

List of Abilities

A complete and comprehensive list of all named abilities in the game. Click on an ability to quickly search for it in the card browser.

Last updated 2026-05-14 to include Ashes Ascendancy Natural Magic expansion

An **ability** is a named effect on a unit or Phoenixborn. A unit ability with a number after its name will stack if the unit receives an additional copy of that ability. Many units have abilities, while some may be granted to them by attaching an Alteration Spell or some other card effects.

When stacking abilities, add the numerals in the ability names together, and change the corresponding numeral(s) in the ability text to that sum. Focus effects and abilities without numerals after their name do not stack.


*Consider separating (or entirely removing?) Phoenixborn abilities from the list
Consider merging stackable abilities under a single entry. How to denote it? X?*



A

Accelerate Growth:   : Place 1 status token on a target card.

Adapt:  : Attach a [Fire Adaptation](#) or [Ice Adaptation](#) conjured alteration spell to this unit if it has neither attached to it.

Aerial Ambush 1: When this unit comes into play, if your Phoenixborn has an astral die on it, deal 1 damage to a target Phoenixborn an opponent controls and lower 1 die in that target opponent's active pool one level.


Aerial Command 1:  : If this unit has an astral die on it, increase the attack value of another unit you control by 1 for the remainder of the turn.

Aeromancy:   : Look at the top 5 cards of your draw pile. You may reveal an action spell and add it to your hand. Then, shuffle your draw pile.

Aftershock 1: After this unit destroys a unit an opponent controls by attacking, you may deal 1 damage to a target unit.

Alchemize: When this unit comes into play, you may place 1 card from your hand on the bottom of your draw pile. If you do, draw 2 cards and raise 2 dice in your active pool one level.

Alert: Do not place exhaustion tokens on this unit as a result of its countering.

Alleviate 1:  : If there are no wound tokens on this unit, move 1 wound token from your Phoenixborn onto this unit.

Ambush 1: When this unit comes into play, you may deal 1 damage to a target Phoenixborn.

Armed: When this unit comes into play, you may choose a divine die in your exhausted pool and resolve its dice power without paying its cost.

Armored 1: After this unit is dealt damage, prevent 1 damage from being received.

Ascend: ☐ ♦ ☐ ♦ 1 ☐ : Deal 1 damage to a target unit an opponent controls. Place an astral die from your exhausted pool onto this Phoenixborn.

Assist 1: When this unit comes into play, draw 1 card.

B

Battlemaster: When this unit is declared as an attacker, you may choose a target unit an opponent controls. That unit must block this unit, if able.

Beguile: ☐ ♦ ☐ ♦ 1 ☐ : Place 1 exhaustion token on a target unexhausted unit.

Bequest X: When this unit is destroyed, you may draw up to X cards. (X = the number of status tokens on this unit.)

Blight 1: At the end of the round or when this unit is destroyed as a result of an attack an opponent controls, deal 1 damage to a target Phoenixborn.

Blood Ritual 1: When this unit is destroyed as a result of a spell, ability, or dice power you control, you may remove 1 wound token from your Phoenixborn and then raise 1 die in your active pool one level.

Blood Shot: ☐ : Place 1 wound token on this unit to deal 1 damage to a target unit.

Blossom: ☐ : Remove 2 status tokens from this unit and destroy this unit. If you do, place up to 2 [Brilliant Thorn](#) conjurations onto your battlefield.

Bolster: ☐ ♦ ☐ ♦ 1 ☐ : Place 1 status token on a target unit you control and attach a [Spark](#) conjured alteration spell to that unit.

Brawl 1: After a unit is destroyed, if this unit had been declared as an attacker, blocker, or guard this turn, place 1 status token on this unit.

Bypass: This unit cannot be blocked or guarded.

C

Call Eagle Fledgling: When this unit comes into play, place an [Eagle Fledgling](#) conjuration onto your battlefield.

Call Ptera Hatchling: When this unit comes into play, place a [Ptera Hatchling](#) conjuration onto your battlefield.

Call Raptor Hatchling: When this unit comes into play, place a [Raptor Hatchling](#) conjuration onto

your battlefield.

Call the Hunt: When this unit comes into play, place 2 status tokens on this unit and place a [Panther Spirit](#) conjuration onto your battlefield.

Call the Pack: At the start of your turn, you may remove 1 status token from this unit to place a [Pack Wolf](#) conjuration onto your battlefield.

Calming Melody: $\square \diamond \square \diamond 1 \square$: Draw 1 card. You may place 1 exhaustion token on this card and 1 exhaustion token on a target Phoenixborn.

Care 1: \square : Remove 1 wound token from another target unit you control.

Charge: \square : Take an Attack action, targeting a unit and declaring this unit as the attacker.

Charged 2: When this unit comes into play, place 2 status tokens on it.

Charming: This unit cannot be targeted by attacks from units with a charm die on them.

Chase 2: When this unit is declared as an attacker, if you played an action spell this turn, add 2 to this unit's attack value for the remainder of this turn.

Cold Snap 1: When this unit is declared as an attacker, you may add 1 to its attack value for the remainder of the turn or place an exhaustion token on a target unit an opponent controls with a life value of 1 or less.

Comeback: $\square \diamond 1 \square$: If there are 6 or more tokens of any type on this unit, remove all tokens from this unit.

Command 1: $\square \diamond \square$: Add 1 to the attack value of all other units you currently control for the remainder of the turn.

Command Strike: $\square \diamond \square \diamond 2 \square$: Choose an unexhausted unit you control. Deal damage to a target unit equal to the chosen unit's attack value.

Concealed: This unit cannot be targeted by attacks, spells, abilities, or dice powers an opponent controls.

Conscript: After an ally you control is destroyed, you may place it face down under this card, discarding any other allies underneath this card.

Consume: After a unit an opponent controls is destroyed, place 1 status token on this unit.

Convene With Souls: $\square \diamond \square$: Search your draw pile for an ally, reveal it, and place it into your hand. Place a number of wound tokens equal to that ally's life value on this card. Shuffle your draw pile.

Crumble 1: When this unit comes into play, discard 1 card off the top of a target opponent's draw pile.

Cultivate 1: \square : Change 1 charm die in your active pool to a side of your choice.

Cursed 1: At the end of each round, place 1 wound token on your Phoenixborn.

D

Decree: When this unit comes into play, search your draw pile. You may reveal a ready spell with "Law" in its title and place it into your hand. You may immediately play a "Law" from your hand without paying any \square : or \square : costs. Shuffle your draw pile.

Deep Focus: Ready spells you control are focused one additional time.

Defensive Aura: Units you control cannot be targeted by attacks an opponent controls.

Deflect: When this unit is declared as a blocker, you may choose a target unblocked attacking unit. That unit is no longer attacking.

Detonate 3: \square : Destroy this unit to place 1 wound token on up to 3 target units.

Disarm: When this unit is declared as an attacker, you may discard a target alteration spell attached to a unit an opponent controls.

Dismount: When this unit is destroyed, place any allies you own underneath this unit into your hand.

Disperse: Discard this card at the end of the round unless you control another copy of this card.

Distract: \square \diamond \square : Place 1 exhaustion token on a target unit.

Dive 1: When this unit is declared as an attacker, draw 1 card from the bottom of your draw pile.

Divination 2: When this unit comes into play, draw 2 cards. If you do, place a card from your hand on top of your draw pile.

Dormant: This unit cannot attack unless it is charged.

Double Shot: \square \diamond \square : Deal 1 damage to a target unit. Then you may deal 1 damage to a target unit.

Duplicate: \square \diamond \square \diamond 1 \square : Choose a conjuration you control with a life value of 1. Place a copy of that conjuration onto your battlefield. At the end of this turn, destroy that copy.

E

Endurance: Remove all exhaustion tokens from this unit at the end of each round.

Engulf: When this unit comes into play, you may destroy a target unit an opponent controls with a charm die on it. If you do, deal 2 damage to that opponent's target Phoenixborn.

Enliven: \square \diamond \square : Remove 1 exhaustion token from a target unit.

Enter the Fray: \square \diamond \square : Deal 2 damage to a target unit. Deal damage to this Phoenixborn equal to the target unit's attack value.

Escape: \square \diamond \square \diamond 1 \square \diamond 1 \square : Discard this card.

Exalt: After this unit destroys a unit an opponent controls during your turn, you may choose a divine die in your exhausted pool and resolve its dice power without paying its cost.

Exchange Link 1: \square : Move 1 wound or status token from a target unit onto this unit, or move 1 wound or status token from this unit onto a target unit.

Exchange Pain 1: When this unit comes into play, you may deal 1 damage to a target unit, and then remove 1 wound token from a target unit or Phoenixborn.

Exhume: ☐ ♦ ☐ ♦ 1 ☐ : Place an ally that is underneath this card onto your battlefield, and then destroy it.

Exploit 2: While this unit is in battle with a unit with a charm die on it, the attack value of this unit is increased by 2.

Fade: Destroy this unit at the end of this round.

Fearful: This unit cannot block.

F

Feast 1: When this unit is declared as an attacker, add 1 to its attack value for the remainder of the turn if it is targeting a card with any wound tokens on it.

Fleeting: Discard this card at the end of this round.

Forage: When this unit comes into play, search your draw pile. You may reveal an alteration spell without a Phoenixborn unique icon and place it into your hand. Shuffle your draw pile.

Forewarn 2: When this unit comes into play, you may look at the top 2 cards of a target opponent's draw pile. Place each card on the top or bottom of that player's draw pile.

Frost Throw: ☐ ♦ ☐ : Deal damage to a target unit an opponent controls equal to this unit's attack value.

Frenzy 2: When this unit is declared as an attacker, deal 2 damage to it.

G

Galewinds: When this unit is declared as an attacker, you may choose a natural or astral die in your exhausted pool and resolve its dice power without paying its cost.

Gather 2: After an opponent declares attackers, you may add 2 to the attack value of all units you control with a printed attack value of 0 for the remainder of the turn.

Gaze: When this unit is declared as an attacker, you may choose a target unit an opponent controls. That unit cannot block or guard for the remainder of the turn.

Germinate: When this unit is destroyed, place a [Luminous Seedling](#) conjuration onto your battlefield.

Gift 1: When this unit comes into play, you may place 1 status token on another target unit.

Gift of Wings: ☐ ♦ ☐ ♦ 2 ☐ : Remove all exhaustion tokens from a target ally you control. It cannot be guarded against for the remainder of the turn.

Gigantic 1: This unit cannot be blocked or guarded against by units with a life value of 1 or less.

Gigantic 2: This unit cannot be blocked or guarded against by units with a life value of 2 or less.

Give and Take: When this unit comes into play, you may search your discard pile for an alteration spell and place it into your hand, or discard a target alteration spell attached to a unit you control.

Gravity Flux: ♠ ♦ ♠ : Place 1 exhaustion token on a target unit. At the end of this turn, remove that same exhaustion token.

Group Tactics 1: After you declare three or more attackers, you may add 1 to this unit's attack value for the remainder of the turn.

Group Tactics 2: After you declare three or more attackers, you may add 2 to this unit's attack value for the remainder of the turn.

Growth: Add 1 to this unit's life value for each status token on this unit.

Guidance: When this unit comes into play, you may draw 1 card. If you do, place 1 card from your hand on the bottom of your draw pile.

Guide: ♠ : Remove 1 status token from this unit to add 1 to the attack value of another target unit you control for the remainder of the turn.

H

Halt: When this unit comes into play, choose a target unit an opponent controls. That unit cannot attack, block, or guard until the end of the next turn or round.

Harsh Melody: When this unit comes into play, draw 1 card. You may discard 1 card from your hand to deal X damage to a target unit. (X = the magic play cost of the discarded card.)

Hasten: When this unit is declared as an attacker, if it has 1 or more status tokens on it, you may remove 1 exhaustion token from a ready spell you control.

Haunt 1: When this unit is destroyed, lower 1 power die in a target opponent's active pool one level. If you cannot, deal 1 damage to their target Phoenixborn.


Heart's Pull: ♠ ♦ ♠ ♦ 1 ♠ : You may draw 1 card. If you do, you may choose a target player to discard 1 card off the top of their draw pile.

Hex 1: When this unit comes into play, you may lower 1 die in a target opponent's active pool one level.

Hex 2: When this unit comes into play, you may lower 2 dice in a target opponent's active pool one level.

Hunt 1: When this unit is declared as an attacker, you may deal 1 damage to a target unit an opponent controls.

I





Ice Buff:   : Attach an [Ice Buff](#) conjured alteration spell to a target unit you control.

Ignite: When this unit is declared as an attacker, if it has 1 or more status tokens on it, add 1 to its attack value for the remainder of the turn. If you do, you may deal 1 damage to another target unit.

Imbued: This unit's attack value is increased by 1 for each unit an opponent controls with a charm die on it.





Infatuate: When this unit comes into play, choose a target opponent. When choosing a main action during their next turn, that opponent must choose an Attack action if they control any units that can be declared as an attacker.

Infectious: Damage dealt by this unit by attacking or countering cannot be prevented.

Ingenuity:    1  : Draw 1 card or remove 1 exhaustion token from a ready spell you control.

Inheritance 1: When this unit is destroyed, you may place 1 status token on a target unit.

Insight: After taking a Meditate action, you may place 1 exhaustion token on this card to place the first card discarded off the top of your draw pile during that action into your hand.

Inspiration:    1  : Draw 2 cards. Place an artifice die from your exhausted pool onto a card you control.

Inspire 1: When this unit is declared as an attacker, you may choose a number of other attacking units up to the number of status tokens on this unit. Add 1 to the chosen unit's attack values for the remainder of the turn.

Interrogate: When this unit is declared as an attacker, look at 1 random card in a target opponent's hand. That target player may discard 2 cards off the top of their draw pile. If they discard fewer than 2 cards, they must discard the looked at card.

Intimidate 1: When this unit is declared as an attacker, add 1 to its attack value for the remainder of the turn, and then choose a target opponent to discard 1 card off the top of their draw pile.

Invert: When this unit is declared as an attacker, blocker, or guard, you may swap a target unit's printed attack value with its printed life value for the remainder of the turn.

Invoke Ancestors: When this unit comes into play, place 2 [Ancestor Spirit](#) conjurations onto your battlefield.


Isolate 1: When this unit is declared as an attacker, choose a target opponent to place 1 exhaustion token onto an unexhausted unit of their choice that they control.

J

K

Keen 1: When this unit comes into play, you may raise 1 die in your active pool one level.

L

Last Orders 1: When this unit is destroyed, you may spend 1  : to remove 1 exhaustion token from a target unit.


Last Request 1: When this unit is destroyed, you may choose a target player to discard 1 card off the top of their draw pile.

Last Request 2: When this unit is destroyed, you may choose a target player to discard 2 cards off the top of their draw pile.

Life Drain 1: After this unit destroys a unit an opponent controls by attacking, you may remove 1 wound token from your Phoenixborn.

Lightning Breath 1: When this unit is declared as an attacker, you may deal 1 damage to all units a target opponent controls.

Lightning Speed: This unit cannot be targeted by reaction spells an opponent controls.

Lionize: When this unit comes into play, search your draw pile. You may reveal a card with a  : in its play cost and place it into your hand. Shuffle your draw pile. Then, change 1 divine die in your active pool to a side of your choice.




Lobotomize 1: When this unit is destroyed as a result of a spell, attack, counter, ability, or dice power an opponent controls, that opponent must discard 1 card of their choice from their hand.

Lost: Discard this unit at the end of the round.

M

Magic Armor: This unit cannot be targeted by spells an opponent controls.

Magic Current X: When this unit is declared as an attacker, raise or lower X dice in a target player's active pool one level. (X = the number of status tokens on your Phoenixborn.)

Magnify:    : Choose any number of units you control with a combined life value of up to 3. During Attack actions this turn, the numeral values of their abilities are increased by 1.

Mark Prey:   : Attach a [Hunter's Mark](#) conjured alteration spell to a target unit.

Memory Drain 1: At the end of the prepare phase, choose a target opponent to discard 1 card of their choice from their hand.

Mend 1: When this unit is destroyed, you may remove 1 wound token from a target unit or Phoenixborn.

Morph: At the start of your turn, you may discard this unit. If you do, place a [Sun Scarab](#) or [Moon](#)

[Moth](#) conjuration onto your battlefield.


N

[Nightmare 1:](#) When this unit comes into play, you may deal 1 damage to a target exhausted unit.

[Nurture:](#)  : Attach a [Nurtured](#) conjured alteration spell to a conjuration you control.

O

[Offer:](#) When this unit comes into play, search your draw pile. You may reveal an ally and place it into your discard pile. Shuffle your draw pile. Then, you may search your discard pile for an ally and remove it from the game to remove 1 wound token from a target Phoenixborn.

[Opportunist 1:](#) When this unit comes into play, if you have a  : in your active pool, place 1 status token on this unit.

[Overkill 1:](#) After this unit destroys a unit an opponent controls by attacking, deal 1 damage to that opponent's target Phoenixborn.

[Overkill 2:](#) After this unit destroys a unit an opponent controls by attacking, deal 2 damage to that opponent's target Phoenixborn.

[Overtime 2:](#) During the draw cards step, you may draw up to 2 additional cards.

P




[Pacify 1:](#) When this unit is destroyed, you may place 1 exhaustion token on a target unit.

[Pain Link 1:](#)  : Move 1 wound token from this unit onto a target Phoenixborn.

[Peer 1:](#) When this unit comes into play, look at 1 random card in a target opponent's hand.

[Polyphony:](#) When this unit is destroyed, change 1 die in a target player's active pool to a side of your choice.

[Pounce 2:](#) When this unit is declared as an attacker, add 2 to its attack value for the remainder of the turn if it is targeting an exhausted unit.

[Power Split:](#)    : Choose up to 2 cards you control. Place an artifice die from your exhausted pool onto each of the chosen cards.

[Predator 3:](#) When this unit is declared as an attacker, you may deal 3 damage to a target unit an opponent controls with an attack value less than this unit's attack value.

[Preemptive Shot 1:](#) When this unit is declared as an attacker, blocker, or guard, you may deal 1 damage to a target unit an opponent controls.

Prepare: ♣ ♦ ♠ ♣ 1 ♣ : Search your draw pile for 1 card and set it aside. Shuffle your draw pile, then place the set aside card on top of it.

Prey 2: When this unit comes into play, you may destroy a target unit with a life value of 2 or less.

Pride: This unit cannot be guarded or guarded against.

Promote: ♣ ♦ ♠ ♦ 2 ♣ : Remove an exhausted ally you control from play. If you do, place an [Empyrean Mount](#) conjuration onto your battlefield and place that ally face down under that unit.

Protect: Units you control with a printed attack value of 0 cannot be targeted by spells, abilities, or dice powers an opponent controls.

Prune 1: When this unit comes into play, you may remove 1 status token from a target unit or spell.

Q

Queen Rider: When this unit is destroyed, place 3 wounds on your Phoenixborn.

Quell: ♣ ♦ 1 ♣ : Destroy this unit.

Quick Strike: While this unit is attacking, it deals its damage before units in battle with it.

R

Rage 1: Add 1 to this unit's attack value for each wound token on this unit.

Raise Fallen: When this unit is destroyed, place 2 [Fallen](#) conjurations onto your battlefield.

Raise Shield: When this unit comes into play, place a [Hand of Shield](#) conjuration onto your battlefield.

Rancor: When this unit is declared as an attacker, deal damage to a target unit an opponent controls equal to the number of wound tokens on this unit.

Ravaging Vines: When this unit is declared as an attacker, if it is charged, deal damage to a target unit an opponent controls equal to this unit's attack value.

Rebuke 1: At the end of each round, deal 1 damage to a target Phoenixborn.

Reflect Sorrow: When this unit comes into play, place 1 status token on this unit for each exhaustion token on units a target player controls.

Regenerate Heads: ♣ : Remove 1 wound token from this unit to attach a [Shining Hydra Head](#) conjured alteration spell to this unit.

Reincarnate: ♣ ♦ ♠ ♦ 1 ♣ : Search your discard pile for an ally and place it into your hand.

Reject: ♣ ♦ 1 ♣ : or 1 ♣ : Discard this spell.

Renew: ♣ ♦ 1 ♣ : Discard a copy of Summon Majestic Titan from your spellboard to remove all

exhaustion tokens and discard all alteration spells from this unit.

Renewed Harmony: When this unit is destroyed, you and a target opponent each choose a card in the other's discard pile. Place the chosen cards into their owner's hand.

Replenish 2: When this unit comes into play, and at the end of the round, place 2 status token on it.

Resourceful 1: When this unit comes into play, place 1 status token on this unit. At the beginning of the player turns phase, place 1 status token on this unit.

Restitch: When this unit is destroyed, you may discard a [Blood Puppet](#) you control to place a [Blood Puppet](#) conjuration onto a target opponent's battlefield.

Restrict 1: \square : Lower 1 die on its power side in a target opponent's active pool one level.

Rethink 1: When this unit comes into play, remove 1 exhaustion token from a ready spell you control.

Ritual Flames: \square \diamond 1 \square : Discard this unit and another [Shimmer Wing](#) you control to place an [Eternity Flame](#) conjuration onto your battlefield.

Rooted: This unit cannot attack.

Rouse 2: When this unit is declared as an attacker, you may lower 2 non-basic dice of your active pool one level. If you do, add 2 to this unit's attack value for the remainder of the turn.

S

Screams of the Departed: Once per turn, after a unit is destroyed, you may spend 1 \square : to deal 1 damage to a target Phoenixborn.

Seal Strike 1: When this unit is declared as an attacker, you may choose a target opponent to place 1 exhaustion token on an unexhausted ready spell of their choice that they control.

Self Inflict 1: \square \diamond 1 \square : Deal 1 damage to this unit.

Shadow Target: \square \diamond \square \diamond 1 \square : Choose a target opponent and place 1 exhaustion token on an unexhausted ready spell they control.

Shock 1: When this unit is declared as an attacker, if its current attack value is greater than its printed attack value, you may deal 1 damage to a target unit an opponent controls.

Skin Morph 2: Add 2 to this unit's life value if it has 1 or more alteration spells attached to it.

Slash: \square \diamond 1 \square : Choose a player. Deal 1 damage to a target unit they control, or deal 1 damage to their target Phoenixborn if they control no units.

Slay 2: \square \diamond \square : Deal 2 damage to a target unit an opponent controls.

Slow: Reduce this unit's attack value by 1 for each status token on it.

Slumbering 1: When this unit comes into play, place 1 exhaustion token on it.

Smite 1: When this unit comes into play, you may destroy a target unit an opponent controls with

an attack value of 1 or less.

Smolder 1: At the end of the round, deal 1 damage to a target Phoenixborn whose owner has no cards in their draw pile.

Sneaky Strike: When this unit is declared as an attacker, opponents may not play reaction spells for the remainder of the turn.

Solar Bloom: ☐ : Discard this unit. If it was charged, place a [Floral Tyrant](#) conjuration onto your battlefield.

Solar Sprout: ☐ : Discard this unit. If it was charged, place a [Snaptrap](#) conjuration onto your battlefield.

Song of Sorrow: ☐ ♦ ☐ : Deal 1 damage to a target unit an opponent controls. If that destroys the unit, after it is destroyed, that target opponent must discard 1 card off the top of their draw pile.

Sonic Pulse 1: After this unit destroys a unit an opponent controls by attacking, you may place 1 exhaustion token on a target unit.

Spark: ☐ : Discard this spell to deal 1 damage to a target unit.

Spear Volley: When this unit is declared as an attacker, you may remove any number of status tokens from units you control. Deal 1 damage to an equal number of target units that opponents control.

Spell Guard: This spell cannot be affected by an opponent's spell.

Spell Recall: When this unit comes into play, you may search your discard pile for a ready spell and place it into your hand.

Spirit Burn: ☐ ♦ ☐ ♦ 1 ☐ : Destroy an ally you control to deal 2 damage to a target Phoenixborn.

Spirit Form: When this unit is destroyed, place a [Salamander Monk Spirit](#) conjuration onto your battlefield.

Spirit Guide: When this unit comes into play, you may search your discard pile for an ally with a title other than this unit's title and place it into your hand.

Stalk: This unit cannot be guarded against.

Sting 1: When this unit is declared as an attacker, you may deal 1 damage to a target wounded unit.

Stitch: When this unit comes into play, place a [Blood Puppet](#) conjuration onto your battlefield.

Study 1: When this unit comes into play, look at the top card of your draw pile and place it on the top or bottom of your draw pile. Then, draw 1 card.



Subdue: When this unit comes into play, you may choose a charm die in your exhausted pool and resolve its dice power without paying its cost.

Summon Glow Finch: ☐ ♦ ☐ ♦ 1 ☐ : Place a [Glow Finch](#) conjuration onto your battlefield.

Supply 2: When this unit comes into play, place up to 2 artificer dice from your exhausted pool onto cards you control.

Surprise!: ☐ ♦ ☐ ♦ 1 ☐ : Re-roll up to 4 dice in a target opponent's active pool. Re-roll an equal

number of dice in your active pool.

Swarm: When this unit is destroyed, you may spend 1  : or 1  : to place this unit onto your battlefield.

Swift: After a unit comes into play onto an opponent's battlefield, you may play this unit from your hand without paying its main action cost

T

Tag 1: When this unit comes into play, place 1 exhaustion token on a target unexhausted unit with an attack value less than the number of Scrawlers you control.

Take Up: When this unit comes into play, you may choose an alteration spell attached to an exhausted unit you control and attach it to this unit.

Tame 1: While this unit is in battle, the attack value of units in battle with it is reduced by 1.

Tame 2: While this unit is in battle, the attack value of units in battle with it is reduced by 2.

Terrifying 1: This unit cannot be blocked or guarded against by units with an attack value of 1 or less.


Thaw:  : Remove 1 status token from a Deep Freeze alteration spell attached to this unit.

Threatening: This unit must be blocked, if able.

Throw 1: When this unit comes into play, you may deal 1 damage to another target unit.

To Arms: When this unit comes into play, you may search your discard pile for an ally and shuffle it into your draw pile.

To Ash: After this unit is destroyed as a result of an attack from a unit an opponent controls, destroy that target unit.

Torrent 1:  : Place 1 card from your hand on the top or bottom of your draw pile. If you do, place 1 status token on all Squall Stallions you control.

Transform 1: While you do not have the first player token, the attack value, life value, and recover value of this unit are increased by 1

Transform 2: While you do not have the first player token, the attack value, life value, and recover value of this unit are increased by 2.

Trickery 1: When this unit is declared as an attacker, lower 1 die in a target opponent's active pool one level.

U

Unburden:  : Move 1 status token from this unit onto another unit you control.

Unchain:    : Discard this spell.

Undying: When this unit is destroyed, if it is an ally, you may place it into its owner's hand.

Unit Guard: This unit may guard a unit that is being attacked.

Unseen: This unit cannot be blocked unless all attacking units without the Unseen ability have been blocked.

Unstoppable 1: This unit cannot be blocked or guarded by units with an attack or life value of 1 or less.

Uplift: When this unit comes into play, place an astral die from your exhausted pool onto it.

V

Valor 1: After this Phoenixborn is dealt damage while guarding or resolving its ability, prevent 1 damage from being received.

Visions: \square \diamond \square : Draw 2 cards. Then, look at 2 random cards in a target opponent's hand.

Volt Shift: \square : Discard this unit to place an artifice die from your exhausted pool onto a card you control.

W

War Within: When this unit is destroyed, exhaust one die in your active pool. If you cannot, place 2 wound tokens on your Phoenixborn.

Water Blast: \square \diamond \square \diamond 1 \square : Deal 2 damage to a target unit.

Wilt: Discard this card at the end of the round unless it has an alteration spell attached to it.

Wisdom 1: \square \diamond 1 \square : Remove 1 status token from this unit. If you do, draw 1 card.

Withdraw: While this unit is exhausted, prevent all damage dealt to this unit from being received.

Wounded 1: When this unit comes into play, place 1 wound token onto it.

Wreckage 2: After this unit destroys a unit an opponent controls by attacking, place 2 [Rubble](#)

[Spirit](#) conjurations on your battlefield

X

Y

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