

Shadowlands

Eternal: If this card would be put into the Archive from play, instead shuffle it into it's owner's Spell Book.

Element Stones

Pluto Stone

Basic Element Stone

Produces 1 Shadow Energy

Shade Stone

Element Stone

Produces 1 Neutral Energy. Any Shadow creature cast to this pile gets a +1 ATK +1 DEF counter.

Negative Stone

Element Stone

Produces 1 Neutral Energy. Destroy this stone to destroy target Element Stone an opponent controls.

Positive Stone

Element Stone

Produces 1 Neutral Energy. Discard this Stone: Place the top two cards of your Archive under your SB.

Shadow Cards

Abyss Dragon

Level III Creature- Dragon

ATK 3 DEF 4

Quickattacker

Any creature defending against Abyss Dragon gets -1 ATK

Kess'aka, Walker in the Void

Level III Creature- Snakefolk

ATK 3 DEF 4

Unique

PE: All Snakefolk get +1 ATK until end of turn.

Black Banner

Level II P-Spell

All Shadow Creatures gain: "Sacrifice this creature to destroy target creature with equal or less ATK"

Bladed Serpent

Level I Creature- Snakefolk

ATK 2 DEF 1

This creature may divide it's ATK score between 2 target creatures.

Caster of Shades

Level II Creature- Snakefolk

ATK 2 DEF 2

PE: Search your SB for a Pluto Stone, shuffle your SB, and place the Pluto Stone on top.

Cloak of Shadows

Level II E-Spell

+1 DEF. Attached creature may block from either zone.

Darkling

Level II Spell

Deal 3 damage divided as you choose among two target creatures.

Boon

Eater of Light

Level III Creature – Elemental

ATK 2 DEF 4

Eternal

Fade

Level I Flash-Spell

Target creature ignores damage from creatures until end of turn.

Grasp of Darkness

Level III Spell

Take control of 1 enemy creature. It gets -1 ATK, +1 DEF

Karkados, Bringer of Shadow

Level III Creature- Dragon

ATK 5 DEF 4

Unique

When Karkados destroys a creature, take control of that creature and place it into your DEF Zone.

Mists of Night

Level II P-Spell

All Shadow Creatures get +1 DEF

Obscure

Level II Spell

Target creature may not attack, block, or move until the beginning of your next turn.

Revenant Shadow

Level I Creature – Undead
ATK 1 DEF 1
Quickattacker

Scaled Whisperer

Level II Creature- Snakefolk
ATK 1 DEF 2
Ranged Attack: 2

Shadow Blade

Level I E-Spell
+1 ATK to attached non-Shadow creature
+1 ATK +1 DEF to attached Shadow Creature
Boon

Shadow Flock

Level I Creature- Bird
ATK 1 DEF 1

Spectral Stalker

Level II Creature- Hound
ATK 3 DEF 2
PE: Deal 1 damage to target creature

Snakefolk Carver

Level I Creature- Snakefolk
ATK 1 DEF 2

Tendrils of Night

Level II Flash Spell
Choose any 2 target creatures a player controls. Exchange the positions of those 2 creatures.

Air Cards

Aether Syphon

Level III P-Spell
Unique

If a player would be required to discard a card from their hand, instead remove that card from the game. If this card would be placed into its owner's Archive, remove it from the game instead.

Blind Hatred

Level II E-Spell
Attached creature gains +2 ATK -1 DEF vs. Earth creatures.

Mist Cloak

Level II Flash-Spell

Target creature is unblockable until end of turn.

The Raven-Crowned Knight

Level III Creature – Knight

ATK 4 DEF 4

Unique

PE: Destroy 1 Undead creature an opponent controls

Eternal

She comes by moonlight, a black flame to sear the Unliving from her world.

Fae Aetherwalker

Level II Creature – Elf

ATK 1 DEF 2

Quickattacker

Fae Fleshcrafter

Level II Creature – Elf

ATK 1 DEF 2

PE: Remove a creature you control from the game, then put 1 creature from your Archive into either your ATK or DEF zone.

Fae Mage

Level I Creature – Elf

ATK 0 DEF 1

Ranged Attacker: 1

Earth Cards

Elder Liche

Level III Creature – Undead

ATK 3 DEF 4

Unique

PE: Return 1 creature from your Archive to play.

Discard 1 card: Return 1 creature from your Archive to your hand.

Gemstone Gauntlet

Level II E-Spell

Attached creature gains +1ATK +1 DEF vs. Air creatures.

Khardiin Berserker

Level II Creature – Minotaur

ATK 3 DEF 1

Rewrite

Level II Spell

Place target card from your Archive under your SB.

Salvage

The Scarecrow King

Level III Creature- Undead

ATK 2, DEF 4

Unique

PE: Choose 1 creature you control. Remove it from the game.

DE: Choose 1 creature controlled by an opponent. Place that creature in your ATK Zone. You control that creature until it is destroyed.

I have always been, and I shall be again. Bow to me, or fury to see.

Scarecrow Minion

Level II Creature- Undead

ATK 2, DEF 1

Quickattacker

Shimaru Assassin

Level II Creature – Ratling

ATK 1 DEF 3

If Shimaru Assassin deals damage to a creature, destroy it.

Boon

Fire Cards

Berserker Fury

Level II E-Spell

Attached creature gains +1ATK +1 DEF vs. Water creatures.

Fates Entwined

Level II Spell

Choose 2 Catfolk you control. Each gets a +1 ATK +1 DEF counter. If one is destroyed, destroy both instead.

Flame Fork

Level II Flash-Spell

Deal 1 damage each to 2 target creatures.

Fire Sprite

Level II Creature – Elemental

ATK 2 DEF 1

Immune: Water

Senjanni Fiendslayer

Level II Creature – Catfolk

ATK 2 DEF 2

This creature gets +1 ATK and +1 DEF against Demons and Devils

Senjanni Pridemaster

Level III Creature – Catfolk

ATK 3 DEF 4

Immune: Creatures

Senjanni Prowler

Level I Creature – Catfolk

ATK 1 DEF 1

PE: Deal 1 damage to target creature

Water Cards

Font of Knowledge

Level III P-Spell

Draw 1 extra card at the beginning of your turn.

Frost Spikes

Level II E-Spell

Attached creature gains +1ATK +1 DEF vs. Fire creatures.

Narthyn Bladebrother

Level I Creature – Lizardman

ATK 1 DEF 2

PE: Deal 2 damage to target creature, or 1 damage to target player

Narthyn Shaman

Level II Creature – Lizardman

ATK 1 DEF 2

PE: Return the top card of your Archive to your hand.

Tempest's Grasp

Level II P-Spell

Target opponent may only attack with 1 creature per turn.

Trickle of Information

Level I Spell

Draw 2 cards. Put 1 in your hand and the other on the bottom of your SB.

Sea Hag

Level II Creature – Spirit

ATK 1 DEF 2

DE: Deal 2 damage to target player or creature

Neutral Cards

Banner of Entropy

Level III P-Spell

Unique

PE: Remove two cards in your Archive from the game.

Whenever an opponent places a creature into his Archive from play, that player must remove one card in his hand from the game.

Clockwork Griffin

Level II Creature – Golem

ATK 2 DEF 2

Can only be blocked by Air creatures

Clockwork Wolf

Level I Creature – Golem

ATK 1 DEF 1

+1 ATK vs Neutral creatures

Moonsilver Blades

Level II E-Spell

Attached creature gets +2 ATK

The Scarecrow Blade

Level III E-Spell

Unique

+1 ATK. When equipped creature destroys another creature, search your Archive for a Scarecrow Minion and place it on an appropriate open ES pile.

A glimmering fragment of a madman's soul, it gleefully does the bidding of it's master.

Siphon Energy

Level III Flash-Spell

Neutralize target Level I or Level II Spell. Draw 1 card.