



2

Addison of Red

Human Keeper

Switch - Sacrifice me and put 'Aiden of Red' from your deck in my place. Shuffle your deck.

 Target **event**, **magic** or **creature** card counts as a **Red Banner** card.

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A detailed illustration of a man with a beard and mustache, wearing a brown hooded cloak over a grey tunic with red diamond patterns. He holds a silver key with a red gemstone. In the top right corner, a blue shield contains the number 2.

2

Aiden of Red

Human Keeper

Switch - Sacrifice me and put 'Addison of Red' from your deck in my place. Shuffle your deck.

Red Banner Ward - I do not receive damage from Red Banner cards.

 Reduce damage from a **Red Banner** card to zero.



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Annabelle of Green

Human Keeper

Switch - Sacrifice me and put 'Leonard of Green' from your deck in my place.
Shuffle your deck.

All creatures have **incentive 1** and cannot attack unless their controller pays one resource.

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Annabelle of Green

Human Keeper

Switch - Sacrifice me and put 'Leonard of Green' from your deck in my place.
Shuffle your deck.

All creatures have **incentive 1** and cannot attack unless their controller pays one resource.

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Annabelle of Green

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Switch - Sacrifice me and put 'Leonard of Green' from your deck in my place.
Shuffle your deck.

All creatures have **incentive 1** and cannot attack unless their controller pays one resource.

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Chamber of the Codex

City

Level 0: Every time an *event*, *magic* or *enchantment* spell is cast, *I* gain 1 defense point.

Level 2: Have *me* lose any number of defense points to draw the same number of cards.



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Level 3: Shuffle a *devoted Red or Gold Keeper*, a *resource card* and a *Keeper* of any color from your *graveyard* into your *deck*.

"In memory of Peter-Andreas, first Keeper of the Red."



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2

Drake of Black

Human Keeper

Switch - Sacrifice me and put 'Drew of Black' from your deck in my place.
Shuffle your deck..

 Convert target **resource card** into a **Dark Legion** resource card.

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2

Drake of Black

Human Keeper

Switch - Sacrifice me and put 'Drew of Black' from your deck in my place.
Shuffle your deck..

 Convert target **resource card** into a **Dark Legion** resource card.

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2

Drake of Black

Human Keeper

Switch - Sacrifice me and put 'Drew of Black' from your deck in my place.
Shuffle your deck..

 Convert target **resource card** into a **Dark Legion** resource card.

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2

**Drew
of Black**

Human Keeper

Switch - Sacrifice me and put 'Drake of Black' from your deck in my place.
Shuffle your deck.

Dark Legion resources do not unmark during their controller's next **unmark phase**.

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2

A woman with a black hooded cloak and a necklace, holding a glowing orb in her right hand. The background is a dark blue, swirling mist. In the top right corner, there is a blue shield with a white number 2. In the bottom right corner, there are two circular icons: a red one with a white number 2 and a green one with a white number 2.

2

**Drew
of Black**

Human Keeper

Switch - Sacrifice me and put 'Drake of Black' from your deck in my place.
Shuffle your deck.

Dark Legion resources do not unmark during their controller's next **unmark phase**.

2

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2

**Drew
of Black**

Human Keeper

Switch - Sacrifice me and put 'Drake of Black' from your deck in my place.
Shuffle your deck.

Dark Legion resources do not unmark during their controller's next **unmark phase**.

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Edmund of Gold

Legend Keeper

Switch - Sacrifice me and put a 'Keeper' from your deck in my place. Shuffle your deck.

Keepers cannot be stopped by **creatures** sharing their color (Gaian green, House of Nobles' blue, Red Banner's red, Dark Legion's black and the Empire's white).

1

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Edmund of Gold

Legend Keeper

Switch - Sacrifice me and put a 'Keeper' from your deck in my place. Shuffle your deck.

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3

Emma of White

Human Keeper

Switch - Sacrifice me and put 'Ethan of White' from your deck in my place.
Shuffle your deck.

When you **switch** a **Keeper**, each **player** may draw a card.

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2



3

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Human Keeper

Switch - Sacrifice me and put 'Ethan of White' from your deck in my place.
Shuffle your deck.

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Shuffle your deck.

When you **switch** a **Keeper**, each **player** may draw a card.

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Ethan of White

Human Keeper

Switch - Sacrifice me and put 'Emma of White' from your deck in my place.
Shuffle your deck.

When you **switch** a **Keeper**, each **city** gains 1 defense point.

2

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Ethan of White

Human Keeper

Switch - Sacrifice me and put 'Emma of White' from your deck in my place.
Shuffle your deck.

When you **switch** a **Keeper**, each **city** gains 1 defense point.

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Human Keeper

Switch - Sacrifice me and put 'Emma of White' from your deck in my place.
Shuffle your deck.

When you **switch** a **Keeper**, each **city** gains 1 defense point.

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2

Jada of Blue

Human Keeper

Switch - Sacrifice me and put 'Jadan of Blue' from your deck in my place.
Shuffle your deck.

 Counter **non-enchantment** spell and shuffle **me** back into your **deck**.

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2

Jada of Blue

Human Keeper

Switch - Sacrifice me and put 'Jadan of Blue' from your deck in my place.
Shuffle your deck.

 Counter **non-enchantment** spell and shuffle **me** back into your **deck**.

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Jada of Blue

Human Keeper

Switch - Sacrifice me and put 'Jadan of Blue' from your deck in my place.
Shuffle your deck.

 Counter **non-enchantment** spell and shuffle **me** back into your **deck**.

2

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3

Jaden of Blue

Human Keeper

Switch - Sacrifice me and put 'Jada of Blue' from your deck in my place.
Shuffle your deck.

 Destroy target **enchantment** and shuffle **me** back into your **deck**.

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Jaden of Blue

Human Keeper

Switch - Sacrifice me and put 'Jada of Blue' from your deck in my place.
Shuffle your deck.

 Destroy target **enchantment** and shuffle **me** back into your **deck**.

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Switch - Sacrifice me and put 'Jada of Blue' from your deck in my place.
Shuffle your deck.

 Destroy target **enchantment** and shuffle **me** back into your **deck**.

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2



Leonard of Green

Human Keeper

Switch - Sacrifice me and put 'Annabelle of Green' from your deck in my place. Shuffle your deck.

Your **city** gains 1 defense point for each creature with **incentive** that attacks it.

2

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Leonard of Green

Human Keeper

Switch - Sacrifice me and put 'Annabelle of Green' from your deck in my place. Shuffle your deck.

Your **city** gains 1 defense point for each creature with **incentive** that attacks it.

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Leonard of Green

Human Keeper

Switch - Sacrifice me and put 'Annabelle of Green' from your deck in my place. Shuffle your deck.

Your **city** gains 1 defense point for each creature with **incentive** that attacks it.

2

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3

Linaera of Gold

Legend Keeper

***Switch** - Sacrifice me and put a 'Keeper' from your deck in my place. Shuffle your deck.*

At the start of your turn, if you control at least one **Keeper** for each of the colors green, red, blue, black, white and gold, destroy target **city**.

1

3



3

Linaera of Gold

Legend Keeper

Switch - Sacrifice me and put a 'Keeper' from your deck in my place. Shuffle your deck.

At the start of your turn, if you control at least one **Keeper** for each of the colors green, red, blue, black, white and gold, destroy target **city**.

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Linaera of Gold

Legend Keeper

Switch - Sacrifice me and put a 'Keeper' from your deck in my place. Shuffle your deck.

At the start of your turn, if you control at least one **Keeper** for each of the colors green, red, blue, black, white and gold, destroy target **city**.

1

3

Sea Serpent

Event

3

Counter target spell and have its owner convert the top card of their **deck** into a **House of Nobles** resource. Draw a card.

"Like water off a Sea Serpent's back."



Sea Serpent

Event

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Sea Serpent

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Counter target spell and have its owner convert the top card of their **deck** into a **House of Nobles** resource. Draw a card.

"Like water off a Sea Serpent's back."





Towers of Knowledge City

Level 0: During your *tactics phase*, draw a card for each time the number of *my* residents has tripled.

(So, some examples are: 1 card if there are 3 residents; 2 cards if there are 6 residents; 3 cards if there are 9, etc.)

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Vanishing Thoughts

Event

4

While casting *me*, discard any number of cards. My casting cost is reduced by the discarded cards' *loyalty marks*.

Counter target spell.



Vanishing Thoughts

Event

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Counter target spell.



Vanishing Thoughts

Event

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While casting *me*, discard any number of cards. My casting cost is reduced by the discarded cards' *loyalty marks*.

Counter target spell.





ARCENAGE

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