

Sample Card

Ludvig von Ascheburg

Passive: If you destroy a place you may instead choose to move it to another field.

Active: For your next Sacrifice you may choose a place instead of a creature.

NVR-EN 099/150

Tamer

Illustration by Alex Kuhn
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Sample Card

Arachnor

Sacrifice (You may choose to destroy a creature you control and play this creature on its field instead.)

NVR-EN 100/150

Illustration by Kitt Laporta
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Sample Card

Arachnor

Sacrifice (You may choose to destroy a creature you control and play this creature on its field instead.)

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Sample Card

Blood Soaked Ghoul

Aura (cards on adjacent fields are affected): Creatures gain -1.

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Sample Card

Blood Soaked Ghoul

Aura (cards on adjacent fields are affected): Creatures gain -1.

NVR-EN 102/150

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Sample Card

Cerberus

Grave Digging (Search your discard pile for a card and put it into your hand. Then discard a card.)

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Sample Card

Gargoyle

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Sample Card

Gargoyle

NVR-EN 104/150

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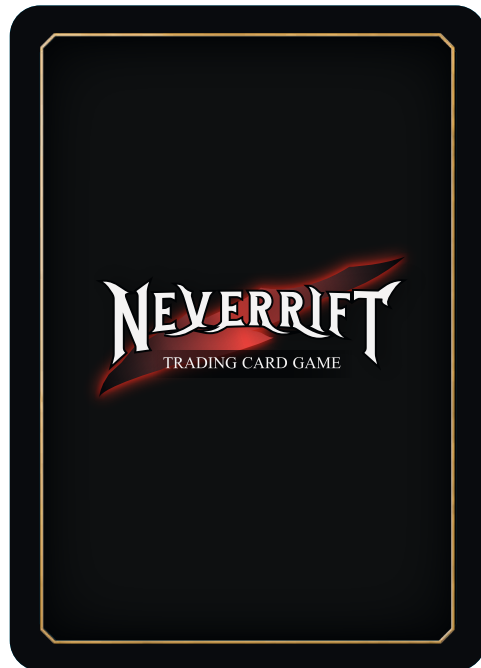
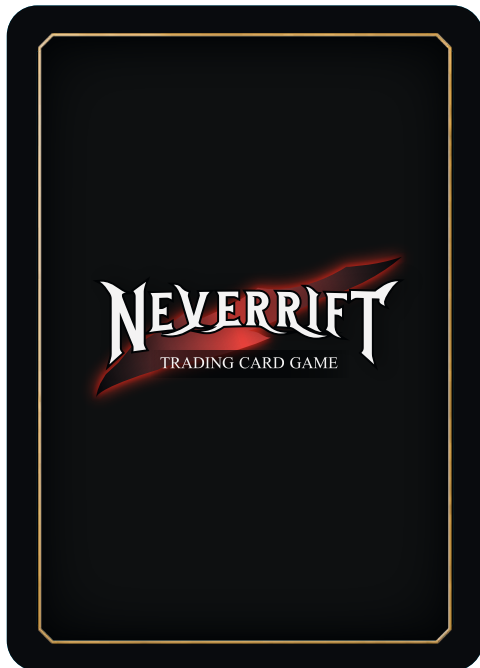
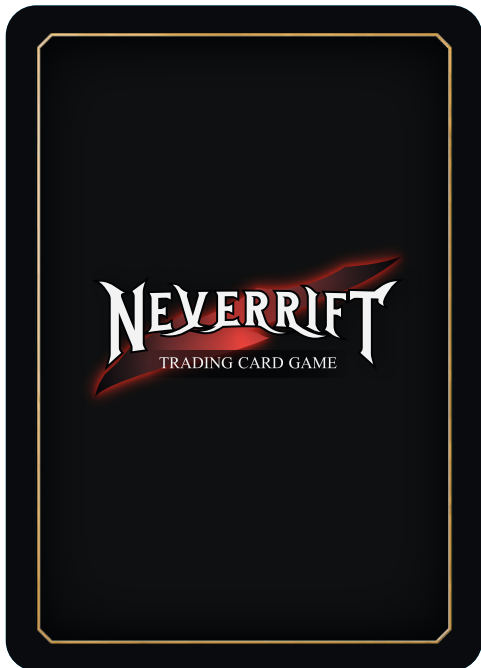
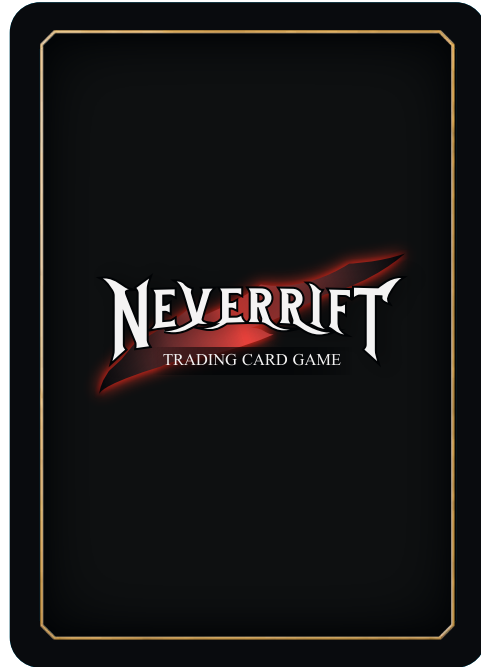
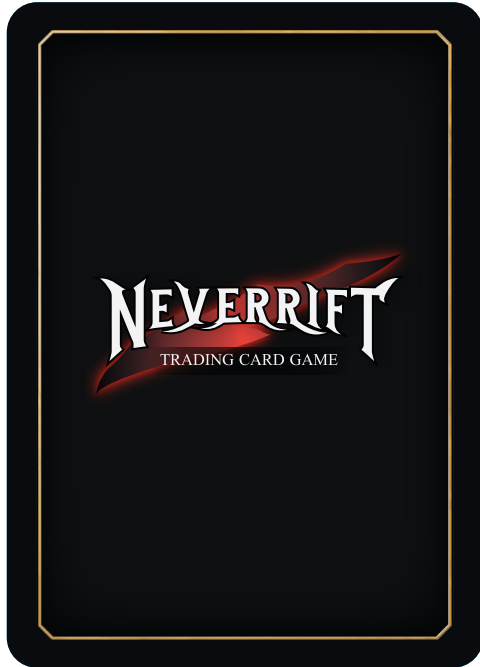
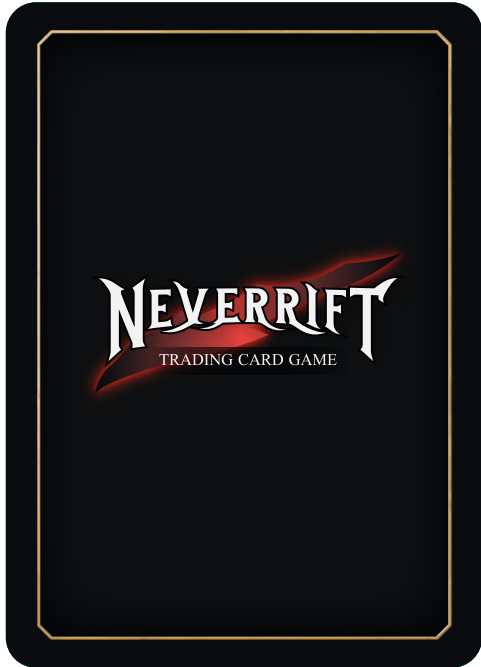
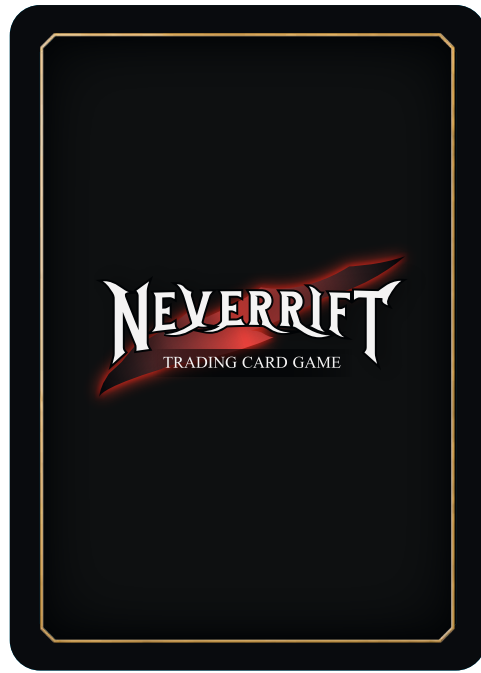
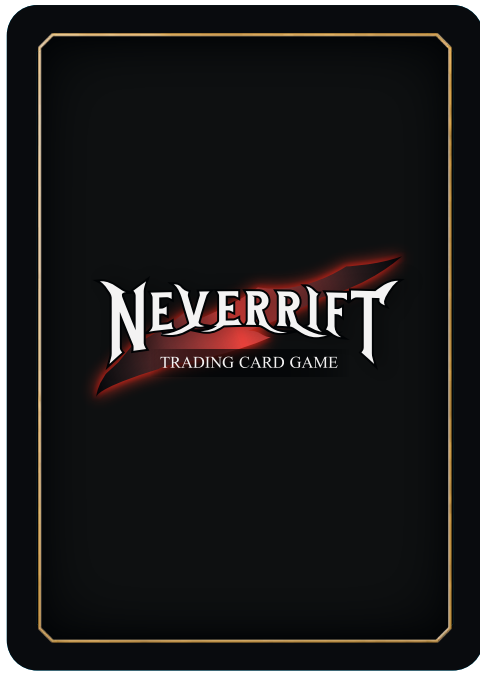
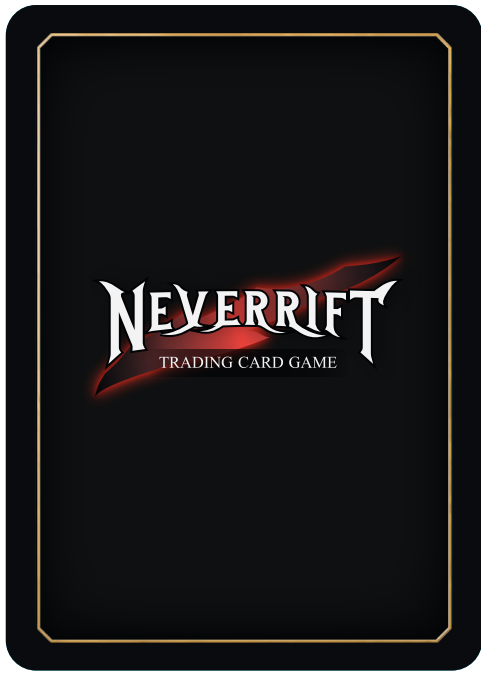
Sample Card

Phantom Cat

Sacrifice (You may choose to destroy a creature you control and play this creature on its field instead.)

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Illustration by Millikodea
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Sample Card

8

5 8

Haunted Dragon

Sacrifice (You may choose to destroy a creature you control and play this creature on its field instead.)

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9

Place

Sample Card

Summoning Circle

All players return the top card of their discard piles to their hands.

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NVR-EN 111/150 ★★

Place

Sample Card

Summoning Circle

All players return the top card of their discard piles to their hands.

Illustration by Naska Artwhele
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NVR-EN 111/150 ★★

Place

Sample Card

Ominous Woods

Intimidate (Adjacent creatures move a field away from this card, if the field is empty.)
If at least one creature was moved, draw a card.

Illustration by Bocoh Studios
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Place

Sample Card

Sinister Sanctuary

Aura (cards on adjacent fields are affected):
Creatures of the **Sworn** gain +2.

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NVR-EN 113/150 ★

Place

Sample Card

Sinister Sanctuary

Aura (cards on adjacent fields are affected):
Creatures of the **Sworn** gain +2.

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NVR-EN 113/150 ★

Place

Sample Card

Hermit's Hut

Destroy an adjacent place.

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NVR-EN 114/150

Place

Sample Card

Hermit's Hut

Destroy an adjacent place.

Illustration by Naska Artwhele
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NVR-EN 114/150

Place

Bite the Dust

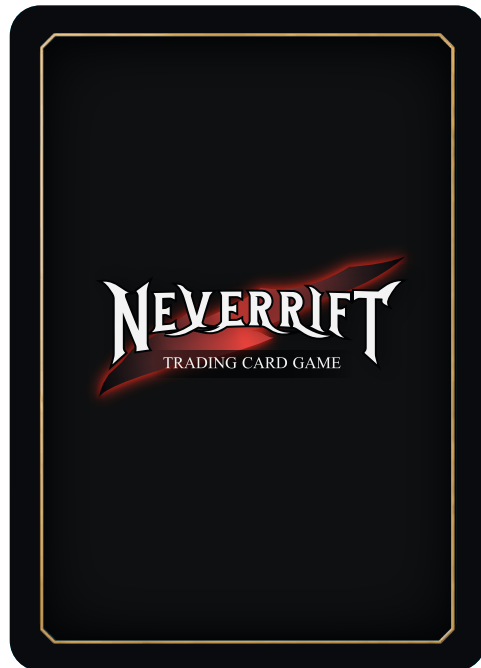
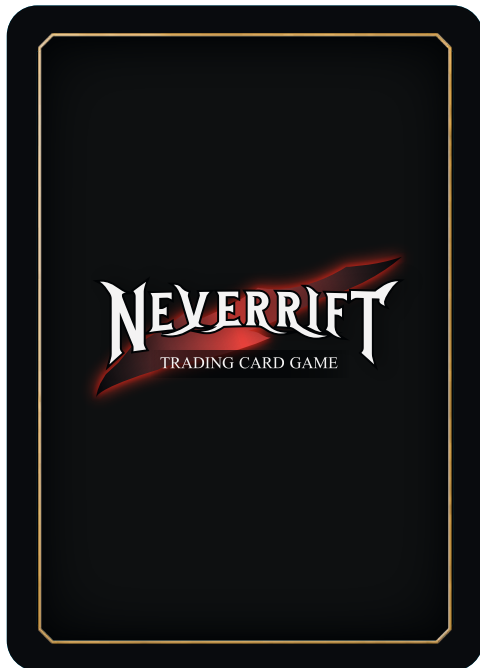
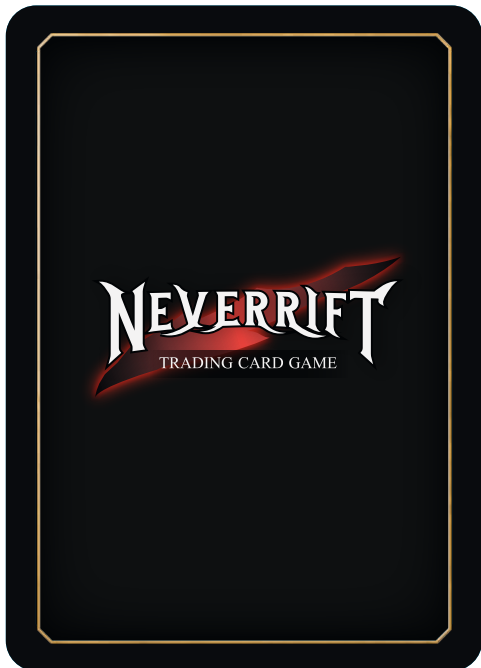
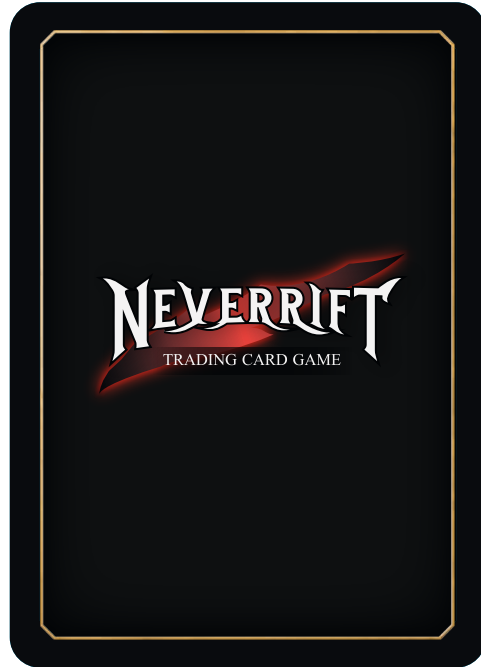
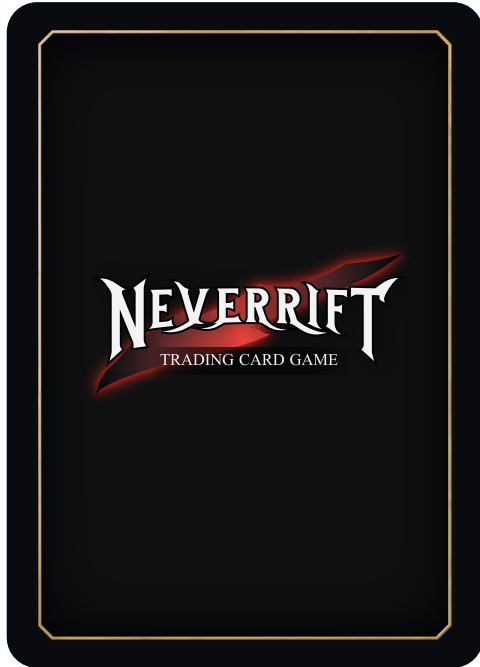
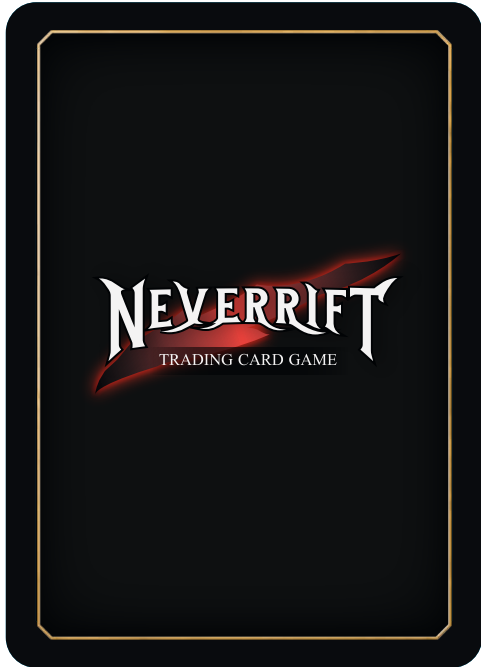
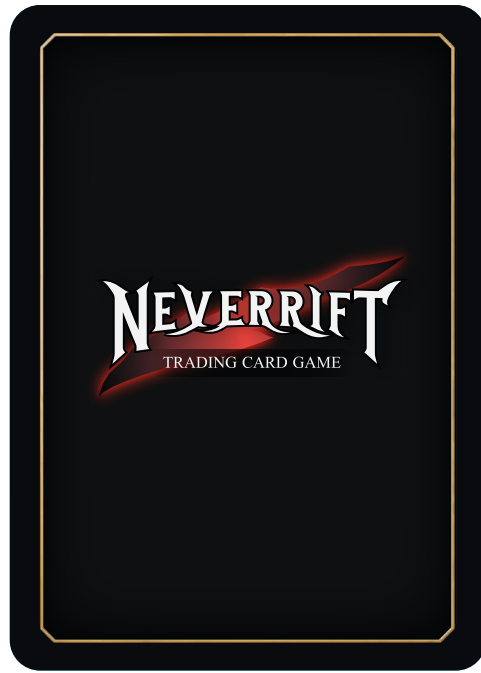
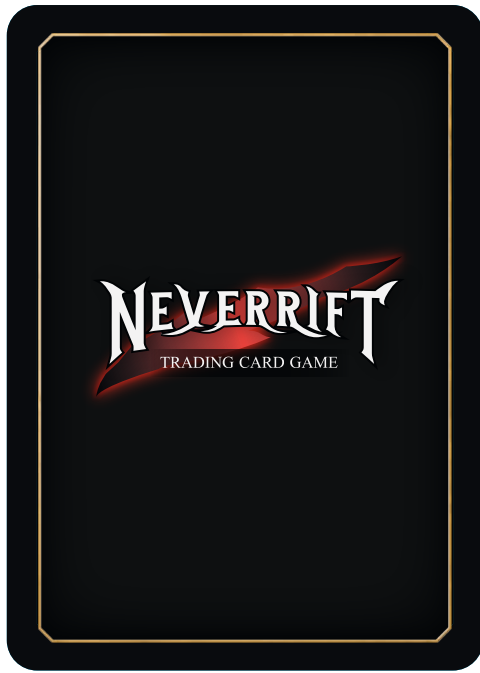
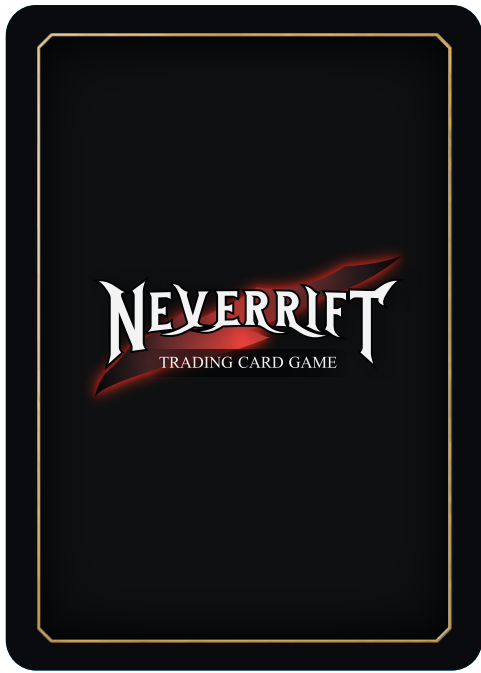
Reveal the top card of your opponent's deck.
You may put it into the discard pile.

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Spell

Sample Card



Illusion

Choose a creature your opponent controls and tame it until the end of your turn.

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Spell

Sample Card

Illusion

Choose a creature your opponent controls and tame it until the end of your turn.

NVR-EN 118/150 ★

Illustration by Kajorndech P. © Gate to the Games GmbH

Spell

Sample Card

Weaken Blood

Choose a creature. It gains -4 until the end of your turn.

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Illustration by Raphael Badan © Gate to the Games GmbH

Spell

Sample Card

Weaken Blood

Choose a creature. It gains -4 until the end of your turn.

NVR-EN 120/150

Illustration by Raphael Badan © Gate to the Games GmbH

Spell

Sample Card

Sample Card

1

2 **4**

Earth Spawn

When this card comes into play choose an adjacent place and destroy it.

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Illustration by Millikodea © Gate to the Games GmbH

3

Sample Card

1

2 **4**

Earth Spawn

When this card comes into play choose an adjacent place and destroy it.

NVR-EN 025/150

Illustration by Millikodea © Gate to the Games GmbH

3

Sample Card

4

3 **3**

Fire Spawn

When this card comes into play choose an adjacent place and destroy it.

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5

Sample Card

3

2 **2**

Otter

Draw a card.

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3

Sample Card

Marketplace

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

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Place

