

Absorb Strength

LGS_071

Evil, Exhaust Action

Draw a card. Eliminate a friendly hero to put 3 +1 ATK and +1 DEF counters on me.

Ace in the Hole

SAS_126

Evil, Exhaust Action

Search your deck for a major hero card, reveal it, and put it into your hand.

Acidheart

SAS_127

Evil, Exhaust Action

This card can only be played by a major hero and only in round 3 or later. <p> KO target hero.

Adam Keyfinder

LGS_028, Archaeologist Extraordinaire

Good, Minor Hero, Seeker

Attack 3, Defense 2

Restore — Whenever you discard a card, you may eliminate me to return that card to your hand.

Air Drop

LGS_075

Evil, Free Action

Ready up to 2 target minor heroes. <p> Go again.

Akamaru

SAS_076, Incan Snake Spirit

Evil, Minor Hero, Meso-Titan

Attack 2, Defense 2

Poison Cloud — Combat Action: If I'm in combat, eliminate me to end that combat. No attacks are aimed on either side.

Akmen-Meo

SAS_077, Spirit Guide

Evil, Minor Hero, Hecto-Titan

Attack 1, Defense 1

Loremaster — Exhaust Action: Draw a card, then discard a card.

Albion

LGS_005, Avenging Swordsman

Good, Major Hero, Draco-Titan

Attack 6, Defense 4

Loyalty — The opponent cannot gain control of me.

Ambush

LGS_076

Evil, Free Action

Stun target enemy hero. <p> Go again.

Ammit Heart-Eater

SAS_025, Rassimov's Pet

Evil, Major Hero, Hecto-Titan

Attack 4, Defense 5

Amulet of Araknos

LGS_081

Legendary Amulet

Play this card instead of a major hero this round. <p> Your opponent draws a card. Put Araknos from your Legendary hero pile into zone 1.

Amulet of Behemoth

LGS_082

Legendary Amulet

Play this card instead of a major hero this round. <p> Your opponent draws a card. Put Behemoth from your Legendary hero pile into zone 1.

Amulet of Overlos, Titan of Will

LGS_083

Legendary Amulet

Play this card instead of a major hero this round. <p> Your opponent draws a card. If you control Behemoth, Araknos, and Tao, put Overlos from your Legendary hero pile into zone 1.

Amulet of Tao

LGS_084

Legendary Amulet

Play this card instead of a major hero this round. <p> Your opponent draws a card. Put Tao from your Legendary hero pile into zone 1.

Amulet of Will

LGS_093

Feature – Object

At the start of each round, the Amulet of Will gains 1 Charge. When it has 10 Charges, you win.

Antedeluvian

SAS_167

Feature – Obstacle,
Attack 4, Defense 5

Controlled By: Either Player <p> Mercenary – Either player may discard a major hero card to gain control of Antedeluvian for the round. <p> Antedeluvian can only move 1 zone. <p> Undying – Antedeluvian can't be KO'd.

Anubian

LGS_016, The Obsidian Sword

Evil, Major Hero, Hecto-Titan
Attack 5, Defense 6

When I come into play, eliminate a friendly hero. <p> When I'm KO'd, put a Scarabese card from your hand, deck, or discard pile into zone 1.

Araknos

LGS_001, Legendary Titan of Mind

Legendary Hero, Swara-Titan
Attack 7, Defense 5

Mastermind – Exhaust Action: You gain control of target enemy hero that's up to 1 zone away from me this round. Go again.

Archwarder

LGS_094

Feature – Obstacle,
Attack 3, Defense 3

Whenever I enter a zone, stun all enemy heroes in that zone.

Argo

SAS_174

Feature – Structure

All heroes in this zone get "Push the Argo – Exhaust Action: Put the Argo 1 zone forward." <p> When the Argo is pushed by a hero with 3 DEF or less, put 2 +1 ATK and +1 DEF counters on that hero.

Ashtoreth

LGS_017, Colossus

Evil, Major Hero, Swara-Titan
Attack 2, Defense 6

Colossal Blast – Combat Action: Once per combat, discard a card to add 4 attacks to a combat in my zone.

Augerfrost

SAS_128

Evil, Exhaust Action

KO target minor hero. <p> Go again.

Auraforce

LGS_072

Evil, Exhaust Action

Put target enemy hero into my zone.

<p> Go again.

Avoidance

SAS_103

Good, Exhaust Action

Draw a card. All friendly heroes are unblockable this round. (They can move forward through zones with enemy heroes.)

Bales

LGS_041, Smooth Operator

Evil, Minor Hero, Seeker

Attack 3, Defense 3

Inhibit — Enemy heroes in my zone can't use Exhaust Actions.

Banish Overlos

LGS_B1

Expert Mission

Put Puppeteer Dendras and the Spirit Portal into zone 2. Put Rampaging Overlos into zone 4.<p> All heroes get "Spirit Speed — I can move up to 3 zones."<p> If you banish Rampaging Overlos, you win.

Baselaird

LGS_029, Lok's Titan

Good, Minor Hero, Krono-Titan

Attack 3, Defense 3

Baselaird

PRO_008, Swordsman

Good, Minor Hero, Krono-Titan

Attack 3, Defense 1

Defender — If I'm in combat, all enemy attacks must be aimed at a single hero or obstacle.

Battlemaster

SAS_026, Titan Warlord

Evil, Major Hero, Krono-Titan

Attack 3, Defense 5

Unblockable <p> Artillery — Free Action: Stun me to stun target enemy hero that's up to 1 zone away from me.

Behemoth

LGS_002, Legendary Titan of Body

Legendary Hero, Krono-Titan

Attack 7, Defense 4

Unblockable <p> Earthshaker — When I start a combat, I can't be KO'd in that combat.

Bellona

SAS_078, Lion Gladiator

Evil, Minor Hero, Krono-Titan

Attack 1, Defense 4

Bigfoot

SAS_168

Feature — Obstacle,

Attack 3, Defense 3

Controlled By: Defending Player <p> Escape — If Bigfoot would be KO'd while he has an Escape counter, instead, remove an Escape counter from him and the lead player draws a card.

Bladestorm

SAS_129

Evil, Exhaust Action

If I'm in zone 4 or 5, KO all heroes in my zone.

Bladewave

LGS_077

Evil, Free Action

Target hero gets +3 ATK this round. <p> Go again.

Blasteater

SAS_137

Evil, Free Action

Target friendly hero gets +3 DEF this round. <p> Go again.

Boltflare

SAS_098

Good, Combat Action

Draw a card. Stun target enemy minor hero in this combat. (Remove its attacks from this combat.)

Brahe

PRO_012, Brainless Brute

Evil, Major Hero, Litho-Titan

Attack 6, Defense 4

I can't be targeted by your opponent or enemy heroes. <p> Grand Entrance – Free Action: Eliminate a friendly hero to put me from your hand into zone 1.

Brahe

SAS_027, Lumbering Hulk

Evil, Major Hero, Litho-Titan

Attack 6, Defense 3

Unblockable <p> I can't be targeted by your opponent or enemy heroes.

Breaker

PRO_006, Grier's Titan

Evil, Major Hero, Meso-Titan

Attack 4, Defense 5

Unblockable. When I come into play, discard a card or eliminate me. <p> Grapple – Combat Action: Exhaust me to remove target hero's attacks from any combat.

Breaker

SAS_028, Grier's Titan

Evil, Major Hero, Meso-Titan

Attack 4, Defense 5

Unblockable. When I come into play, discard a card or eliminate me. <p> Grapple – Combat Action: Exhaust me to remove target hero's attacks from any combat.

Breakspell

SAS_104

Good, Exhaust Action

Cancel an enemy Exhaust Action card or Free Action card. It's now your turn. <p>(Cancel actions can be played when it's not your turn.)

Bring in the Big Guns

SAS_115

Good, Free Action

Put a hero card from your hand into zone 1. <p> Go again.

Bubblelift

PRO_011

Good, Combat Action

Remove 3 enemy attacks from this combat.

Bull

SAS_175

Feature – Structure

This Bull doesn't ready as normal. <p> Adrenaline Surge – While this Bull is ready, when a hero uses its printed Exhaust Action in this zone, that hero's controller may ready it and exhaust this Bull. <p> Lead heroes in this zone get "Corral Bull – Exhaus

Caliban

SAS_001, Dante's Titan

Good, Major Hero, Meso-Titan

Attack 8, Defense 6

At the start of each round, discard a card or you must eliminate me. If you discard a Caliban card this way, draw a card.

Call for Backup

SAS_105

Good, Exhaust Action

Draw a card. You may put a minor hero card from your hand into my zone. <p> Go again.

Catch the Gargoyle

SAS_149

Expert Mission

Put the Gargoyle into zone 4 with 3 Water counters on it. <p> At the start of each round, put the Gargoyle 1 zone closer to zone 1. <p> When the Gargoyle is put into a player's zone 5, that player may return a Free Action card from their discard pile to t

Cavalier, Bold Explorer

LGS_030, Gets Medieval

Good, Minor Hero, Draco-Titan

Attack 2, Defense 3

Flame Sword — Exhaust Action:
Discard a card to KO target hero with 3 DEF or less that's up to 1 zone away from me. If you discard a Bold Explorer card this way, draw a card.

Chemosh

LGS_042, Colossus

Evil, Minor Hero, Swara-Titan

Attack 3, Defense 1

Colossal Swing — Free Action:
Eliminate a friendly hero to KO target hero with 1 DEF.

Cherit

PRO_005, Helpful Titan

Good, Minor Hero, Yama-Titan

Attack 2, Defense 4

Titan Boost — While I'm in zone 5, all friendly heroes get +1 ATK.

Cherit

SAS_002, Lok's Best Friend

Good, Major Hero, Yama-Titan

Attack 2, Defense 2

Charge Up — Exhaust Action: Target friendly hero gets +2 ATK this round. Go again.

Control the Idols of Omeed

SAS_157

Mutual Mission

Put 1 Golden Idol each into zones 1 and 5. <p> At the end of each round, each player scores 1 point for each of their heroes in zone 3, 2 points for each of their heroes in zone 4, and 3 points for each of their heroes in zone 5. <p> At the end of round 7

Copyform

SAS_106

Good, Exhaust Action

Put this card into play in my zone. Treat it as a hero with my ATK and DEF but no text. <p> Go again. <p> At the end of the round, eliminate this card.

Corral the Bulls

SAS_150

Expert Mission

Put 1 Bull each into zones 2, 3, and 4. <p> Ready all of the Bulls at the start of round 3 and the start of round 5. <p> If all 3 Bulls are in zone 1, you win.

Countermeasures

LGS_063

Good, Free Action

Play this card instead of a major hero this round. This Action can't be cancelled. <p> Draw a card. Your opponent discards a card.

Crashion

LGS_043, Blind Hound

Evil, Minor Hero, Litho-Titan

Attack 2, Defense 2

Retrieve — When you play me from your hand, draw a card, then discard a card.

Daktari

SAS_051, Enigmatic Ally

Good, Minor Hero, Seeker

Attack 3, Defense 2

Sudden Arrival — You may play me from your hand into a zone whose number is the same as the round number.

Dante Vale

PRO_004, Private Investigator

Good, Major Hero, Seeker

Attack 5, Defense 4

Whenever I play a Hyperstride card, ready me.<p> Megapunch — Exhaust Action: KO target hero in my zone.

Dante Vale

SAS_003, Private Investigator

Good, Major Hero, Seeker

Attack 5, Defense 4

Whenever I play a Hyperstride card, ready me.<p> Megapunch — Exhaust Action: KO target hero in my zone.

Dante Vale, Bold Explorer

LGS_006, Lok's Mentor

Good, Major Hero, Seeker

Attack 5, Defense 3

Dragonfist — Free Action: Discard a card to KO target hero in my zone. <p> If you play the Amulet of Behemoth, your opponent doesn't draw a card.

Dark Pharaoh, Sand Snake

LGS_044, Ancient Egyptian Power

Evil, Minor Hero, Hecto-Titan

Attack 5, Defense 3

I can't start combats or use Exhaust Actions.

Darksleep

SAS_107

Good, Exhaust Action

Return target hero that's up to 2 zones away from me to its owner's hand.

Darkstudy

PRO_016

Evil, Exhaust Action

Draw 2 cards, then discard 1 card.

Darkvoid

LGS_067

Evil, Combat Action

KO target hero with 3 ATK or less in this combat.

Darkwave

LGS_078

Evil, Free Action

Play this card instead of a major hero this round. This Action can't be cancelled. <p> KO any number of heroes whose combined DEF is 4 or less.

Decoding

SAS_108

Good, Exhaust Action

Return an Action card from your discard pile to your hand.

Defeat the Queen

LGS_B2

Expert Mission

Put Forest Queen Diana into zone 5 with 4 +1 ATK and +1 DEF counters on her. Put a Prisoner's Cage into zone 2 and another one into zone 4. <p> If you have exactly 1 hero in play at the start of each round, remove a +1 ATK and +1 DEF counter from Forest Q

Defeat Ymir: Frost King

SAS_145

Training Mission

Put Ymir: Frost King into zone 4. <p> If Ymir: Frost King is KO'd, you win.

Defeat Ymir: Frost King

SAS_151

Expert Mission

Put Ymir: Frost King and 2 Frost Minions into zone 4. Put Ignatius: Lava Lord into zone 1. <p> If Ymir: Frost King is KO'd, you win.

DeFoe

SAS_029, Organization Lieutenant

Evil, Major Hero, Seeker

Attack 6, Defense 3

Protect Me – If a friendly minor Suit is in my zone, attacks can't be aimed at me. <p> Scapegoat – Free Action: Discard a Suit card to ready me.

Deliver the Ring of Arc

SAS_DEM

Training Mission

Put the Ring of Arc in zone 1. <p> If the Ring of Arc is in zone 4, you win.

Dendras

LGS_031, Lok's Titan

Good, Minor Hero, Meso-Titan

Attack 2, Defense 2

Puppet Strings – Exhaust Action: You gain control of target enemy hero in a zone with a friendly Baselaired this round.

Derenzar

SAS_079, Unruly Titan

Evil, Minor Hero, Draco-Titan

Attack 3, Defense 1

When you play me from your hand, put the top 3 cards of your deck into your discard pile.

Designated Hitter

SAS_138

Evil, Free Action

Return a ready friendly hero in a zone to your hand. Then, put a hero card from your hand into play in that zone. <p> Go again.

Dierdre

LGS_032, Daughter of the Earth

Good, Minor Hero, Gaia-Titan

Attack 3, Defense 3

Return to the Earth – Free Action: Eliminate me to put up to 5 cards from a player's discard pile on the bottom of that player's deck.

Dominator

LGS_018, The Professor's Top

Terrorizer

Evil, Major Hero, Swara-Titan

Attack 6, Defense 5

Double Your Effort

SAS_139

Evil, Free Action

This round, your heroes get "Free Action: Put a copy of me from your discard pile on the bottom of your deck to ready me."

Draw the Enemy Away from the Tomb

SAS_152

Expert Mission

Put the Explosive into zone 2. Put the Tomb Entrance into zone 5. <p> At the end of rounds 3, 4, 5, 6, and 7, if no defender heroes are in the Tomb Entrance's zone, you win. (Stunned heroes don't count as being in a zone.)

Dredge Memories

LGS_073

Evil, Exhaust Action

Draw a card. Put the top 3 cards of your deck into your discard pile.

Earthtide

SAS_116

Good, Free Action

This round, all heroes get "Exhaust Action: Stun target hero."

Enderby

SAS_052, Casterwill Tutor

Good, Minor Hero, Seeker

Attack 3, Defense 2

Enfluxion

SAS_053, Wave Walker

Good, Minor Hero, Gaia-Titan

Attack 0, Defense 3

Tidal Wave — I get +X ATK, where X is the number of the zone I'm in.

Enforcer

LGS_045, Persistent Pest

Evil, Minor Hero, Swara-Titan

Attack 1, Defense 4

Gatling Eye — Exhaust Action: Return me to my owner's hand to return target enemy hero in my zone to its owner's hand.

Enforcer

SAS_080, Three-Eyed Menace

Evil, Minor Hero, Swara-Titan

Attack 2, Defense 2

Buzzjump — Free Action: If I'm in zone 3, put me into zone 5. I can start a combat.

Escape the Haunted Mine

SAS_153

Expert Mission

Put the Ghostly Bear into zone 2. Put the Ghostly Shaft to the side of the map. <p> When 2 heroes climb the ghostly shaft, you win.

Escape the Mansion

SAS_146

Training Mission

Put the Mansion Door into zone 4. <p> If 3 heroes escape the mansion, you win.

Escape with the Ring of Arc

SAS_147

Training Mission

Shuffle face down 3 Fake Rings of Arc and 1 Ring of Arc. <p> The first 4 lead heroes come into play with 1 face-down Ring each. <p> When a hero with a Ring enters zone 5 or leaves the map, its Ring is revealed. <p> If the Ring of Arc is in zone 5, you win

Everfight

SAS_109

Good, Exhaust Action

Put a hero card with 3 DEF or less from your discard pile into zone 1.

Expendable Help

LGS_074

Evil, Exhaust Action

Whenever a friendly hero is KO'd this round, draw a card. <p> Go again.

Explosive

SAS_176

Feature — Structure

Major heroes in this zone get

"Transport — Exhaust Action: Put the Explosive 1 zone forward." <p> Force Investigation — At the start of each round, if the Explosive is in zone 3 or 4 and no defender heroes are in this zone, put all defender heroes in this

Fake Ring of Arc

SAS_160

Feature — Object

When the Fake Ring of Arc is revealed, remove it from the map.

Fan Dancer

SAS_030, Fast and Furious

Evil, Major Hero, Yama-Titan

Attack 2, Defense 2

Lead the Charge — Exhaust Action: Put a hero card from your hand into zone 1. Put me 1 zone forward. (I can't start a combat.)

Fenris

LGS_007, Montehue's Titan

Good, Major Hero, Litho-Titan

Attack 5, Defense 4

Unblockable <p> Pack Leader — When you play me from your hand, go again.

Fenris

SAS_169

Feature — Obstacle,

Attack 6, Defense 5

Fenris doesn't exhaust. <p> On the defending player's turn, roll a 6-sided die. 1-2: Move Fenris 1 zone forward. 3-4: Move Fenris 1 zone back. 5: Move Fenris forward until he enters a zone with a hero. 6: Move Fenris back until he enters a zone with a her

Ferocity

LGS_068

Evil, Combat Action

Add 1 attack to this combat. Draw a card.

Ferric Warbringer

SAS_081, Spiked Warrior

Evil, Minor Hero, Draco-Titan

Attack 2, Defense 3

Whenever you play an Action card, reveal the top card of your deck. If it's the same Action card, put it into your hand. If not, put it into your discard pile.

Ferryman

SAS_054, Watcher at the River

Good, Minor Hero, Hecto-Titan

Attack 1, Defense 1

When you play me from your hand, put any card from your discard pile on top of your deck.

Feyone

SAS_055, Celtic Warrior

Good, Minor Hero, Gaia-Titan

Attack 3, Defense 1

Unblockable <p> Knockback — When I move into a zone, you may put target enemy hero there 1 zone back.

Finders Keepers

LGS_079

Evil, Free Action

Search your deck for a Legendary Amulet card, reveal it, and put it into your hand.

Fire Kappa

SAS_056, Beacon for a Beating
Good, Minor Hero, Yama-Titan
Attack 2, Defense 2

Defender — If I'm in combat, all enemy attacks must be aimed at a single hero or obstacle.

Fireblade

SAS_031, Friend in the Shadows
Evil, Major Hero, Yama-Titan
Attack 1, Defense 1

Fiery Inspiration — Exhaust Action: If I'm alone in my zone, return a minor hero card from your discard pile to your hand.

Flashbulb

SAS_130
Evil, Exhaust Action

Draw a card. Stun target enemy hero.

Forest Queen Diana

LGS_089

Feature — Obstacle,
Attack 2, Defense 2

Controlled By: Defending Player <p> If Forest Queen Diana would be KO'd while ready, you can remove 2 +1 ATK and +1 DEF counters from her and exhaust her instead.

Formula

PRO_013

Feature — Object

All heroes gain "Free Action: Pick up a Formula in my zone." <p> A hero with a Formula gains: <lb>

- "Unblockable. I can move up to 3 zones." <lb>
- "When I move 2 or more zones, exhaust target hero." <lb>
- "At the end of the round, I score twice."

Fortune Favors the Bold

LGS_058

Good, Exhaust Action

Return up to 2 Bold Explorer hero cards from your discard pile to your hand.

Freelancer

SAS_004, Knightly Titan
Good, Major Hero, Draco-Titan
Attack 3, Defense 3

Defender — If I'm in combat, all enemy attacks must be aimed at a single hero or obstacle.

Freelancer, Bold Explorer

LGS_033, Honorable Knight
Good, Minor Hero, Draco-Titan
Attack 3, Defense 3

Inspire — Exhaust Action: Ready target Bold Explorer not named Freelancer in my zone.

Frost Minion

SAS_170

Feature — Obstacle,
Attack 1, Defense 2

Controlled By: Defending Player <p> Whenever Frost Minion would be KO'd, stun it instead.

Furoji

SAS_005, Calm Center
Good, Major Hero, Yama-Titan
Attack 2, Defense 3

When you play me from your hand, draw a card.

Gareon

LGS_034, Under Fire

Good, Minor Hero, Yama-Titan

Attack 2, Defense 3

Unblockable <p> Surge – While I have 3 or more ATK, I can move up to 3 zones.

Gareon

SAS_057, Invisible Scout

Good, Minor Hero, Yama-Titan

Attack 1, Defense 3

Unblockable <p> When I move into a zone, I may exhaust target hero there.

Gar-Ghoul

SAS_032, Gothic Terror

Evil, Major Hero, Litho-Titan

Attack 4, Defense 3

Unblockable (I can move forward through zones with enemy heroes.)
<p> Aggression – When I start a combat, I can't be KO'd in that combat.

Gargoyle

SAS_171

Feature – Obstacle,

Attack 0, Defense 1

Controlled By: Nobody <p> The Gargoyle can't be KO'd. <p> All heroes in this zone get "Grab the Gargoyle – Free Action: Stun me to put the Gargoyle 2 zones forward. If you do, remove a Water counter from the Gargoyle or put a Water counter on it." <p> If

Gawain

SAS_082, Forest Warrior

Evil, Minor Hero, Gaia-Titan

Attack 2, Defense 2

When you discard me from your hand, ready target hero.

Get Back to Work!

SAS_140

Evil, Free Action

Ready target minor hero. <p> Free Action: If this card is in your discard pile, you may put it and 4 other cards from your discard pile on the bottom of your deck to ready target minor hero.

Get the Argo out of the Water

SAS_154

Expert Mission

Put the Argo into zone 1. <p> If the Argo is in zone 5, you win.

Get the Hammer Mjolnir

SAS_159

Solo Mission

Put Fenris into zone 3. Put the Gleipnir Rope into zone 5. <p> There's no blocking in this Mission. Use Solo turn structure. <p> If Fenris is tied up, put the Hammer Mjolnir into zone 5. <p> If a hero has the Hammer Mjolnir, you win.

Ghostly Bear

SAS_177

Feature – Structure

All heroes get "Mystic Consultation – Exhaust Action: Return up to 1 Combat Action card from your discard pile to your hand. Put the Ghostly Bear 1 zone forward, and then put the Ghostly Shaft into the Ghostly Bear's new zone."

Ghostly Shaft

SAS_178

Feature – Structure

Lead heroes in this zone get "Climb the Ghostly Shaft – Free Action: Remove the Ghostly Shaft and me from the map to draw a card."

Giantkiller

SAS_058, Growing Warrior

Good, Minor Hero, Krono-Titan

Attack 2, Defense 2

Put a +1 ATK and +1 DEF counter on me whenever I play an Exhaust Action card.

Glacier of Dreams

SAS_179

Feature – Structure

Future Visions – Whenever a hero moves into and stops in this zone, reveal the top card of its owner's deck. That player may put that card into their discard pile.

Gleipnir Rope

SAS_161

Feature – Object

Heroes in this zone gain "Exhaust Action: Pick up the Gleipnir Rope." <p> A hero with the Gleipnir Rope in Fenris's zone gains "Tie Up – Free Action: Remove the Gleipnir Rope from the map to stun Fenris. "

Go to the Hidden Cave

SAS_155

Expert Mission

Put the Water Spout into zone 3. Put 2 Speedboats into zone 1. <p> All lead heroes in zone 4 get "Search for the Hidden Cave – Free Action: Put the Hidden Cave into my zone." <p> If 2 heroes enter the hidden cave, you win.

Golden Idol

SAS_162

Feature – Object

All heroes in this zone get "Free Action: I pick up a Golden Idol." <p> A hero with a Golden Idol scores twice in its zone at the end of each round.

Grier

PRO_002, Organization Commander

Evil, Major Hero, Seeker

Attack 4, Defense 4

Growth Energy – When I come into play, put a +1 ATK and +1 DEF counter on target friendly minor hero.

Grier

SAS_033, Loyal to the Core

Evil, Major Hero, Seeker

Attack 4, Defense 4

Recruiter – At the start of each round, reveal the top card of your deck. If it's a Suit card, put it into my zone. If not, put it into your discard pile.

Guard the Amulet of Will

LGS_B5

Solo Mission

Put Scheming Professor into zone 5. Put the Amulet of Will into zone 1. Put Archwarder, Scheming Nordrake, and Scheming Trapfeaster to the side of the map. <p> If an enemy hero enters zone 1, you lose. If the Amulet of Will has 10 Charges, you win.<p> Whe

Gybolg

SAS_006, Force of Nature
Good, Major Hero, Gaia-Titan
Attack 4, Defense 3

Berserker — When I start a combat, add 4 attacks to that combat.

Hammer Mjolnir

SAS_163
Feature — Object

All heroes in this zone gain "Free Action: Pick up the Hammer Mjolnir."

Hector

SAS_034, Tomb Raider
Evil, Major Hero, Seeker
Attack 4, Defense 4

When I come into play, eliminate a friendly hero. <p> I can move up to 3 zones. <p> At the start of round 5, you may search your deck for an Iron Monkey card and put him into play in my zone.

Heirospecter, Sand Snake

LGS_046, Record of History
Evil, Minor Hero, Hecto-Titan
Attack 2, Defense 2

Unblockable <p> Everlive — Free Action: When I'm in your discard pile, you may put 3 other Sand Snake cards from your discard pile on the bottom of your deck. If you do, return me to your hand.

Hidden Cave

SAS_180
Feature — Structure

Lead heroes in this zone get "Enter the Hidden Cave — Free Action: Remove me from the map and draw a card."

Honorguard

SAS_099
Good, Combat Action

Remove 2 enemy attacks from this combat.

Hoozoto

SAS_059, Aztec Guardian
Good, Minor Hero, Meso-Titan
Attack 2, Defense 2

I get +2 ATK and +2 DEF while I have an object.

Hoplite

SAS_060, Lionhearted
Good, Minor Hero, Krono-Titan
Attack 2, Defense 2

Teamwork — I get +1 ATK and +1 DEF for each other friendly minor hero in my zone.

Hydramaskar

SAS_035, Carved Colossus
Evil, Major Hero, Meso-Titan
Attack 4, Defense 4

Triple Threat — Free Action: Put 3 Action cards from your discard pile on the bottom of your deck to ready me.

Hyperstride

SAS_110
Good, Exhaust Action

Draw a card. Move me up to 2 zones. (I can start a combat.) <p> Go again.

Icarus

PRO_015, Sophie's Titan
Good, Minor Hero, Krono-Titan
Attack 2, Defense 3

Unblockable <p> Glide — At the start of each round, you can put me 1 zone forward or back.

Icarus

SAS_061, Master Aerialist
Good, Minor Hero, Krono-Titan
Attack 2, Defense 2

Unblockable <p> Swoop – Free
Action: Put target enemy hero in my
zone 1 zone back.

Ice Creature

SAS_083, Minion of Ymir
Evil, Minor Hero, Litho-Titan
Attack 1, Defense 2

When I'm KO'd, you may stun target
enemy hero in my zone.

Ignatius

SAS_007, Walking Volcano
Good, Major Hero, Meso-Titan
Attack 4, Defense 4

Burn – Free Action: Discard a card to
give me +2 ATK and +2 DEF this
round. (Use only if I'm not in combat.)

Ignatius: Lava Lord

SAS_172
Feature – Obstacle,
Attack 2, Defense 3

Controlled By: Lead Player <p>
Incinerate – Exhaust Action: KO target
stunned Frost Minion.

Impet

LGS_047, Cherit's Shadowy Rival
Evil, Minor Hero, Yama-Titan
Attack 3, Defense 2

I can't be targeted by your opponent or
enemy heroes.

Invisible Knight

SAS_084, Fearless and Arrogant
Evil, Minor Hero, Draco-Titan
Attack 2, Defense 3

Make the Tag – When you play me
from your hand, you may return target
friendly hero not named Invisible
Knight to its owner's hand.

Iron Monkey

SAS_036, Leaping Frenzy
Evil, Major Hero, Yama-Titan
Attack 6, Defense 6

When I come into play, eliminate a
friendly major hero or you must
eliminate me. <p> I can move up to 3
zones.

Janus Knight

PR1_003, Dark Charger
Evil, Major Hero, Draco-Titan
Attack 6, Defense 3

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Janus Knight

SAS_037, Dark Charger
Evil, Major Hero, Draco-Titan
Attack 6, Defense 3

Jean-Louis

SAS_062, Extreme Sportsman
Good, Minor Hero, Seeker
Attack 1, Defense 1

Stunt – Exhaust Action: Eliminate me
to KO target hero with 2 DEF or less.

Jeweled Colossus

SAS_085, Heart of Stone
Evil, Minor Hero, Litho-Titan
Attack 3, Defense 2

Finishing Move – Free Action:
Eliminate me to KO a stunned hero in
my zone.

Jokoul

SAS_038, Icy Titan
Evil, Major Hero, Litho-Titan
Attack 2, Defense 3

Ice Slide – Exhaust Action: Put target
hero 1 zone forward or back. (It can't
start a combat.)

Kallipolitan

SAS_008, Judge and Jury
Good, Major Hero, Krono-Titan
Attack 2, Defense 2

Rule of Law — Exhaust Action: You gain control of target enemy hero that's 1 zone away from me this round. Go again.

Kerosan

SAS_039, Flame Artist
Evil, Major Hero, Yama-Titan
Attack 4, Defense 4

Dragon Burst — Exhaust Action: KO target hero with 1 DEF.

Kilthane

PR1_001, The Black Knight
Good, Major Hero, Draco-Titan
Attack 5, Defense 4

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Kilthane

SAS_009, The Black Knight
Good, Major Hero, Draco-Titan
Attack 5, Defense 4

Knight's Charge — If you play me in round 3 or later, you may play me into any zone where you already have a hero.

King Basilisk

LGS_008, Zhalia's Heavy Hitter
Good, Major Hero, Litho-Titan
Attack 5, Defense 5

When I'm targeted by an enemy action, cancel that action. Then, either discard a card or return me to my owner's hand. <p> Stonegaze — Exhaust Action: KO target hero in my zone.

King Basilisk

PR1_002, Strength and Fury
Good, Major Hero, Litho-Titan
Attack 5, Defense 3

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King Basilisk

SAS_010, Strength and Fury
Good, Major Hero, Litho-Titan
Attack 5, Defense 3

Dread Stare — Exhaust Action: If I'm in zone 5, KO target hero.

Kipperin

SAS_063, Flight in the Night
Good, Minor Hero, Gaia-Titan
Attack 1, Defense 2

All your heroes are unblockable.

Kipperin, Bold Explorer

LGS_035, The Only Way to Fly
Good, Minor Hero, Gaia-Titan
Attack 3, Defense 1

Unblockable <p> Explore — Free Action: If I'm in zone 5, eliminate me to reveal the top cards of your deck until you reveal a major hero. Put that major hero into zone 5 and put the rest of the revealed cards on the bottom of your deck.

Klaus

SAS_040, Mad Scientist
Evil, Major Hero, Seeker
Attack 4, Defense 4

If I'm in combat, when you play a Strikemode card, I get +4 DEF this combat. <p> Experiment — Exhaust Action: Target friendly hero swaps its ATK and DEF this round.

Kopesh, Sand Snake

LGS_019, The Jackal
Evil, Major Hero, Hecto-Titan
Attack 5, Defense 4

Warrior Spirit — When you play a Combat Action card in one of my combats, ready me. <p> At the start of rounds 3 and 5, search either your deck or discard pile for a Serpent Strike card and put it into your hand.

Kreutalk

SAS_041, DeFoe's Titan
Evil, Major Hero, Swara-Titan
Attack 5, Defense 4

I can move up to 3 zones while I have an object.

Kyroptero

SAS_011, Stone Guardian
Good, Major Hero, Litho-Titan
Attack 5, Defense 6

Lazy — I can't move on my own. <p>
Exhaust Action: Start a combat in my zone.

LeBlanche

LGS_036, Keeper of Secrets
Good, Minor Hero, Seeker
Attack 2, Defense 2

You play with the top card of your deck revealed.<p> Inquiry — Exhaust Action: Put the top card of your deck into your discard pile.

LeBlanche

SAS_064, Prim and Proper
Good, Minor Hero, Seeker
Attack 2, Defense 2

Bring the Cavalry — If you play me from your hand in round 3 or later, you may play an extra major hero this round.

Lindorm

SAS_012, Raging Titan
Good, Major Hero, Gaia-Titan
Attack 4, Defense 2

Unblockable <p> Knockback — When I move into a zone, you may put target enemy hero there 1 zone back.

Lok Lambert

SAS_065, Courageous Novice
Good, Minor Hero, Seeker
Attack 3, Defense 3

Combat Action: If I'm in combat, put a Freelancer card from your hand into my zone. (Add his attacks to this combat.)

Lok Lambert, Bold Explorer

LGS_009, On the Path to Master
Good, Major Hero, Seeker
Attack 4, Defense 5

Follow Me — Free Action: Put target friendly Bold Explorer into my zone. <p> If you play the Amulet of Tao, your opponent doesn't draw a card.

Lunar and Solar

LGS_010, Travelers' Guiding Light
Good, Major Hero, Gaia-Titan
Attack 4, Defense 4

Illuminate — Exhaust Action: Target friendly hero gets +1 ATK and +1 DEF this round.

Madea

SAS_086, Master of Illusions
Evil, Minor Hero, Krono-Titan
Attack 2, Defense 1

Mind Lure — Exhaust Action: Put target enemy hero that's up to 2 zones away from me into my zone. Start a combat.

Mansion Door

SAS_181

Feature – Structure

Lead heroes in this zone get "Escape the Mansion – Free Action: Remove me from the map and draw 2 cards."

Mason

LGS_037, Brick House

Good, Minor Hero, Litho-Titan

Attack 5, Defense 3

Unblockable <p> If you have cards in your hand when I come into play, eliminate me.

Metagolem

PRO_001, Stone Giant

Good, Major Hero, Litho-Titan

Attack 5, Defense 5

To the Rescue – In round 5 or later, I can move up to 3 zones.

Metagolem

SAS_013, Icon of History

Good, Major Hero, Litho-Titan

Attack 5, Defense 6

Unblockable <p> If you have cards in your hand when I come into play, eliminate me.

Metzi

SAS_087, Moon Titan

Evil, Minor Hero, Meso-Titan

Attack 2, Defense 2

Moon Mojo – Exhaust Action: Ready target minor hero not named Metzi.

Milcom

LGS_020, Colossus

Evil, Major Hero, Swara-Titan

Attack 6, Defense 2

Unblockable <p> Colossal Stride – While my DEF is 3 or more, I can move up to 3 zones.

Milos Nerlinger, PhD

LGS_021, Cowardly Researcher

Evil, Major Hero, Seeker

Attack 2, Defense 4

When you play me from your hand, draw a card and exhaust me. <p> Run Away – Exhaust Action: Return me to my owner's hand.

Mindrone

SAS_042, Unblinking Eye

Evil, Major Hero, Swara-Titan

Attack 3, Defense 2

Mindzap – Exhaust Action: Return me to my owner's hand to KO target minor hero.

Mirram

LGS_048, Avatar of Nature

Evil, Minor Hero, Meso-Titan

Attack 1, Defense 1

Hop – Free Action: Move me 1 zone forward. (I can start a combat.)

Mirror Image

LGS_090

Feature – Obstacle,

Attack 0, Defense 0

Controlled By: Defending Player <p> The Mirror Image gains ATK and DEF equal to the ATK and DEF of the hero with the Mirror counter. <p> If the hero with the Mirror counter leaves the map, remove the Mirror Image from the map.

Monstrous Rampage

LGS_080

Evil, Free Action

Play this card instead of a major hero this round. This Action can't be cancelled. <p> Target hero gets +4 ATK and +4 DEF this round. <p> Go again.

Montehue

LGS_011, Veteran Fighter
Good, Major Hero, Seeker
Attack 4, Defense 4

Slice Away — At the start of each round, if you have no other friendly heroes in play, your opponent discards a card.

Montehue

SAS_014, Friendly Competitor
Good, Major Hero, Seeker
Attack 4, Defense 4

Put a +1 ATK and +1 DEF counter on me whenever I play an Exhaust Action card.

Morgan the Knife

SAS_043, Shady Dealer
Evil, Major Hero, Seeker
Attack 2, Defense 4

Investigate — Exhaust Action: If I'm in zone 2, draw a card.

Mucalin

LGS_012, Natural Guardian
Good, Major Hero, Yama-Titan
Attack 3, Defense 3

Intervene — If a friendly hero would be KO'd, eliminate me instead.

Neptunia

SAS_088, Living Torpedo
Evil, Minor Hero, Krono-Titan
Attack 2, Defense 2

Aquablast — Free Action: Eliminate me to return target hero that's 1 zone away from me to its owner's hand.

Never Travel Alone

LGS_059
Good, Exhaust Action

Draw a card. Move me and target friendly hero in my zone up to 1 zone forward. (I can start a combat.)

Nighlurker

SAS_044, Creeper in Shadow
Evil, Major Hero, Hecto-Titan
Attack 4, Defense 4

Unblockable. Shadow Ambush — When I start a combat, I may stun target enemy minor hero in that combat. (Remove its attacks from that combat.)

Nordrake

LGS_022, The Professor's Icy Titan
Evil, Major Hero, Litho-Titan
Attack 4, Defense 4

Unblockable <p> Ice Blast — Exhaust Action: KO a stunned hero in either my zone or The Professor's zone.

Numbers

SAS_089, Datahead
Evil, Minor Hero, Seeker
Attack 2, Defense 2

At the start of round 3, you may search your deck for a Hector card and put him into play in my zone.

Omeed, Sand Snake

LGS_023, Clever World Traveler
Evil, Major Hero, Seeker
Attack 2, Defense 4

Reclaim — Whenever a Sand Snake is KO'd in my zone from combat attacks, draw a card. (When I'm KO'd, draw a card.)

Outsourcing

SAS_141
Evil, Free Action

Eliminate a ready friendly hero in a zone. Then, put a hero card from your discard pile into that zone.

Overlos

LGS_003, The Titan of Will
Legendary Hero, Gaia-Titan
Attack 10, Defense 10

Dimension Rift — Exhaust Action: KO target Legendary hero.

Overpower

LGS_064
Good, Free Action

If your opponent has no cards in their hand, KO target enemy hero.

Pan

SAS_066, Friend of Animals
Good, Minor Hero, Gaia-Titan
Attack 3, Defense 2

Madness — When I start a combat, I may stun target enemy minor hero in that combat.

Paola

LGS_038, Sanctuary Keeper
Good, Minor Hero, Seeker
Attack 2, Defense 2

Mystic Aura — Friendly heroes in my zone can't be targeted by your opponent or enemy heroes.

Peque

SAS_015, Mayan Princess
Good, Major Hero, Meso-Titan
Attack 2, Defense 3

Healer — Exhaust Action: Return me to my owner's hand to ready target hero.

Poisonfang

SAS_121
Evil, Combat Action

Put target enemy hero in this combat 1 zone back. (Remove its attacks from this combat.)

Ponderous

SAS_016, Rocky Dino
Good, Major Hero, Litho-Titan
Attack 4, Defense 5

Unblockable <p> If it's round 1, eliminate me.

Powerdrain

PRO_003
Evil, Free Action

Cancel an enemy Exhaust Action card. It's now your turn. <p>(Cancel actions can be played when it's not your turn.)

Prisoner's Cage

LGS_088
Feature — Object

Lead heroes in this zone get "Breakout — Exhaust Action: Remove the Prisoner's Cage in my zone from the map and return a hero card from your discard pile to your hand."

Puppeteer Dendras

LGS_086
Feature — Structure

Controlled By: Lead Player <p> Pull Strings — Exhaust Action: Exhaust a friendly hero in Rampaging Overlos's zone to move Rampaging Overlos 1 zone back.

Pyramid

LGS_091
Feature — Structure

This Pyramid does not ready as normal. <p>Lead heroes in this zone get "Pyramid Aura — Exhaust Action: Exhaust the Pyramid in my zone." <p> Defending heroes in this zone get "Pyramid Aura — Exhaust Action: Ready the Pyramid in my zone."

Pyramidallion

LGS_092

Feature — Object

If both Pyramids are exhausted, put the Pyramidallion into zone 3. If a Pyramid is readied, remove the Pyramidallion from the map. <p> Lead heroes in this zone get "Free Action: I pick up the Pyramidallion."

Quick Getaway

SAS_100

Good, Combat Action

If target friendly hero would be KO'd this combat, stun it and put it into zone 1 instead. If you targeted Santiago, draw a card.

Quick Strike

SAS_111

Good, Exhaust Action

Draw a card. KO target hero in my zone.

Rampaging Overlos

LGS_087

Feature — Structure

If a lead hero banishes Rampaging Overlos, the lead player wins.

Rapid Charge

SAS_112

Good, Exhaust Action

Draw a card. Move me up to 3 zones forward. (I can start a combat.)

Rassimov

LGS_025, Global Ambition

Evil, Major Hero, Seeker

Attack 5, Defense 4

Fearless — I can't be targeted by your opponent or enemy heroes. <p> At the start of rounds 3 and 5, search either your deck or discard pile for a Darkvoid card and put it into your hand.

Rassimov

SAS_046, Dangerous Mind

Evil, Major Hero, Seeker

Attack 5, Defense 3

Survivor — Free Action: When I'm in your discard pile, you may discard a card not named Rassimov to return me to your hand.

Raypulse

SAS_131

Evil, Exhaust Action

Put target enemy hero up to 2 zones forward or back. <p> Go again.

Rear Guard

SAS_101

Good, Combat Action

Put a friendly hero in this combat 1 zone back. (Remove its attacks from this combat.)

Recall

LGS_060

Good, Exhaust Action

Return any number of friendly heroes in play to their owners' hands.

Recovery

LGS_065

Good, Free Action

Play this card instead of a major hero this round. This Action can't be cancelled. <p> Return a card from your discard pile to your hand.

Red Searcher

LGS_026, Recon Titan

Evil, Major Hero, Yama-Titan

Attack 2, Defense 2

Clone — When you play me from your hand, you may search either your deck or discard pile for another Red Searcher card and put it into play in my zone.

Redcap

LGS_049, Chaotic Hunter
Evil, Minor Hero, Swara-Titan
Attack 3, Defense 3

Wake of Chaos — All heroes are unblockable.

Redcap

PRO_009, Predator
Evil, Minor Hero, Swara-Titan
Attack 3, Defense 2

Unblockable <p> Frighten — When I move into a zone, you can return target stunned hero in that zone to its owner's hand.

Redcap

SAS_090, Claws and Teeth
Evil, Minor Hero, Swara-Titan
Attack 3, Defense 2

Dash — When I move, go again.

Regroup

SAS_142
Evil, Free Action

Put target friendly hero into another friendly hero's zone. <p> Go again.

Reinforcements

SAS_122
Evil, Combat Action

Put a ready friendly hero into this combat exhausted. (Add its attacks to this combat.)

Request for Aid

LGS_061
Good, Exhaust Action

Search your deck for a minor hero card that you don't already have in play, reveal it, and put it into your hand.

Research

SAS_113
Good, Exhaust Action

Look at the top 4 cards of your deck and put 1 into your hand. Put the rest on the bottom of your deck in any order.

Retaliation

SAS_102
Good, Combat Action

Eliminate a friendly hero in this combat to KO another target hero in this combat. (Remove both of their attacks from this combat.)

Retrieve the Ring of Arc

SAS_148
Training Mission

Put the Ring of Arc into zone 4. <p> If the Ring of Arc is in zone 1, you win.

Retrieve Vlad's Amulets

SAS_158
Mutual Mission

Put Antedeluvian and Vlad's Bag of Amulets into zone 3. <p> If a player's hero has Vlad's Bag of Amulets at the end of round 5 or 7, that player wins.

Ring of Arc

SAS_164
Feature — Object

Lead heroes in this zone get "Free Action: I pick up the Ring of Arc." <p> A hero with the Ring of Arc gets +2 ATK and +2 DEF.

Riverjaw

SAS_068, Crocodile Guardian
Good, Minor Hero, Meso-Titan
Attack 3, Defense 4

Lazy — I can't move on my own. <p> Exhaust Action: Start a combat in my zone.

Sabriel

SAS_017, Sophie's Titan
Good, Major Hero, Draco-Titan
Attack 5, Defense 3

Supertough — I come into play with a Survival counter. If I would be KO'd from combat attacks while I have a Survival counter, remove that counter instead.

Salamandrake

SAS_091, Firestarter
Evil, Minor Hero, Meso-Titan
Attack 2, Defense 2

Fire Burst — When you play me from your hand, you may put target enemy hero with 2 DEF or less 1 zone forward or back. (It can't start a combat.)

Sandra Lambert

SAS_018, Retired Seeker
Good, Major Hero, Seeker
Attack 3, Defense 5

Wake Up! — When you play me from your hand, you may ready a friendly minor hero.

Santiago

LGS_013, On-the-Job Trainer
Good, Major Hero, Seeker
Attack 3, Defense 5

Sunsignal — When I start a combat, you may put target ready friendly minor hero into my zone exhausted.
<p> At the start of rounds 3 and 5, search your deck or discard pile for a Slamcannon card and put it into your hand.

Santiago

SAS_019, Stealthy Guardian
Good, Major Hero, Seeker
Attack 3, Defense 5

Unblockable <p> Ninja Ambush — When I start a combat, I may stun target enemy minor hero in that combat.

Scarabese

LGS_050, The Eyes of Anubian
Evil, Minor Hero, Hecto-Titan
Attack 2, Defense 1

Spy — Your opponent plays with their hand revealed. <p> If I'm eliminated by Anubian's power, you may ready target friendly hero.

Scheming Nordrake

LGS_B7
Feature — Obstacle,
Attack 5, Defense 5

Whenever I move forward, KO all stunned enemy heroes.

Scheming Professor

LGS_095
Feature — Obstacle,
Attack 4, Defense 5

If Scheming Professor is KO'd, put him into zone 5. <p> On the defending player's turn, roll a 6-sided die. 1: Move Archwarder 1 zone forward. 2: Move Archwarder 2 zones forward. 3: Move Scheming Trapfeaster 1 zone forward. 4: Move Scheming Trapfeaster 2

Scheming Trapfeaster

LGS_B6
Feature — Obstacle,
Attack 2, Defense 2

Whenever an enemy hero starts a combat in my zone, stun that hero.

Scolopen

SAS_069, Centipede-Neck
Good, Minor Hero, Swara-Titan
Attack 1, Defense 1

Clone — When you play me from your hand, you may search either your deck or discard pile for another Scolopen card and put it into play in my zone.

Second Wind

SAS_117
Good, Free Action

Unstun and ready all heroes.

Sekhmet

LGS_027, Cat Burglar
Evil, Major Hero, Hecto-Titan
Attack 3, Defense 5

Sabotage — At the start of each round, if you have no other friendly heroes in play, draw a card.

Sekhmet

SAS_047, Feline Assassin
Evil, Major Hero, Hecto-Titan
Attack 3, Defense 5

Unblockable <p> Backstab — When I move into a zone, you may return target enemy minor hero there to its owner's hand.

Sentinel

SAS_020, Stoic Protector
Good, Major Hero, Meso-Titan
Attack 2, Defense 3

Stoneshield — Combat Action: Exhaust me to remove 2 enemy attacks from any combat.

Sentinel Stance

LGS_053
Good, Combat Action

Play only if 2 or more friendly heroes are in a combat. <p> Draw a card. All enemy attacks must be aimed at a single hero this combat.

Serpent Strike

LGS_069
Evil, Combat Action

Play only if a friendly Sand Snake is in combat. <p> Put a Sand Snake minor hero card from your discard pile into this combat. (Add its attacks to this combat.)

Set a Trap

SAS_132
Evil, Exhaust Action

Draw a card. Choose a zone. Whenever a hero moves into that zone this round, stun it.

Shadowpoint

LGS_066
Good, Free Action

Stun all enemy minor heroes.

Shadowspeed

SAS_143
Evil, Free Action

Ready target hero.

Shauna and Wind

PRO_014, Emissaries of Evil
Evil, Major Hero, Seeker
Attack 9, Defense 8

At the start of each round, eliminate a friendly hero.

Shinobi

SAS_021, Smoke Ninja
Good, Major Hero, Yama-Titan
Attack 4, Defense 4

Ninja Flight — I can move up to 3 zones forward.

Simplemind

SAS_133
Evil, Exhaust Action

You gain control of target enemy minor hero in my zone for the rest of the Mission.

Skingrip

SAS_123

Evil, Combat Action

Look at your opponent's hand and choose a non-major hero card. Your opponent discards it.

Slamcannon

LGS_054

Good, Combat Action

Add 1 attack to this combat. Remove 1 enemy attack from this combat.

Slipstream

SAS_134

Evil, Exhaust Action

Draw a card. Put me into any zone. (I can't start a combat.)

Slitherfang

SAS_048, Serpent from the Nile

Evil, Major Hero, Hecto-Titan

Attack 5, Defense 4

Squeeze — Free Action: Stun target hero in my zone.

Sneaky Retreat

LGS_070

Evil, Combat Action

Whenever a friendly hero is KO'd this combat from combat attacks, return that hero to its owner's hand instead of putting it into the discard pile.

Solwing

SAS_070, Eye in the Sky

Good, Minor Hero, Krono-Titan

Attack 1, Defense 1

Unblockable (I can move forward through zones with enemy heroes.)
<p> I can move up to 3 zones.

Sophie Casterwill

LGS_014, Well-Connected Seeker

Good, Major Hero, Seeker

Attack 3, Defense 4

Recruit — Exhaust Action: If you have 3 or fewer heroes in my zone, reveal the top card of your deck. If it's a minor hero card, put it into my zone. If not, put it into your discard pile.

Sophie Casterwill

PRO_010, Spell Master

Good, Major Hero, Seeker

Attack 3, Defense 5

Discovery — At the end of each round, reveal the top card of your deck. If it's an action card, put it into your hand.

Sophie Casterwill

SAS_022, Heir to the Casterwills

Good, Major Hero, Seeker

Attack 3, Defense 4

Know-It-All — At the start of each round, reveal the top card of your deck. If it's an Action card, put it into your hand. If not, put it into your discard pile.

Speedboat

SAS_165

Feature — Object

All heroes in this zone get "Free Action: I pick up a Speedboat." <p> A hero with a Speedboat is unblockable.

Spidertouch

SAS_114

Good, Exhaust Action

Exhaust up to 2 target heroes. <p> Go again.

Spirit Portal

LGS_085

Feature – Structure

If Rampaging Overlos is in this zone, all lead heroes in this zone get "Banish – Exhaust Action: Banish Rampaging Overlos."

Springer

LGS_039, Sneaker for Secrets

Good, Minor Hero, Meso-Titan

Attack 3, Defense 2

Unblockable (I can move forward through zones with enemy heroes.)

Springer

SAS_071, Trapspringer

Good, Minor Hero, Meso-Titan

Attack 2, Defense 3

Sprint

SAS_118

Good, Free Action

Put a friendly hero 1 zone forward or back. (It can't start a combat.) <p> Go again.

Stalemate

SAS_124

Evil, Combat Action

End this combat. No attacks are aimed on either side.

Storm Gladiator

SAS_092, Wind and Metal

Evil, Minor Hero, Krono-Titan

Attack 3, Defense 3

Unblockable (I can move forward through zones with enemy heroes.)
<p> I come into play exhausted.

Strikemode

SAS_125

Evil, Combat Action

Add 4 attacks to this combat.

Strix

SAS_093, Swarm Fighter

Evil, Minor Hero, Swara-Titan

Attack 2, Defense 1

Sting – Exhaust Action: Exhaust target minor hero.

Suit

LGS_051, Mr. Koskin, Elite Agent

Evil, Minor Hero, Seeker

Attack 4, Defense 4

When I come into play, discard a card or eliminate me. If you discard a Suit card this way, put a +1 ATK and +1 DEF counter on me.

Suit

PR1_004, Ms. Thorpe, Venice Agent

Evil, Minor Hero, Seeker

Attack 3, Defense 3

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Suit

PRO_007, Agent in Action

Evil, Minor Hero, Seeker

Attack 3, Defense 2

Intel – When I am KO'd from combat attacks, you can ready target minor hero.

Suit

SAS_094, Mr. MacTavish, Prague

Agent

Evil, Minor Hero, Seeker

Attack 3, Defense 2

Headhunter — Exhaust Action: Put any number of Suit cards from your discard pile on top of your deck.

Suit

SAS_095, Mr. Steel, Venice Agent

Evil, Minor Hero, Seeker

Attack 2, Defense 2

Call Partner — Combat Action: If I'm in combat, you may put a minor hero card from your hand into my zone exhausted. (Add its attacks to this combat.)

Suit

SAS_096, Ms. Thorpe, Venice Agent

Evil, Minor Hero, Seeker

Attack 3, Defense 3

Sunhawk

SAS_049, Mighty Wings

Evil, Major Hero, Meso-Titan

Attack 2, Defense 6

Airlift — Free Action: If I'm alone in my zone, put target friendly hero into my zone.

Switchsoul

SAS_119

Good, Free Action

Choose target friendly hero and target enemy hero. Swap their printed text boxes. <p> Go again.

Swordclash

LGS_055

Good, Combat Action

Both players choose a hero in this combat. Attacks can't be aimed at those heroes during this combat.

Take the Bigfoot Captive

SAS_156

Expert Mission

Put Bigfoot into zone 5 with an Escape counter on him. Put the Glacier of Dreams into zone 2. <p> If Bigfoot is KO'd, you win.

Take the Initiative

SAS_120

Good, Free Action

You go first next round.

Tao

LGS_004, Legendary Titan of Spirit

Legendary Hero, Yama-Titan

Attack 6, Defense 4

Unblockable <p> Radiating Aura — Combat Action: Exhaust me to add 6 attacks to this combat.

Tersly

SAS_072, Foundation Scholar

Good, Minor Hero, Seeker

Attack 2, Defense 2

Raid Your Pockets — Exhaust Action: If an enemy hero is in my zone, draw 2 cards.

The Perfect Foe

LGS_B3

Expert Mission

Whenever you play a hero, if there is no Mirror Image in play, put the Mirror counter on that hero and put the Mirror Image into zone 5. <p> If you KO the Mirror Image, remove the Mirror counter and draw a card, and you may play an extra major hero this r

The Professor

LGS_024, Cursed Seeker
Evil, Major Hero, Seeker
Attack 4, Defense 5

Shield — Combat Action: Once per combat, discard a card to remove 2 attacks from my combat. <p> If you play the Amulet of Araknos, your opponent doesn't draw a card.

The Professor

SAS_045, Leader of the Organization
Evil, Major Hero, Seeker
Attack 4, Defense 5

Whenever I play a Slipstream card, ready me. <p> Mindblast — When I start a combat, I may stun target enemy hero in that combat.

The Riderless Chariot

SAS_067, Unstoppable Force
Good, Minor Hero, Krono-Titan
Attack 2, Defense 3

Taxi — Exhaust Action: You may play minor heroes into my zone this round.

The Secrets of Ayers Rock

PRO_B13
Mutual Mission

Put a Formula into zone 1 and another into zone 5. At the start of each round, they are dropped and returned to those zones. <p> At the end of each round, each hero scores its controller 1 point if in zone 3, 2 points if in zone 4, or 3 points if in zone

Thornment, Sand Snake

LGS_052, Growing Trouble
Evil, Minor Hero, Hecto-Titan
Attack 3, Defense 2

Sudden Brambles — Combat Action: Exhaust me to put me into a zone where a friendly Sand Snake is in combat. (Add my attacks to this combat.)

Thundercut

SAS_144
Evil, Free Action

This round, target hero gets "Exhaust Action: KO target hero with the same or less DEF as the round number."

Tolivane

SAS_073, Little Helper
Good, Minor Hero, Gaia-Titan
Attack 2, Defense 2

Inspiration — Exhaust Action: Target minor hero gets +1 ATK and +1 DEF this round. Go again.

Tomb Entrance

SAS_182
Feature — Structure

In round 3 or later, if no unstunned defender heroes are in this zone at the end of the round, you win.

Touchram

LGS_056
Good, Combat Action

Stun target enemy hero in this combat. (Remove its attacks from this combat.)

Trailblazer

SAS_135
Evil, Exhaust Action

Draw a card. You may play heroes from your hand into my zone this round. <p> Go again.

Tremayne

SAS_074, Tricky Fairy
Good, Minor Hero, Gaia-Titan
Attack 1, Defense 4

Pixie Dust – Free Action: Exhaust target hero in my zone.

Unlock the Pyramids' Secret

LGS_B4
Expert Mission

Put a Pyramid into zone 2 and another one into zone 4. Put the Pyramidallion to the side. <p> If a lead hero has the Pyramidallion at the end of a round, you win. <p> Whenever a hero uses Pyramid Aura, its controller returns an Exhaust Action card from th

Venadek

LGS_040, Nimble Titan
Good, Minor Hero, Yama-Titan
Attack 2, Defense 3

Quick Hit – Free Action: Eliminate me to stun target enemy hero.

Venadek

SAS_075, Scruffy Scrapper
Good, Minor Hero, Yama-Titan
Attack 3, Defense 4

Unblockable <p> At the start of each round, if you have any other minor heroes in play, eliminate me.

Vlad's Bag of Amulets

SAS_166
Feature – Object

All heroes in this zone gain "Free Action: pick up Vlad's Bag of Amulets." <p> A hero with Vlad's Bag of Amulets gains "Exhaust Action: draw a card."

Warrior Stance

LGS_057
Good, Combat Action

Target friendly hero in this combat gets +1 ATK. <p> If that hero is ready and would be KO'd this combat, put it into zone 1 stunned instead.

Water Spout

SAS_183
Feature – Structure

The Water Spout blocks lead heroes. <p> At the start of each round, the defending player must put the Water Spout into a new zone, either 2, 3, or 4.

Windwall

LGS_062
Good, Exhaust Action

Choose a zone. Exhaust all heroes in that zone.

Wolf Knight

SAS_023, Noble Werewolf
Good, Major Hero, Draco-Titan
Attack 2, Defense 5

Moon Frenzy – If I'm in combat, whenever you play a Combat Action card, add 3 attacks to that combat.

Wormwalker

SAS_097, Shambling Terror
Evil, Minor Hero, Meso-Titan
Attack 5, Defense 2

Creepycrawly – I can only move 1 zone on my own.

Ymir

SAS_050, Frost Giant
Evil, Major Hero, Litho-Titan
Attack 6, Defense 5

When I come into play, discard a card or you must eliminate me. At the start of each round, put all Ice Creature cards from your discard pile into play in my zone.

Ymir: Frost King

SAS_173

Feature – Obstacle,
Attack 6, Defense 5

Controlled By: Defending Player <p>
Ymir: Frost King can't move on his
own. <p> Exhaust Action: Start a
combat in Ymir: Frost King's zone. <p>
Attacks can't be aimed at Ymir: Frost
King while an unstunned Frost Minion
is in his zone.

Zhalia Moon

LGS_015, Femme Fatale

Good, Major Hero, Seeker
Attack 6, Defense 3

Unblockable <p> At the start of rounds
3 and 5, search your deck or discard
pile for a Shadowpoint card and put it
into your hand.

Zhalia Moon

SAS_024, Mysterious Ally

Good, Major Hero, Seeker
Attack 5, Defense 3

Unblockable <p> Whenever I play a
Spidertouch card, ready me and draw a
card.

Zoom

SAS_136

Evil, Exhaust Action

Draw a card. I am unblockable this
round. (I can move forward through
zones with enemy heroes.) <p> Move
me up to 2 zones. (I can start a combat.)