

Sample Card



Orbo the Lurker

Passive: If you moved at least two creatures in one turn, draw a card.

Active: Choose a place and move up to two creatures onto adjacent fields.

NVR-EN 053/150

Tamer

Illustration by Kitt Lapeña © Gate to the Games GmbH

Sample Card

8



6 8

Deep Sea Dragon

Hook (Choose a creature your opponent controls and move it to an adjacent field of this card).

NVR-EN 054/150 ★★

3

Illustration by Luau Xeko © Gate to the Games GmbH

Sample Card

6



6 4

Horror from the Depths

After this creature attacked:
Intimidate (Adjacent creatures move a field away from this card, if the field is empty.)

NVR-EN 055/150 ★★

8

Illustration by Alex Kuhn © Gate to the Games GmbH

Sample Card

6



6 4

Horror from the Depths

After this creature attacked:
Intimidate (Adjacent creatures move a field away from this card, if the field is empty.)

NVR-EN 055/150 ★★

8

Illustration by Alex Kuhn © Gate to the Games GmbH

Sample Card

4



5 6

Kraken

Hook (Choose a creature your opponent controls and move it to an adjacent field of this card).

NVR-EN 056/150

4

Illustration by Raphael Baden © Gate to the Games GmbH

Sample Card

5



8 A

Leviathan

Hook (Choose a creature your opponent controls and move it to an adjacent field of this card).

NVR-EN 057/150 ★★★

7

Illustration by Kitt Lapeña © Gate to the Games GmbH

Sample Card

5



6 7

Sea Serpent

NVR-EN 062/150 ★

2

Illustration by Khaiful Sukmanudin © Gate to the Games GmbH

Sample Card

5



6 7

Sea Serpent

NVR-EN 062/150 ★

2

Illustration by Khaiful Sukmanudin © Gate to the Games GmbH

Sample Card

5



3 4

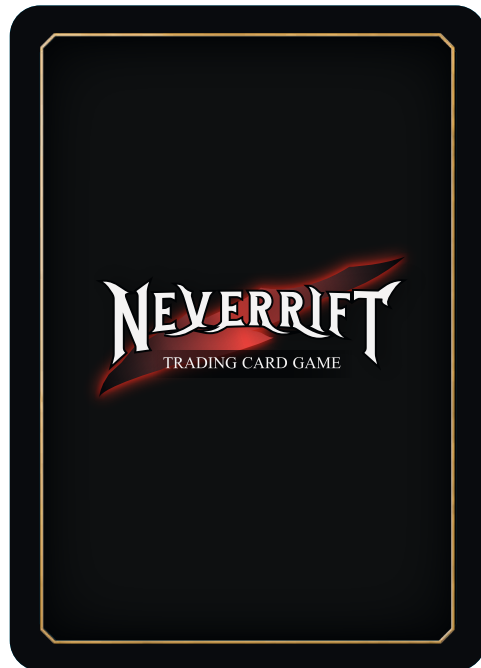
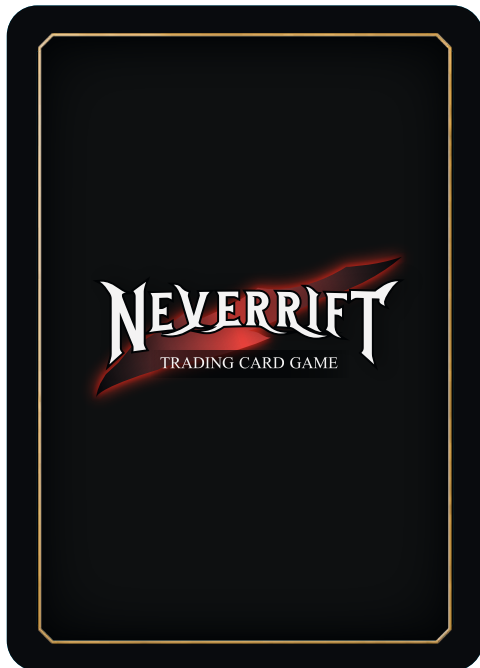
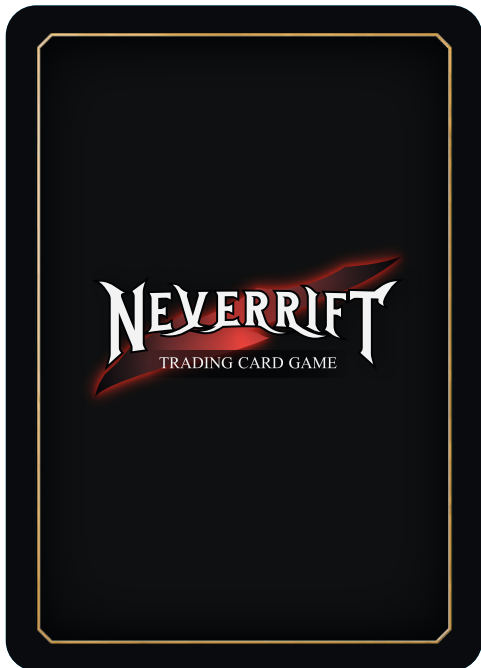
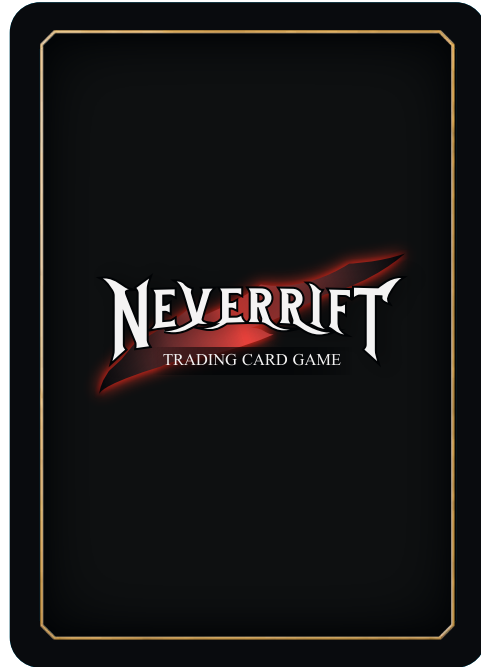
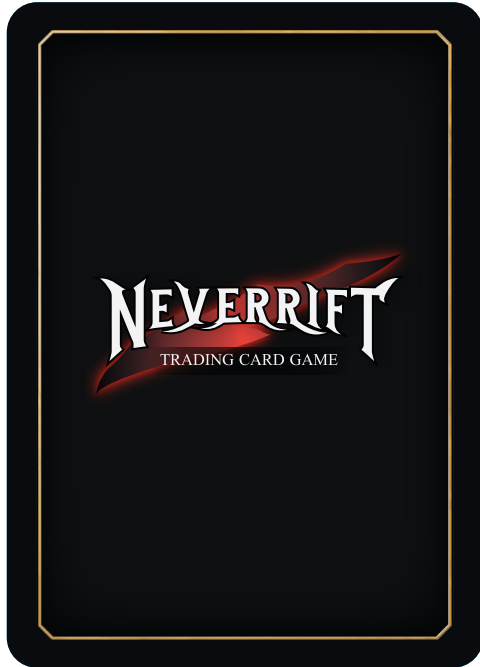
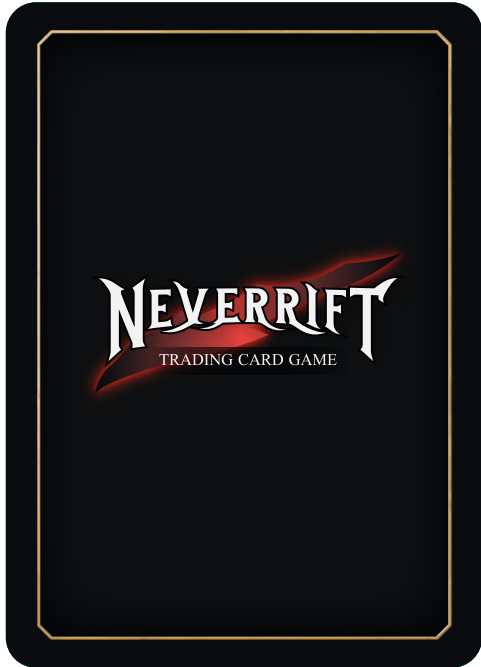
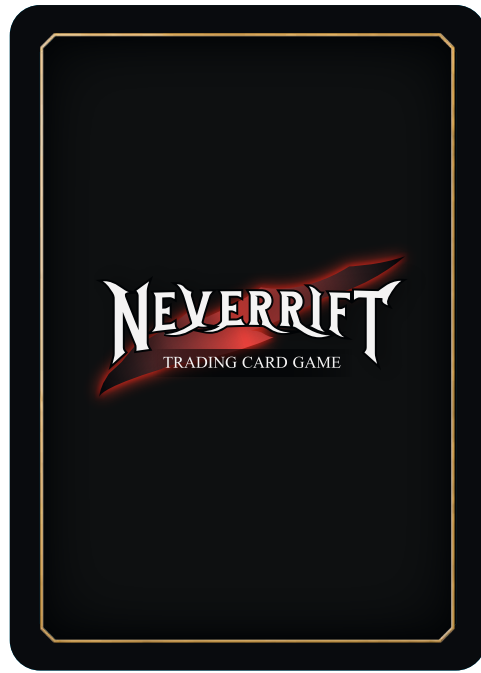
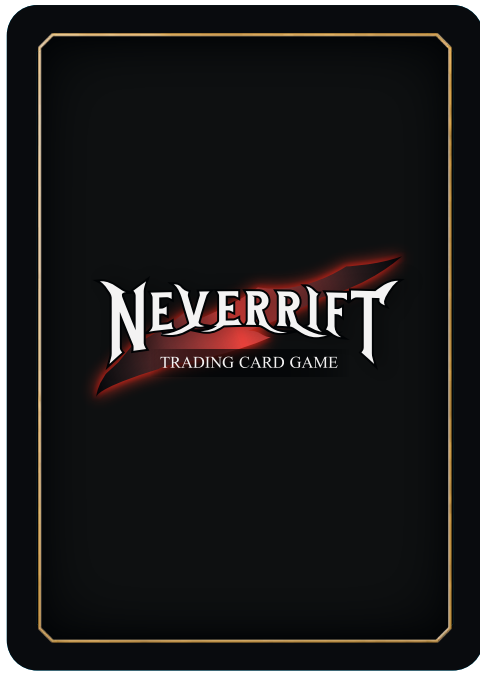
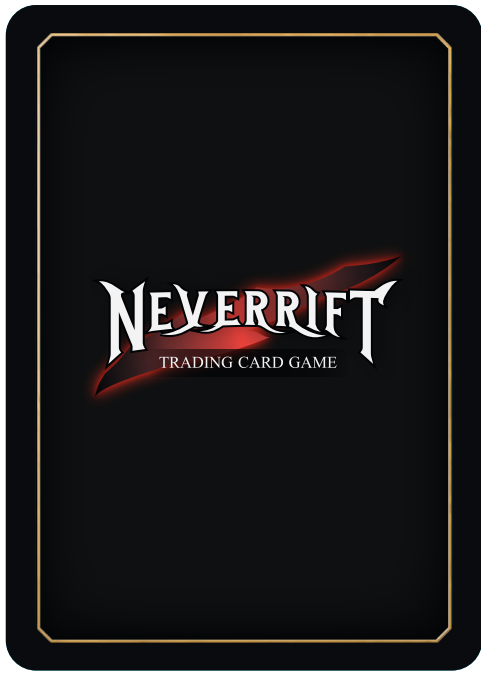
Steel Fin

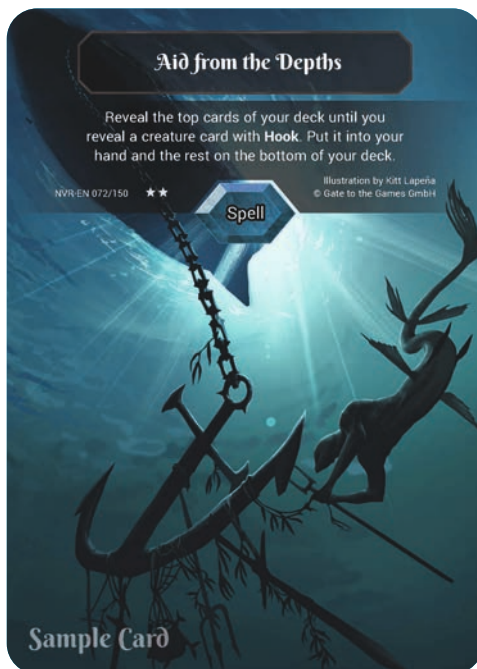
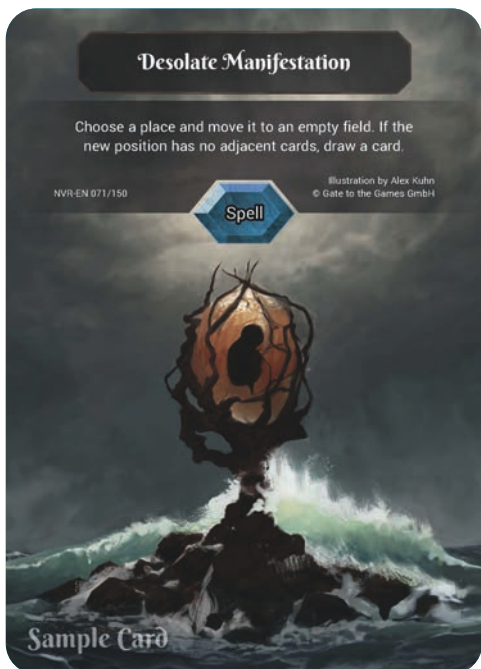
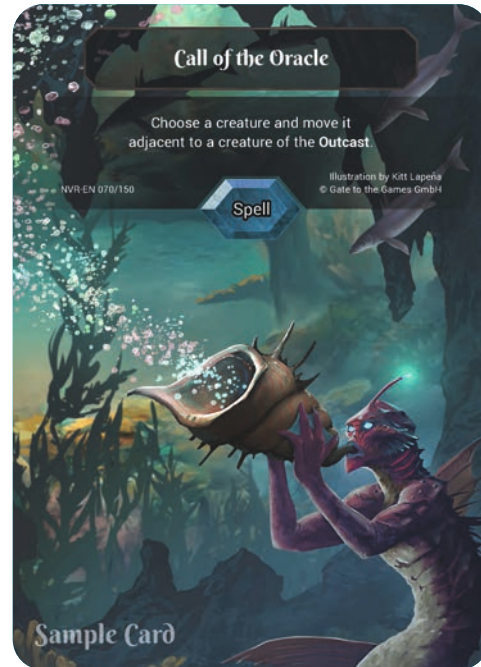
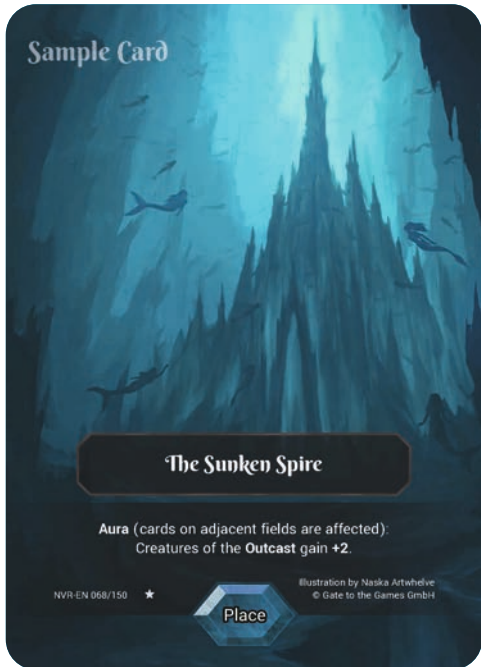
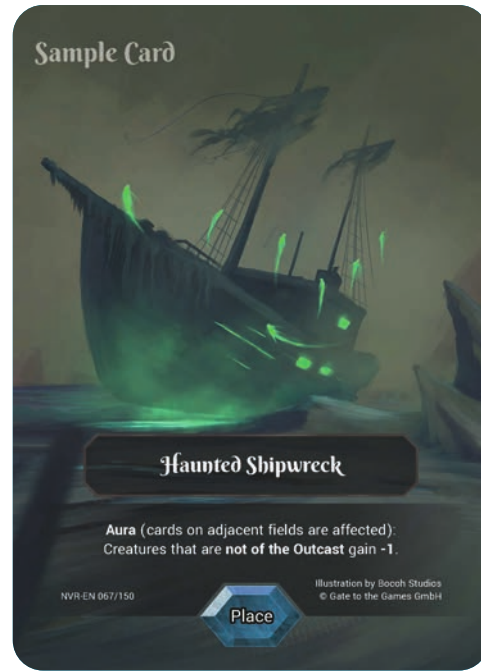
Hook (Choose a creature your opponent controls and move it to an adjacent field of this card).

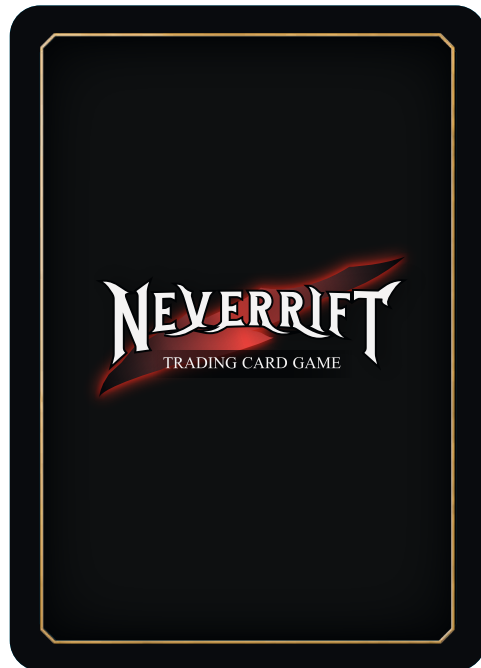
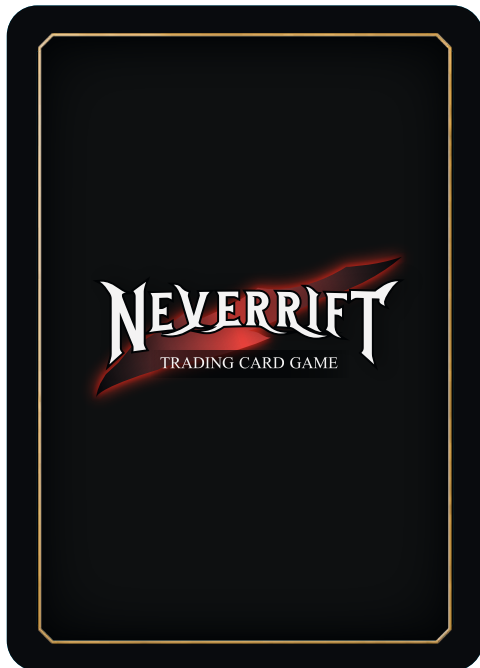
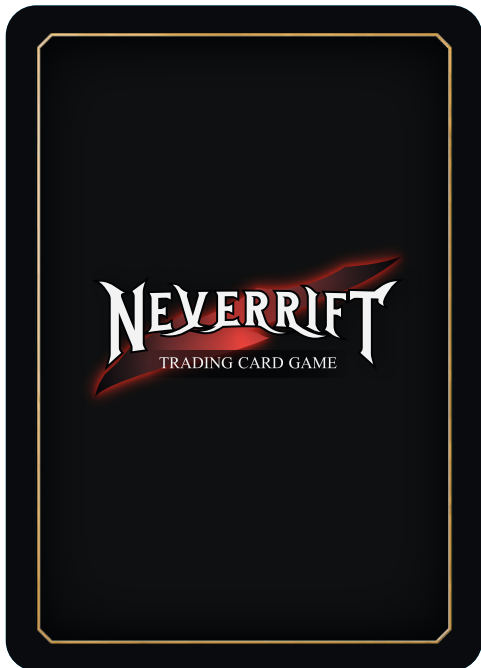
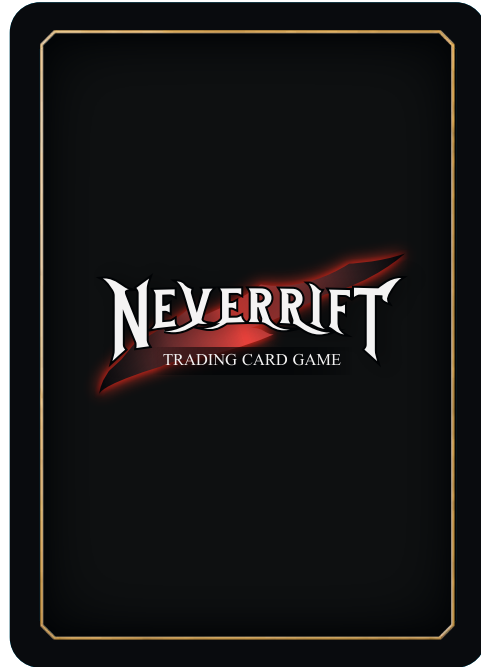
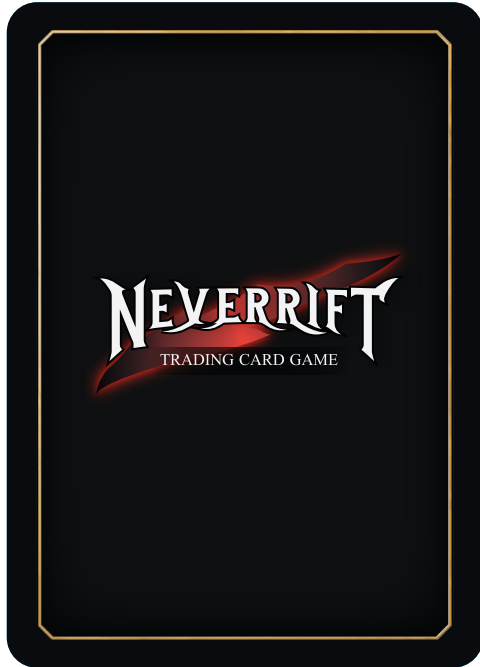
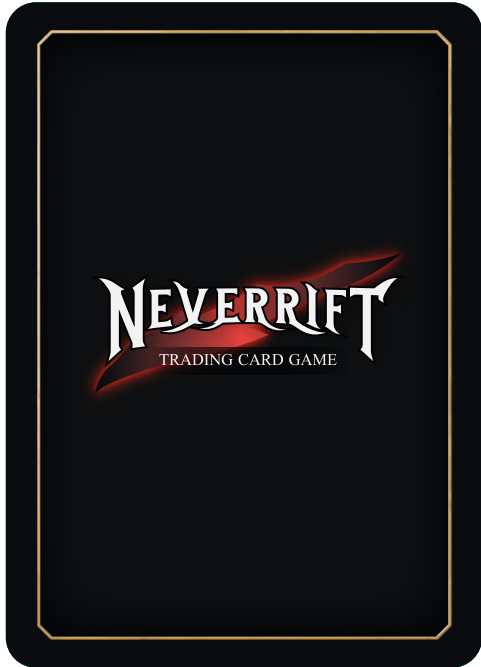
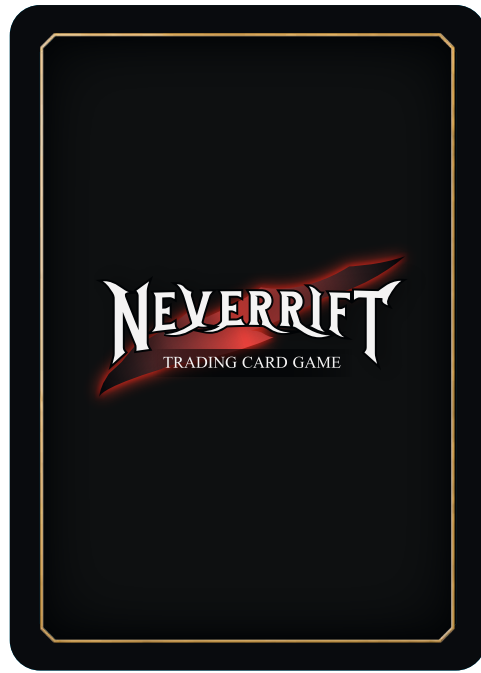
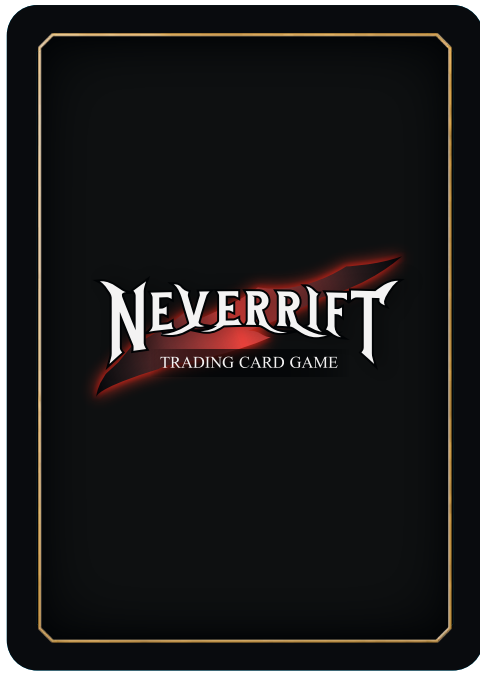
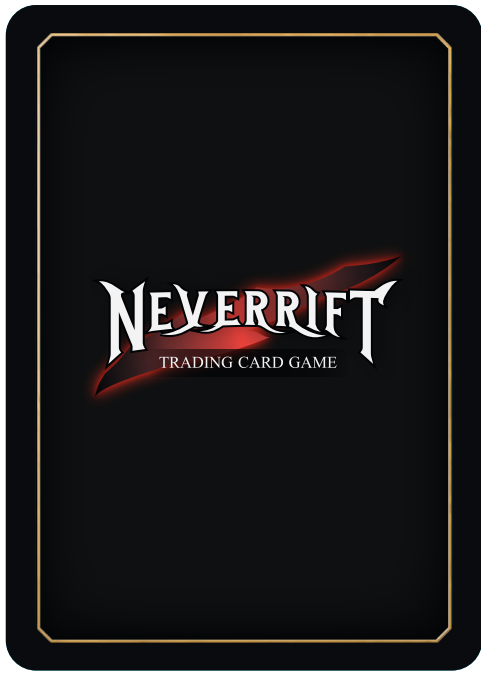
NVR-EN 064/150

3

Illustration by Millikodea © Gate to the Games GmbH







Rising Swirl

Choose a creature you control. If adjacent fields are empty, the next creature in the respective line moves onto that field. If at least one creature was moved, it attacks.

NVR-EN 074/150 ★

Spell

Illustration by Kitt Lapena
© Gate to the Games GmbH

Sample Card

Sample Card

4

7 5

Hydra

This creature blocks the next incoming attack.

NVR-EN 029/150 ★

2

Illustration by Luan Xelo
© Gate to the Games GmbH

Sample Card

5

5 4

Ice Spawn

Draw a card.

NVR-EN 030/150 ★

3

Illustration by Alex Sengra
© Gate to the Games GmbH

Sample Card

3

2 2

Otter

Draw a card.

NVR-EN 032/150

3

Illustration by Kitt Lapena
© Gate to the Games GmbH

Sample Card

3

2 2

Otter

Draw a card.

NVR-EN 032/150

3

Illustration by Kitt Lapena
© Gate to the Games GmbH

Sample Card

Marketplace

If you play this card adjacent to a place, draw a card.

NVR-EN 040/150

Place

Illustration by Booch Studios
© Gate to the Games GmbH

Sample Card

Marketplace

If you play this card adjacent to a place, draw a card.

NVR-EN 040/150

Place

Illustration by Booch Studios
© Gate to the Games GmbH

Sample Card

Secret Passage

When this card comes into play move an adjacent creature to an adjacent field of this place.

NVR-EN 041/150

Place

Illustration by Booch Studios
© Gate to the Games GmbH

Sample Card

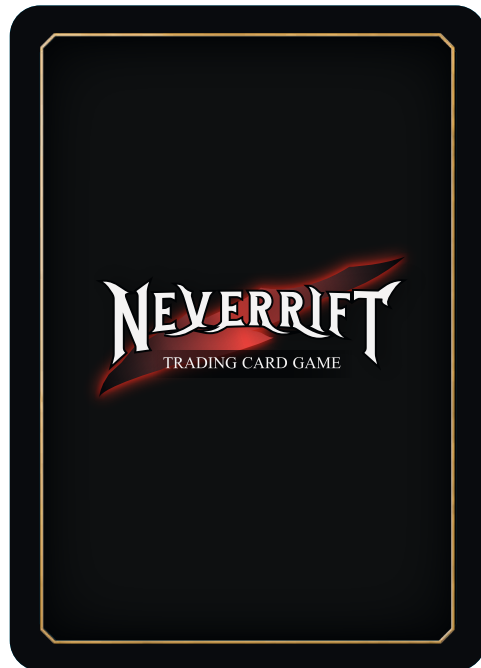
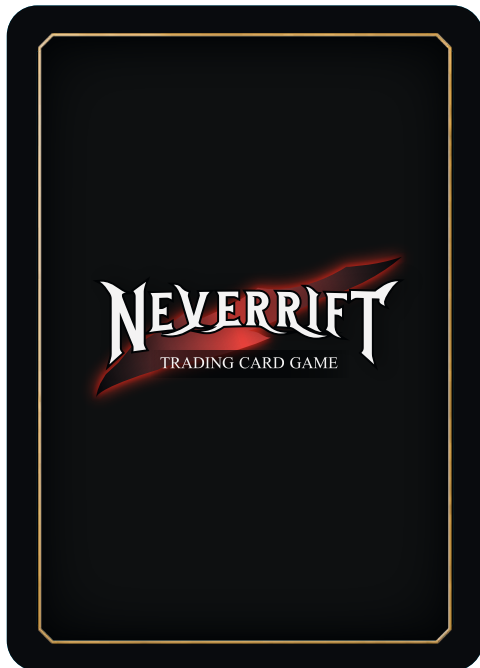
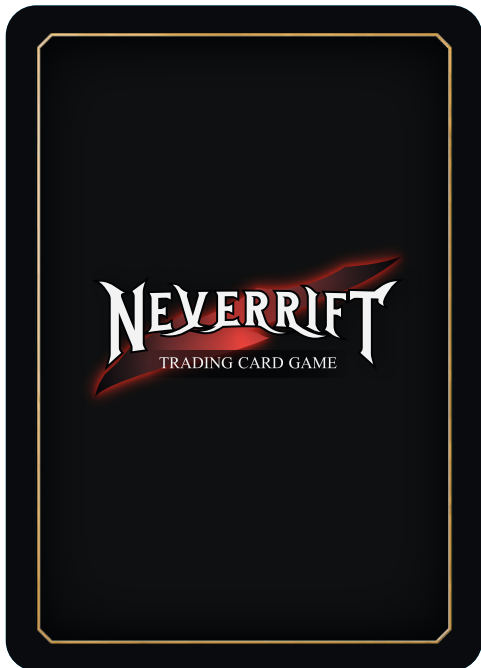
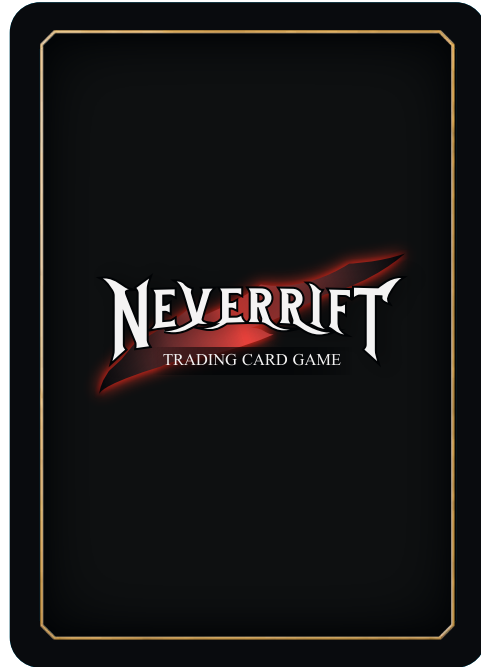
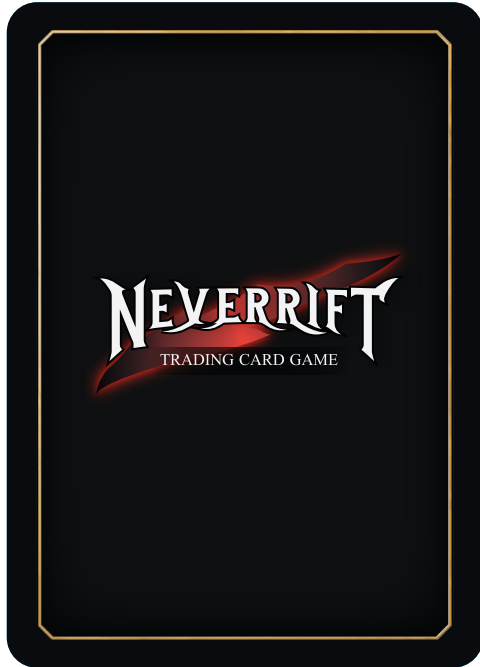
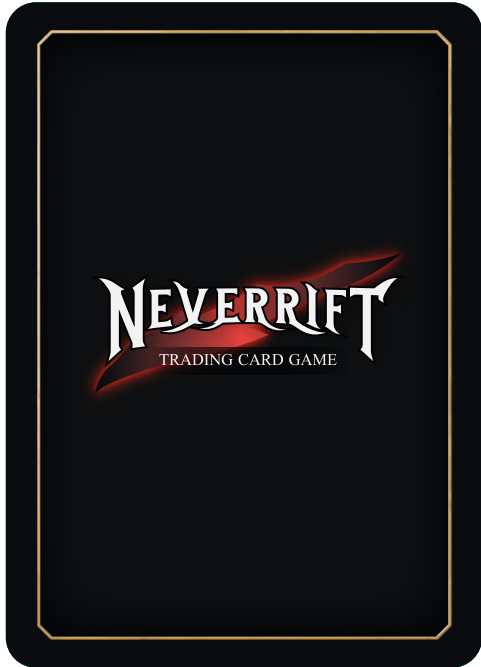
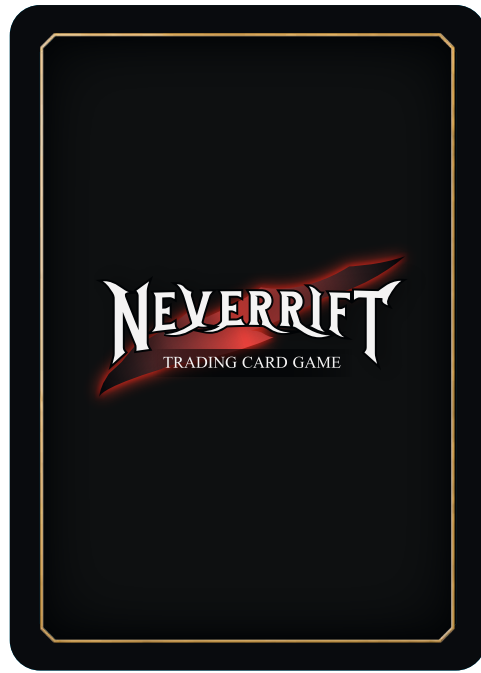
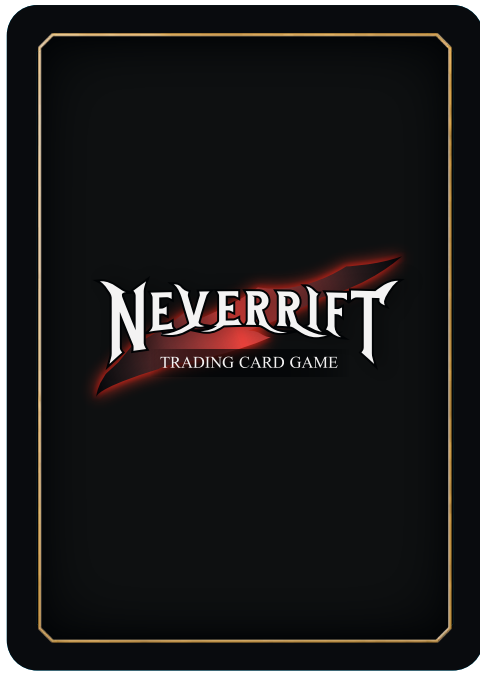
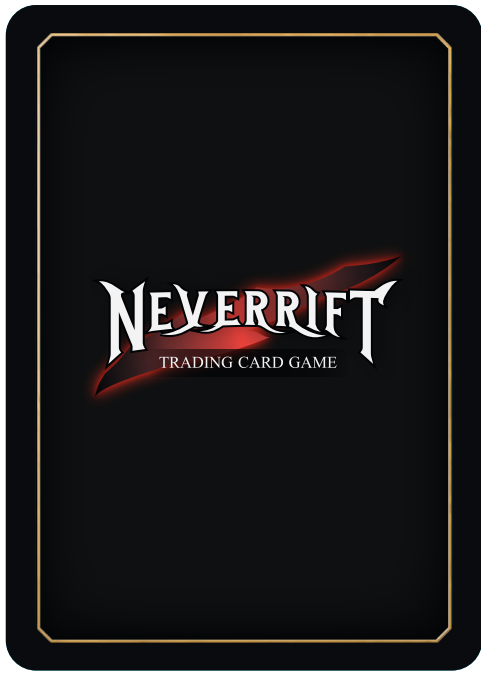
Secret Passage

When this card comes into play move an adjacent creature to an adjacent field of this place.

NVR-EN 041/150

Place

Illustration by Booch Studios
© Gate to the Games GmbH



Mighty Strike

Choose a creature you control. Choose a direction and attack the adjacent creature in that direction with **+1**.

NVR-EN 047/150

Illustration by Bocoh Studios
© Gate to the Games GmbH

Spell



Sample Card

Mighty Strike

Choose a creature you control. Choose a direction and attack the adjacent creature in that direction with **+1**.

NVR-EN 047/150

Illustration by Bocoh Studios
© Gate to the Games GmbH

Spell



Sample Card

Shifting Portal

Choose a creature you control and a creature your opponent controls and swap their positions.

NVR-EN 048/150

Illustration by Bocoh Studios
© Gate to the Games GmbH

Spell



Sample Card

Shifting Portal

Choose a creature you control and a creature your opponent controls and swap their positions.

NVR-EN 048/150

Illustration by Bocoh Studios
© Gate to the Games GmbH

Spell



Sample Card

