of the unit that activated Phase. If the target attacked is not a valid target, the attack never happened and all the cards that were swapped must return before the Phase ability was started.
 - If the cost of the card brought from the energy field has a higher cost than the unit that initiated Phase, the player must pay the difference in energy.
 - If the cost of the card brought from the energy field has a lower cost than the unit that initiated Phase, the player may ready energy for the difference in the cost.

- Tyrfing
 - As a reserve weapon, only one can be in the field at any given time. You can use the remove ability and then play another reserve weapon but you can only have one type of reserve in the field at any given time. If you play another weapon, the current weapon on the field will be removed from the game.
 - This card will enter the battlefield rested
 - Resting this card will provide +1 damage to a commander or unit of your choosing.
 - If you Rest and Remove this card, you will draw 2 cards and discard 1 card from hand. No cards can be played between this effect and must be resolved as a whole, the drawing and discarding.
 - If during the process of drawing cards you do not have enough cards in your deck, you will lose the game due to deck out.

- Soulguard Armor
 - As a reserve armor, only one can be in the field at any given time. You can use the remove ability and then play another reserve armor but you can only have one type of reserve in the field at any given time. If you play another armor, the current armor on the field will be removed from the game.
 - This card will enter the battlefield rested
 - You may rest this card to prevent 1 damage done to a unit or commander.
 - Soulguard's Wrath, this ability will require you to rest and remove this card to provide a damage prevention equal to your commander's current shield value. This value is defined by the amount of shield your commander's current stage has printed on the card. The damage prevention can be applied to any unit or commander, it is not limited to only protecting your commander.
 - Shield Value's at the current moment cannot be modified and must adhere to the current printed value of the commander card for this effect.

- Purity Shrine
 - As a reserve battlefield, only one can be in the field at any given time. You can use the remove ability and then play another reserve battlefield but you can only have one type of reserve in the field at any given time. If you play another battlefield, the current battlefield on the field will be removed from the game.
 - This card will enter the battlefield rested
 - This card enters the battleground rested, it will increase the total health value of your commander +1 and will also heal them for 1 to ensure that the benefits are active.
 - If your commander is evolved during the game, your new evolution will have its health restored to its printed value plus 1, meaning that it will be not missing the 1 health benefit this card provides.

- Resting Purity Shrine will force the player to sacrifice one 5th army artifact golem core from the player's energy field to provide the player with a heal for 1 damage and drawing 1 card.
- If during the process of drawing cards you do not have enough cards in your deck, you will lose the game due to deck out.
- If the Purity Shrine is removed from the game, your commander's total health value returns to its original printed value and you maintain your current health total unless it exceeds the value printed on your commander.

- Stormkal Grimoire
 - This card has a specialization of ATHENA STORMKAL meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This Reserve Spell has hex, which means it will stay on the battleground until the upkeep of the next turn.
 - While this card is in play, neither commander can play spells or ability cards from their hand or discard.
 - Reserve Feat cards are still playable while this card is in play.

- Warp
 - This card has a specialization of ATHENA STORMKAL meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - This spell allows you to choose a unit card from your energy field and pay its summoning cost to place it on the battleground. This spell has no limitations meaning it can target mercenary units too.
 - You may choose a face-down card that is a unit to summon on the field. The unit chosen to be summoned does not have to be face-up.
 - If the unit is summoned this way, it will be counted as a proper summon but not from hand, which means no On Play ability will trigger and it will have summoning sickness.
 - You will generate 1 focus after successfully resolving the spell. If the spell is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.

- Equivalent Exchange
 - This card has a specialization of ATHENA STORMKAL meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.

- While casting this card, as an additional cost, you must discard X amount of Focus to resolve the spell properly. Once the Focuses have been discarded, the target commander will discard that same amount of resources paid in the cost of casting this card.
- Meditation
 - This card has a specialization of ATHENA STORMKAL meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - The player must first discard 2 cards to then draw 2 cards.
 - If a player has less than 2 cards, they cannot play this card..
 - If the player has no cards in hand, they will not be able to play this card.
 - You will generate 1 focus after successfully resolving the spell. If the spell is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- Not on My Watch
 - This card has a specialization of ATHENA STORMKAL meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - Target unit cost 3 or less can be returned to their owner's hand. The player can choose to not return a unit or even select one of their own if they wish.
 - You will generate 1 focus after successfully resolving the spell. If the spell is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- Phase Shifting
 - This card has a specialization of ATHENA STORMKAL meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - When returning a unit with phase to your hand, it must be on the battleground. Once the unit has been returned to hand, the player can summon another unit without the same name as the card returned to hand, paying the difference in cost if any.
 - This card does not provide an energy refund compared to when using phasing. If the played unit cost less, then no extra energy is needed to be paid and the spell would resolve as normally.

- You will generate 1 focus after successfully resolving the spell. If the spell is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- Vanishing Seal
 - This card has a specialization of ATHENA STORMKAL meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - When casting this spell, the player must also discard a card from their hand if they wish to select a unit with cost 6 or less. The mode selected when casting cannot be altered during the resolution of the spell.
 - You will generate 1 focus after successfully resolving the spell. If the spell is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- God's Wrath
 - This card has a specialization of ATHENA STORMKAL meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - When casting this spell, the player must also discard 1 focus before resolving the spell if they wish to put all 4 cost units or less into the bottom of their owners deck.
 - After returning all units to the bottom of their owners deck, both players will discard their hand and draw 5 cards. During the resolution of returning the units and discarding the hand, neither player can interrupt the resolution of the card. Either they play their abilities before the units are placed on the bottom or after drawing 5 cards, no inbetween.
 - If during the process of drawing cards you do not have enough cards in your deck, you will lose the game due to deck out.
 - You will generate 1 focus after successfully resolving the spell. If the spell is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- Sting
 - This card has a specialization of ATHENA STORMKAL meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is an ability, allowing it to be played during either player's turn.
 - Target unit or commander will gain +1 damage during their attack and will draw 1 card.

- You will generate 1 focus after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- Thunder Shield
 - This card has a specialization of ATHENA STORMKAL meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is an ability, allowing it to be played during either player's turn.
 - When resolving any damage, you will prevent 2 damage done to any target
 - You will generate 1 focus after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- Guess Again
 - This card has a specialization of ATHENA STORMKAL meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is an ability, allowing it to be played during either player's turn.
 - When this ability is played, you will give +1 damage to any unit or commander during their combat step. Once damage has resolved, you can return an enemy unit costing 4 or less from the battleground to their owner's hand. This effect will trigger after damage has been dealt and cannot be used to avoid defenders due to its late resolution.
 - You will generate 1 focus after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- Angel's Wrath
 - This card has a specialization of ATHENA STORMKAL meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is an ability, allowing it to be played during either player's turn.
 - As an additional casting cost, you must discard 1 card from your hand.
 - Target unit or commander will gain +2 damage during the combat step.
 - You will generate 1 focus after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- Divine Light
 - This card has a specialization of ATHENA STORMKAL meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is an ability, allowing it to be played during either player's turn.

- You can use this card to prevent any 1 damage done and draw 1 card as it resolves.
- You will generate 1 focus after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- Reconstruction
 - This card has a specialization of ATHENA STORMKAL meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is an ability, allowing it to be played during either player's turn
 - As an additional cost for this card, you must discard 1 energy card from your Energy field.
 - You can only ready 2 artifact golem cores from your energy field. Cards face down and/or special cores do not meet the requirements of this ability and cannot be ready with this ability.
 - You will generate 1 focus after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- Snap
 - This card has a specialization of ATHENA STORMKAL meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is an ability, allowing it to be played during either player's turn
 - This ability allows you to summon a 5th army unit, cost 3 or less, from your hand onto the battleground. If the unit has any On Play abilities, they will trigger once they enter the battleground.
 - You will generate 1 focus after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- .Athena's Core
 - This card has a specialization of ATHENA STORMKAL meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - All artifact cards must be placed Face Up on the energy field but they can be placed Face Down if the controller wishes.
 - If this card is Face Down, it loses all abilities and properties of the core, meaning you cannot use its Defender skill.
 - The player may decide if they wish to swap a facedown card with this card but it is not obligated.
 - This card can be played as a normal energy card placement without the need to swap.

- A player may NOT swap an artifact card for another faceup artifact card due to them not being facedown unless the card was placed face down.
 - During your defender phase, you may rest and remove this core to prevent all damage dealt to Athena from one incoming attack. This effect does not prevent any damage from spells or abilities
- 5th Army's Core
 - This card has a specialization of ATHENA STORMKAL meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - All artifact cards must be placed Face Up on the energy field but they can be placed Face Down if the controller wishes.
 - If this card is Face Down, it loses all abilities and properties of the core, meaning you cannot use its skill.
 - The player may decide if they wish to swap a facedown card with this card but it is not obligated.
 - This card can be played as a normal energy card placement without the need to swap.
 - A player may NOT swap an artifact card for another faceup artifact card due to them not being facedown unless the card was placed face down.
 - During a turn, you may rest and remove this core to ready any 2 energy cards you have available. This can allow you to generate more energy than the limit you have at the cost of removing this core.
- Shelly
 - This unit's On Play ability activates when played from your hand.
 - You may discard 1 rage to rest a target unit cost 2 or less if possible.
 - You can select one of your units if you wish.
- Valentine
 - This unit has Poke, an activated ability in which you can discard 2 rages to give it Initiative.
 - Initiative is the ability to be able to attack ready units.
 - This ability lasts only until the end of the turn and must be activated every turn to keep attacking ready units.
- Sybil
 - When this unit attacks, you may discard 1 rage to give it +2 damage during the attack. This effect is voluntary and you are not forced to discard a rage if you do not want to.
- Anne
 - When this unit is summoned from your hand, you may pay 1 rage to give it haste.
 - This effect will only last until the end of the turn.

- Balfour
 - When this unit is played from your hand, its on play ability will trigger. You may discard 1 rage to KO an enemy unit that costs 2 or less.
 - This unit has Poke, an activated ability in which you can discard 2 rages to give it Initiative.
 - Initiative is the ability to be able to attack ready units.
 - This ability lasts only until the end of the turn and must be activated every turn to keep attacking ready units.

- Lauret
 - This unit has Defender
 - Defender allows the player to rest the unit to intercept any attack without conditions
 - Defender can be bypassed or ignored if a special condition is established on the attacking card.
 - If the Defender “survives” the attack, the unit is now considered rested and a valid attack target by the opposing player.
 - Defender is not affected by summoning sickness.
 - This unit has Piercing, allowing it to ignore 1 energy shield when its attack is defended against. If the target has armor, it does not ignore it and the attack of this unit will be decreased accordingly.

- Wolfgrim
 - When this unit is played from your hand, its on play ability will trigger. You can choose 1 energy card your opponent controls and discard it. If the opponent can activate any ability from it, they can as a response to the selection of your ability.
 - When this unit attacks, you may discard 1 rage to give it +2 damage during the attack. This effect is voluntary and you are not forced to discard a rage if you do not want to.

- Jaqueline
 - Jaqueline enters the field with Haste, allowing the controller to attack in the same turn the card is played or rest her for her abilities if she has one.
 - When this unit is played from your hand, its on play ability will trigger. You may discard 1 rage to KO an enemy unit that costs 2 or less.

- General Liam
 - Initiative is the ability to be able to attack ready units.
 - When this unit attacks, you may discard 1 rage to summon from your discard a Crimson Shadow unit cost 2 or less onto the battleground. That unit will have haste and will be KO'd at the end of the turn. The unit summoned from the discard will not activate any on play effects. If the unit is returned to the owners

hand before the end of the turn, the unit is considered gone and does not have to be KO'd or discarded.

- Willbreaker
 - As a reserve weapon, only one can be in the field at any given time. You can use the remove ability and then play another reserve weapon but you can only have one type of reserve in the field at any given time. If you play another weapon, the current weapon on the field will be removed from the game.
 - This card will enter the battlefield rested
 - Willbreaker Blade will give a unit or commander +1 damage during their combat phase. This damage will be removed after the combat phase and will not affect any other effects that look at the attack value of the unit or commander.
 - Willbreaker's Wrath will give a unit or commander the ability to attack ready units. Think of this like giving Initiative to a unit or commander and will only last until the end of the turn. This is not a permanent buff.

- Onyx Armor
 - As a reserve armor, only one can be in the field at any given time. You can use the remove ability and then play another reserve armor but you can only have one type of reserve in the field at any given time. If you play another armor, the current armor on the field will be removed from the game.
 - This card will enter the battlefield rested
 - The damage prevention can be applied to non-combat effects such as Burn or Trample.
 - Onyx armor will prevent 1 damage from any source.
 - Onyx Protection will apply a damage prevention of 2 damage but at the cost of removing this card also from the battleground.

- Onyx Temple
 - As a reserve battlefield, only one can be in the field at any given time. You can use the remove ability and then play another reserve battlefield but you can only have one type of reserve in the field at any given time. If you play another battlefield, the current battlefield on the field will be removed from the game.
 - This card will enter the battlefield rested
 - You may rest this battlefield to generate 1 rage, there is no restrictions on when you can do this ability.

- Spectral Fury
 - This card has a specialization of KESHI SAVAGECLAW meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Wolven deck.
 - This reserve spell allows you to rest one enemy unit cost 4 or less. You are not obligated to do this if you do not wish or if there is no valid target.

- The next Crimson Shadow Unit you summon this turn will gain Haste, the ability to attack the same turn a unit is summoned. The summoning of the unit has no limitations, meaning that if the card is summoned from your deck or discard, they will gain this buff and enter the battleground with Haste even if they are not the intended target.
- Break
 - This card is a spell, limited to only be played during your turn and not during combat.
 - This card has a specialization of KESHI SAVAGECLAW meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Wolven deck.
 - Target unit will gain Break, this ability will ignore Taunt units and the activation of Defenders from any unit that costs less than the attacker or the unit that has this ability.
 - You will generate 1 rage after successfully resolving this spell. If the spell is counterspelled or fizzles out due to not having a valid target, you will not generate 1 rage.
- Blood Rush
 - This card is a spell, limited to only be played during your turn and not during combat.
 - This card has a specialization of KESHI SAVAGECLAW meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Wolven deck.
 - The next Crimson Shadow Unit you summon this turn will gain Haste, the ability to attack the same turn a unit is summoned. The summoning of the unit has no limitations, meaning that if the card is summoned from your deck or discard, they will gain this buff and enter the battleground with Haste even if they are not the intended target.
 - If you end your turn without summoning a Crimson Shadow unit, this effect will be removed from the game during the end of turn effect resolution procedure. Make sure to get a Crimson Shadow unit on the field!
 - This card effect does not apply to Mercenaries or Silvermoon Clan units unless they have the faction type of Crimson Shadow unit too.
 - Any effect that summons a Crimson Shadow unit after playing this card will be given Haste. Cards such as Shadow Clone or Wolfpack summon units which can consume the Haste bonus provided by this card, which means you have to be careful of which unit is summoned after.
 - If 2 units are summoned at the same time, the first unit that enters the Battleground will be provided the Haste. If both units entered the Battleground at the same time, you can only select one of the units to provide the Haste keyword until the end of the turn.

- You will generate 1 rage after successfully resolving this spell. If the spell is counterspelled or fizzles out due to not having a valid target, you will not generate 1 rage.
- Cower
 - This card is a spell, limited to only be played during your turn and not during combat.
 - This card has a specialization of KESHI SAVAGECLAW meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Wolven deck.
 - This spell has Hex, allowing it to stay on the battleground and will be removed at a later moment in the game, mostly during the player's upkeep.
 - While this card is in play, all enemy units that attack will deal -1 damage to any target.
 - The opposing commander is NOT affected by this effect.
 - You will generate 1 rage after successfully resolving this spell. If the spell is counterspelled or fizzles out due to not having a valid target, you will not generate 1 rage.
- Reinforcements
 - This card is a spell, limited to only be played during your turn and not during combat.
 - This card has a specialization of KESHI SAVAGECLAW meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Wolven deck.
 - When playing this card, you must have 2 valid targets to resolve this spell. The targets must be 2 units with cost 3 or less from your discard. Those units will be placed onto your hand and can be played during the same turn if possible.
 - You will generate 1 rage after successfully resolving this spell. If the spell is counterspelled or fizzles out due to not having a valid target, you will not generate 1 rage.
- Crimson Fury
 - This card is a spell, limited to only be played during your turn and not during combat.
 - This card has a specialization of KESHI SAVAGECLAW meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Wolven deck.
 - This spell has Hex, allowing it to stay on the battleground and will be removed at a later moment in the game, mostly during the player's upkeep.
 - This spell can only be cast if NO UNITS YOU CONTROL attacked this turn. You may attack with your commander.
 - While this card is in play, no unit can attack and they cannot activate their abilities such as rest or defender.

- While this card is in play, On Play skills from either players units will not activate due to the limitation on the second part of this effect.
 - While this card is in play, On KO skill from either players unit will not activate due to the limitation established on the second part of this effect.
 - This aura affects Blood Dragon's skill of discarding bleed to prevent damage since it is not targeted by this card.
 - Cards in your hand are not affected by this aura.
 - You will generate 1 rage after successfully resolving this spell. If the spell is counterspelled or fizzles out due to not having a valid target, you will not generate 1 rage.
- Exile
 - This card is a spell, limited to only be played during your turn and not during combat.
 - This card has a specialization of KESHI SAVAGECLAW meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Wolven deck.
 - When casting this spell, as an additional cost, you may discard one rage to target a unit cost 6 or less. This cost must be paid fully during the start of the casting process and cannot be changed during the resolution of the card.
 - A valid target must be selected when playing this card and the appropriate cost must be paid before resolving this spell.
- Lone Wolf
 - This card is a spell, limited to only be played during your turn and not during combat.
 - This card has a specialization of KESHI SAVAGECLAW meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Wolven deck.
 - When casting this spell, as an additional cost, you may discard 1 rage to KO all units cost 4 or less. This casting cost must be paid during the initial casting of the spell and cannot be modified during the resolution of it.
 - After KO-ing all the units, both players will draw 2 cards and discard 2 cards.
 - If any of the units KO'd have On KO skills, they will trigger once this card has finished resolving.
 - No abilities can be played in response to resolution of the steps of the card. This means that during the KOing of all the units, you can play an ability but not before the draw 2 and discard 2 steps since it will all resolve together as part of the card.
 - If during the process of drawing cards you do not have enough cards in your deck, you will lose the game due to deck out.
- Scratch
 - This card is an ability, allowing it to be played during either player's turn.

- This card has a specialization of KESHI SAVAGECLAW meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Wolven deck.
 - As an additional casting cost, you must discard 1 card from your hand.
 - Target unit or commander will gain +2 damage during the combat step.
 - You will generate 1 rage after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 rage.
- Unyielding
 - This card is an ability, allowing it to be played during either player's turn.
 - This card has a specialization of KESHI SAVAGECLAW meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Wolven deck.
 - Whenever a Crimson Shadow unit you control is KO'd during the turn this card is played, you will draw 1 card. This effect lasts until the end of the turn.
 - A commander evolving does not count for this effect.
- Gang Up
 - This card is an ability, allowing it to be played during either player's turn.
 - This card has a specialization of KESHI SAVAGECLAW meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Wolven deck.
 - When you play this card, as an additional cost you must rest a Crimson Shadow Unit you control to add its attack value to another attacking unit or commander you control.
 - If the unit is already rested, the unit does not meet the condition of this card and it cannot be used to provide its attack damage value.
 - A rested unit cannot be used for this cards effect.
 - You will generate 1 rage after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 rage.
- Sacrifice
 - This card is an ability, allowing it to be played during either player's turn.
 - This card has a specialization of KESHI SAVAGECLAW meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Wolven deck.
 - This card must be played before the defender phase.
 - As an additional cost of this card, you must K.O. one unit you control to negate the attack of a unit with equal or less cost to the sacrificed unit.
 - This card does not affect commanders.

- You will generate 1 rage after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 rage.
- Heal
 - This card is an ability, allowing it to be played during either player's turn.
 - This card has a specialization of KESHI SAVAGECLAW meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Wolven deck.
 - When you play this card, you will heal your commander for 2 health. You cannot over heal from the established health limit on your commander.
 - This card has a Trap effect that will only activate when this card is placed in your Energy Field.
 - Blinding Light effect can be activated during combat or whenever damage is being assigned to a unit or commander. The effect will prevent 2 damage done to a unit or commander.
- Regenerate
 - This card is an ability, allowing it to be played during either player's turn.
 - This card has a specialization of KESHI SAVAGECLAW meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Wolven deck.
 - When you play this card, you will heal your commander for 4 health. You cannot over heal from the established health limit on your commander.
 - This card has a Trap effect that will only activate when this card is placed in your Energy Field.
 - Furious Healing, when an enemy unit attacks, you can discard any amount of rages you control to heal your commander for the amount of rages discarded this way. This effect cannot be activated with the attack of the enemy commander at the time.
 - You will generate 1 rage after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 rage.
- Roll the Die
 - This card is an ability, allowing it to be played during either player's turn.
 - This card has a specialization of KESHI SAVAGECLAW meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Wolven deck.
 - When you play this card, you will discard the remaining cards in your hand and draw that many. This card will not be considered for the total cards in your hand since it is in the stack being resolved instead of waiting in your hand.
 - If during the process of drawing cards you do not have enough cards in your deck, you will lose the game due to deck out.

- You will generate 1 rage after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 rage.
- .Keshis Core
 - All artifact cards must be placed Face Up on the energy field but they can be placed Face Down if the controller wishes.
 - This card has a specialization of KESHI SAVAGECLAW meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Wolven deck.
 - If this card is Face Down, it loses all abilities and properties of the core, meaning you cannot use its skill.
 - The player may decide if they wish to swap a facedown card with this card but it is not obligated.
 - This card can be played as a normal energy card placement without the need to swap.
 - A player may NOT swap an artifact card for another faceup artifact card due to them not being facedown unless the card was placed face down.
 - During your defender phase, you may rest and remove this core to prevent all damage dealt to Keshi from one incoming attack. This effect does not prevent any damage from spells or abilities
- Crimson Shadow Core
 - All artifact cards must be placed Face Up on the energy field but they can be placed Face Down if the controller wishes.
 - This card has a specialization of KESHI SAVAGECLAW meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Wolven deck.
 - If this card is Face Down, it loses all abilities and properties of the core, meaning you cannot use its skill.
 - The player may decide if they wish to swap a facedown card with this card but it is not obligated.
 - This card can be played as a normal energy card placement without the need to swap.
 - A player may NOT swap an artifact card for another faceup artifact card due to them not being facedown unless the card was placed face down.
 - During a turn, you may rest and remove this core to ready any 2 energy cards you have available. This can allow you to generate more energy than the limit you have at the cost of removing this core.
- Satin Ravenheart (Base, Evol1 and Evol2)
 - As a commander, they can be targeted in any game state (ready or rested) for attacks

- Lifetap can only be activated once per round. This will heal your commander for 1 damage done to it but cannot exceed the established health limit on the commander unless an effect says otherwise
 - Backstab can be applied to both units or commanders. The attack will gain +2 damage and also Piercing which will allow the attack to ignore 1 energy shield used in defending from the attack. This ability can only be activated during your turn due to its MAIN bubble.
 - Everytime your commander attacks, they will generate their resources according to the value of their conjure.
- Shadow's Kiss
 - As a reserve weapon, only one can be in the field at any given time. You can use the remove ability and then play another reserve weapon but you can only have one type of reserve in the field at any given time. If you play another weapon, the current weapon on the field will be removed from the game.
 - This card will enter the battlefield rested
 - Shadow Blade - when rested, this ability will provide +1 damage to the target unit or commander of the players choosing. The player can discard 2 bleeds as part of the cost of activating this ability to raise the amount of damage given to a unit or commander to +2 instead.
 - Shadow Wrath - when this card becomes rested and removed from the game, an alternate activation that the controller can choose when resting this card, they can gain control of an enemy unit with cost 3 or less until the end of the turn. This activation can only be done when the player has the available unit space to be able to take control of the unit.
 - If the player has 5 units already on the battleground, this effect cannot be activated due to the lack of space to be able to place the "stolen" unit.
 - When a Unit is stolen it will retain its status as it had on the field. If it has summoning sickness it retains summoning sickness. If it can attack during the controller's turn then it can attack during your turn too. The unit does NOT gain haste and will not be able attack when using this ability if they have summoning sickness, so make sure to have a way to provide it with haste to be able to attack with it or remove any defenders from stopping your play.
 - Blood Cloak
 - As a reserve armor, only one can be in the field at any given time. You can use the remove ability and then play another reserve armor but you can only have one type of reserve in the field at any given time. If you play another armor, the current armor on the field will be removed from the game.
 - This card will enter the battlefield rested
 - Blood Cloak - As an additional cost to activate this ability, you must discard 1 bleed and rest the card to be able to activate this effect. The enemy unit attacking must choose another valid target if available, that means that you must change the intended target to another valid one. If there are no other valid target, then

the original attack will proceed as normal. This effect ONLY affects units, commanders cannot be affected by Blood Cloak.

- Blood Wrath - After an attack is declared and before the defender phase, the player may rest and remove this card from play to prevent all damage dealt by an attacking unit with cost 3 or less. The attack will continue as normal but there will be no damage calculations or modifications that will allow damage to be dealt. Things like on attack triggers can still be activated.
- Blood Temple
 - As a reserve battlefield, only one can be in the field at any given time. You can use the remove ability and then play another reserve battlefield but you can only have one type of reserve in the field at any given time. If you play another battlefield, the current battlefield on the field will be removed from the game.
 - This card will enter the battlefield rested
 - Units you control with the keyword Thirst, will generate an additional Bleed, raising the amount generated to 2 instead of the 1 as originally printed on the units keyword.
 - Boiling Blood - This ability can be activated during either players turn. The player must draw 2 cards and then discard 2 cards. If the player discards 1 Assassin's Guild unit, they can pay 2 bleed to retain the other card, essentially substituting the second card discarded for 2 bleed resources. For this effect to happen correctly, the player must identify the card discarded and if they wish to pay the 2 bleed to retain the other card or fully discard 2 cards.
 - A player may discard 2 Assassin's Guild units if they do not have the necessary resources to retain the cards or if they do not wish to pay the cost to retain the second card in hand.
- Fallen Angel
 - This card has a specialization of SATIN RAVENHEART meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Vampyrian deck.
 - This reserve deck spell summons the Blood Dragon mercenary unit from your discard or deck only!
 - If Blood Dragon is in your hands, this spell will fail to resolve and the amount of resources paid to cast this card will be lost.
 - Since the Blood Dragon will enter the battleground with 0 health, meaning it would be KO'd when it enters the battleground, this spell provides a safety net to ensure that 8 bleeds from your resource deck are placed under it and provide it with the health needed to stay on the battleground.
- Blood Pact
 - This card has a specialization of SATIN RAVENHEART meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Vampyrian deck.

- This reserve deck ability will ready all your energy.
 - If you have any energy ready, you can respond by resting them and floating the energy but all the energy will be consumed when you cast your next card from hand.
 - Energy cards are any cards that are placed in your Energy Field, this ability does not limit which cards can be readied.
- **Unstable Golem Core**
 - This card has a specialization of SATIN RAVENHEART meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Vampyrian deck.
 - This card is considered an Artifact Core that can replace any card face down in your energy field.
 - All artifact cards must be placed Face Up on the energy field but they can be placed Face Down if the controller wishes.
 - If this card is Face Down, it loses all abilities and properties of the core, meaning you cannot use its skill.
 - The player may decide if they wish to swap a facedown card with this card but it is not obligated.
 - This card can be played as a normal energy card placement without the need to swap.
 - A player may NOT swap an artifact card for another faceup artifact card due to them not being facedown unless the card was placed face down.
 - Unstable - The player may rest and sacrifice this card during their turn to give +2 damage to one Assassin's Guild unit or commander for one attack done during the turn.
 - The stats presented on this card are only for the effect of providing the damage bonus during an attack.
 - A player may not pay the cost presented on this card to play it as a unit due to the card not having the type of being a unit.
 - **Dark Golem Core**
 - This card has a specialization of SATIN RAVENHEART meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Vampyrian deck.
 - This card is considered an Artifact Core that can replace any card face down in your energy field.
 - All artifact cards must be placed Face Up on the energy field but they can be placed Face Down if the controller wishes.
 - If this card is Face Down, it loses all abilities and properties of the core, meaning you cannot use its skill.
 - The player may decide if they wish to swap a facedown card with this card but it is not obligated.

- This card can be played as a normal energy card placement without the need to swap.
 - A player may NOT swap an artifact card for another faceup artifact card due to them not being facedown unless the card was placed face down.
 - Leech - The player may discard 2 bleeds during their turn to summon this card on to the battleground as a unit with the established stats on the printed card. This unit called Golem, will have haste and can attack the turn it was summoned. This card will be switched from being on the Energy Field, onto the Battleground where the units are placed.
 - If you have 5 units already before activating Leech, this card will not be summoned and the cost paid is considered an illegal action. You must have the available space in your unit space to be able to summon this card as a unit.
 - A player may not pay the cost presented on this card to play it as a unit due to the card not having the type of being a unit.
- Blood Dragon
 - This unit is a Mercenary, consuming one of the mercenary slots that your commander has in their deck building limitations.
 - If you cast this spell from your hand, Blood Dragon would enter the battleground with 0 health and will be KO'd as a resolution of the cast.
 - During your upkeep, you must remove 2 bleeds placed under Blood Dragon, if this condition is not met, Blood Dragon will be KO'd.
 - This unit has Taunt, if this unit is rested, it must be chosen as the target of all attacks by the opposing player until this unit is KO'd. If there are multiple instances of Taunt, the attacking player may decide which one to attack.
 - This unit has Resistance, this ability provides immunity to this unit from being targeted by all abilities or spells the opposing player controls. Reserve Spells or Abilities can bypass this immunity due to them being special cards.
 - Card such as Athena's Overload do affect Blood Dragon since it applies to the Opponent's Battleground, not an individual unit or is being targeted by such.
 - Resistance also provides immunity from the controller's spells and abilities, not allowing Blood Dragon to be used as part of the cost of a spell or ability such as Sneak Attack or letting it be targeted by effects such as Venom Slash.
 - Resistance also prevents Blood Dragon from being targeted by on field abilities such as your Reserve Armor or Reserve Weapons. This means that Blood Dragon can only be affected by effects that apply to the Battleground completely. This does not allow you to target it with Satan's Backstab either.
 - Bounty Reward - Once during a turn, the player may discard any amount of bleed from under Blood Dragon to prevent that much damage done to an Unit or Commander of the player's choice.
 - If there are any cards in play that affect the activation of this skill, unless they are targeted towards the Blood Dragon, they will prevent its activation.
 - Blood Dragon's health is equal to the amount of Bleed resources placed under it. If the health drops down to 0, this is considered a KO and Blood Dragon will be

properly placed in the corresponding discard. If damage done to Blood Dragon would be enough to KO it, the corresponding On KO triggers would apply but if its done during the upkeep, most of the unit's On KO abilities would not trigger.

- As a special ability, if Satin is your commander, you may at any moment as an ability, discard this card to draw another card. Essentially Discard Blood Dragon, Draw 1 card.

- Kazuki
 - This unit has Toxin, when attacking with this unit, you may discard 1 bleed to add +1 damage to this attack.
 - Safe Fall - This ability can only be activated if Satin is your commander. You may discard 1 bleed and this card to ready 1 energy and draw 1 card. This ability will not consume any floating energy if any.

- Azalea
 - This unit has Stealth, this unit will ignore Defender and Taunt effects while it attacks.
 - This unit has Toxin, when attacking with this unit, you may discard 1 bleed to add +1 damage to this attack.
 - This unit has Thirst, when it attacks, it will generate 1 bleed to your resource field.
 - Due to having 2 abilities that can benefit each other, the player when they attack can select the order of how each effect will resolve and can use the bleed generated from the attack to raise the damage of the attack by +1.

- Toshiro
 - This unit has Toxin, when attacking with this unit, you may discard 1 bleed to add +1 damage to this attack.
 - This unit has Thirst, when it attacks, it will generate 1 bleed to your resource field.
 - Due to having 2 abilities that can benefit each other, the player when they attack can select the order of how each effect will resolve and can use the bleed generated from the attack to raise the damage of the attack by +1.

- Miyugi
 - When this card enters from your hand onto the battleground, if you have 4 or less cards in hand, you will draw 1 card. This effect is obligated and the player must draw a card if possible.
 - If during the process of drawing cards you do not have enough cards in your deck, you will lose the game due to deck out.
 - This unit has Thirst, when it attacks, it will generate 1 bleed to your resource field.

- Kaito
 - Initiative is the ability to be able to attack ready units.
 - Kaito enters the battleground with Haste, allowing the controller to attack in the same turn the card is played or rest him for his abilities if he has one.

- Molten Armor - Once during the turns, you may discard 1 bleed to prevent 1 damage dealt to Kaito only. This effect does not protect your commander or any other unit not named Kaito.
- If multiple Kaito are on the field, this effect will only trigger for the Kaito that would be receiving any damage at the time. If multiple instances of the effect are activated, each one will prevent 1 damage only to the Kaito where it was activated from.
- Midori
 - This unit has Toxin, when attacking with this unit, you may discard 1 bleed to add +1 damage to this attack.
 - This unit has Thirst, when it attacks, it will generate 1 bleed to your resource field.
 - Due to having 2 abilities that can benefit each other, the player when they attack can select the order of how each effect will resolve and can use the bleed generated from the attack to raise the damage of the attack by +1.
- Hikari
 - When casting this card, you may discard 2 Bleed to lower the cost of this card by 2. This means that you can pay 2 energy and 2 bleed to properly cast this unit.
 - Initiative is the ability to be able to attack ready units.
 - Illusion - During the Defender step, if Satin is your commander and this card is ready, you may sacrifice it to negate one attack. This effect can negate either a unit or a commander's attack.
 - This unit has the special ability that it can be played any time you can play an ability, allowing you to enter the battleground during your opponent's turn if able. This skill is known as Blink following the printing of the Chibi Awakening set.
 - Since this unit can be played at ability speed, it does not retain the properties of an ability card and cannot be targeted or removed with Cleanse abilities.
- Diasuke
 - This unit has Toxin, when attacking with this unit, you may discard 1 bleed to add +1 damage to this attack.
 - This unit has Thirst, when it attacks, it will generate 1 bleed to your resource field.
 - Due to having 2 abilities that can benefit each other, the player when they attack can select the order of how each effect will resolve and can use the bleed generated from the attack to raise the damage of the attack by +1.
- Diatsu Kaisen
 - When casting this unit, if Satin is your commander, you can pay 1 less energy to play this card.
 - During your upkeep, you must place 1 bleed from your resource deck under Diatsu Kaisen, this is not a voluntary upkeep cost and must be done. For every bleed under Diatsu Kaisen, you will raise its attack by +1. This effect is static and can be used for effects that look at a card's attack for its effect resolution.

- If you cannot place a bleed under Diatsu due to not having any bleeds left, this effect will resolve normally and there is no penalty.
 - If Diatsu is Null due to a card effect, all Bleeds placed under him are also Null until the card returns to its original state.
 - Blood Armor - Once during either player's turn, you can discard 1 bleed from under Diatsu Kaisen to prevent 1 damage done to an Assassin's Guild Unit or your commander. This effect can only be done once and will be available once again to be used during your next refresh/upkeep phase.
 - While this card is in play, Satin's ability "Backstab" will cost 1 less resource to activate.
 - This unit has the special ability that it can be played any time you can play an ability, allowing you to enter the battleground during your opponent's turn if able. This skill is known as Blink following the printing of the Chibi Awakening set.
 - Since this unit can be played at ability speed, it does not retain the properties of an ability card and cannot be targeted or removed with Cleanse abilities.
- Smoke Bomb
 - This card has a specialization of SATIN RAVENHEART meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Vampyrian deck.
 - This card is an ability, allowing it to be played during either player's turn.
 - When you play this card, you will prevent any 3 damage that will be done.
 - The damage prevention can be applied to non-combat effects such as Burn or Trample.
 - You will generate 1 bleed after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 bleed.
- Venom Slash
 - This card is an ability, allowing it to be played during either player's turn.
 - This card has a specialization of SATIN RAVENHEART meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Vampyrian deck.
 - When casting this card, you must choose 1 of the options presented if possible. The selected choice cannot be changed once it enters the stack.
 - When playing this card, you have the option to give a unit or commander +2 damage for its attack, if you want, you may pay 1 bleed to raise the damage buff up to +3 damage instead of 2.
 - When playing this card, you have the option to reduce the damage done by a unit or commander by -2. If you want, you may pay 1 bleed to lower the damage done by another point, essentially reducing the damage by 3.
 - If by any of the effects done by this card an enemy unit is KO'd you will draw 1 card.

- If during the process of drawing cards you do not have enough cards in your deck, you will lose the game due to deck out.
- Shiv
 - This card has a specialization of SATIN RAVENHEART meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Vampyrian deck.
 - This card is an ability, allowing it to be played during either player's turn.
 - When casting this card you must also pay the necessary resources to ensure that the target unit selected is correct and be able to KO them due to this ability.
 - If during the process of casting this card, you do not have enough resources, you cannot play or generate more resources to change the intended target once it enters the stack.
- Misdirection
 - This card has a specialization of SATIN RAVENHEART meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Vampyrian deck.
 - This card is an ability, allowing it to be played during either player's turn.
 - While casting this ability, you may discard 2 bleeds to lower its cost by 2, essentially making this spell a pay 2 energy and discard 2 bleed ability.
 - When this card is played, the attacking unit will now attack a friendly unit or commander, this means that the attacking unit can attack the same field from where they are attacking from. If the attack of this unit triggers any On KO effect, the unit's owner will resolve any effect that triggers. If the attack causes your opponent's commander to evolve, the resolution of such will be as normal and the opposing player will continue their turn as normal.
 - The targeted unit for the attack must be rested to be allowed to be attacked. If there is no rested unit, then the attack must be directed towards the commander.
 - If the unit has an On KO ability, its owner will be able to activate it if you made the unit KO another unit. Resolve the On KO abilities as possible but you, the player that played Misdirection, will not benefit from any of those effects.
 - You will generate 1 bleed after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 bleed.
- Blood Jar
 - This card has a specialization of SATIN RAVENHEART meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Vampyrian deck.
 - This card is a spell during the deckbuilding process and while it is not on the field, limited to only be played during your turn and not during combat.
 - When this spell resolves, it will be converted into a unit that occupies 1 unit slot.

- To be able to properly play this spell, the caster must have the available unit space available for it to be resolved properly.
 - This unit has Defender
 - Defender allows the player to rest the unit to intercept any attack without conditions
 - Defender can be bypassed or ignored if a special condition is established on the attacking card.
 - If the Defender “survives” the attack, the unit is now considered rested and a valid attack target by the opposing player.
 - Defender is not affected by summoning sickness.
 - When this unit gets KO'd, you will generate 1 bleed.
 - If this card is placed face down as an energy, you will have the option to activate its trap effect.
 - Blood Trap - During the defender step, you can rest and sacrifice this card to make an enemy unit cost 3 or less deal no damage during that combat. It's on attack triggers will be resolved accordingly but they will not deal any sort of damage at the end of it all.
 - Since the trap effect requires it to be sacrificed and the card is not cast, therefore it is not a unit, its On KO effect will not trigger and you will not generate a bleed.
- Preparation
 - This card has a specialization of SATIN RAVENHEART meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Vampyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - When casting this card, you may pay 2 bleed to reduce its cost by 2. Essentially making this a card that you can play for only 2 bleed.
 - When casting this card, you must choose 1 of the 2 options presented on the card before entering the stack.
 - You can generate 3 bleed if available
 - Or you can ready 2 energy in your Energy Field.
- Eviscerate
 - This card has a specialization of SATIN RAVENHEART meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Vampyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - While casting this spell, you may discard any amount of Bleed, this is needed for the damage calculation of the written card.
 - You will deal 1 + 2 damage for each 2 bleed discarded during the cast of this spell. You can only discard a maximum of 8 bleeds, making the total damage be only 9.

- The damage dealt to a Unit or Commander can be prevented by different effects if available. Any damage dealt to a Unit must be equal or greater than the health value that they have to ensure that the unit is KO'd.
- Blood Hunt
 - This card has a specialization of SATIN RAVENHEART meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Vampyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - You can return any Assassin's Guild card from your discard to your hand.
 - Cards that have the specialization of Assassin's Guild can be picked up by this spell.
- Rin
 - This unit has Piercing, allowing it to ignore 1 energy shield when its attack is defended against. If the target has armor, it does not ignore it and the attack of this unit will be decreased accordingly.
 - This unit has Toxin, when attacking with this unit, you may discard 1 bleed to add +1 damage to this attack.
 - This unit has Thirst, when it attacks, it will generate 1 bleed to your resource field.
 - Due to having 2 abilities that can benefit each other, the player when they attack can select the order of how each effect will resolve and can use the bleed generated from the attack to raise the damage of the attack by +1.
- Minato
 - When this unit is played from your hand, its On Play ability will trigger. Blind will force a target commander to rest 1 energy that they have ready. If the targeted commander has no ready energy, this ability will do nothing and not affect the state of the game.
 - This unit has Toxin, when attacking with this unit, you may discard 1 bleed to add +1 damage to this attack.
 - This unit has Thirst, when it attacks, it will generate 1 bleed to your resource field.
 - Due to having 2 abilities that can benefit each other, the player when they attack can select the order of how each effect will resolve and can use the bleed generated from the attack to raise the damage of the attack by +1.
- Kasumi
 - This unit has Stealth, this unit will ignore Defender and Taunt effects while it attacks.
 - When this unit is played from your hand, its On Play ability will trigger. Disrupt will force a target commander to discard 1 resource card they have. If the targeted commander has no resources available, this ability will do nothing and not affect the state of the game.

- This unit has Toxin, when attacking with this unit, you may discard 1 bleed to add +1 damage to this attack.
- Hayate
 - When this unit is played from your hand, its On Play ability will trigger. Gale will return an enemy unit of cost 1 or less to their owners hand.
 - This unit has Thirst, when it attacks, it will generate 1 bleed to your resource field.
- Megumi
 - When this unit is played from your hand, its On Play ability will trigger. Throwing Stars will deal 1 damage to target enemy commander equal to the amount of card named Shuriken you have in your discard at the moment of resolving.
 - If you have cards named Shuriken, you may play or discard them through an effect during the resolution of this effect to raise the amount of damage done.
 - This damage can be prevented with card effects.
 - This unit has Toxin, when attacking with this unit, you may discard 1 bleed to add +1 damage to this attack.
 - When this unit is KO'd, you may return a Shuriken card from your discard to your hand.
- Chihiro
 - This unit has Toxin, when attacking with this unit, you may discard 1 bleed to add +1 damage to this attack.
 - This unit has Thirst, when it attacks, it will generate 1 bleed to your resource field.
 - Due to having 2 abilities that can benefit each other, the player when they attack can select the order of how each effect will resolve and can use the bleed generated from the attack to raise the damage of the attack by +1.
 - When this unit is KO'd, you may remove another card named Chihiro from your discard to return this card to your hand. This effect will only affect the card that was KO'd and not another card that was named similarly on your discard.
- Renjiro
 - This unit has Taunt, if this unit is rested, it must be chosen as the target of all attacks by the opposing player until this unit is KO'd. If there are multiple instances of Taunt, the attacking player may decide which one to attack.
 - This unit has Toxin, when attacking with this unit, you may discard 1 bleed to add +1 damage to this attack.
 - When this unit is KO'd, you may discard 1 bleed to draw 1 card.
- Yugito
 - When casting this unit, you may discard 2 bleed to lower the cost of this card by 1, only if Satin is your commander. Essentially you will pay 2 bleed and 4 energy to cast this unit.

- When this unit is played from your hand, its On Play ability will trigger. Vengeance will KO one enemy unit cost 2 or less.
 - Once during a turn, you may discard 4 energy to ready Yugito.
 - If this unit get ready after attacking, it can attack again if able.
 - If this unit gets selected for an attack and you ready the unit using its ability, the attack will continue as normal due to being a valid target at the moment the attack was declared.
 - The energy discarded can be ready or rested, there is no requirement of which energy or state they are.
- Takashi
 - When casting this unit, only if Satin is your commander, you may discard 4 bleeds to reduce the casting cost of this unit by 2. Essentially you would be paying 4 bleed and 4 energy to cast this unit with Satin as your commander.
 - When this unit is played from your hand, its On Play ability will trigger. Throwing Stars will deal 1 damage to the target enemy commander equal to the amount of card named Shuriken you have in your discard at the moment of resolving.
 - If you have cards named Shuriken, you may play or discard them through an effect during the resolution of this effect to raise the amount of damage done.
 - This damage can be prevented with card effects.
 - Initiative is the ability to be able to attack ready units.
- Full Moon's Bow
 - As a reserve weapon, only one can be in the field at any given time. You can use the remove ability and then play another reserve weapon but you can only have one type of reserve in the field at any given time. If you play another weapon, the current weapon on the field will be removed from the game.
 - This weapon enters the battlefield ready
 - Moon's Edge - when you rest this weapon, you will transfer 1 bleed from your resource deck under this card.
 - Moon's Wrath - Rest and sacrifice this weapon, you will discard all the bleeds attached to this weapon and deal damage equal to the amount of bleeds to a target unit or commander. You may add the value of the discarded bleeds to an unit or commander attack instead if you do not wish to deal the damage directly.
 - Once this weapon is sacrificed, you can return it to your reserve deck once again to be played. If you don't, then this card will be removed from the game as every other reserve card resolution.
- Blood Elixir
 - As a reserve armor, only one can be in the field at any given time. You can use the remove ability and then play another reserve armor but you can only have one type of reserve in the field at any given time. If you play another armor, the current armor on the field will be removed from the game.
 - This card will enter the battlefield rested

- Elixir - Whenever a unit dies on the battleground, you can rest this card to attach 1 bleed under it.
- Consumption - Rest and remove this card from the game, you will discard all the attached bleed from this card and heal your commander for 1 point of damage taken. If the amount heal exceeds the current commander's health limit, you will not gain any extra life and be stuck at the maximum.
- Ravenheart Retreat
 - As a reserve battlefield, only one can be in the field at any given time. You can use the remove ability and then play another reserve battlefield but you can only have one type of reserve in the field at any given time. If you play another battlefield, the current battlefield on the field will be removed from the game.
 - This card will enter the battlefield rested
 - Whenever your commander Satin attacks, it will create 2 bleeds instead of 1.
 - Ravenheart Retreat - Whenever an Assassin's Guild unit KO's another unit, you can rest this card to draw 1 card and discard 1 card. If the card discarded was an Assassin's Guild unit, you will generate 1 bleed.
 - The player must finish the action of drawing and discarding a card before taking any further actions or playing any cards during the resolution of this effect.
 - If during the process of drawing cards you do not have enough cards in your deck, you will lose the game due to deck out.
- Evasion
 - This card has a specialization of SATIN RAVENHEART meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Vampyrian deck.
 - This Reserve Spell has hex, which means it will stay on the battleground until the upkeep of the next turn.
 - While this card is on the field, any units with cost 4 or less will deal no damage to your commander.
 - This also applies to effects that would deal damage to your commander from a unit with cost 4 or less such as Burn or Trample.
 - This does not prevent the units from dealing damage to your units.
 - This effect does not affect the enemy commander from attacking or dealing damage to your commander.
- Bleed out
 - This card has a specialization of SATIN RAVENHEART meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Vampyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - This Spell has hex, which means it will stay on the battleground until the upkeep of the next turn.

- While this card is on the field, any unit with the keyword ability Thirst, will generate another bleed when attacking.
- Deft Hands
 - This card has a specialization of SATIN RAVENHEART meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Vampyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - As an additional cost of casting this spell, you will discard your hand and discard up to 4 bleeds. For each bleed discarded this way, you will draw a card up to a maximum of 4 cards.
- Stealth
 - This card has a specialization of SATIN RAVENHEART meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Vampyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - Target unit will gain Stealth for its next attack.
 - The unit with Stealth, will ignore Defender and Taunt effects when it attacks.
 - You will generate 1 bleed after successfully resolving the spell. If the spell is counterspelled or fizzles due to removing the intended target, you will not generate 1 bleed.
- Shank
 - This card has a specialization of SATIN RAVENHEART meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Vampyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - When casting this spell, you must have 2 valid targets to resolve it properly.
 - Deal 1 damage to 2 different targets, the targets can be commanders or units.
 - You will generate 1 bleed for each unit KO'd with this spell. If no units were KO'd when this spell was resolved, you will not gain any bleed.
- Blood Circle
 - This card has a specialization of SATIN RAVENHEART meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Vampyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - When casting this spell, you must have a valid target in your discard to be able to play it.

- When summoning the unit of cost 2 or less, this cost cannot be modified during its resolution.
 - If selecting an Assassin's Guild unit to summon from your discard, the cost limitation raises and the card will read "summon an assassin's guild unit of cost 3 or less onto the Battleground" instead.
 - The summoned unit will not activate any On Play abilities due to the unit not being played from your hand.
 - You will generate 1 bleed after successfully resolving the spell. If the spell is counterspelled or fizzles due to removing the intended target, you will not generate 1 bleed.
- Initiative
 - This card has a specialization of SATIN RAVENHEART meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Vampyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - Target unit gains Initiative for their next attack
 - Initiative is the ability to be able to attack ready units.
 - You will generate 1 bleed after successfully resolving the spell. If the spell is counterspelled or fizzles due to removing the intended target, you will not generate 1 bleed.
- Adrenaline
 - This card has a specialization of SATIN RAVENHEART meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Vampyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - This Spell has hex, which means it will stay on the battleground until you decide to sacrifice to use its effect.
 - You may sacrifice this spell at any moment to give +1 damage to a unit or commander and draw 1 card.
 - If during the process of drawing cards you do not have enough cards in your deck, you will lose the game due to deck out.
 - You will generate 1 bleed after successfully resolving the spell. If the spell is counterspelled or fizzles due to removing the intended target, you will not generate 1 bleed.
- Assassinate
 - This card has a specialization of SATIN RAVENHEART meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Vampyrian deck.
 - This card is an ability, allowing it to be played during either player's turn.

- When casting this ability, as an additional cost, you may discard 4 bleeds to target a unit cost 6 or less. This cost must be paid fully during the start of the casting process and cannot be changed during the resolution of the card.
- A valid target must be selected when playing this card and the appropriate cost must be paid before resolving this ability.

- **Sneak Attack**
 - This card has a specialization of SATIN RAVENHEART meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Vampyrian deck.
 - This card is an ability, allowing it to be played during either player's turn.
 - When you attack with your commander or with an Assassin's Guild unit, you must rest another Assassin's Guild unit to add its attack damage value to the attack you are currently doing.
 - Units with summoning sickness can be used for this effect since the unit is not the one resting to activate its effect, it is a card being used to pay the cost of another card.
 - If the unit is already rested, the unit does not meet the condition of this card and it cannot be used to provide its attack damage value.
 - A rested unit cannot be used for this cards effect.
 - You will generate 1 bleed after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 bleed.

- **Disarm**
 - This card has a specialization of SATIN RAVENHEART meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Vampyrian deck.
 - This card is an ability, allowing it to be played during either player's turn.
 - This card must be played before the Defender phase.
 - Target unit with cost 2 or less will deal no damage during this turn. This effect makes that if the unit attacks again, it will deal no damage at all even if it gets buffed.
 - Any on attack triggers from the unit will activate and resolve accordingly
 - You will generate 1 bleed after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 bleed.

- **Blood Heal**
 - This card has a specialization of SATIN RAVENHEART meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Vampyrian deck.
 - This card is an ability, allowing it to be played during either player's turn.
 - Prevent 1 damage done to any unit or commander you control.

- Or Heal your commander for 2 damage, The commander must have already taken any sort of damage to be able to heal. You cannot over heal from the established health limit on your commander.
- You will generate 1 bleed after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 bleed.
- Scout Ahead
 - This card has a specialization of SATIN RAVENHEART meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Vampyrian deck.
 - This card is an ability, allowing it to be played during either player's turn.
 - You will look at the top 3 cards from your deck and must decide either to discard those 3 cards or if you put them back in any order. You cannot choose to discard 1 and keep the other two or vice versa. This effect is an all or nothing card. Play it accordingly.
 - You will generate 1 bleed after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 bleed.
- Refill
 - This card has a specialization of SATIN RAVENHEART meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Vampyrian deck.
 - This card is an ability, allowing it to be played during either player's turn.
 - Draw 2 cards and then discard 2 cards. If the discarded cards were units, you can ready 1 energy for each unit discarded this way. The maximum amount of possible energy to ready is 2.
 - If during the process of drawing cards you do not have enough cards in your deck, you will lose the game due to deck out.
 - You will generate 1 bleed after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 bleed.
- Shuriken
 - This card has a specialization of SATIN RAVENHEART meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Vampyrian deck.
 - This card is an ability, allowing it to be played during either player's turn.
 - Target Commander or Unit will gain +2 damage during this combat.
 - If you KO an enemy unit after playing this ability during the combat, you will generate 1 bleed.
- .Satin's Core

- This card has a specialization of SATIN RAVENHEART meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Vampyrian deck.
 - All artifact cards must be placed Face Up on the energy field but they can be placed Face Down if the controller wishes.
 - If this card is Face Down, it loses all abilities and properties of the core, meaning you cannot use its skill.
 - The player may decide if they wish to swap a facedown card with this card but it is not obligated.
 - This card can be played as a normal energy card placement without the need to swap.
 - A player may NOT swap an artifact card for another faceup artifact card due to them not being facedown unless the card was placed face down.
 - During your defender phase, you may rest and remove this core to prevent all damage dealt to Satin from one incoming attack. This effect does not prevent any damage from spells or abilities
- **Assassin's Core**
 - This card has a specialization of SATIN RAVENHEART meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Vampyrian deck.
 - All artifact cards must be placed Face Up on the energy field but they can be placed Face Down if the controller wishes.
 - If this card is Face Down, it loses all abilities and properties of the core, meaning you cannot use its skill.
 - The player may decide if they wish to swap a facedown card with this card but it is not obligated.
 - This card can be played as a normal energy card placement without the need to swap.
 - A player may NOT swap an artifact card for another faceup artifact card due to them not being facedown unless the card was placed face down.
 - During a turn, you may rest and remove this core to ready any 2 energy cards you have available. This can allow you to generate more energy than the limit you have at the cost of removing this core.
- **Ragnar Silvermoon (Base, Evol1 and Evol2)**
 - As a commander, they can be targeted in any game state (ready or rested) for attacks
 - The Regenerate Ability can be activated once per turn, this means it can be used during your turn or opponents turn. If used, you must wait till your next Upkeep/Refresh phase to be able to use it again. You cannot overheal with Regenerate, meaning that if you are at max health (10 for Ragnar base and Evol 1, 15 for Evol 2) you cannot heal to surpass that amount unless a card states otherwise.

- Duelist - When you attack with this commander, you will return the top card of your discard pile to the bottom of your deck. Add the shield energy of the returned card as damage to this attack.
 - Battler - Once during your turn, you may discard 1 card from your hand. If done in Evol2, you will draw 1 card too.
 - If during the process of drawing cards you do not have enough cards in your deck, you will lose the game due to deck out.
- Dawnbreaker
 - As a reserve weapon, only one can be in the field at any given time. You can use the remove ability and then play another reserve weapon but you can only have one type of reserve in the field at any given time. If you play another weapon, the current weapon on the field will be removed from the game.
 - This card will enter the battlefield rested
 - Dawnbreaker Blade ability can target units or commanders belonging to your opponent but they must meet the condition to apply the effects properly.
 - While resting for Dawnbreaker Blade, you may discard 1 rage to give an additional damage buff to the target unit or commander if they have Duelist, raising the damage from +1 to +2 instead.
 - If using Dawnbreaker's Wrath, if Generating 2 Rage would bring you over the max amount of your commander, you will not gain any more. If you wish to get the full value, make sure to consume some Rage beforehand.
- Wolf's Bane
 - As a reserve armor, only one can be in the field at any given time. You can use the remove ability and then play another reserve armor but you can only have one type of reserve in the field at any given time. If you play another armor, the current armor on the field will be removed from the game.
 - This card will enter the battlefield rested
 - Wolf's Bane - You can rest this card to generate 1 energy. This energy can be used to pay for any cost and it does not require you to ready another energy card you have in your energy field.
 - Wolf's Wrath ability requires a valid Silvermoon Clan unit on the field to give it Riposte. This ability goes on the stack and the opponent can react to remove the valid target. If the targeted unit is removed from the field, the ability will not resolve and since removing the card was part of the cost, so is the Wolf's Bane.
 - Riposte is an ability that deals damage equal to the defending unit attack. This ability will also activate Duelist, raising the damage if possible.
- Silvermoon Temple
 - As a reserve battlefield, only one can be in the field at any given time. You can use the remove ability and then play another reserve battlefield but you can only have one type of reserve in the field at any given time. If you play another battlefield, the current battlefield on the field will be removed from the game.

- This card will enter the battlefield rested
- Silvermoon Embrace - when you rest this card, will discard the top 2 cards from the top of your deck into the discard. If the first card discarded was a Silvermoon Clan unit, you may decide to not discard the next card.
- The card not discarded this way will NOT go to your hand and will be on the top of the deck until it is drawn.
- Flaming Moon
 - This card has a specialization of RAGNAR SILVERMOON meaning you can only play it with him as your commander in the helm, this card cannot be played in any other Wolven deck.
 - This reserve deck spell summons one Silvermoon Clan unit from discard by paying only half the cost (rounded up) in energy.
 - If the unit has an On Play ability, it will not trigger due to it not being played from the hand as the game rules require.
 - Until your next turn, all Silvermoon Clans unit you control and your commander will gain +1 armor.
 - Armor provides a damage reduction for any damage resolution until it is removed.
 - Flames - you may discard 1 rage to give +1 damage to Ragnar during combat. This effect can only be activated once and cannot be repeated even if it attacks multiple times.
- Feral Frenzy
 - This card has a specialization of RAGNAR SILVERMOON meaning you can only play it with him as your commander in the helm, this card cannot be played in any other Wolven deck.
 - This reserve deck spell will remove Battler and Regenerate from Ragnar and provide other abilities until the end of the turn.
 - Ragnar will gain Feral, whenever Ragnar KO's an enemy unit, you may return the top 6 cards from your discard pile into your deck and ready him to allow him to attack again. This ability gains more activations depending on Ragnar's evolution status.
 - Ragnar will also gain Frenzy where you can discard any amount of rages to give him that much bonus to his attack damage.
 - Base Ragnar can activate only once Feral and Frenzy (2 attack total)
 - Evol1 Ragnar can activate twice Feral and Frenzy (3 attacks total)
 - Evol2 Ragnar can activate three time Feral and Frenzy (4 attacks total)
 - Do note that you still have Duelist active whenever you attack with Ragnar.
 - If you do not have the needed amount of cards to pay the cost of Feral when it is on the stack, you may play abilities to have the required amount if possible.
- Energy Core

- All artifact cards must be placed Face Up on the energy field but they can be placed Face Down if the controller wishes.
- If this card is Face Down, it loses all abilities and properties of the core, meaning you cannot use its skill.
- The player may decide if they wish to swap a facedown card with this card but it is not obligated.
- This card can be played as a normal energy card placement without the need to swap.
- A player may NOT swap an artifact card for another faceup artifact card due to them not being facedown unless the card was placed face down.

- Snow
 - This unit has Defender
 - Defender allows the player to rest the unit to intercept any attack without conditions
 - Defender can be bypassed or ignored if a special condition is established on the attacking card.
 - If the Defender “survives” the attack, the unit is now considered rested and a valid attack target by the opposing player.
 - Defender is not affected by summoning sickness.
 - If this card is returned by the effect of a Duelist trigger, you can summon from your discard 1 Silvermoon Clan unit paying their casting cost. If the unit has an On Play ability, it will not trigger due to it not being played from the hand as the game rules require.
 - This effect must be resolved during the combat step and cannot be used at a later moment. Make sure to plan ahead your attack when Snow is the one going back due to duelist!

- Grace
 - Duelist - When you attack with this unit, you will return the top card of your discard pile to the bottom of your deck. Add the shield energy of the returned card as damage to this attack.
 - When this unit is played from your hand, its On Play ability will trigger. Gathering allows you to discard the top 3 cards from your deck and place them in any order that you want. Only those 3 cards can be reorganized!
 - If this card is returned by the effect of a Duelist trigger, you draw a card.
 - If during the process of drawing cards you do not have enough cards in your deck, you will lose the game due to deck out.

- Spice

- Duelist - When you attack with this unit, you will return the top card of your discard pile to the bottom of your deck. Add the shield energy of the returned card as damage to this attack.
 - Scout is a keyword that allows this unit to attack ready Stealth Units as a way to K.O. them before they get a chance to attack.
 - Bond - you can sacrifice this card (Spice) to take any damage that the unit card named Sugar would take in that combat. This effect can be activated during any step of the combat phase.
- Chibi and Vang
 - Weakness - when this unit attacks, one unit will lose 1 health until end of turn. If multiple effects of Weakness lower a unit's health to 0, it is considered a KO but will not trigger On KO ability from the attacking unit.
 - Scrappy - If this unit KO's an enemy unit, you will ready 1 energy from your energy field. This effect does not trigger from a unit being KO'd by the effect of Weakness, there must be combat damage done for it to trigger.
 - If this card is returned by the effect of a Duelist trigger, you will provide +3 damage to the attacking unit or commander instead of 0 from this cards shield energy.
- Mythril
 - Duelist - When you attack with this unit, you will return the top card of your discard pile to the bottom of your deck. Add the shield energy of the returned card as damage to this attack.
 - This unit has Taunt, if this unit is rested, it must be chosen as the target of all attacks by the opposing player until this unit is KO'd. If there are multiple instances of Taunt, the attacking player may decide which one to attack.
- Silver Knight
 - Duelist - When you attack with this unit, you will return the top card of your discard pile to the bottom of your deck. Add the shield energy of the returned card as damage to this attack.
- Roland
 - Duelist - When you attack with this unit, you will return the top card of your discard pile to the bottom of your deck. Add the shield energy of the returned card as damage to this attack.
 - When this unit is played from your hand, its On Play ability will trigger. Devour allows you to discard 1 rage to KO an enemy unit with cost 1 or less.
- Silver Guard
 - Duelist - When you attack with this unit, you will return the top card of your discard pile to the bottom of your deck. Add the shield energy of the returned card as damage to this attack.

- Finn Adalwolf
 - Duelist - When you attack with this unit, you will return the top card of your discard pile to the bottom of your deck. Add the shield energy of the returned card as damage to this attack.
 - Riposte is an ability that deals damage equal to the defending unit attack. This ability will also activate Duelist, raising the damage if possible.
 - Riposte damage is dealt at the end of the combat, during the damage resolution phase. This allows the attacking player to also discard cards and prevent the damage if possible but Riposte damage is NOT considered an attack and cannot be buffed up with spells, abilities or other effects.
 - When this unit is played from your hand, its On Play ability will trigger. Execute allows you to discard 1 rage to KO an enemy unit with cost 2 or less.

- Zoey Silvermoon
 - Duelist - When you attack with this unit, you will return the top card of your discard pile to the bottom of your deck. Add the shield energy of the returned card as damage to this attack.
 - Relentless - When this unit KO's an enemy unit, you may discard 2 rage to ready Zoey and be able to attack again. You can only use this ability once!

- Riposte
 - This card has a specialization of RAGNAR SILVERMOON meaning you can only play it with him as your commander in the helm, this card cannot be played in any other Wolven deck.
 - This card is an ability, allowing it to be played during either player's turn.
 - Target unit or commander will gain Riposte
 - Riposte is an ability that deals damage equal to the defending unit attack. This ability will also activate Duelist, raising the damage if possible.
 - Riposte damage is dealt at the end of the combat, during the damage resolution phase. This allows the attacking player to also discard cards and prevent the damage if possible but Riposte damage is NOT considered an attack and cannot be buffed up with spells, abilities or other effects.
 - Riposte as an ability will only last for the attack in which this card is played. Any further attacks to the unit or commander will not activate this ability.
 - If a unit already has Riposte, the unit will not gain another instance of Riposte or Duelist trigger.
 - You will generate 1 rage after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 rage.

- Ambush

- This card has a specialization of RAGNAR SILVERMOON meaning you can only play it with him as your commander in the helm, this card cannot be played in any other Wolven deck.
 - This card is an ability, allowing it to be played during either player's turn.
 - As an additional cost of playing this card, you must discard 1 card from your hand
 - You can only choose 1 of the 2 options presented in the card that should had been chosen when casting this card.
 - Target unit or commander will gain +3 damage to their attack
 - Or prevent 3 damage.
 - The damage prevent can be from any source such as Burn and Trample or from direct combat damage.
 - You will generate 1 rage after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 rage.
- Press The Attack
 - This card has a specialization of RAGNAR SILVERMOON meaning you can only play it with him as your commander in the helm, this card cannot be played in any other Wolven deck.
 - This card is an ability, allowing it to be played during either player's turn.
 - Target unit or commander will gain +3 damage during the combat this card was played.
 - You will also summon from your hand 1 Silvermoon Clan unit with cost 2 or less.
 - This unit will not be able to attack unless it has haste.
 - You will generate 1 rage after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 rage.
- Retribution
 - This card has a specialization of RAGNAR SILVERMOON meaning you can only play it with him as your commander in the helm, this card cannot be played in any other Wolven deck.
 - This card is an ability, allowing it to be played during either player's turn.
 - This card has a special condition to be met before casting which is that a Silvermoon Clan unit you control is KO'd.
 - If the conditions above are met, you can Ready Ragnar and declare an attack with him, activating all on attack triggers and such.
 - As an additional cost, you may discard 1 rage to give Ragnar the keyword Initiative for that combat.
 - Initiative is the ability to be able to attack ready units.
- Flame Pack
 - This card has a specialization of RAGNAR SILVERMOON meaning you can only play it with him as your commander in the helm, this card cannot be played in any

other Wolven deck. This card is a spell, limited to only be played during your turn and not during combat.

- Discard the top 5 cards from your deck into your discard but you can put them in any order.
 - If part of the cards discarded this way included an Artifact Core, you may discard 1 rage to place that card into your hand.
 - Once all the effects are resolved, you will resolve the spell in its entirety by placing it on the bottom of your deck.
 - You will generate 1 rage after successfully resolving this spell. If the spell is counterspelled or fizzles out due to not having a valid target, you will not generate 1 rage.
- **Flaming Fur**
 - This card has a specialization of RAGNAR SILVERMOON meaning you can only play it with him as your commander in the helm, this card cannot be played in any other Wolven deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - This spell has Hex, allowing it to stay on the battleground and be used on a later moment.
 - You may sacrifice this card to either prevent 2 damage done to a unit or a commander and deal 1 damage to the enemy commander.
 - You will generate 1 rage after successfully resolving this spell. If the spell is counterspelled or fizzles out due to not having a valid target, you will not generate 1 rage.
- **Incinerate**
 - This card has a specialization of RAGNAR SILVERMOON meaning you can only play it with him as your commander in the helm, this card cannot be played in any other Wolven deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - When casting this spell, as an additional cost, you may discard one rage to target a unit cost 5 or less. This cost must be paid fully during the start of the casting process and cannot be changed during the resolution of the card.
 - A valid target must be selected when playing this card and the appropriate cost must be paid before resolving this spell.
- **Silvermoon Wisdom**
 - This card has a specialization of RAGNAR SILVERMOON meaning you can only play it with him as your commander in the helm, this card cannot be played in any other Wolven deck.
 - This card is a spell, limited to only be played during your turn and not during combat.

- You may search your deck for any Ragnar Silvermoon spell or ability. These cards have the specialization of the commander identified under the card name.
 - Once you have searched your deck for one of those cards, you will reveal the card to ensure a proper search was made and then shuffle your deck afterwards.
 - You will generate 1 rage after successfully resolving this spell. If the spell is counterspelled or fizzles out due to not having a valid target, you will not generate 1 rage.
- Nadira
 - Duelist - When you attack with this unit, you will return the top card of your discard pile to the bottom of your deck. Add the shield energy of the returned card as damage to this attack.
- Akira
 - Duelist - When you attack with this unit, you will return the top card of your discard pile to the bottom of your deck. Add the shield energy of the returned card as damage to this attack.
 - When this unit is played from your hand, its On Play ability will trigger. Blind will force a target commander to rest 1 energy that they have ready. If the targeted commander has no ready energy, this ability will do nothing and not affect the state of the game.
- Fang
 - Duelist - When you attack with this unit, you will return the top card of your discard pile to the bottom of your deck. Add the shield energy of the returned card as damage to this attack.
 - Scout is a keyword that allows this unit to attack ready Stealth Units as a way to K.O. them before they get a chance to attack.
 - This unit has Piercing, allowing it to ignore 1 energy shield when its attack is defended against. If the target has armor, it does not ignore it and the attack of this unit will be decreased accordingly.
- Valgerd
 - Duelist - When you attack with this unit, you will return the top card of your discard pile to the bottom of your deck. Add the shield energy of the returned card as damage to this attack.
 - This unit has Poke, an activated ability in which you can discard 2 rages to give it Initiative.
 - Initiative is the ability to be able to attack ready units.
 - This ability lasts only until the end of the turn and must be activated every turn to keep attacking ready units.
- Gil and Sheng

- Duelist - When you attack with this unit, you will return the top card of your discard pile to the bottom of your deck. Add the shield energy of the returned card as damage to this attack.
 - When this unit is played from your hand, its On Play ability will trigger. Disrupt will force a target commander to discard 1 resource card they have. If the targeted commander has no resources available, this ability will do nothing and not affect the state of the game.
 - If this card is returned by the effect of a Duelist trigger, you will generate 1 rage.
- Zegrath
 - Duelist - When you attack with this unit, you will return the top card of your discard pile to the bottom of your deck. Add the shield energy of the returned card as damage to this attack.
 - This unit has Defender
 - Defender allows the player to rest the unit to intercept any attack without conditions
 - Defender can be bypassed or ignored if a special condition is established on the attacking card.
 - If the Defender “survives” the attack, the unit is now considered rested and a valid attack target by the opposing player.
 - Defender is not affected by summoning sickness.
 - When this unit is played from your hand, its On Play ability will trigger. Devour allows you to discard 1 rage to KO an enemy unit with cost 1 or less.
- Sugar
 - Duelist - When you attack with this unit, you will return the top card of your discard pile to the bottom of your deck. Add the shield energy of the returned card as damage to this attack.
 - Cleanse will only trigger when casted from the player’s hand. Any spell or ability that is on the field at the moment this ability triggers can be selected. Reserve cards cannot be chosen with this ability at the time.
 - Blessed Hands - you may sacrifice this unit at ability speed to heal your commander for 1 damage. If your commander is Ragnar, you will heal Ragnar for 2 damage instead.
- Abraham
 - Duelist - When you attack with this unit, you will return the top card of your discard pile to the bottom of your deck. Add the shield energy of the returned card as damage to this attack.
 - Unmovable - When this unit is KO’d, if Ragnar is your commander, you may discard 2 rages and return this unit to your hand instead of the Discard pile.
 - This unit has Taunt, if this unit is rested, it must be chosen as the target of all attacks by the opposing player until this unit is KO’d. If there are multiple instances of Taunt, the attacking player may decide which one to attack.

- Tyberius
 - Brawler - When you attack with this unit, you will return the top 5 cards of your discard pile to the bottom of your deck in any order if possible. When you do, you will add +3 damage to this units attack.
 - You may decide to not return the 5 cards from the top of your discard to activate this effect. This is a decision the controller makes while attacking unlike Duelist which requires the player to return the top card of the discard if possible.
 - When this unit is played from your hand, its On Play ability will trigger. Reaper allows you to discard 1 rage to KO an enemy unit with cost 4 or less.
 - While this card is on the field, any time the Duelist ability triggers, you will look at the top 2 cards of the discard pile and select one to send to the bottom of your deck instead.
 - This effect does not affect the rest skill placed on Flame Scabbard due to it not being a Duelist trigger.

- Flame Scabbard
 - As a reserve weapon, only one can be in the field at any given time. You can use the remove ability and then play another reserve weapon but you can only have one type of reserve in the field at any given time. If you play another weapon, the current weapon on the field will be removed from the game.
 - This card will enter the battlefield rested
 - Scabbard Blade - Whenever Duelist is activated from any of your units or commander, you can rest this card to return the top card of the Discard pile to the bottom of your deck and add the shield energy value of the returned card to your damage. After this resolves, you will resolve the Duelist trigger as normal.
 - This skill is not a Duelist trigger, meaning any effects that modify Duelist or would activate if the card is returned by Duelist does not trigger.
 - If using Scabbard Wrath, you must rest and remove this card to give all Silvermoon Clan units and your Commander +1 damage until the end of the turn. It is an anthem effect for a specific type of card.

- Greymoon Mask
 - As a reserve armor, only one can be in the field at any given time. You can use the remove ability and then play another reserve armor but you can only have one type of reserve in the field at any given time. If you play another armor, the current armor on the field will be removed from the game.
 - This card will enter the battlefield rested
 - Greymoon Mask - You can rest this card to prevent 1 damage done to any unit or commander. If the damage prevention is for Ragnar, you can prevent 2 damage instead.
 - Greymoon's Resolve - Rest and remove this card from the game to ready 2 energy from your energy field. If you have no rested energy when activating this ability, you can rest them to generate the floating energy to cast your next card.

- Silvermoon Camp
 - As a reserve battlefield, only one can be in the field at any given time. You can use the remove ability and then play another reserve battlefield but you can only have one type of reserve in the field at any given time. If you play another battlefield, the current battlefield on the field will be removed from the game.
 - This card will enter the battlefield rested
 - Silvermoon's Watch - during your turn, you can rest this card and discard 3 cards from the top of your deck into the discard pile. The discarded cards can be placed in any order but you can summon 1 Silvermoon Clan unit discarded this way onto the battleground paying their summoning cost.

- Burst of Speed
 - This card has a specialization of RAGNAR SILVERMOON meaning you can only play it with him as your commander in the helm, this card cannot be played in any other Wolven deck.
 - This is a reserve feat spell that you can cast only during your turn.
 - When this card is played, all silvermoon clan units you summon this turn will enter the battlefield with Haste.
 - Haste allows your units to attack or activate any rest ability they have on themselves.

- Wolf's Howl
 - This card has a specialization of RAGNAR SILVERMOON meaning you can only play it with him as your commander in the helm, this card cannot be played in any other Wolven deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - Shuffle your deck to then discard 1 card from the top of your deck into your discard pile
 - Once all the effects are resolved, you will resolve the spell in its entirety by placing it on the bottom of your deck.
 - You will generate 1 rage after successfully resolving this spell. If the spell is counterspelled or fizzles out due to not having a valid target, you will not generate 1 rage.

- Taunt
 - This card has a specialization of RAGNAR SILVERMOON meaning you can only play it with him as your commander in the helm, this card cannot be played in any other Wolven deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - This spell has Hex, allowing it to stay on the battleground and will be removed at a later moment in the game, mostly during the player's upkeep.

- When placed on the Battleground, the Target unit will gain the keyword of Taunt.
 - This unit has Taunt, if this unit is rested, it must be chosen as the target of all attacks by the opposing player until this unit is KO'd. If there are multiple instances of Taunt, the attacking player may decide which one to attack.
 - You will generate 1 rage after successfully resolving this spell. If the spell is counterspelled or fizzles out due to not having a valid target, you will not generate 1 rage.
- Unending Rage
 - This card has a specialization of RAGNAR SILVERMOON meaning you can only play it with him as your commander in the helm, this card cannot be played in any other Wolven deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - This spell has Hex, allowing it to stay on the battleground and will be removed at a later moment in the game, mostly during the player's upkeep.
 - When placed on the Battleground, you will generate 1 rage every time an enemy unit is KO'd during the turn.
- Drained
 - This card has a specialization of RAGNAR SILVERMOON meaning you can only play it with him as your commander in the helm, this card cannot be played in any other Wolven deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - Target enemy unit with cost 3 or less will be rested
 - You will generate 1 rage after successfully resolving this spell. If the spell is counterspelled or fizzles out due to not having a valid target, you will not generate 1 rage.
- Sharpen
 - This card has a specialization of RAGNAR SILVERMOON meaning you can only play it with him as your commander in the helm, this card cannot be played in any other Wolven deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - This spell has Hex, allowing it to stay on the battleground and will be removed at a later moment in the game, mostly during the player's upkeep.
 - When placed on the Battleground, all of your Silvermoon Clan units will gain +1 damage to their attacks.
 - You will generate 1 rage after successfully resolving this spell. If the spell is counterspelled or fizzles out due to not having a valid target, you will not generate 1 rage.

- Lay and Wait
 - This card has a specialization of RAGNAR SILVERMOON meaning you can only play it with him as your commander in the helm, this card cannot be played in any other Wolven deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - Discard the top 10 cards from your deck into your discard pile. If you wish to keep one of those 10 cards, you may discard 1 rage to place the card into your hand.
 - Once you play this card, you must remove it from the game. If this card has been discarded before by other effects, then it stays in the discard pile but if casted then it must be removed from the game.

- Staredown
 - This card has a specialization of RAGNAR SILVERMOON meaning you can only play it with him as your commander in the helm, this card cannot be played in any other Wolven deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - This spell has Hex, allowing it to stay on the battleground and will be removed at a later moment in the game, mostly during the player's upkeep.
 - When placed on the Battleground, Enemy units with cost 3 or less cannot declare attacks until this card leaves the battleground.

- Wolf's Bite
 - This card is an ability, allowing it to be played during either player's turn.
 - This card has a specialization of RAGNAR SILVERMOON meaning you can only play it with him as your commander in the helm, this card cannot be played in any other Wolven deck.
 - Target unit or commander will gain +2 damage during this combat.
 - You will need to return 1 card from the top of your discard pile to the bottom of your deck.
 - If this card is played before resolving a Duelist trigger, the top card of the discard pile will be the one selected for the effect and it could change the amount of damage buff the attacker could get.
 - You will generate 1 rage after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 rage.

- Flash
 - This card is an ability, allowing it to be played during either player's turn.
 - This card has a specialization of RAGNAR SILVERMOON meaning you can only play it with him as your commander in the helm, this card cannot be played in any other Wolven deck.

- When you attack with your commander or with a Silvermoon Clan unit, you must rest another Silvermoon Clan unit to add its attack damage value to the attack you are currently doing.
 - Units with summoning sickness can be used for this effect since the unit is not the one resting to activate its effect, it is a card being used to pay the cost of another card.
 - If the unit is already rested, the unit does not meet the condition of this card and it cannot be used to provide its attack damage value.
 - A rested unit cannot be used for this cards effect.
 - You will generate 1 rage after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 rage.
- **Insightful Slash**
 - This card is an ability, allowing it to be played during either player's turn.
 - This card has a specialization of RAGNAR SILVERMOON meaning you can only play it with him as your commander in the helm, this card cannot be played in any other Woven deck.
 - You may play this ability at any moment to give +1 damage to a unit or commander and draw 1 card.
 - If during the process of drawing cards you do not have enough cards in your deck, you will lose the game due to deck out.
 - You will generate 1 rage after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 rage.
- **Battle Cry**
 - This card is an ability, allowing it to be played during either player's turn.
 - This card has a specialization of RAGNAR SILVERMOON meaning you can only play it with him as your commander in the helm, this card cannot be played in any other Woven deck.
 - As an additional cost for casting this card, you may discard ready units to lower the cost of this spell by 1 for each unit discarded. You may only discard up to 3 units this way.
 - Since discarding the units are part of the cost of playing this card, the opponent cannot respond by removing or KOing the units beforehand.
 - For each unit you have this discarded, the target unit or commander will gain +2 damage during this combat, to a maximum of +6.
 - You will generate 1 rage after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 rage.
- **Fire Breathing**
 - This card is an ability, allowing it to be played during either player's turn.

- This card has a specialization of RAGNAR SILVERMOON meaning you can only play it with him as your commander in the helm, this card cannot be played in any other Wolven deck.
 - Prevent any 2 damage done to a target unit or Commander.
 - After preventing the damage, you will draw 1 card and discard 1 card from your hand.
 - If the discarded card was a Silvermoon Clan unit, you will ready 1 energy card from your energy field.
 - If during the process of drawing cards you do not have enough cards in your deck, you will lose the game due to deck out.
 - You will generate 1 rage after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 rage.
- Anticipate
 - This card is a spell, limited to only be played during your turn and not during combat.
 - This card has a specialization of RAGNAR SILVERMOON meaning you can only play it with him as your commander in the helm, this card cannot be played in any other Wolven deck.
 - As an additional cost of playing this card, you may discard any amount of rages you control.
 - For every rage discarded this way, draw that many cards and then discard the same amount of cards from your hand equal to the amount of cards drawn through this spell.
 - If during the process of drawing cards you do not have enough cards in your deck, you will lose the game due to deck out.
- Coup De Grace
 - This card is an ability, allowing it to be played during either player's turn.
 - This card has a specialization of RAGNAR SILVERMOON meaning you can only play it with him as your commander in the helm, this card cannot be played in any other Wolven deck.
 - As an additional cost of playing this card, you may sacrifice any amount of Ready Artifact Cores that you control.
 - For each Ready Artifact Core discarded this way, your commander will gain that much damage during their attack.
- .Ragnar's Core
 - All artifact cards must be placed Face Up on the energy field but they can be placed Face Down if the controller wishes.
 - This card has a specialization of RAGNAR SILVERMOON meaning you can only play it with him as your commander in the helm, this card cannot be played in any other Wolven deck.

- If this card is Face Down, it loses all abilities and properties of the core, meaning you cannot use its skill.
 - The player may decide if they wish to swap a facedown card with this card but it is not obligated.
 - This card can be played as a normal energy card placement without the need to swap.
 - A player may NOT swap an artifact card for another faceup artifact card due to them not being facedown unless the card was placed face down.
 - During your defender phase, you may rest and remove this core to prevent all damage dealt to Ragnar from one incoming attack. This effect does not prevent any damage from spells or abilities
- Silvermoon Core
 - All artifact cards must be placed Face Up on the energy field but they can be placed Face Down if the controller wishes.
 - This card has a specialization of RAGNAR SILVERMOON meaning you can only play it with him as your commander in the helm, this card cannot be played in any other Wolven deck.
 - If this card is Face Down, it loses all abilities and properties of the core, meaning you cannot use its skill.
 - The player may decide if they wish to swap a facedown card with this card but it is not obligated.
 - This card can be played as a normal energy card placement without the need to swap.
 - A player may NOT swap an artifact card for another faceup artifact card due to them not being facedown unless the card was placed face down.
 - During a turn, you may rest and remove this core to ready any 2 energy cards you have available. This can allow you to generate more energy than the limit you have at the cost of removing this core.
- Vulcania Homusubi (Base, Evol1 and Evol2)
 - As a commander, they can be targeted in any game state (ready or rested) for attacks
 - Stubborn - Once during either player's turn, you may discard 1 focus to prevent 1 damage done to Vulcania. This prevention can be from any source of damage, not only limited to combat.
 - Tenacious - Once during your turn, you may discard 2 Focus if you are in evol1 or 1 Focus if you are in evol2 to gain +1 damage until the end of the turn for Vulcania. This effect lasts various combat phases if possible.
 - The Main bubble for Tenacious means that the skill can be only activated during your turn but you can activate it even during combat!
- Muramasa

- As a reserve weapon, only one can be in the field at any given time. You can use the remove ability and then play another reserve weapon but you can only have one type of reserve in the field at any given time. If you play another weapon, the current weapon on the field will be removed from the game.
 - This card will enter the battlefield rested
 - While this card is on the Battleground, Vulcania will now gain Trample.
 - Trample will deal 1 point of damage to the enemy commander if you KO a unit.
 - Muramasa's Blade - Rest this card to give a 12th Army unit or Commander +1 damage during their attack.
 - Muramasa's Wrath - Rest and remove this card to give a 12th Army unit +2 damage or +3 damage to Vulcania for this attack.
- Helios Armor
 - As a reserve armor, only one can be in the field at any given time. You can use the remove ability and then play another reserve armor but you can only have one type of reserve in the field at any given time. If you play another armor, the current armor on the field will be removed from the game.
 - This card will enter the battlefield rested
 - Helios Armor - Resting this card will prevent any 1 damage done to your unit or commander. This effect can prevent damage from combat or from non-combat effects such as Burn or Trample.
 - Helios Wrath - Rest and remove this card to return a 12th Army unit with a cost of 2 or less from your discard pile to your hand.
- Phoenix Keep
 - As a reserve battlefield, only one can be in the field at any given time. You can use the remove ability and then play another reserve battlefield but you can only have one type of reserve in the field at any given time. If you play another battlefield, the current battlefield on the field will be removed from the game.
 - This card will enter the battlefield rested
 - While this card is in the Battleground, all 12th army units gain Burn
 - Burn - When this unit is KO'd, deal 1 damage to the enemy commander.
 - Multiple instances of Burn will only raise the amount of damage dealt to a maximum of 2.
 - Whenever a 12th army unit is KO'd, you will place 1 focus from your resource deck under this card. The maximum amount of Focus you can place is 3.
 - During your turn, you may rest and discard all the focus under this card to summon a 12th army unit from your hand equal to the amount of focus discarded this way.
- Phoenix Rising
 - This card has a specialization of VULCANIA HOMUSUBI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.

- As a reserve feat spell, this spell can only be played during your turn.
 - Draw 1 card and summon a 12th army unit with cost 3 or less from your discard to the battleground.
 - If the unit has an On Play ability, it will not trigger due to it not being played from the hand as the game rules require.
 - If during the process of drawing cards you do not have enough cards in your deck, you will lose the game due to deck out.
- Firestorm
 - This card has a specialization of VULCANIA HOMUSUBI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - As a reserve feat spell, this spell can only be played during your turn.
 - Target enemy commander cannot ready any of their energy during the next turn.
 - When referring to Energy Cores in this card, it means all the energy the defending player currently has in play. If the defending player plays new energy from hand, they will not be affected by the rest effect.
 - This limitation only applies during the refresh phase, if they have effects that allow them to ready energy, they can.
- Blossom Core
 - All artifact cards must be placed Face Up on the energy field but they can be placed Face Down if the controller wishes.
 - If this card is Face Down, it loses all abilities and properties of the core, meaning you cannot use its skill.
 - The player may decide if they wish to swap a facedown card with this card but it is not obligated.
 - This card can be played as a normal energy card placement without the need to swap.
 - A player may NOT swap an artifact card for another faceup artifact card due to them not being facedown unless the card was placed face down.
 - During your turn, you may rest and sacrifice this card to return a 12th army unit with cost 1 or less from your discard pile to your hand.
- Support Core
 - All artifact cards must be placed Face Up on the energy field but they can be placed Face Down if the controller wishes.
 - If this card is Face Down, it loses all abilities and properties of the core, meaning you cannot use its skill.
 - The player may decide if they wish to swap a facedown card with this card but it is not obligated.
 - This card can be played as a normal energy card placement without the need to swap.

- A player may NOT swap an artifact card for another faceup artifact card due to them not being facedown unless the card was placed face down.
 - During your turn, you may rest and sacrifice this card to ready one 12th army unit with a cost of 1. This unit can attack if it did not attack this turn already. If it did attack, it cannot attack again.
 - To properly use this core, you must target a rested 12th army unit cost 1 to be able to ready it.
 - This core DOES NOT provide Haste to the unit.
 - The unit targeted by this ability suffers from any condition or affliction it has even after resolving the ability such as Summoning Sickness, Shock or Null among other afflictions.
- Thom
 - This unit has Taunt, if this unit is rested, it must be chosen as the target of all attacks by the opposing player until this unit is KO'd. If there are multiple instances of Taunt, the attacking player may decide which one to attack.
 - When this unit is KO'd, you may discard 1 focus to draw a card.
 - If during the process of drawing cards you do not have enough cards in your deck, you will lose the game due to deck out.
- Winifred the Gracious
 - When this unit is played from your hand, its On Play ability will trigger. Retrofit will allow you to draw 1 card and discard 1 card from your hand.
 - If during the process of drawing cards you do not have enough cards in your deck, you will lose the game due to deck out.
 - When this unit attacks, discard the top 3 cards from your deck into the discard pile. If your commander is Vulcania, may discard 2 focus to keep 1 of the 3 discarded cards in your hand.
- Gavinus
 - This unit has Piercing, allowing it to ignore 1 energy shield when it's attack is defended against. If the target has armor, it does not ignore it and the attack of this unit will be decreased accordingly.
- Gisla the Fierce
 - Jolt - When this unit attacks, you may discard 1 focus to give this unit +1 damage during its attacks.
 - Burn - When this unit is KO'd, deal 1 damage to the enemy commander.
- Apothecary Adeline
 - This unit has Defender
 - Defender allows the player to rest the unit to intercept any attack without conditions

- Defender can be bypassed or ignored if a special condition is established on the attacking card.
 - If the Defender “survives” the attack, the unit is now considered rested and a valid attack target by the opposing player.
 - Defender is not affected by summoning sickness.
 - When this unit is played from your hand, its On Play ability will trigger. they will heal 2 damage if possible. A commander cannot be overhealed or exceed its health value as printed on the card.
 - Vigilance - if a 12th army unit is KO'd, ready this unit if able.
- Eliza the Huntress
 - Blood Fury - Whenever this unit attacks, you may discard 1 focus to draw 1 card.
 - If during the process of drawing cards you do not have enough cards in your deck, you will lose the game due to deck out.
 - Trample will deal 1 point of damage to the enemy commander if you KO a unit.
 - Burn - When this unit is KO'd, deal 1 damage to the enemy commander.
- Master Ezekiel
 - When this unit is played from your hand, its On Play ability will trigger. Revive will allow you to discard 1 Focus to summon a 12th Army unit with cost 2 or less from your discard onto the battleground.
 - This ability can only be properly resolved if you have the available unit spaces when summoning the unit.
 - If you do not have the space to place the unit, this effect will not resolve and you will not get the targeted unit from your discard.
 - If the unit has an On Play ability, it will not trigger due to it not being played from the hand as the game rules require.
 - Trample will deal 1 point of damage to the enemy commander if you KO a unit.
 - Burn - When this unit is KO'd, deal 1 damage to the enemy commander.
- Flames
 - This card has a specialization of VULCANIA HOMUSUBI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is an ability, allowing it to be played during either player's turn
 - This ability allows you to give a target unit or commander +2 damage during this combat and deal 1 damage directly to the enemy commander.
 - The enemy commander can prevent this damage by discarding cards as energy shields or by using prevention effects.
 - You will generate 1 focus after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- Protective Flames

- This card has a specialization of VULCANIA HOMUSUBI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is an ability, allowing it to be played during either player's turn
 - Prevent any 2 damage done to a unit or commander and deal 1 damage directly to the enemy commander
 - The enemy commander can prevent this damage by discarding cards as energy shields or by using prevention effects.
 - You will generate 1 focus after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- Pummel Smash
 - This card has a specialization of VULCANIA HOMUSUBI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is an ability, allowing it to be played during either player's turn
 - Target unit or commander will gain +1 damage during the combat and Trample.
 - Trample will deal 1 point of damage to the enemy commander if you KO a unit with an attack
 - If the target already has Trample, the damage done by this effect is raised to deal 2 damage instead of 1.
 - The enemy commander can prevent this damage by discarding cards as energy shields or by using prevention effects.
 - You will generate 1 focus after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- Scorch
 - This card has a specialization of VULCANIA HOMUSUBI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is an ability, allowing it to be played during either player's turn
 - When casting this card, you may discard 2 focus to reduce the cost of this card by 2. Essentially casting this card for 2 energy and 2 focus
 - After damage has been dealt to your commander or unit, you will deal damage back to an attacking unit. The damage dealt is equal to the amount of damage received by the commander or unit.
 - You will generate 1 focus after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- Flame Shield

- This card has a specialization of VULCANIA HOMUSUBI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - This spell has Hex, allowing it to stay on the battleground and be used on a later moment.
 - You can sacrifice this card at any moment to prevent 1 damage dealt to your unit or commander and draw 1 card.
 - The damage that is prevented can be from any one source.
 - If during the process of drawing cards you do not have enough cards in your deck, you will lose the game due to deck out.
 - You will generate 1 focus after successfully resolving the spell. If the spell is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- Fireball
 - This card has a specialization of VULCANIA HOMUSUBI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - You will KO one target enemy unit with cost 2 or less and deal 1 damage to the enemy commander.
 - You will generate 1 focus after successfully resolving the spell. If the spell is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- Inferno
 - This card has a specialization of VULCANIA HOMUSUBI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - Target enemy unit cost 4 or less will be K.O.d unless the effect is countered or the unit value of the unit changes.
 - Any on K.O. effects will trigger if properly resolved. Effects that will trigger from seeing a unit being K.O.d will also activate accordingly.
 - You will generate 1 Focus after successfully resolving this spell. If the spell is counterspelled or fizzles out due to not having a valid target, you will not generate 1 Focus.
- Ashes

- This card has a specialization of VULCANIA HOMUSUBI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - You may search your discard pile for a Vulcania Homusubi spell or ability. You may search for a 12th Army unit instead if you want.
 - After searching your discard pile, you do not shuffle your deck. This was an error in the Awakenings Set 1 printing. Future printing of the cards does not have this text.
 - You will generate 1 Focus after successfully resolving this spell. If the spell is counterspelled or fizzles out due to not having a valid target, you will not generate 1 Focus.
- Valen
 - This unit has Piercing, allowing it to ignore 1 energy shield when it's attack is defended against. If the target has armor, it does not ignore it and the attack of this unit will be decreased accordingly.
 - Jolt - When this unit attacks, you may discard 1 Focus to give this unit +1 damage during the attack.
- Belle
 - Crystal Punch - When this unit attacks, you may discard 2 Focus to give this unit +2 damage during the attack.
- Clare The Bright
 - When this unit is played from your hand, its On Play ability will trigger. Blind will force a target commander to rest 1 energy that they have ready. If the targeted commander has no ready energy, this ability will do nothing and not affect the state of the game.
 - Swiftstrike - You may rest this card to give this unit's attack to another target 12th army unit or commander during their attack.
 - This ability can only be activated if the unit does not have summoning sickness
- Talia Lightfall
 - When this unit is played from your hand, its On Play ability will trigger. Cleanse will only trigger when casted from the player's hand. Any spell or ability that is on the field at the moment this ability triggers can be selected. Reserve cards cannot be chosen with this ability at the time.
 - Retribution - When this unit attacks, target unit will be afflicted with Shock
 - A unit with Shock will not become ready during that player's upkeep/refresh phase.

- The unit selected by Retribution to be afflicted with Shock DOES NOT have to be the same target being attacked. This allows the controller of Talia to attack an enemy commander while applying Shock to another unit.
 - Blessed Hands - you may sacrifice this unit at ability speed, if you do, heal your commander for 1 damage. If your commander is Vulcania, you will heal for 2 damage instead.
 - The sacrifice effect does not count as a K.O.
 - If this unit was selected with a spell or ability and the controller decides to sacrifice this unit in response, the spell or ability will not resolve completely and any benefits gained in resolution will not be given. Such examples would be generating resources or drawing cards.
 - A commander cannot be overhealed or exceed its health value as printed on the card.
- Balan The Firm
 - This unit has Defender
 - Defender allows the player to rest the unit to intercept any attack without conditions
 - Defender can be bypassed or ignored if a special condition is established on the attacking card.
 - If the Defender “survives” the attack, the unit is now considered rested and a valid attack target by the opposing player.
 - Defender is not affected by summoning sickness.
 - Firm - When this unit is KO'd, you may discard 1 Focus to draw 1 card.
 - If during the process of drawing cards you do not have enough cards in your deck, you will lose the game due to deck out.
- Filbert The Strong
 - Trample will deal 1 point of damage to the enemy commander if you KO a unit while attacking
 - Repentance - When this unit is KO'd, you can return the attacking unit back to it's owner's hand. If this unit was killed by a spell, ability or effect, this ability will not trigger and no attacking unit can be returned to hand.
 - When this unit is played from your hand, its On Play ability will trigger. Disrupt will force a target commander to discard 1 resource card they have. If the targeted commander has no resources available, this ability will do nothing and not affect the state of the game.
- Indira Lightfall
 - When this unit is played from your hand, its On Play ability will trigger. Revive will allow you to discard 1 Focus to summon a 12th Army unit with cost 2 or less from your discard onto the battleground.
 - Restore - When this unit attacks, you will heal 1 damage from your commander.

- A commander cannot be overhealed or exceed its health value as printed on the card.
 - Lay on Hands - you may sacrifice this unit at ability speed, if you do, heal your commander for 2 damage. If your commander is Vulcania, you will heal for 3 damage instead.
 - The sacrifice effect does not count as a K.O.
 - If this unit was selected with a spell or ability and the controller decides to sacrifice this unit in response, the spell or ability will not resolve completely and any benefits gained in resolution will not be given. Such examples would be generating resources or drawing cards.
- Kuigaro Homusubi
 - This card has a specialization of VULCANIA HOMUSUBI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - Berzerker - Once during your turn, you may return the top 10 cards from your Discard into the bottom of your deck in any order. If you do, you may Ready Kuigaro Homusubi.
 - This ability allows you to attack again if Kuigaro Homusubi can attack.
 - You must have 10 cards in your Discard to activate this effect. If you do not have the needed amount, you cannot activate and resolve this ability with less cards.
 - Trample will deal 1 point of damage to the enemy commander if you KO a unit.
 - Burn - When this unit is KO'd, deal 1 damage to the enemy commander.
 - As long as Kuigaro Homusubi is on the battleground, if your commander is Vulcania, Vulcania will gain +1 attack for as long as this card stays on the battleground.
- Heavenfall
 - As a reserve weapon, only one can be in the field at any given time. You can use the remove ability and then play another reserve weapon but you can only have one type of reserve in the field at any given time. If you play another weapon, the current weapon on the field will be removed from the game.
 - This card will enter the battlefield rested
 - Heavenfall Pummel - You may rest this card to give target unit or commander +1 damage during combat. If you have the card Master Ezekiel in play, that damage becomes +2 instead.
 - Heavenfall's Wrath - You may rest and remove this card, if you do any excess damage that you deal to a unit will be dealt to the enemy commander. The maximum damage dealt is limited to only 4.
 - With Heavenfall's Wrath you must ensure to deal enough damage to KO the unit and any leftover damage will be dealt to the commander. This effect does not take into account any On KO effects such as Trample during its damage resolution.

- **Brimstone Armor**
 - As a reserve armor, only one can be in the field at any given time. You can use the remove ability and then play another reserve armor but you can only have one type of reserve in the field at any given time. If you play another armor, the current armor on the field will be removed from the game.
 - This card will enter the battlefield rested
 - Brimstone Armor - You may rest this card to prevent 1 damage dealt to any unit or commander.
 - The damage prevention can be applied to non-combat effects such as Burn or Trample.
 - Brimstone Protection - You may rest and remove this card from the game, if you do, target unit or commander will gain +1 armor until the next turn.
 - Armor provides a flat damage reduction for any damage resolution until it is removed.

- **Homusubi Castle**
 - As a reserve battlefield, only one can be in the field at any given time. You can use the remove ability and then play another reserve battlefield but you can only have one type of reserve in the field at any given time. If you play another battlefield, the current battlefield on the field will be removed from the game.
 - While this card is in the Battleground, all 12th army units gain Trample
 - Trample will deal 1 point of damage to the enemy commander if you KO a unit.
 - Multiple instances of Trample will only raise the amount of damage dealt to a maximum of 2.
 - Homusubi Castle - You may rest this card to draw 2 cards and then discard 2 cards from your hand. You may pay 2 Focus to only discard 1 card from you hand that must be a 12th Army card.
 - If during the process of drawing cards you do not have enough cards in your deck, you will lose the game due to deck out.

- **Immortal Flames**
 - This card has a specialization of VULCANIA HOMUSUBI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - As a reserve feat spell, this spell can only be played during your turn.
 - This Spell has hex, which means it will stay on the battleground until the upkeep of the next turn.
 - While this card is on the Battleground, Vulcania cannot be lowered below 1 health. This means that Vulcania cannot be evolved until this card is removed from the battleground.
 - While this card is on the Battleground, you can heal Vulcania but any damage that may drop her health below 1 will be considered as if it was not dealt instead.

- **Armor Up**

- This card has a specialization of VULCANIA HOMUSUBI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - This Spell has hex, which means it will stay on the battleground until the upkeep of the next turn.
 - While this card is on the Battleground, the target unit or commander of your choice will gain +1 armor until this card is removed.
 - Armor provides a flat damage reduction for any damage resolution until it is removed.
 - You will generate 1 focus after successfully resolving the spell. If the spell is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- Low Blow
 - This card has a specialization of VULCANIA HOMUSUBI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - Target unit with cost 3 or less will be afflicted will Null
 - Null is a status effect where the card will be flipped face down with all attached cards. This card will occupy the space where it was and cannot be interacted with until the player's next turn, that player being the one who Nulled the card.
 - A Null card will retain its position when afflicted with the condition and will return in the same state, meaning that if the card was rested, it will return rested.
 - You will generate 1 focus after successfully resolving the spell. If the spell is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- Grand Feast
 - This card has a specialization of VULCANIA HOMUSUBI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - This Spell has hex, which means it will stay on the battleground until the upkeep of the next turn.
 - While this card is on the Battleground, all ally units you control will gain +1 health. This allows your units to require 1 more point of damage before they are KO'd
 - This spell does not affect your commander's health.

- You will generate 1 focus after successfully resolving the spell. If the spell is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- **Aura of Retribution**
 - This card has a specialization of VULCANIA HOMUSUBI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - This Spell has hex, which means it will stay on the battleground until the upkeep of the next turn.
 - While this card is on the Battleground, any Trample damage done will increase it by +1.
 - If a unit already has multiple instances of Trample that would deal 2 damage, this spell will allow the damage to be raised by 1 more making it 3 in total.
 - Multiple instances of this spell can raise the damage dealt by Trample even more to a maximum of 3 damage by a single instance of Trample.
 - You will generate 1 focus after successfully resolving the spell. If the spell is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- **Tremor**
 - This card has a specialization of VULCANIA HOMUSUBI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - Rest all units with a cost of 3 or less.
 - This spell affects units you control too.
 - You will generate 1 focus after successfully resolving the spell. If the spell is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- **Decapitator**
 - This card has a specialization of VULCANIA HOMUSUBI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - When casting this spell, as an additional cost, you may discard 2 Focus to target a unit cost 6 or less. This cost must be paid fully during the start of the casting process and cannot be changed during the resolution of the card.

- A valid target must be selected when playing this card and the appropriate cost must be paid before resolving this spell.
- Lava Fields
 - This card has a specialization of VULCANIA HOMUSUBI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - When casting this spell, as an additional cost, you may discard 1 Focus to KO all units cost 4 or less. This casting cost must be paid during the initial casting of the spell and cannot be modified during the resolution of it.
 - After KO-ing all the units, both players will discard 2 energy cards from their energy field.
 - If any of the units KO'd have On KO skills, they will trigger once this card has finished resolving.
 - No abilities can be played in response to resolution of the steps of the card. This means that during the KOing of all the units, you can play an ability but not before the discard 2 energy steps since it will all resolve together as part of the card.
 - You will generate 1 focus after successfully resolving the spell. If the spell is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- Fire Punch
 - This card has a specialization of VULCANIA HOMUSUBI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is an ability, allowing it to be played during either player's turn
 - This ability allows you to give a target unit or commander +1 damage during this combat
 - You may discard 1 Focus as an additional cost of playing this card to draw 1 card.
 - If during the process of drawing cards you do not have enough cards in your deck, you will lose the game due to deck out.
 - You will generate 1 focus after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- Swiftstrike
 - This card has a specialization of VULCANIA HOMUSUBI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is an ability, allowing it to be played during either player's turn

- As an additional cost for playing this card, you must rest a 12th Army unit you control.
 - A unit with summoning sickness can be selected to pay the cost of playing this card.
 - Target attacking 12th Army unit or Commander will gain the rested unit's attack added to their combat damage dealt during that attack.
 - If the unit is already rested, the unit does not meet the condition of this card and it cannot be used to provide its attack damage value.
 - A rested unit cannot be used for this cards effect.
 - You will generate 1 focus after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- Pacifying Light
 - This card has a specialization of VULCANIA HOMUSUBI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is an ability, allowing it to be played during either player's turn
 - When playing this card, you must select 1 of the option available before placing it on the stack
 - You may choose a Target unit with cost 4 or less with the keyword Haste to negate it from attacking the turn they are summoned
 - Or reduce the damage taken by a target unit by 2 damage.
 - This card cannot target Commander damage.
 - You will generate 1 focus after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.
- Healing Fire
 - This card has a specialization of VULCANIA HOMUSUBI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is an ability, allowing it to be played during either player's turn.
 - Prevent 2 damage dealt to any commander or unit.
 - You will draw 1 card and then discard 1 card from your hand
 - If the discarded card was a 12th Army unit, you will heal your commander from 1 point of damage.
 - If during the process of drawing cards you do not have enough cards in your deck, you will lose the game due to deck out.
 - A commander cannot be overhealed or exceed its health value as printed on the card.
 - You will generate 1 focus after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.

- **Combustion**
 - This card has a specialization of VULCANIA HOMUSUBI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is an ability, allowing it to be played during either player's turn.
 - Target unit or commander will gain +3 damage during this combat and the enemy commander must discard 1 resource they control.
 - If the opposing player does not have any resources, this ability will resolve as normal.
 - The opposing player may use the resources in response to this ability being played.
 - You will generate 1 focus after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 focus.

- **Divine Shield**
 - This card has a specialization of VULCANIA HOMUSUBI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is an ability, allowing it to be played during either player's turn.
 - This card can only be played before the Defender phase
 - As an additional cost of playing this card, you must either discard 2 Focus or 3 Focus.
 - If 2 Focus were discarded for the cost of this card, you will negate the attack of one enemy unit.
 - If 3 Focus were discarded for the cost of this card, you will negate the attack of one enemy commander.
 - A valid target must be selected when playing this card and the appropriate cost must be paid before resolving this spell.

- **Firefly**
 - This card has a specialization of VULCANIA HOMUSUBI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - This card is an ability, allowing it to be played during either player's turn.
 - As an additional cost of playing this card, you may discard any amount of Focus you control.
 - For every Focus that was discarded, you will heal your commander 1 point of damage.
 - A commander cannot be overhealed or exceed its health value as printed on the card.
 - This card has a Trap effect that will only activate when this card is placed in your Energy Field.

- Blinding Light - Prevent 2 damage dealt to the target unit or commander
- The damage prevention can be used to prevent non-combat damage such as Burn or Trample

- Vulcania's Core
 - This card has a specialization of VULCANIA HOMUSUBI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - All artifact cards must be placed Face Up on the energy field but they can be placed Face Down if the controller wishes.
 - If this card is Face Down, it loses all abilities and properties of the core, meaning you cannot use its skill.
 - The player may decide if they wish to swap a facedown card with this card but it is not obligated.
 - This card can be played as a normal energy card placement without the need to swap.
 - A player may NOT swap an artifact card for another faceup artifact card due to them not being facedown unless the card was placed face down.
 - During your defender phase, you may rest and remove this core to prevent all damage dealt to Vulcania from one incoming attack. This effect does not prevent any damage from spells or abilities

- 12th Army Core
 - This card has a specialization of VULCANIA HOMUSUBI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other Valkyrian deck.
 - All artifact cards must be placed Face Up on the energy field but they can be placed Face Down if the controller wishes.
 - If this card is Face Down, it loses all abilities and properties of the core, meaning you cannot use its skill.
 - The player may decide if they wish to swap a facedown card with this card but it is not obligated.
 - This card can be played as a normal energy card placement without the need to swap.
 - A player may NOT swap an artifact card for another faceup artifact card due to them not being facedown unless the card was placed face down.
 - During a turn, you may rest and remove this core to ready any 2 energy cards you have available. This can allow you to generate more energy than the limit you have at the cost of removing this core.

- Pogi J. Panda
 - This unit is a mercenary unit, allowing the card to be placed in any deck that allows it if the commander has a mercenary count.

- When this unit is played from your hand, its On Play ability will trigger. Loan will make your opponent draw 1 card.
 - If during the process of drawing cards your opponent does not have enough cards in their deck, they will lose the game due to deck out.
 - Appraisal - You may rest this unit to look at the top card of your opponent's deck. You may decide to leave that card on top or place it on the bottom of their deck.
 - Hoarder - While this card is on the Battleground, players will only draw 1 card less during their upkeep/refresh phase. If a player would use an ability or spell to draw more cards, that effect will not be affected by this ability.
 - If multiple copies of Pogi are in play, both players will draw less card for each one. Meaning that if there are 2 or more Pogi's in play, neither player will draw cards in their Upkeep/Refresh phase but can still draw normally from other card drawing effects,
 - Shadow - While this unit is in play, it cannot be attacked by units the opposing player controls. Only commanders or effects from cards can KO this card.
- Damien Blackheart
 - This unit is a mercenary unit, allowing the card to be placed in any deck that allows it if the commander has a mercenary count.
 - During your upkeep phase, you may transfer 1 resource from your resource deck under this card to keep it in play or else it will be sacrificed meaning its On KO abilities will not trigger
 - Interrogation - You may rest this unit to rest a target unit with cost equal or less than the amount of resources under this unit.
 - Torment - When this unit is KO'd, the target player must discard 1 card from their hand at random.
 - The controller may choose themselves if they wish.
 - While this ability is on the stack, either player can play cards from their hand but when it resolves, it will take 1 of the remaining card in the chosen player's hand.
- Kaiser Rex
 - This unit is a mercenary unit, allowing the card to be placed in any deck that allows it if the commander has a mercenary count.
 - During your upkeep phase, you may discard 1 unit from your side of the Battleground to keep this unit in play or else it will be sacrificed meaning its On KO abilities will not trigger
 - The unit with Stealth, will ignore Defender and Taunt effects when it attacks.
 - Rake - When this unit attacks, if it KO'd an enemy unit, you may discard 3 resources you control to ready it.
- Vinx "Cat Burglar"
 - This unit is a mercenary unit, allowing the card to be placed in any deck that allows it if the commander has a mercenary count.

- During your upkeep phase, you will discard the top card of your deck and place it under Vinx
 - Flux - Discard 2 cards placed under Vinx to reduce the cost of your next spell or ability by 1.
 - This effect cannot affect the casting cost of reserve cards.
 - Thief - You may cast spells and ability cards placed under Vinx at their appropriate time.
- Aurelia Sunflower
 - This unit is NOT a mercenary, it is considered a Wanderer which means it can be placed in any deck without limitations.
 - When this unit is played from your hand, its On Play ability will trigger. Cleanse will only trigger when casted from the player's hand. Any spell or ability that is on the field at the moment this ability triggers can be selected. Reserve cards cannot be chosen with this ability at the time.
 - Quick Heal - You may rest this unit to heal 2 damage from your commander.
 - A commander cannot be overhealed or exceed its health value as printed on the card.
 - This unit can be used in any Faction since it's a Wanderer but it cannot be searched or benefitted from effects that target a specific faction such as Crimson Shadow, 12th Army and such.
- Walker "Doc" Holiday
 - This unit is a mercenary unit, allowing the card to be placed in any deck that allows it if the commander has a mercenary count.
 - When this unit is played from your hand, its On Play ability will trigger. Reaper will allow you to discard 1 resource that you control to KO an enemy unit with cost 4 or less.
 - Mark - Whenever this unit KO's an enemy unit, you will transfer 1 resource from your resource deck under this card.
 - Lucky Draw - you can discard 2 resources from under this unit to draw 1 card at ability speed.
 - Flash - You can once per turn, discard 4 energy cards from your energy field to ready this unit.
 - Even if this unit is attacked while rested and you use the Flash ability, the attack towards this unit is valid and will need to defend accordingly, it does not cancel or negate the attack.
- Linsy Holiday
 - This unit is a mercenary unit, allowing the card to be placed in any deck that allows it if the commander has a mercenary count.
 - When this unit is played from your hand, its On Play ability will trigger. Family allows you to search your deck for a Holiday card, shuffle your deck and place the Holiday card on top of the deck.

- Bail - Every time your opponent attacks you, they need to rest 1 energy to be able to properly declare an attack with a unit. Commanders are not affected by this ability.
- Bond - When this unit is KO'd, both players must discard 1 card from their hand.
- Anton "Grim" Holiday
 - This unit is a mercenary unit, allowing the card to be placed in any deck that allows it if the commander has a mercenary count.
 - When this unit is played from your hand, its On Play ability will trigger. Tracker allows you to flip a facedown card from either players energy field face up.
 - Scalp - When this unit is KO'd, an enemy must discard 1 resource they control
 - Mousetrap - You may rest 3 "Holiday" units that you control at ability speed to KO a target unit. This ability is considered only from this unit and will not trigger any of the other units used for this ability if they KO'd a unit.
 - This unit has a special effect that if during your deck building, you have 2 other Holiday cards, this card will become a normal unit with no allegiance to any other faction besides the Holiday group. If you do not have 2 other Holiday cards in your deck, this card will remain the mercenary type and counts towards the mercenary limit that the commander has.
- Joda Rot
 - This unit is a mercenary unit, allowing the card to be placed in any deck that allows it if the commander has a mercenary count.
 - During your upkeep phase, you must discard 1 resource to keep this unit in play or else it will be sacrificed meaning its On KO abilities will not trigger
 - Rampage - Whenever this unit KO's an enemy unit with Defender or Taunt, you will ready this unit. This effect triggers only once.
 - Cheat Death - When this unit is KO'd you may discard 2 resources you control to keep this card on the battleground. The card does not have to change zones into the discard, it just requires to meet the conditions to be KO'd to activate this ability.
- Zephyr
 - This unit is a mercenary unit, allowing the card to be placed in any deck that allows it if the commander has a mercenary count.
 - During your upkeep phase, you must discard 1 resource to keep this unit in play or else it will be sacrificed meaning its On KO abilities will not trigger
 - Elusive - During the defender step, you may return 10 cards from the top of your discard pile onto the bottom of your deck in any order to prevent any damage dealt to this unit from one attack. This ability can only be used once!
 - The cards returned by the Elusive skill must be the top 10 cards from your discard, this skill does NOT manipulate the discard order in any way.
 - This unit DOES NOT HAVE DEFENDER, it has a defender timing effect that allows it to be protected from an attack.

- Lucky - You may rest this unit, if it doesn't have summoning sickness, to draw 1 card to your hand.
- If during the process of drawing cards your opponent does not have enough cards in their deck, they will lose the game due to deck out.
- Favored - When this unit is KO'd, you will heal your commander for 2 health.
- A commander cannot be overhealed or exceed its health value as printed on the card.

4. Lamia Avicii Standalone Deck [1st Edition]

- Lamia Avicii
 - Lamia is a unique style of commander that does not have more than 1 evolution

- Lamia cannot attack or be healed in any way, Lamia can be used for sneak attack effects though even though she has 0 attack.
 - Any source of damage that would be dealt to Lamia will be reduce to 1. This damage cannot be modified or changed since it will resolve after the damage resolution step.
 - Whenever Lamia loses health, you will draw 1 card and generate 1 bleed.
 - Paying Health for a card effect does not trigger this skill.
 - As an activated skill (resting Lamia), you can search your deck for a Arsalan Unit of cost 1 and add it to your hand. During the activation, you may discard 2 Bleeds instead to raise the searched Arsalan card for it to be cost 3 or less instead. This effect CANNOT be used in the first turn but can be used during either players turn.
 - During the Defender Phase, when you are the defender, you may pay 1 health and rest Lamia to negate 1 attack that targets an Arsalan unit you control. This does NOT trigger your draw and generate condition so you will pay 1 health to negate an attack to Arsalan only.
- **Gladiator Gauntlet**
 - As a reserve weapon, only one can be in the field at any given time. You can use the remove ability and then play another reserve weapon but you can only have one type of reserve in the field at any given time. If you play another weapon, the current weapon on the field will be removed from the game.
 - This card will enter the battlefield rested
 - Gladiator's Blade - Rest this card to give target unit or commander +1 damage during this attack. If the targeted unit is Arsalan, you may discard 1 Bleed to give it +2 damage instead.
 - Gauntlet's Wrath - MAIN - Rest and Remove this card to generate 2 Bleed.
 - If using Gauntlet's Wrath, if Generating 2 Bleed would bring you over the max amount of your commander, you will not gain any more. If you wish to get the full value, make sure to consume some Bleed beforehand.
- **Brawler Armor**
 - As a reserve armor, only one can be in the field at any given time. You can use the remove ability and then play another reserve armor but you can only have one type of reserve in the field at any given time. If you play another armor, the current armor on the field will be removed from the game.
 - This card will enter the battlefield rested
 - The damage prevention can be applied to non-combat effects such as Burn or Trample.
 - Brawler's Armor - Rest this card to prevent 1 damage to target unit or commander. If the target of the damage prevention is an Arsalan unit, you may discard 1 bleed to prevent 2 damage instead of the 1.

- When using this skill, you must declare if you use the bleed or not from the activation, it cannot be changed halfway due to a response from your opponent. Make sure to plan ahead the defensive options!
 - Brawler's Wrath - MAIN - Rest and remove this card to make Target Commander discard 2 resources from play.
 - If the targeted Commander has less than 2 resources in play, this can still be played to remove any remaining resources they have in play. When referring to resources, the game is looking for the cards that have the purple backing or faction specific names such as Rage, Focus, Bleed.
- Colosseum
 - As a reserve battlefield, only one can be in the field at any given time. You can use the remove ability and then play another reserve battlefield but you can only have one type of reserve in the field at any given time. If you play another battlefield, the current battlefield on the field will be removed from the game.
 - This card will enter the battlefield rested
 - This card has a specialization of LAMIA AVICCI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other vampyrian deck.
 - This card provides a passive or static benefit for your commander in which they gain +1 armor constantly. Armor is a flat damage prevention that will help protect your commander from damage being dealt and does not get removed at the end of each combat.
 - This card provides a passive or static ability to your Arsalan and Bruisers Guild units called Counterpunch. Whenever your unit is attacked, you may discard 1 Bleed to deal 1 damage to the enemy commander. This effect triggers only once per combat and from the attacked target. If multiple units have it, unless they all get attacked, only 1 would trigger.
 - Counterpunch cannot be stacked, if multiple instances are on a single card, only one of the keyword can be resolved.
 - Gladiator - When an Arsalan unit you control K.O's a enemy unit, you can rest this card to Draw 1 card, then discard 1 card.
 - If during the process of drawing cards you do not have enough cards in your deck, you will lose the game due to deck out.
 - Challenger
 - This card has a specialization of LAMIA AVICCI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other vampyrian deck.
 - This reserve spell card can be played during your turn only due to its spell speed limitation.
 - This Spell will make a Target Arsalan you control deal damage equal to its base attack value and then proceed to add +1 damage for every Arsalan Unit you have in your Discard to target Enemy.

- This Damage cannot be Energy Shielded or prevented since it states that the card states that this damage cannot be prevented.
- Once resolved, this card is removed from the game.

- All Grown Up
 - This card has a specialization of LAMIA AVICCI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other vampyrian deck.
 - This reserve card can be played as ability.
 - This card when played will be placed over your commander and will replace the original Lamia Avicci commander that you started out with.
 - When this card is played, you will only gain the total health value printed on this card. This is not an Evolution which means you do not get to draw 1 card and conjure 1 resource when “evolving” into this card.
 - Priority - established on this card means that any benefits that Lamia would get will not apply correctly due to All Grown Up being the new priority commander but you can still play your Spells and Abilities as such since it retains that name for it. Card effects that would prevent any damage to Lamia Avicci will not apply since the commander is now All Grown Up but it does not remove the actions of playing cards with the name Lamia Avicci.
 - Uppercut - When attacking with All Grown Up, your attack will gain +1 damage for each Arsalan in your discard. If during your attack you discard or KO an Arsalan unit you have, it must be done before the damage value is applied, this means before Defenders.
 - Counterpunch - When this card is attacked, you may discard 1 bleed to deal 1 damage to the enemy commander. This damage can be prevented and Energy Shielded if needed.
 - Counterpunch cannot be stacked, if multiple instances are on a single card, only one of the keyword can be resolved.
 - If the attacker is a commander and the counterpunch would evolve them, they will proceed to deal the new damage value instead of the original. Damage calculations will always verify the printed attack value of the attacker and then apply the modifications if any.
 - When this commander attacks, you will Conjure 1 Bleed. This is the keyword of the action creating resources with your commander.
 - While in this form, any effects that would protect Lamia, such as Arsalan’s effect, does not apply to All Grown Up.

- Red Lily Core
 - This card has a specialization of LAMIA AVICCI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other vampyrian deck.
 - All artifact cards must be placed Face Up on the energy field but they can be placed Face Down if the controller wishes.

- If this card is Face Down, it loses all abilities and properties of the core, meaning you cannot use its skill.
 - The player may decide if they wish to swap a facedown card with this card but it is not obligated.
 - This card can be played as a normal energy card placement without the need to swap.
 - A player may NOT swap an artifact card for another faceup artifact card due to them not being facedown unless the card was placed face down.
 - Unwavering - You may rest and remove this card to return an Arsalan unit with cost of 1 or less from your Discard to the top of your deck. During this process, you may discard 2 Bleed as part of the cost of activating this skill to choose a Arsalan unit with cost 3 or less instead.
- Green Lily Core
 - This card has a specialization of LAMIA AVICCI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other vampyrian deck.
 - All artifact cards must be placed Face Up on the energy field but they can be placed Face Down if the controller wishes.
 - If this card is Face Down, it loses all abilities and properties of the core, meaning you cannot use its skill.
 - The player may decide if they wish to swap a facedown card with this card but it is not obligated.
 - This card can be played as a normal energy card placement without the need to swap.
 - A player may NOT swap an artifact card for another faceup artifact card due to them not being facedown unless the card was placed face down.
 - Unshakable - If an Arsalan unit you control is K.O.d from the Battleground, you may rest and remove this card to summon a 1 cost Arsalan from your hand onto the Battleground.
 - This skill only triggers on K.O and can be done during your opponent's turn so plan ahead!
- Arsalan
 - This unit has the attributes of Unique and Arsalan, meaning only 1 of card with this attribute can be on the battleground at any given time. That means that you cannot have 2 of the same attributed cards on the field. If both would enter at the same time, one must be placed on the discard pile and no effects would trigger from this occurring.
 - This card has a specialization of LAMIA AVICCI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other vampyrian deck.
 - This unit has Haste. It can attack the same turn it is summoned onto the field or rest to use its skills.

- This unit has Heavy. This unit can be attacked if ready.
 - While this unit is on the field, the card name Lamia cannot take damage, this includes things such as Trample or Burn, and cannot have attacks redirected towards her to bypass any protection.
 - If your commander is in the All Grown Up form, this effect does not apply to it since it is no longer identified as Lamia.
 - If this card has not attacked this turn, you may sacrifice it by placing it on the discard pile to reduce the cost of your next Arsalan played this turn by 1, providing a discount if not being aggressive.
 - This card has Conjure 1, which means it will generate 1 bleed every time it attacks in a turn.
- **Brawler Arsalan**
 - This unit has the attributes of Unique and Arsalan, meaning only 1 of card with this attribute can be on the battleground at any given time. That means that you cannot have 2 of the same attributed cards on the field. If both would enter at the same time, one must be placed on the discard pile and no effects would trigger from this occurring.
 - This card has a specialization of LAMIA AVICCI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other vampyrian deck.
 - This unit has Haste. It can attack the same turn it is summoned onto the field or rest to use its skills.
 - This unit has Heavy. This unit can be attacked if ready.
 - While this unit is on the field, the card name Lamia cannot take damage, this includes things such as Trample or Burn, and cannot have attacks redirected towards her to bypass any protection.
 - If your commander is in the All Grown Up form, this effect does not apply to it since it is no longer identified as Lamia.
 - If this card has not attacked this turn, you may sacrifice it by placing it on the discard pile to reduce the cost of your next Arsalan played this turn by 1, providing a discount if not being aggressive.
 - Brawler - You may discard 1 Bleed to give this unit +1 damage during this attack. This skill is not dependent on this unit attacking, allowing you to activate it before any effect may force you to discard resources.
 - Break - While attacking with this unit, you can ignore Taunt and Defender activation from units that have a lower cost than this unit. This will allow you to bypass any defensive options your opponents have but also maintaining a balance in attacking. The opponent may activate defender but it will not intercept the attack from its original Target.
 - This card has Conjure 1, which means it will generate 1 bleed every time it attacks in a turn.
- **Master Arsalan**

- This unit has the attributes of Unique and Arsalan, meaning only 1 of card with this attribute can be on the battleground at any given time. That means that you cannot have 2 of the same attributed cards on the field. If both would enter at the same time, one must be placed on the discard pile and no effects would trigger from this occurring.
 - This card has a specialization of LAMIA AVICCI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other vampyrian deck.
 - This unit has Haste. It can attack the same turn it is summoned onto the field or rest to use its skills.
 - This unit has Heavy. This unit can be attacked if ready.
 - While this unit is on the field, the card name Lamia cannot take damage, this includes things such as Trample or Burn, and cannot have attacks redirected towards her to bypass any protection.
 - If your commander is in the All Grown Up form, this effect does not apply to it since it is no longer identified as Lamia.
 - Band - Once during a turn, you may rest a lower cost Bruisers Guild unit you control to add its base attack to this attack. The rested unit can be one that entered the battleground this turn since this skill is not affected by summoning sickness.
 - Break - While attacking with this unit, you can ignore Taunt and Defender activation from units that have a lower cost than this unit. This will allow you to bypass any defensive options your opponents have but also maintaining a balance in attacking. The opponent may activate defender but it will not intercept the attack from its original Target.
 - This card has Conjure 1, which means it will generate 1 bleed every time it attacks in a turn.
- Ruffian
 - This unit has Taunt, if this unit is rested, it must be chosen as the target of all attacks by the opposing player until this unit is KO'd. If there are multiple instances of Taunt, the attacking player may decide which one to attack.
 - This unit has Jab - Banding = When this unit attacks after another Bruiser Guild unit or commander has attacked, it will gain +1 damage to its attack this turn.
 - Banding is a triggered Faction ability that requires a specific condition to be met before it can be activated. In the case of Banding, it requires one previous Bruisers Guild unit or commander to have attacked before this one.
- Destiny
 - This unit has Jab - Banding = When this unit attacks after another Bruiser Guild unit or commander has attacked, it will gain +1 damage to its attack this turn.
 - Banding is a triggered Faction ability that requires a specific condition to be met before it can be activated. In the case of Banding, it requires one previous Bruisers Guild unit or commander to have attacked before this one.

- Velvet
 - This unit has Jab - Banding = When this unit attacks after another Bruiser Guild unit or commander has attacked, it will gain +1 damage to its attack this turn.
 - Banding is a triggered Faction ability that requires a specific condition to be met before it can be activated. In the case of Banding, it requires one previous Bruisers Guild unit or commander to have attacked before this one.

- Lilah
 - This unit has Slam - Banding = When this unit attacks after another Bruiser Guild unit or commander has attacked, you will generate 1 bleed.
 - Banding is a triggered Faction ability that requires a specific condition to be met before it can be activated. In the case of Banding, it requires one previous Bruisers Guild unit or commander to have attacked before this one.
 - Swiftstrike - Rest this card to add it's base attack value to another Target Bruisers Guild Unit or Commander during combat.
 - To use this skill, the unit must have removed its summoning sickness by being in the battleground from the previous turn or have haste.

- Varek
 - This unit has Jab - Banding = When this unit attacks after another Bruiser Guild unit or commander has attacked, it will gain +1 damage to its attack this turn.
 - Banding is a triggered Faction ability that requires a specific condition to be met before it can be activated. In the case of Banding, it requires one previous Bruisers Guild unit or commander to have attacked before this one.

- Bromvald
 - This unit has Jab - Banding = When this unit attacks after another Bruiser Guild unit or commander has attacked, it will gain +1 damage to its attack this turn.
 - Banding is a triggered Faction ability that requires a specific condition to be met before it can be activated. In the case of Banding, it requires one previous Bruisers Guild unit or commander to have attacked before this one.

- Mira
 - This unit has Hook - Banding = When this unit attacks after another Bruiser Guild unit or commander has attacked, it will gain +2 damage to its attack this turn.
 - Banding is a triggered Faction ability that requires a specific condition to be met before it can be activated. In the case of Banding, it requires one previous Bruisers Guild unit or commander to have attacked before this one.
 - Unruly - On Play = When you play this card from your hand, you may discard 2 bleeds to provide all your Bruisers Guilt Units +1 damage until end of turn.
 - Initiative = This unit can attack Ready Units in addition to its normal attack targets such as the enemy commander or rested enemy units.

- Chem Juice
 - This card has a specialization of LAMIA AVICCI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other vampyrian deck.
 - When you play this card, target unit or commander will gain +1 damage for this attack. If the unit is a Bruisers Guild unit, it will gain +2 damage instead.
 - You may ready 1 energy if an enemy unit was K.O.'d from the attack this card proceeded to buff.
 - You will generate 1 bleed after successfully resolving the ability. If the ability is counterspelled or fizzles due to removing the intended target, you will not generate 1 bleed.

- Jab or Weave
 - This card has a specialization of LAMIA AVICCI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other vampyrian deck.
 - When casting this ability, you must choose 1 of the 2 options presented before resolving. Once selected, you can draw 1 card if an enemy unit is KO'd from resolving this effect.
 - Option 1 = Target unit or commander gains +2 damage during this attack. You may discard 1 bleed to make the unit or commander gain +3 damage instead
 - Option 2 = Prevent 2 damage being dealt this combat, you may discard 1 bleed to prevent 3 damage instead of 2.

- Not Good Enough
 - This card has a specialization of LAMIA AVICCI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other vampyrian deck.
 - This card must be played before DEFENDER PHASE, that means during the declare attacker step.
 - Target unit with a cost of 3 or less selected by this card will deal no damage in this attack. If it has abilities that trigger during the rest of the turn, those will deal damage such as Burn.
 - After selecting the unit, you can discard 1 Bleed to Draw 1 card, you cannot use the bleed generated from this card to pay that cost.
 - You will generate 1 bleed after successfully resolving the ability. If the ability is counter spelled or fizzles due to removing the intended target, you will not generate 1 bleed.

- Blood Warp
 - This card has a specialization of LAMIA AVICCI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other vampyrian deck.

- Target Bruisers Guild unit or commander gains +1 damage for every Arsalan in your discard during this attack.
 - You will generate 1 bleed after successfully resolving the ability. If the ability is counter spelled or fizzles due to removing the intended target, you will not generate 1 bleed.
 - This value can change during the resolution but not after, meaning that if after this card has resolved a Arsalan has been added or removed from the discard, the damage value will still be the same as when it was resolved.
- Takedown
 - This card has a specialization of LAMIA AVICCI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other vampyrian deck.
 - Rest a target unit with a cost of 3 or less.
 - This spell can target your own units if you wish.
 - You will generate 1 bleed after successfully resolving the spell. If the spell is counter spelled or fizzles due to removing the intended target, you will not generate 1 bleed.
- Impenetrable
 - This card has a specialization of LAMIA AVICCI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other vampyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - This Spell has hex, which means it will stay on the battleground until the upkeep of the next turn.
 - Target Bruisers Guild Unit or Commander will gain +1 armor. Armor is a flat damage reduction of damage that will be dealt to this unit or commander until it is removed.
 - You may sacrifice this card to Counter target Spell or Ability with a cost of 3 or less that targets an Arsalan that you control. If the cost is 4 or less, then you must discard 1 bleed to be able to counter it. This counter does not apply to reserve cards that bypass this ability.
 - You will generate 1 bleed after successfully resolving the spell. If the spell is counter spelled or fizzles due to removing the intended target, you will not generate 1 bleed.
- Cross
 - This card has a specialization of LAMIA AVICCI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other vampyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.

- You will KO a target enemy unit with a cost of 4 or less when playing this card.
 - A valid target must be selected when playing this card and the appropriate cost must be paid before resolving this spell.
 - You will generate 1 bleed after successfully resolving the spell. If the spell is counter spelled or fizzles due to removing the intended target, you will not generate 1 bleed.
- **Fighter Spirit**
 - This card has a specialization of LAMIA AVICCI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other vampyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - When you play this card, you will search your deck for a Lamia Avicci Spell, Ability or a Bruisers Guild Unit. Once you find the card, reveal it and then add it to your hand. Shuffle your deck after finding the card.
 - You will generate 1 bleed after successfully resolving the spell. If the spell is counter spelled or fizzles due to removing the intended target, you will not generate 1 bleed.
- **Master Syndra**
 - This unit has Hook - Banding = When this unit attacks after another Bruiser Guild unit or commander has attacked, it will gain +2 damage to its attack this turn.
 - Banding is a triggered Faction ability that requires a specific condition to be met before it can be activated. In the case of Banding, it requires one previous Bruisers Guild unit or commander to have attacked before this one.
 - Reaper - On Play = You may discard 1 Bleed to KO a target enemy unit with a cost of 4 or less.
 - You're Coming with me - ON KO = When this unit is KO'd, KO the unit that KO'd this card, if it was a commander, this effect does nothing.
- **Nidia**
 - This unit has Resourceful - Banding = When this unit attacks after another Bruiser Guild unit or commander has attacked, you will ready 1 energy core that you have.
 - Banding is a triggered Faction ability that requires a specific condition to be met before it can be activated. In the case of Banding, it requires one previous Bruisers Guild unit or commander to have attacked before this one.
 - When this unit is played from your hand, its On Play ability will trigger. Cleanse will only trigger when casted from the player's hand. Any spell or ability that is on the field at the moment this ability triggers can be selected. Reserve cards cannot be chosen with this ability at the time.

- Ohane Toshise
 - This unit has Hothead - It must attack each turn if able. This ability can be ignored if the unit is rested due to it being used for another card effect.
 - Scout = This unit can attack Ready Stealth Units if they wish
 - This unit has Hook - Banding = When this unit attacks after another Bruiser Guild unit or commander has attacked, it will gain +2 damage to its attack this turn.
 - Banding is a triggered Faction ability that requires a specific condition to be met before it can be activated. In the case of Banding, it requires one previous Bruisers Guild unit or commander to have attacked before this one.

- Zora
 - Analyze - On Play = Look at the top card of your opponent's deck. You may discard that card or leave at the top.
 - This unit has Quake - Banding = When this unit attacks after another Bruiser Guild unit or commander has attacked, you can choose 1 energy core that your opponent controls and return it to their hand.
 - Banding is a triggered Faction ability that requires a specific condition to be met before it can be activated. In the case of Banding, it requires one previous Bruisers Guild unit or commander to have attacked before this one.

- Sufumi
 - Tackle - On Play = Rest target enemy unit with a cost of 2 or less
 - Rapid strikes = When this unit attacks, it will gain +1 damage for every other Bruisers Guild unit that has attacked this turn. This effect last until the end of the combat
 - Mentor - ON KO = Choose a 1 cost Arsalan card from your discard and put it onto the bottom of it's owner's Deck.

- Bloodstorm
 - This card has a specialization of LAMIA AVICCI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other vampyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - When you play this card, you have to choose 1 of the options presented.
 - Option 1 = KO all units with a cost of 3 or less
 - Option 2 = Pay 1 health and discard 1 bleed to KO all units with a cost of 5 or less
 - Neither of the option above affect Arsalan and it will not be KO'd by this cards effect.

- Blooddrawing

- This card has a specialization of LAMIA AVICCI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other vampyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - When you cast this card, as an additional cost you must pay 1 health if your commander is Lamia or 2 Health if you are in your ALL GROWN UP feat.
 - When you play this card, you will draw 2 cards.
 - You will generate 1 bleed after successfully resolving the spell. If the spell is counter spelled or fizzles due to removing the intended target, you will not generate 1 bleed.
- **Brawlers' Might**
 - This card has a specialization of LAMIA AVICCI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other vampyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - This Spell has hex, which means it will stay on the battleground until the upkeep of the next turn.
 - While this card is on the battleground, the first Unit that activates Banding will gain +1 damage this turn. The second unit will gain +2 damage and the third will gain +3 damage instead. This is the limit, no more than 3 activations can happen.
 - If a unit with Banding attacks multiple times in the turn, they will only get the applied bonus for when they trigger this card. EG: The unit activates Banding for +2 bonus from this card and they attack again? They gain the +3 then.
 - You will generate 1 bleed after successfully resolving the spell. If the spell is counter spelled or fizzles due to removing the intended target, you will not generate 1 bleed.
- **Devotion**
 - This card has a specialization of LAMIA AVICCI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other vampyrian deck.
 - This card can only be played when an Arsalan that you control got KO'd.
 - When you play this card, discard your hand then draw 3 cards.
 - You will generate 1 bleed after successfully resolving the ability. If the ability is counter spelled or fizzles due to removing the intended target, you will not generate 1 bleed.
- **Out of the Way**
 - This card has a specialization of LAMIA AVICCI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other vampyrian deck.

- When a Bruisers Guild Unit you control would be KO'd this combat, return it to your hand instead.
 - TRAP = Rest from the energy field and sacrifice it = Return target attacking unit with a cost of 3 or less to it's owners hand.
- Unleash
 - This card has a specialization of LAMIA AVICCI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other vampyrian deck.
 - When you play this card, target Unit or Commander will gain +2 damage this attack. If the targeted unit belongs to the Bruisers Guild, Lamia can pay 1 Health to give it an additional +3 damage for a total of 5 damage. If you are All Grown Up, you may pay 3 Health as additional cost to give it +2 extra damage for a total of +4 damage in total instead.
 - The selection of paying health is part of the cost of playing the card and cannot be retroactively after this card has been successfully casted.
 - You will generate 1 bleed after successfully resolving the ability. If the ability is counter spelled or fizzles due to removing the intended target, you will not generate 1 bleed.
- Uppercut
 - This card has a specialization of LAMIA AVICCI meaning you can only play it with her as your commander in the helm, this card cannot be played in any other vampyrian deck.
 - This card is a spell, limited to only be played during your turn and not during combat.
 - When casting this spell, you must select one of the 2 options presented and pay the extra costs if needed.
 - Option 1 = KO target enemy unit with a cost of 5 or less
 - Option 2 = Discard an Arsalan from your hand or Sacrifice an Arsalan in the Battleground you control to KO target enemy unit with a cost of 6 or less.
 - A valid target must be selected when playing this card and the appropriate cost must be paid before resolving this spell.