

●
Omen of the Crossroads
Familiar - Elite Entity - Viper



●
Cruel Shapeshifter
Champion



●
Nightmare Ghoul
Elite Entity



WORLD BINDING:

At the start of your turn draw 1 card from your Spellbook.

DOMINANCE:

Exhaust: Gain 1 Aether.

When this entity enters the World deal 3 damage to any target.

When this entity enters the World draw 2 cards. If you control another Ghoul target enemy entity cannot attack or Intercept until the end of the turn.

F: 5  D: 8

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F: 3  D: 3

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F: 7  D: 7

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●
Dreadful Wicker-fiend
Poppet



●
Dreadful Wicker-fiend
Poppet



●
Dreadful Wicker-fiend
Poppet



When this entity enters the World target enemy entity cannot attack or Intercept until the end of the turn.

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F: 1  D: 1

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F: 1  D: 1

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F: 1  D: 1

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●
Scorching Husk
Poppet



●
Scorching Husk
Poppet



●
Void Harbinger
Champion



When this entity enters the World deal 1 damage to any target.

When this entity enters the World deal 1 damage to any target.

When this entity enters the World look at the top 3 cards of your Spellbook and put 1 into your hand and the rest on the bottom.

F: 0  D: 3

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F: 0  D: 3

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F: 4  D: 5

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Void Harbinger

Champion



When this entity enters the World look at the top 3 cards of your Spellbook and put 1 into your hand and the rest on the bottom.



Cerulean Shade

Champion



When this entity enters the World target entity loses all abilities until the end of the turn.



Cerulean Shade

Champion



When this entity enters the World target entity loses all abilities until the end of the turn.

F: 4



D: 5

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F: 3



D: 3

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F: 3



D: 3

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Void Behemoth

Elite Entity



When this entity enters the World target enemy entity cannot attack or Intercept until the end of the turn. When this entity attacks excess combat damage is dealt to the opponent's Influence.



Pure Chant

Ritual



Restore 1 Influence to your Witch and when you cast this Page you may exhaust a ready entity you control to duplicate its effect.



Pure Chant

Ritual



Restore 1 Influence to your Witch and when you cast this Page you may exhaust a ready entity you control to duplicate its effect.

F: 8



D: 8

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Deep Pact

Rite



Draw 2 cards from your Spellbook.



Deep Pact

Rite



Draw 2 cards from your Spellbook.



Ominous Chalice

Locus of Power



Exhaust: Target enemy entity cannot attack or Intercept until the end of the turn. (Cannot produce Aether this turn if activated.)

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Ominous Chalice

Locus of Power



Exhaust: Target enemy entity cannot attack or Intercept until the end of the turn. (Cannot produce Aether this turn if activated.)

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Ominous Chalice

Locus of Power



Exhaust: Target enemy entity cannot attack or Intercept until the end of the turn. (Cannot produce Aether this turn if activated.)

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Hidden Talisman

Locus of Power



Exhaust: Draw 2 cards from your Spellbook (Cannot produce Aether this turn if activated).

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Hidden Talisman

Locus of Power



Exhaust: Draw 2 cards from your Spellbook (Cannot produce Aether this turn if activated).

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Abyssal Talisman

Locus of Power



Exhaust: Target entity loses all abilities until the end of the turn (Cannot produce Aether this turn if activated).

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Ancient Briar-husk

Poppet



When this entity enters the World draw 1 card from your Spellbook.

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F: 1



D: 2



Ancient Briar-husk

Poppet



When this entity enters the World draw 1 card from your Spellbook.

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Ancient Briar-husk

Poppet



When this entity enters the World draw 1 card from your Spellbook.

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Ancient Straw-man

Poppet



Enemy entities must target this entity with Contests if able.

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F: 1



D: 2

F: 1



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.



Phantom Hag
Champion



When this entity enters the World target enemy entity cannot attack or Intercept until the end of the turn.

F: 0



D: 4

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F: 0



D: 4

Right to reproduce granted for non-commercial use.

F: 3



D: 4

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Phantom Hag
Champion



When this entity enters the World target enemy entity cannot attack or Intercept until the end of the turn.



Haunting Charm
Rite



Target enemy entity cannot attack or Intercept until the end of the turn.



Haunting Charm
Rite



Target enemy entity cannot attack or Intercept until the end of the turn.

F: 3



D: 4

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Mystic Monolith
Locus of Power



Exhaust: Draw 2 cards from your Spellbook. (Cannot produce Aether this turn if activated.)



Mystic Monolith
Locus of Power



Exhaust: Draw 2 cards from your Spellbook. (Cannot produce Aether this turn if activated.)



Mystic Bone-construct
Poppet



When this entity enters the World draw 1 card from your Spellbook.

F: 1



D: 2

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Mystic Bone-construct
Poppet



When this entity enters the World draw 1 card from your Spellbook.



Mystic Bone-construct
Poppet



When this entity enters the World draw 1 card from your Spellbook.



Phantom Echo
Rite



Target enemy entity cannot attack or Intercept until the end of the turn and you may cast this Page from your Graveyard by discarding a Page from your hand in addition to paying its Aether cost.

F: 1



D: 2

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F: 1



D: 2

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Phantom Echo
Rite



Target enemy entity cannot attack or Intercept until the end of the turn and you may cast this Page from your Graveyard by discarding a Page from your hand in addition to paying its Aether cost.



Seeking Bond
Ritual



Draw 1 card from your Spellbook and when you cast this Page you may exhaust a ready entity you control to duplicate its effect.

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