

### **White Angel**

Ivory hair flows past bone-white skin. Piercing blue eyes that snag in the light. Soft pink lips stretched a little too wide. *Consume and destroy one creature.*

### **Wandering Father**

Skin worn away by dust and time but bones that refuse to rest; a hollow man roams the fog-smothered land, searching for the child he once lost. *Add 1 "Lost Child" from your deck to your hand. Shuffle your deck.*

### **Lost Child**

Drowning in a sea of fog, a young girl drifts vaguely onward, led astray by an angel's crooked smile. *Shuffle all conjured monsters your opponent controls into their deck.*

### **Court Jester**

He stalks like a spider and sings like a bird; the Court Jester knows which has not yet occurred. *Look through the top 10 cards in your deck and return them to the deck in order.*

### **Lone Wolf**

A lonely howl echoes through an empty night. Rabbits scurry back to their burrows, lying flat amongst quivering dirt. *While this card is your only conjured monster, the damage it inflicts is doubled.*

### **Horsemen of Hell**

Bright white lightning illuminates the silhouettes of four horsemen, standing tall like stone towers in a line. A flash of bone, a glint of iron, black eyes glaring maliciously in the dark. *Target one creature. For this turn, the target receives quadruple damage.*

### **Skinshifter**

A stranger slips from out the shadows, eyes stretched wide, faintly twitching. Something crawls beneath their skin. *Transform this card into a conjured monster of your choice.*

### **Delfazar, God of War**

Seas fills with poison, babes choke in their cribs, forests burn to ash and dust. As the tide of human hatred evolves, so must He. *Destroy all conjured monsters.*

### **North Star**

A blurry light glitters on the horizon's distant edge, a solitary beacon marking the way home. The ethereal glow offers gentle solace. *Gain 500 health.*

### **Breathsteal**

Air snatched from lungs like water sucked by a whirlpool. One wounded soul made silent while the other is saved. *Deal 500 damage. Gain health equal to damage dealt.*

### **Banshee Scream**

A painful, crushing cacophony crescendos into a violent shrill that penetrates the deep of your skull, threatening to split skin from bone. *Deal 700 damage.*