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## QUICK STRIKE

Warmup +1 (Grants a bonus on the turn you learn this ability.)

Physical Ability

△ 01/64 • EN • 1



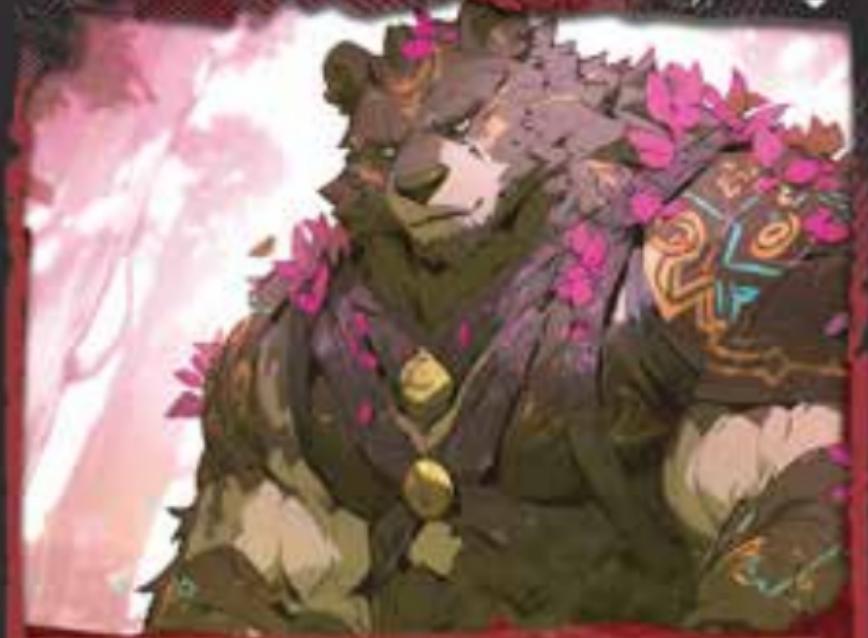
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## THICK HIDE

Runetap (*During your opponent's turn you may destroy one of your discovered runes to learn this ability from your hand.*)



Physical Ability

△ 02/64 • EN • 1

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## BITE BACK

Slow (When you learn this ability, it immediately becomes exhausted.)

Physical Ability

△ 03/64 • EN • 1



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## FURY OF THE FAE

Combo +1 (Grants a bonus when using a same-race ability this turn.)



Faerie Ability

△ 04/64 · EN · 1

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## RAVENOUS WOLF FORM

Shapeshift (When learned, send your other shapeshift abilities back to your hand and gain this item.)

Shapeshift Ability

△ 05/64 • EN • 1



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## REBUTTAL

Counter 3 (Instead of blocking with this card, you may deal this much damage when attacked.)

Physical Ability

△ 06/64 · EN · 1



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## THREATEN

Impede 1 (Choose an ability that's not exhausted.  
Chosen ability costs this much more stamina to  
use this turn.)

Physical Ability

△ 07/64 • EN • 1



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## FAERIE FIRE

Mastery: Faerie +2 (Grants a bonus if at least three of your learned abilities are this type.)

Faerie Ability

△ 08/64 • EN • 1



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## POWER PALM

Empower +2 (You may pay this ability's full stamina cost to empower it.)

Physical Ability

△ 09/64 · EN · 1



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## DECIMATE

Slow, Empower +1 (When you learn this ability, it immediately becomes exhausted. You may pay this ability's full stamina cost to empower it.)

Physical Ability

△ 10/64 · EN · 1



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## SUPERIOR REFLEXES

Runetap, Empower +1 (During your opponent's turn you may destroy one of your discovered names to learn this ability from your hand. You may pay this ability's full stamina cost to empower it.)

Physical Ability



II/64 · EN · 1



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## DRUIDIC POWER

Warmup **2W + 1L** (Grants a bonus on the turn you learn this ability.)

Mystical Ability

AP 12/64 • EN • 1



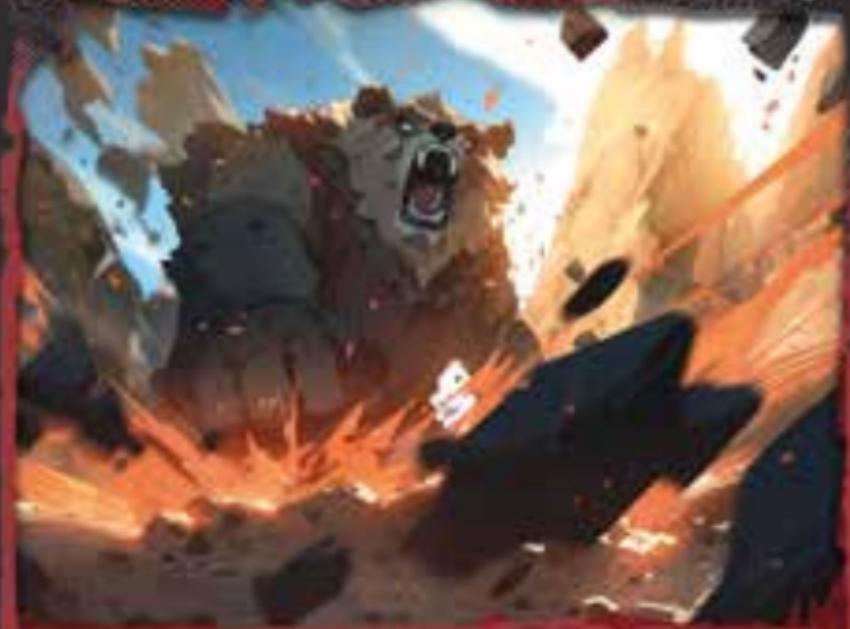
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## EARTHQUAKE

Impede 2 (Choose an ability that's not exhausted.  
Chosen ability costs this much more stamina to  
use this turn.)

Physical Ability

47 11/64 • EN • 1



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## UNLEASH THE FAE

Combo +1, Empower +1 (Grants a bonus when using a same-rune ability this turn. You may pay this ability's full stamina cost to empower it.)



Faerie Ability



14/64 · EN · 1

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## ULFRIC SPIRITHOWL

On your turn you may spend 1 stamina to deal 1 damage.

Druid

△ 15/64 · EN · 1

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## MUSHY

Once per game, on your turn you may spend  
3 stamina to heal 2 damage.

Support

△ 16/64 · EN · 1

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## VERDANT WARD

Combo +1 (Grants a bonus when using a same-type ability this turn.)



Mystical Ability

△ G/64 · EN · 1

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## WIND'S GRACE

Forget  (After you use this ability, you may discard it to gain an effect this turn.)



Mystical Ability

△ 18/64 · EN · 1

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## TORRENTIAL WATERS

Counter 1, Refresh 1 (Instead of blocking with this card, you may deal this much damage when attacked. After you use this ability, refresh this much stamina.)



Mystical Ability

△ 19/64 • EN • 1

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## NOVICE MEDITATION

Invigorate (You may pay another ability's full stamina cost to make it no longer exhausted.)



Physical Ability

△ 20/64 • EN • 1

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## IRON BEAR FORM

Runetap, Shapeshift (During your opponent's turn you may destroy one of your discovered runes to learn this ability from your hand. When learned, send your other shapeshift abilities back to your hand and gain

+1/+1 this turn.)



Shapeshift Ability

△ 2U/64 • EN • 1

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## GIFT OF THE UNSEEN

Mastery: Faerie +2, Refresh 1 (Grants a bonus if at least three of your learned abilities are this type. After you use this ability, refresh this much stamina.)



Faerie Ability

△ 22/64 • EN • I

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## CONJURE THORNS

Warmup +2 (Grants a bonus on the turn you learn this ability.)



Mystical Ability

△ 23/64 • EN • I

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## WATER'S RESPITE

Slow, Refresh 2 (When you learn this ability, it immediately becomes exhausted. After you use this ability, refresh this much stamina.)



Mystical Ability

△ 24/64 • EN • 1

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## FAE ADAPTATION

Forget **21** (After you use this ability, you may discard it to gain an effect this turn.)



Faerie Ability

△ 25/64 • EN • I

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## UNBREAKABLE WILL

Refresh 1 (After you use this ability, refresh this much stamina.)



Physical Ability

△ 26/64 • EN • 1

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## NIGHT'S SERENITY

Warmup **2**, Refresh 1 (Grants a bonus on the turn you learn this ability. After you use this ability, refresh this much stamina.)



Mystical Ability

**Ag** 27/64 • EN • I

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## WILD GODS' PROTECTION

Combo  (Grants a bonus when using a same-rank ability this turn.)

Mystical Ability

 28/64 • EN • 1



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## SECOND WIND

Invigorate (You may pay another ability's full stamina cost to make it no longer exhausted.)



Mythical Ability



29/64 · EN · 1

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## SPIRITUAL NOURISHMENT

Runetap, Warmup +3 (During your opponent's turn you may destroy one of your discovered runes to learn this ability from your hand. Grants a bonus on the turn you learn this ability.)



Mythical Ability



30/64 • EN • 1

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## BJORN OAKFUR

Whenever your opponent attacks you may spend 1 stamina to block 1 damage.

Druid

△ 3/64 • EN • 1

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## GLIMORA

Once per game, when you defend and block  
3 damage you may heal 2 damage.

Support

△ 32/64 • EN • 1

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## SUMMONING RITUAL

Search (Search your deck for an ability, and place it on the top of your shuffled deck.)

Mystical Ability

△ 33/64 • EN • 1



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## FAERIE HINDERANCE

Impede 1 (Choose an ability that's not exhausted.  
Chosen ability costs this much more stamina to  
use this turn.)



Faerie Ability

△ 34/64 • EN • 1

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## LUNAR BLAST

Runetap, Counter 1 (During your opponent's turn you may destroy one of your discovered names to learn this ability from your hand. Instead of blocking with this card, you may deal this much damage when attacked.)



Mystical Ability

△ 35/64 · EN · 1

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## CELESTIAL OWL FORM

Shapeshift (When learned, send your other shapeshift abilities back to your hand and gain +1/+1 this turn.)

You may look at the top card of your deck.

Shapeshift Ability

△ 36/64 • EN • 1



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## WOODLAND INSIGHT

Look at and rearrange the top 3 cards of your deck.



Mystical Ability

△ 37/64 • EN • 1

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1 3



## MOONLIGHT DANCE

Invigorate (You may pay another ability's full stamina cost to make it no longer exhausted.)



Mystical Ability

△ 38/64 • EN • 1

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## CELESTIAL PUNISHMENT

You cannot use this ability unless you discard a card from your hand.



Mystical Ability

△ 39/64 • EN • 1

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1 2

## SYLVAN KNOWLEDGE

You may look at the top card of the enemy's deck. You may choose to return it to the top of their deck or send it to the bottom of their deck.



Mythical Ability

△ 40/64 · EN · 1

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## FAERIE STORM

Slow, Search (When you learn this ability, it immediately becomes exhausted. Search your deck for an ability, and place it on the top of your shuffled deck.)



Faerie Ability

△ 41/64 • EN • 1

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2 2



## CONJURE SPRITES

Search, Combo  (Search your deck for an ability, and place it on the top of your shuffled deck. Grants a bonus when using a same-name ability this turn.)



Faerie Ability

△ 42/64 • EN • 1

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## THORNY GROUND

Impede 2 (Choose an ability that's not exhausted.  
Chosen ability costs this much more stamina to  
use this turn.)



Mystical Ability

47 43/64 • EN • 1

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## FAERIE MISCHIEF

Runetap, Warmup **2W 2U** (During your opponent's turn you may destroy one of your discovered runes to learn this ability from your hand.  
Grants a bonus on the turn you learn this ability.)



Faerie Ability

**47** 44/64 · EN · 1

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## RUNIC ALIGNMENT

You cannot use this ability unless you have discovered at least one of each rune.



Mystical Ability

45/64 • EN • 1

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## FAERIE DIMENSION

Search (Search your deck for an ability, and place it on the top of your shuffled deck.)  
If the searched ability is a Faerie type, you may immediately draw and learn it.



Faerie Ability



46/64 · EN · 1

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## OGLIN ROTHEART

At the start of your turn you may spend 1 stamina to look at the top card of your deck. You may send it to the bottom of your deck.

Druid

△ 47/64 · EN · 1

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## THISTLEBLOOM

Once per game, when you attack and deal 3 damage you may heal 2 damage.

Support

△ 48/64 · EN · 1

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## LUCK OF THE NIMBLE

Warmup **2W** (Grants a bonus on the turn you learn this ability.)



Physical Ability

△ 49/64 · EN · 1

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## DENSE VINES

*Slow (When you learn this ability, it immediately becomes exhausted.)*



Mystical Ability

△ 50/64 • EN • 1

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## RAPID MORPHING

You may learn a Shapeshift ability.

Mystical Ability

△ SU/64 · EN · 1



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## LOOTER'S WRATH

Gamble +1 (Grants a bonus if you have an odd number of cards in your hand when used.)



Physical Ability

△ 52/69 · EN · 1

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## FAE BARRIER

Runetap (*During your opponent's turn you may destroy one of your discovered names to learn this ability from your hand.*)

Faerie Ability

△ 53/69 · EN · 1



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## ROGUE'S GAMBIT

Invigorate, Counter 2 (You may pay another ability's full stamina cost to make it no longer exhausted. Instead of blocking with this card, you may deal this much damage when attacked.)



Physical Ability

△ 54/64 • EN • 1

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23

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## NEW STRATAGEM

Warmup +1 (Grants a bonus on the turn you learn this ability.)



Physical Ability

△ 55/64 · EN · I

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## ANOTHER TRICK

Combo  (Grants a bonus when using a same-race ability this turn.)



Physical Ability

△ 56/64 • EN • 1

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## BLESSED BOUNTY

Gamble  $\frac{2}{1}$  (Grants a bonus if you have an odd number of cards in your hand when used.)

Mythical Ability

△ 57/64 • EN • 1



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2 2



## ANCIENT LION FORM

Shapeshift, Impede 2 (When learned, send your other shapeshift abilities back to your hand and gain +1  this turn. Choose an ability that's not exhausted. Chosen ability costs this much more stamina to use this turn.)



Shapeshift Ability

△ 58/64 • EN • 1

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## GAMBLER'S DELIGHT

Gamble **2** (Grants a bonus if you have an odd number of cards in your hand when used.)



Physical Ability

47 59/69 • EN • 1

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## ODD FATE

Gamble +2 (Grants a bonus if you have an odd number of cards in your hand when used.)

Mystical Ability

47 60/64 · EN · 1



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## OFFERING TO THE FAE

Forget +4! (You may discard this learned ability to gain an effect this turn.)

Faerie Ability

4 64/64 · EN · 1



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## RICHES OF THE WILD

Warmup  $\frac{1}{11} + \frac{1}{11} + \frac{1}{11}$   $\frac{1}{11}$  (Grants a bonus on the turn you learn this ability.)



Mystical Ability



62/64 · EN · 1

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## KATALINA WILLOWWHISKER

On your turn you may spend 1 stamina to draw a card.

Druid

△ 63/64 • EN • 1

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## LURM

Once per game, on your turn you may destroy 1 of your discovered runes to heal 2 damage.

Support

△ 64/64 · EN · 1

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