



Shade the Oracle

Familiar - Elite Entity - Hawk



WORLD BINDING:

At the start of your turn gain 1 Aether.
Target entity permanently gains +2 Force
and +2 Durability.

DOMINANCE:

Enemy entities must target this entity with
Contests if able and this entity does not
exhaust when declaring a Contest.



Apex Fleshcraft

Elite Entity



When this entity enters the World target
entity you control permanently gains
+3 Force and +3 Durability.



Eldritch Shrine

Locus of Power



Exhaust: Gain 2 Aether (Cannot
produce Aether this turn if activated).

F: 6



D: 6

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F: 9



D: 9

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Eldritch Shrine

Locus of Power



Exhaust: Gain 2 Aether (Cannot
produce Aether this turn if activated).



Empowered Lodestone

Locus of Power



Exhaust: Target entity gains +3 Force and
+3 Durability until the end of the turn
(Cannot produce Aether this turn if
activated).



Empowered Lodestone

Locus of Power



Exhaust: Target entity gains +3 Force and
+3 Durability until the end of the turn
(Cannot produce Aether this turn if
activated).

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Ascendant Clay-ward

Poppet



When this entity enters the World target
entity permanently gains +1 Force and
+1 Durability.



Ascendant Clay-ward

Poppet



When this entity enters the World target
entity permanently gains +1 Force and
+1 Durability.



Ascendant Clay-ward

Poppet



When this entity enters the World target
entity permanently gains +1 Force and
+1 Durability.

F: 1



D: 3

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F: 1



D: 3

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F: 1



D: 3

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Ascendant Juggernaut Champion



All damage dealt to this entity is reduced by 1. This entity does not exhaust when declaring a Contest.



Ascendant Juggernaut Champion



All damage dealt to this entity is reduced by 1. This entity does not exhaust when declaring a Contest.



Void Skinwalker Champion



All damage dealt to this entity is reduced by 1. Enemy entities must target this entity with Contests if able.

F: 6



D: 7

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F: 6



D: 7

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F: 5



D: 8

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Void Skinwalker Champion



All damage dealt to this entity is reduced by 1. Enemy entities must target this entity with Contests if able.



Augmented Curse Enchantment



When this Enchantment enters the World target entity permanently gains +2 Force and +2 Durability.



Augmented Curse Enchantment



When this Enchantment enters the World target entity permanently gains +2 Force and +2 Durability.

F: 5



D: 8

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Blooming Vortex Locus of Power



Exhaust: Gain 3 Aether (Cannot produce Aether this turn if activated).



Ascendant Ward Enchantment



When this Enchantment enters the World target entity you control permanently gains +4 Force and +4 Durability.



Pure Incantation Ritual



Restore 4 Influence to your Witch and draw 1 card from your Spellbook.

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Pure Incantation
Ritual



Restore 4 Influence to your Witch and draw 1 card from your Spellbook.

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Radiant Aura
Enchantment



At the start of your turn gain 2 additional Aether.

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Surging Megalith
Locus of Power



Exhaust: Gain 1 Aether (Cannot produce Aether this turn if activated).

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Surging Megalith
Locus of Power



Exhaust: Gain 1 Aether (Cannot produce Aether this turn if activated).

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Surging Megalith
Locus of Power



Exhaust: Gain 1 Aether (Cannot produce Aether this turn if activated).

Right to reproduce granted for non-commercial use.



Sanguine Brute
Poppet



When this entity enters the World target entity permanently gains +1 Force and +1 Durability.

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F: 0



D: 2



Sanguine Brute
Poppet



When this entity enters the World target entity permanently gains +1 Force and +1 Durability.

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Sanguine Brute
Poppet



When this entity enters the World target entity permanently gains +1 Force and +1 Durability.

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Ancient Straw-man
Poppet



Enemy entities must target this entity with Contests if able.

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F: 0



D: 2

F: 0



D: 2

F: 0



D: 4



Ancient Straw-man
Poppet



Enemy entities must target this entity with Contests if able.



Ancient Straw-man
Poppet



Enemy entities must target this entity with Contests if able.



Hidden Mud-golem
Poppet



Whenever this entity deals combat damage restore that much Influence to your Witch.

F: 0



D: 4

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F: 0



D: 4

Right to reproduce granted for non-commercial use.

F: 1



D: 3

Right to reproduce granted for non-commercial use.



Hidden Mud-golem
Poppet



Whenever this entity deals combat damage restore that much Influence to your Witch.



Bloodbound Champion
Champion



When this entity enters the World target entity you control gains +2 Force and +2 Durability until the end of the turn.



Bloodbound Champion
Champion



When this entity enters the World target entity you control gains +2 Force and +2 Durability until the end of the turn.

F: 1



D: 3

Right to reproduce granted for non-commercial use.

F: 4



D: 5

Right to reproduce granted for non-commercial use.

F: 4



D: 5

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Forged Mantle
Enchantment



When this Enchantment enters the World target entity permanently gains +1 Force and +1 Durability.



Forged Mantle
Enchantment



When this Enchantment enters the World target entity permanently gains +1 Force and +1 Durability.



Ethereal Eidolon
Champion - Eidolon



Prevent the first damage this entity would take each turn.

F: 3



D: 5

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Anointed Husk
Poppet



When this entity enters the World target entity permanently gains +2 Force and +2 Durability.

F: 3



D: 1

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Anointed Husk
Poppet



When this entity enters the World target entity permanently gains +2 Force and +2 Durability.

F: 3



D: 1

Right to reproduce granted for non-commercial use.



Mending Servant
Poppet



When this entity enters the World restore 1 Influence to your Witch.

F: 4



D: 3

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Mending Servant
Poppet



When this entity enters the World restore 1 Influence to your Witch.

F: 4



D: 3

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Divining Dreadnought
Elite Entity



When this entity enters the World draw 1 card from your Spellbook and target entity permanently gains +1 Force and +1 Durability.

F: 10



D: 12

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