

56	Card Name	Layout	Class	Affiliation	LV / Actions	AP Cost	HP	ATK	Static Effects	Effect 1	Effect 2	Notes	Trivia 1	Trivia 2	Tip 1	Tip 2	FAQ 1	FAQ 2
1	Light Terrain	Terrain		Light	3 Actions				N/A	At the start of your turn you may banish a single card from a discard pile.	N/A	all terrains assume you control one of each of the elements to use the ability						
2	Dark Terrain	Terrain		Dark	3 Actions				N/A	At the end of your turn you may hide a character you control	N/A							
3	Earth Terrain	Terrain		Earth	3 Actions				N/A	At the end of your turn target character gains 10hp	N/A							
4	Wind Terrain	Terrain		Wind	3 Actions				N/A	At the start of your turn target character gains Protection until the end of your turn.	N/A							
5	Fire Terrain	Terrain		Fire	3 Actions				N/A	At the start of your turn target character gains +10atk until the end of your turn.	N/A							
6	Water Terrain	Terrain		Water	3 Actions				N/A	At the start of your turn you may discard a card. If you do, draw a card.	N/A							
7	Water/Dark	Terrain		Water/Dark	3 Actions				N/A	Whenever a revealed card you control becomes hidden -> target opponent discards a card.	N/A							
8	Wind/Fire	Terrain		Wind/Fire	3 Actions				N/A	Whenever a character you control gains Protection-> deal 10 damage to target character.	N/A							
9	Earth/Light	Terrain		Earth/Light	3 Actions				N/A	Whenever a character you control gains HP-> you may reveal a hidden card an opponent controls.	N/A							
10	Earth/Water	Terrain		Earth/Water	3 Actions				N/A	Whenever an opponent discards a card-> you may return an item card from your discard pile to your hand. If you do, discard a card	N/A							
11	Dark/Wind	Terrain		Dark/Wind	3 Actions				N/A	Whenever you destroy an assignable-> you may give target creature you control Haste. If you do, that creature takes 10 damage.	N/A							
12	Light/Fire	Terrain		Light/Fire	3 Actions				N/A	Whenever a Character you control deals damage ->you may reveal a hidden card an opponent controls.	N/A							
13	Structure 1	Structure				3	50		N/A	At the start of your turn, enlist an Energy token.	N/A	Structures can be attacked directly, similar to players						
14	Structure 2	Structure				3	50		N/A	Whenever a Character attacks you -> that Character has its attack reduced by 10	N/A							
15	Structure 3	Structure				3	50		N/A	At the start of your turn, enlist a Wanderer Alpha token.	1 action, Banish a Wanderer Alpha token -> Enlist a Wanderer Beta token							
16	Structure 4	Structure				3	50		N/A	At the start of your turn, draw a card.	N/A							
17	Event 1	Event				3			N/A	If you control a light character, banish target discard pile.	N/A							
18	Event 2	Event				2			N/A	Hide any number of Dark Characters you control	N/A							
19	Event 3	Event				3			N/A	Each Earth character you control gains 40 HP	N/A							
20	Event 4	Event				2			N/A	Each Wind Character is gains Protection until the end of turn	N/A							
21	Event 5	Event				3			N/A	Deal 10 damage to each character. Then deal 20 damage to each non-Fire character	N/A							
22	Event 6	Event				2			N/A	Target opponent discards a card from their hand equal to the number of Water Characters you control.	N/A							
23	413X the New World Leader	Character / Hero	Machine	Fire	LV 2	1	60	40		Machines are Immune to Stun.	1 action -> Enlist a Wanderer Alpha token	N/A						
24	Prague The Representative of the Lost	Character / Hero	Golem	Water	LV 2	1	90	30		Prague has +10 ATK for each Terrain you control	1 action -> Reveal the top three cards of your deck. You may put a Terrain or Golem card into your hand. Put the rest into your discard pile.	Desert Exiled DeMattei Returns / Guntram follows Zowie through Time / Zowie the Worldly / Jin the Aged King / Zane the Revenged.						
25	Jack the Galvanic	Character / Hero	Guardian	Earth	LV 2	1	90	20		Reduce battle damage done to Jack by 20	1 action -> The next time damage would be dealt to target character, assign that damage to Jack instead.	N/A						
26	Blaze in the Psyche	Character / Villian	Assassin	Dark	LV 2	1	60	30		N/A	0 actions. Blaze in the Psyche is hidden, a character declares an attack or Spellcaster activates an ability -> Enlist Blaze in the Psyche. Deal 30 damage to that attacking character or the Spellcaster that activated an ability. If you defeat that character, Banish it and gain its abilities.	N/A						
27	Nafarious	Character / Villian	Beast	Wind	LV 2	1	60	40		Whenever an opponent takes Overkill damage -> Nafarious gains an XP and heals 30 HP	N/A							
28	Zeac the Energetic	Character / Villian	Energy	Light	LV 2	1	50	10		Zeac can't be targeted and has Haste. Other Energy characters you control have +10 ATK.	When Zeac deals battle damage to a character or player -> Enlist an "Energy" character token.	N/A						
29	Light Warrior	Character	Warrior	Light	LV 1	1	40	40		Retaliate	When This Character deals battle damage to a player -> That player reveals their hand	N/A						
30	Dark Warrior	Character	Warrior	Dark	LV 1	1	40	40		Retaliate	When This Character deals battle damage to a player -> Banish target assignable	N/A						
31	Earth Warrior	Character	Warrior	Earth	LV 1	1	40	40		Retaliate	When This Character deals battle damage to a player -> Target Character is Restored to full health	N/A						
32	Wind Warrior	Character	Warrior	Wind	LV 1	1	40	40		Retaliate	When This Character deals battle damage to a player -> Envigorate target Character. That Character may not attack this turn	N/A						
33	Fire Warrior	Character	Warrior	Fire	LV 1	1	40	40		Retaliate	When This Character deals battle damage to a player -> Deal 10 damage to one target.	N/A						
34	Water Warrior	Character	Warrior	Water	LV 1	1	40	40		Retaliate	When This Character deals battle damage to a player -> That player discards a card. Then, draw a card for each card discarded this turn.	N/A						
35	Light Guardian	Character	Guardian	Light	LV 1	1	70	20		Opponents play with the top card of their deck revealed.	N/A	N/A						
36	Dark Guardian	Character	Guardian	Dark	LV 1	1	70	20		Vampirism	1 Action, This Character is Hidden -> Recruit this Character.	N/A						
37	Earth Guardian	Character	Guardian	Earth	LV 1	1	70	20		N/A	At the end of your turn, this character gains 10 HP	N/A						
38	Wind Guardian	Character	Guardian	Wind	LV 1	1	60	20		Protection	N/A	N/A						
39	Fire Guardian	Character	Guardian	Fire	LV 1	1	60	20		N/A	When this Character blocks an attack -> This character deals 10 damage to one target.	N/A						

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										At the start of your turn you may look at the top card of your deck. You may put that card on the top or bottom of your deck	N/A							
40	Water Guardian	Character	Guardian	Water	LV 1		70	20	N/A									
41	Light Spellcaster	Character	Spellcaster	Light	LV 1		20	10	N/A	1 Action, discard a card -> Reveal all hidden cards controlled by your opponent	N/A							
42	Dark Spellcaster	Character	Spellcaster	Dark	LV 1		20	10	N/A	1 Action, discard a card -> Curse each character your opponent controls until end of turn	N/A							
43	Earth Spellcaster	Character	Spellcaster	Earth	LV 1		20	10	N/A	1 Action, discard a card -> Heal each character you control for 20 HP	N/A							
44	Wind Spellcaster	Character	Spellcaster	Wind	LV 1		20	10	N/A	1 Action, discard a card -> Slow each character your opponent controls	N/A							
45	Fire Spellcaster	Character	Spellcaster	Fire	LV 1		20	10	N/A	1 Action, discard a card -> Characters you control get +10 ATK	N/A							
46	Water Spellcaster	Character	Spellcaster	Water	LV 1		20	10	N/A	1 Action, discard a card -> Look at the top 3 cards of your deck and put one into your hand. Each opponent Banishes a card from their hand	N/A							
47	Light Thief	Character	Thief	Light	LV 1		30	30	N/A	When this Character deals battle damage to a Character -> Reveal the top three cards of defending players deck.	N/A							
48	Dark Thief	Character	Thief	Dark	LV 1		30	30	N/A	When this Character deals battle damage to a Character -> Assign target Assignable to this Character.	N/A							
49	Earth Thief	Character	Thief	Earth	LV 1		30	30	N/A	When this Character deals battle damage to a Character -> This Character may activate an assignable from the defending players discard pile for 1 action. If you do, banish that assignable.	N/A							
50	Wind Thief	Character	Thief	Wind	LV 1		30	30	N/A	When this Character deals battle damage to a Character -> Return all equipment and assignables that character has to its owners hand. You may assign an additional assignable to This Character from your hand.	N/A							
51	Fire Thief	Character	Thief	Fire	LV 1		30	30	N/A	When this Character deals battle damage to a Character -> This character may activate an active ability of that Character.	N/A							
52	Water Thief	Character	Thief	Water	LV 1		30	30	N/A	When this Character deals battle damage to a Character -> The defending player discards a card. If that card is an assignable or equipment, you may assign it to this Character.	N/A							
53	Light Machine	Character	Machine	Light	LV 1		40	20	N/A	Enlisted -> Enlist an Energy token	Dismiss an Energy token -> Banish 1 card from target discard.							
54	Dark Machine	Character	Machine	Dark	LV 1		40	20	N/A	Enlisted -> Enlist an Energy token	1 Action, Dismiss an Energy Character -> Curse target character until end of turn							
55	Earth Machine	Character	Machine	Earth	LV 1		40	20	N/A	Enlisted -> Enlist an Energy token	1 Action, Dismiss an Energy Token -> Heal target character 20HP							
56	Wind Machine	Character	Machine	Wind	LV 1		40	20	N/A	Enlisted -> Enlist an Energy token	When this Character is blocks an attack -> Recruit an Energy token Character.							
57	Fire Machine	Character	Machine	Fire	LV 1		40	30	N/A	Enlisted -> Enlist an Energy token	1 Action, Dismiss an Energy Character -> Deal 10 damage to one target.							
58	Water Machine	Character	Machine	Water	LV 1		40	20	N/A	Enlisted -> Enlist an Energy token	Dismiss 2 Energy Tokens-> Draw a card							
59	Light Golem (Desert Golem)	Character	Golem	Light	LV 1		80	0	N/A	1 action, control a (Earth) character -> Reveal target hidden card	1 action, control a (fire) character -> Banish a card from a discard							
60	Dark Golem (Corrupt Golem)	Character	Golem	Dark	LV 1		80	0	N/A	1 action, control a (wind) -> Hide target character you control	1 action, control a (water) character -> Taunt target character until end of turn							
61	Earth Golem	Character	Golem	Earth	LV 1		80	0	N/A	1 action, control a (water) character -> Heal target character (5HP)	1 action, control a (light) character -> Activate target assignable from your discard. Banish that card.							
62	Fire Golem	Character	Golem	Fire	LV 1		80	0	N/A	1 action, control a (light) character -> Deal 10 damage to one target.	1 action, control a (wind) -> Target character gains +10ATK until end of turn							
63	Water Golem	Character	Golem	Water	LV 1		80	0	N/A	1 action, control a (Earth) character -> Draw a card.	1 action, control a (Dark) character -> Target opponent discards a card							
64	Wind Golem	Character	Golem	Wind	LV 1		80	0	N/A	1 action, control a (fire) character -> Slow target character until end of turn	1 action, control a (Dark) character -> Curse target character							
65	Traveler from a Luminous Realm	Character	Interdimensional	Light	LV 1		30	30	N/A	When this Character is recruited ->Deal 50 damage to target character with two or more XP								
66	Traveler from the Shadows	Character	Interdimensional	Dark	LV 1		30	30	N/A	When this Character is recruited ->Deal 50 damage to target token character or 10 damage to each token character	N/A	Or Natherief's Magic Assassin						
67	Traveler from a terrestrial Infinity	Character	Interdimensional	Earth	LV 1		30	30	N/A	When this character is recruited -> Target character with remaining HP less than or equal half of its max HP has its HP fully restored	N/A							
68	Traveler from an urgent time	Character	Interdimensional	Wind	LV 1		30	30	N/A	When you recruit this character -> Target 1 AP character gains Haste until end of turn.	N/A							
69	Traveler from a burning world.	Character	Interdimensional	Fire	LV 1		30	30	N/A	When you recruit this character -> Deal 20 damage to target 1 AP character	N/A							
70	Traveler from a Frozen Plane	Character	Interdimensional	Water	LV 1		30	30	N/A	When you recruit this character -> Draw cards until you have the same number of cards in hand has target opponent	N/A							
71	Assassin 1	Character	Assassin	Light	LV 1		10	30		This character has Protection the turn it is Enlisted	1 action, this character is hidden, a character is attacking you -> Enlist this Character. Deal 40 target damage to the attacking character	N/A						
72	Assassin 2	Character	Assassin	Dark	LV 1		10	30		If this card is revealed by an opponents effect, you may deal 20 target damage to target character	1 action, this character is hidden, a character is attacking you -> Enlist this Character. Deal 40 target damage to the attacking character	N/A						
73	Assassin 3	Character	Assassin	Earth	LV 1		10	20		This character deals double damage to characters with more than 60HP	1 action, this character is hidden, a character is attacking you -> Enlist this Character. Deal 30 target damage to the attacking character	N/A						
74	Assassin 4	Character	Assassin	Fire	LV 1		10	40	N/A		1 action, this character is hidden, a character is attacking you -> Enlist this Character. Deal 40 target damage to the attacking character	N/A						

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75	Assassin 5	Character	Assassin	Water	LV 1	1	10	30	Enlisted -> Draw a card.	1 action, this character is hidden, a character is attacking you -> Enlist this Character. Deal 40 target damage to the attacking character	N/A							
76	Assassin 6	Character	Assassin	Wind	LV 1	1	10	20	Haste	1 action, this character is hidden, a character is attacking you -> Enlist this Character. Deal 40 target damage to the attacking character	N/A							
77	Hi cost Char 1	Character	Interdimensional	Light	LV 2	2	50	30	You may recruit this character from the Banished zone	When this character is recruited -> You may deal 20 damage to a player.	N/A							
78	Hi cost Char 2	Character	Assassin	Dark	LV 2	2	20	30	This Character is immune to Haste and Fatigue (it can attack the turn it is played, attack any number of times a turn, and use abilities any number of times)	When this Character attacks -> Target Character must block this attack.	N/A							
79	Hi cost Char 3	Character	Guardian	Earth	LV 2	2	90	0	N/A	When this Character blocks an attack -> This character gains an XP	N/A							
80	Hi cost Char 4	Character	Warrior	Fire	LV 2	2	60	40	Retaliate	When This Character deals battle damage to a player -> Double target Characters ATK until the end of your turn	N/A							
81	Hi cost Char 5	Character	Spellcaster	Water	LV 2	2	40	20	At the start of your turn draw a card.	1 action, discard a card -> Negate target Event. Banish that card.	N/A							
82	Hi cost Char 6	Character	Thief	Wind	LV 2	2	50	20	Haste	When this Character deals battle damage to a Character -> Gain 1 action	N/A							
83	Hi cost Char 7	Character	Golem	Earth/Wind	LV 3	3	100	40	If a terrain you control would trigger its ability, trigger that ability twice instead	1 Action -> Search your deck for a terrain card and put it into play.	N/A							
84	Hi cost Char 8	Character	Machine	Light/Dark	LV 4	8	100	60	Reduce the AP cost of this Character by 1 for each Energy Character you control.	1 Action -> Recruit target Machine Character in a discard or recruit a Wanderer Beta token.	N/A							
85	Shovel	Item				1			N/A	Banish up to 2 cards from a discard.	N/A							
86	Burst Bomb	Item				1			N/A	Deal 10 damage to all Recruited Characters.	N/A							
87	Life Potion	Item				1			N/A	Heal target character 20HP	N/A							
88	Propaganda	Item				1			N/A	Target player discards 2 cards.	N/A							
89	Haze Bomb	Item				1			N/A	Dismiss target assigned card, equipment, or deal 50 damage to a structure.	N/A							
90	Fire Bomb	Item				1			N/A	Deal 20 damage to target character or deal 40 damage to target structure	N/A							
91	Healing Salve	Item				1			N/A	Remove all status effects from target character.	N/A							
92	Prophecy	Item				1			N/A	Draw 2 cards.	N/A							
93	Flare	Item				1			N/A	Reveal target hidden character. Deal 10 damage to that character.	N/A							
94	Smoke Bomb	Item				1			N/A	Target Allied character gains Protection until end of turn. You may hide that character.	N/A							
95	Equipment 1	Equipment				2			Equipped character has Vampirism	N/A	N/A							
96	Equipment 2	Equipment				3			Equipped character deals double damage	N/A	N/A							
97	Equipment 3	Equipment				2			Incoming effect damage: -10	N/A	N/A							
98	Equipment 4	Equipment				2			Incoming battle damage: -10	N/A	N/A							
99	Equipment 5	Equipment				1			Equipped Character has Protection	N/A	N/A							
100	Equipment 6	Equipment				2			Equipped character has Haste	N/A	N/A							
101	Equipment 7	Equipment				2			Equipped character has Retaliate	N/A	N/A							
102	Equipment 8	Equipment				2			(+10 ATK)	N/A	N/A							
103	Command 1	Command				1			N/A	Control a (water) or (light)-> Negate the effect of a Command or Spell card. Banish that card. -Or- Draw a Card.	N/A							
104	Command 2	Command				1			N/A	Control a (wind) or (fire) -> Negate the effect of an Item or Equipment card. Banish that card. -Or- Draw a Card.	N/A							
105	Command 3	Command				1			N/A	Control a (earth) or (dark) -> Negate the effect of a Character or Structure ability. -Or- Draw a Card.	N/A							
106	Command 4	Command				1			N/A	Recruit the token Characters "Scoops McGee" and "Johnny Donuts". If you control <hero/villain> <extra effect>	N/A							
107	Command 5	Command				2			N/A	Destroy target Structure or Equipment. If you control <hero/villain> <extra effect>	N/A							
108	Command 6	Command				1			N/A	Look at the top 3 cards of your deck. Add one to your hand and Banish the others. If you control Blaze in the Psyche, characters Banished this way become gained abilities for Blaze in the Psyche.	N/A							
109	Command 7	Command				1			N/A	Stun target Character until end of turn. If you control <hero/villain> <extra effect>	N/A							
110	Command 8	Command							N/A		N/A	terrain synergy						
111	Command 9	Command							N/A		N/A	event synergy						
112	Command 10	Command							N/A		N/A							
113	Spell 1	Spell				0			N/A	The next Spell you activate this turn is charged. Draw a card. Banish this card.	Charged: The next spell you cast can't be negated	Spells become charged if the spell caster has an XP attached						
114	Spell 2	Spell				1			N/A	Deal 30 damage to target character	Charged: Deal an additional 20 damage to one target	Maybe call charged spell expertise?						
115	Spell 3	Spell				1			N/A	Two target characters get -20 ATK this turn	Charged: Stun target character until end of turn							
116	Spell 4	Spell				2			N/A	Draw 4 cards	Charged: Characters you control gain Protection until end of turn							
117	Spell 5	Spell				2			N/A	Characters you control gain Haste	Charged: Envigorate target character							
118	Spell 6	Spell				3			N/A	Deal 10 damage to each character and structure your opponents control.	Charged: Deal 10 damage to each opponent for each character or structure defeated this way							
301	Matter	Token Character	Energy	Earth		0	10	10	N/A	Dismiss this Token -> Heal target Character 10 HP.	N/A							
302	Calorie	Token Character	Energy	Fire		0	10	10	N/A	Dismiss this Token -> Deal 10 damage to target Character.	N/A							

