

## The Angels

Good

Redeem after meeting the condition from top to bottom, once per your turn.

Start here

4 cards are killed: [1]

10 cards are killed: [2]

15 cards are killed: Win

## The Beasts

Nature

Once per your turn, you may redeem once from top to bottom. This counts both spent and unspent gold.

Start here

Acquired 6 total gold this turn: [1]

Acquired 11 total gold this turn: [2]

Acquired 16 total gold this turn: Win

## The zombies

Evil

At the end of your turn, you may redeem once from top to bottom. Activated cards that are no longer in the row do not count.

Start here

Activated 6 cards this turn: [1]

Activated 9 cards this turn: [2]

Activated 12 cards this turn: Win

Evil Starter

(0)

If not Evil:

[1]

Starter



(1).

Evil Starter

(0)

If not Evil:

[1]

Starter



(1).

Evil Starter

(0)

If not Evil:

[1]

Starter



(1).

Evil Starter

(0)

If not Evil:

[1]

Starter



(1).

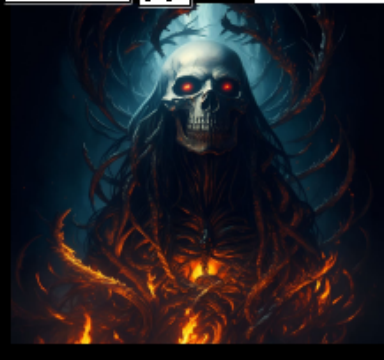
Zombie

(2)

If not Evil:

[1]

Basic



Fragile (this card is discarded at the end of the turn even if it was not activated).  
Draw 1.

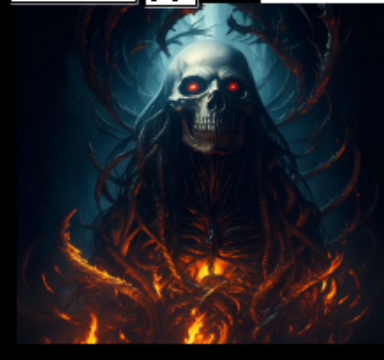
Zombie

(2)

If not Evil:

[1]

Basic



Fragile (this card is discarded at the end of the turn even if it was not activated).  
Draw 1.

Zombie (2)

If not Evil: [1] Basic



Fragile (this card is discarded at the end of the turn even if it was not activated).  
Draw 1.

Zombie (2)

If not Evil: [1] Basic



Fragile (this card is discarded at the end of the turn even if it was not activated).  
Draw 1.

Zombie Boy (2)

If not Evil: [0]



If at least 1 other Evil card was activated this turn, this card is not discarded at the end of the turn.  
Draw 1.

Zombie Boy (2)

If not Evil: [0]



If at least 1 other Evil card was activated this turn, this card is not discarded at the end of the turn.  
Draw 1.

Zombify (5)

If not Evil: [1]



Discard an unactivated non-Evil card from the row. Evil buys a basic card for free. It enters the row.

Zombie Dog (3)

If not Evil: [1]



When you buy this card, it enters the row.  
Draw 1. (1)

Zombie Dog (3)

If not Evil: [1]



When you buy this card, it enters the row.  
Draw 1. (1)

Double Zombie (3)

If not Evil: [2]



Draw 2.

Fast Zombie (3)

If not Evil: [1]



When you buy this card, it enters the row.  
Draw 1. If it was Evil, Evil gets [3].

Zombie Digger

(3)

If not Evil: [1]



Draw 2 cards, then you may discard 1 unactivated card from the row. The faction of the discarded card gets [1].

Zombie Lord

(4)

If not Evil: [3]



The next card you buy enters the row. (2).

Zombie Lord

(4)

If not Evil: [3]



The next card you buy enters the row. (2).

Triple Zombie

(5)

If not Evil: [2]



Draw 3.

Evil Digging

(4)

If not Evil: [2]



Draw cards until you draw an Evil card.

Zombie Search

(5)

If not Evil: [1]



Send the top 3 cards of the deck to the discard (or entire deck if less than 3 cards). Choose 1 Evil card in the discard. It enters the row.

Rich Zombie

(6)

If not Evil: [3]



Cards cost (1) less this turn. (2).

Sticky Zombie

(6)

If not Evil: [1]



This card can never leave the row.  
Draw 1. (1).

Sticky Zombie

(6)

If not Evil: [1]



This card can never leave the row.  
Draw 1. (1).

Epic Zombie

(8)

If not Evil: [0]



This card costs 1 less for each Evil card in the row.  
(4). Evil gets [3].

Legendary Zombie

(8)

If not Evil: [2]



If you are Evil, for every other Evil card in the row, gain [1]

Good starter

(0)

If not Good: [1]

Starter



(1).

Good starter

(0)

If not Good: [1]

Starter



(1).

Good starter

(0)

If not Good: [1]

Starter



(1).

Good starter

(0)

If not Good: [1]

Starter



(1).

Angel

(3)

If not Good: [1]

Basic



You may ascend a starter in the row or discard. The faction of the ascended card gains [1].  
(1).

Angel

(3)

If not Good: [1]

Basic



You may ascend a starter in the row or discard. The faction of the ascended card gains [1].  
(1).

Warding Angel

(3)

If not Good: [3]



When you buy this card, place it on top of an unactivated card in the row. This card must be activated before cards below it can be activated or removed from the row. This card ascends.

Engine Angel [3]

If not Good: [3]



Ascend this card. Buy any card costing <= (5)

Heaven's Angel [3]

If not Good: [1]



If 7 or more cards are ascended, good gets [3]. (2).

Heaven's Angel [3]

If not Good: [1]



If 7 or more cards are ascended, good gets [3]. (2).

Justice Angel [2]

If not Good: [1]



When this card ascends, good gets [3]. (2)

Justice Angel [2]

If not Good: [1]



When this card ascends, good gets [3]. (2)

Strong Angel [5]

If not Good: [2]



You may ascend a card costing <=(3) in the row or discard. The faction of the ascended card gains [1]. (2)

Strong Angel [5]

If not Good: [2]



You may ascend a card costing <=(3) in the row or discard. The faction of the ascended card gains [1]. (2)

Stubborn Angel [4]

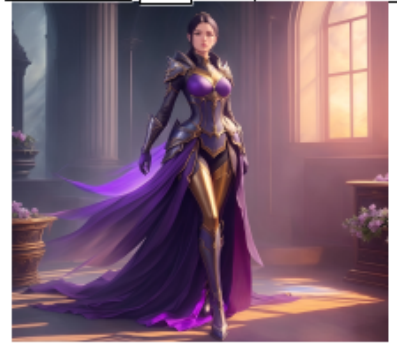
If not Good: [2]



Ascend this card. Reveal the top 3 cards of the deck, then you may ascend 1 of the 3 revealed cards. The faction of the ascended card gets [2]. (2)

Balance Angel [6]

If not Good: [3]



You may ascend a card that costs less than (6) in the row or discard. The faction of the ascended card gains [2]. (2).

Balance Angel (6)  
If not Good: [3]



You may ascend a card that costs less than (6) in the row or discard. The faction of the ascended card gains [2]. (2).

Ascending Angel (5)  
If not Good: [2]



The next card you activate this turn ascends. (2).

Power Angel (10)  
If not Good: [0]



This card costs 1 less for each ascended card. (3). Good gets [3].

Bringer of Destruction (8)  
If not Good: [0]



Ascend all cards in the row. (5).

Fast Angel (3)  
If not Good: [1]



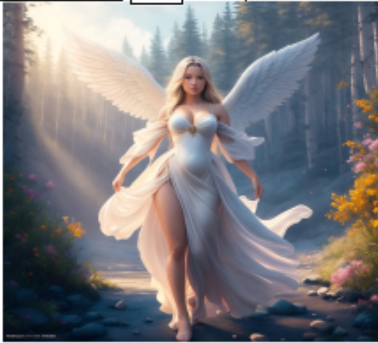
You must Ascend 1 starter card in the discard if able. (2).

Reviver Angel (4)  
If not Good: [2]



You may return any ascended card to the row. If you do, Ascend this card.

Sacrifice Angel (4)  
If not Good: [1]



You may ascend a card of your faction in the row or discard. If you do: [2] (2).

Sacrifice Angel (4)  
If not Good: [1]



You may ascend a card of your faction in the row or discard. If you do: [2] (2).

Nature Starter (1)  
If not Nat... [1] Starter



(1).

Nature Starter

(1)

If not Nat...

[1]

Starter



(1).

Nature Starter

(1)

If not Nat...

[1]

Starter



(1).

Nature Starter

(1)

If not Nat...

[1]

Starter



(1).

Beast

(3)

If not Nat...

[2]

Basic



(2).

Beast

(3)

If not Nat...

[2]

Basic



(2).

Prey

(2)

If not Nat...

[0]



If this was not activated by Nature, at the end of the turn, Nature may return Prey to the bottom of the Nature deck to buy a 5 cost or less card for free.

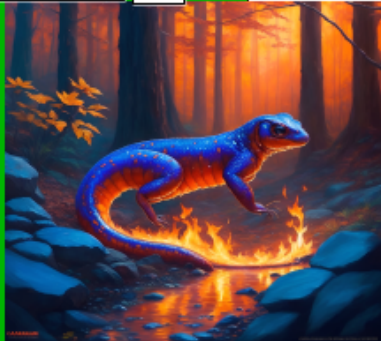
(3)

Prey

(2)

If not Nat...

[0]



If this was not activated by Nature, at the end of the turn, Nature may return Prey to the bottom of the Nature deck to buy a 5 cost or less card for free.

(3)

Generator Beast

(5)

If not Nat...

[2]



When you buy this card, place it in front of you. Each turn, the turn player may activate this ability once to gain (1).

Generator Beast

(5)

If not Nat...

[2]



When you buy this card, place it in front of you. Each turn, the turn player may activate this ability once to gain (1).

Converter Beast

(4)

if not Nat... [2]



When you buy this, [1].  
You may convert (3) -> [1] any number of times this turn. (2).

Delayed Beast

(4)

if not Nat... [1]

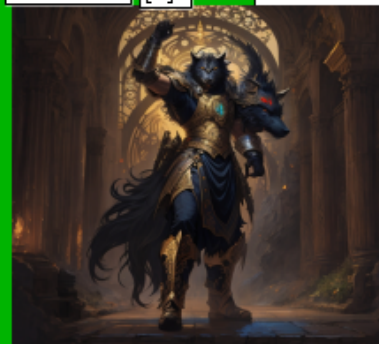


When you buy this card, place it in front of you. On your turn, you may add this card from in front of you to the row. (3)

Delayed Beast

(4)

if not Nat... [1]

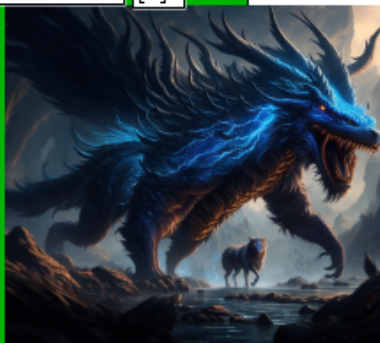


When you buy this card, place it in front of you. On your turn, you may add this card from in front of you to the row. (3)

Large Beast

(5)

if not Nat... [3]



When you buy this, [1]. (3).

Tall Beast

(5)

if not Nat... [3]



The next card you buy is placed on top of the deck instead of the discard. (3).

Rare Beast

(5)

if not Nat... [5]



Place this card on the bottom of the nature deck. (7)

Hybrid Beast

(4)

if not Nat... [0]

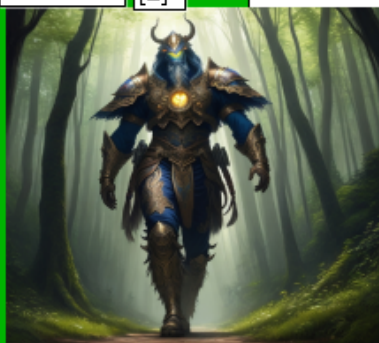


(2). Nature gets [2].

Recycling Beast

(3)

if not Nat... [2]

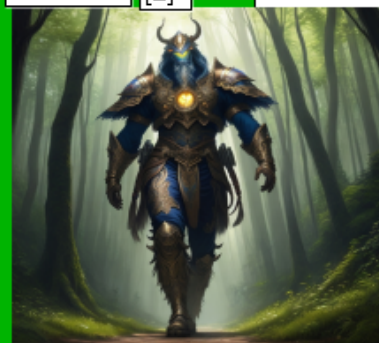


Return a card of your faction from the discard to the bottom of your faction deck (or supply). Gain (x), where x is the returned card's cost.

Recycling Beast

(3)

if not Nat... [2]



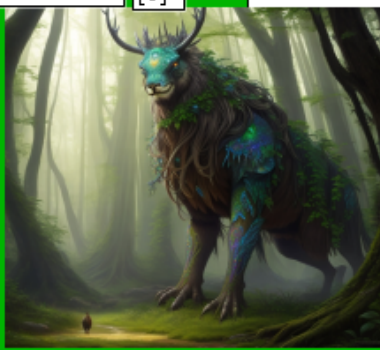
Return a card of your faction from the discard to the bottom of your faction deck (or supply). Gain (x), where x is the returned card's cost.



Rampaging Beast

(6)

If not Nat... [3]

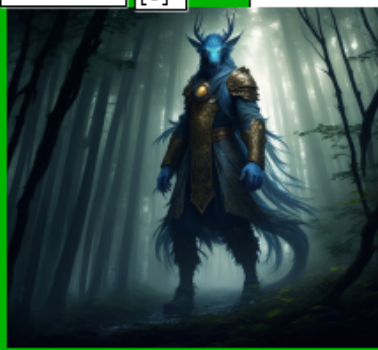


Discard 1 card that has not been activated yet from the row. If you do: (3)

Mountain Beast

(7)

If not Nat... [3]



When you buy this card, place it in front of you. Each turn, the turn player may activate this ability once to gain (2).

Massive Beast

(7)

If not Nat... [4]



Costs 1 less for each 4 cost or higher card in the row. When you buy this, [1]. (4).

Giant Beast

(10)

If not Nat... [5]



You may partially or fully pay for this card's cost by returning Nature cards in the row to the bottom of the Nature deck or supply. Each pays (3). (6).

Tree Spirit

(4)

If not Nat... [2]



(X), where X is the amount of gold the last card you activated gives.

Neutral Starter

(0)

[0]

Starter



(1).

Neutral Starter

(0)

[0]

Starter



(1).

Neutral Starter

(0)

[0]

Starter



(1).

Neutral Starter

(0)

[0]

Starter



(1).