

UNIVERSIA

Rules & Keywords

Deck construction, current stats, battle resolution, keyword sharing and stacking, and the complete keyword glossary.

STARTING LIFE	MAIN DECK	CHESS CLOCK	KEYWORDS
10,000	50	20:00	249

Living rules version 2026-09-06.

Card-specific text and newer rulings take precedence over this living summary.

Deck Building

Your Main Deck must contain exactly 50 cards, no more and no less.

You may include no more than three copies of each card ID unless that card has Innumerable.

Your Immaterial Deck may contain up to 20 cards and may contain only cards with a black-label keyword.

Loner, Team, and Voidcall are black-label keywords, meaning they go in the Immaterial Deck.

Select one Generic Universe and one Archetypal Universe. Generic options are Universal for nature, Universe for modern life, and Universia for fantasy. You may use any ratio of the two selected Universes, including a deck made entirely from one of them.

General Game Rules

Players and victory

Universia is played by two or four players. Each begins with 10,000 Life and a 20-minute chess clock. A player loses when their Life reaches 0 or their chess clock reaches 0.

A player who cannot complete the required draw at the start of their Draw Phase loses immediately.

Field and decks

Each field has one Main Deck Zone, five Enhancement Zones, five Monster Zones, one Immaterial Deck Zone, and one Rest Zone.

Mana and momentum

Mana is a shared resource measuring from 0 to 10. Paying a cost moves the value toward the opponent. When the value becomes negative after effects resolve, the turn ends and the next player begins with its absolute value.

A player cannot pay more than their available mana plus 10 and cannot hold more than 10. Ending the Battle Phase with mana remaining passes that amount to the opponent as overflow. Ending from the Main Phase, or ending Battle with no mana remaining, gives the opponent 3 mana.

Draw Phase

Both players begin with five cards. The first player does not draw on the first turn. On later turns, the turn player must draw one card from the top of the Main Deck. If they cannot complete that required draw, they lose immediately.

After drawing for the turn, a player with more than seven cards must return cards one at a time to the bottom of their Main Deck until they have seven. At seven or six cards, they may stop or may continue returning cards until they have five. They gain 1 mana for each card returned. This must be completed before the Draw Phase ends.

Main Phase

Play monsters, activate Enhancements, and set Traps. Monsters may enter face-up vertically in attack mode, face-up horizontally in defense mode, or face-down horizontally as a set monster.

Each player's chess clock counts down only while that player is responsible for an action. Used time carries across prompts and turns. Reaching 0 causes that player to lose.

Starting on the turn after an Enhancement is played, its controller may Dispel it during their Main Phase. The Enhancement moves to the Rest Zone and its controller gains mana equal to its printed cost, up to the normal maximum of 10.

Setting a card costs no mana; its cost is paid when it is activated or flipped face up. Non-permanent Enhancements move to the Rest Zone after resolving.

Battle Phase

An attack-mode monster may attack once each Battle Phase. It may attack an opposing monster or attack Life directly when no opposing monster is present.

Use current Power and Shielding, including applicable bonuses, reductions, counters and other stat changes. Use printed values only when a rule explicitly says to, such as Normalize. Recalculate after effects resolve before comparing the next battle's stats.

Against defense mode, compare the attacker's Power to the defender's Shielding. Against attack mode, compare both Monsters' Power. The lower value is destroyed as described by the battle, and the losing player takes the difference as Life damage. Equal attack-mode Monsters destroy each other. Equal Power and Shielding values cause no destruction or Life damage.

End Phase

The player may end after the Main or Battle Phase, and the phase begins automatically when mana is negative after resolution. End Phase effects resolve before the handoff. Ending from the Main Phase or ending Battle with 0 mana gives the opponent 3 mana. Ending Battle with mana remaining passes that exact amount to the opponent as overflow. Negative mana still passes its absolute value.

Infantry, Guardian & Hunter

Infantry establishes a legal declaration first. Guardian can then redirect that declared attack. Hunter begins with the same legal declaration, then bypasses Infantry as the final target and prevents Guardian from intercepting.

01. Infantry keyworded cards must be defeated first

If the defending field has one or more attackable Infantry monsters, the attacker must declare the attack against an Infantry monster. The attacker chooses which one when several Infantry monsters are available.

02. Guardian may intercept a declared attack

After a legal monster target is declared, including an Infantry target, the defending player may intercept the attack using a Guardian. A different Guardian must be in attack position to intercept.

03. An accepted Guardian moves and battles

If the defending player answers Yes, that Guardian changes to defense position and becomes the attack target. The attacker and Guardian battle using the attacker's Power and the Guardian's Shielding. Answering No leaves the original target in place.

04. Hunter resolves after a legal declaration

A Hunter must still begin with an Infantry target when Infantry is present. It then automatically retargets to the highest-power opposing attack-position monster and prevents Guardian activation. Hunter cannot choose freely or attack Life through Infantry.

Guardian does not intercept a direct Life attack, does not activate when it is already the chosen target, and must be in attack position before it can change to defense. Once one Guardian accepts, no other Guardian is offered for that attack.

Using Keywords

Reading keyword labels

[On Play]: Activates when this card is played.

[On Rest]: Activates when this card goes to Rest, subject to the keyword's stated conditions. These effects are not sharable. Resting a card as a cost, such as Kinshield's cost, does not make that keyword an On Rest effect.

[Sharable]: This effect can be granted by a keyword-sharing effect. Sharing does not remove its costs, conditions or timing requirements.

[Deck]: Modifies deck construction or refers to deck requirements. This label alone does not place a card in the Immaterial Deck; Loner, Team and Voidcall determine that placement.

Repeated keywords stack

Each occurrence of a keyword applies separately. Two Draw keywords draw two cards. Three BattlePlan keywords allow three effect-attack attempts at the start of the Battle Phase, resolving one at a time and checking legal targets and protection again for each attempt.

On a card frame, consecutive repetitions are shown as Keyword xY. Delivery x3 means three Delivery occurrences. Repetitions separated by other keywords keep their authored order.

Sharing preserves the number of eligible occurrences. Each occurrence still requires its own legal trigger and any required payment. A card that has already left the field cannot be rested again to pay another cost.

Keywords and card types

Super is a Monster keyword. Tower is an Enhancement keyword: opponent effects cannot affect this Enhancement.

Recycle, Interpose, Kinshield, SpellPlunder and SpellStudy work on both Monsters and Enhancements.

Kinshield is sharable. You may choose to rest this card to prevent another allied Monster from being destroyed. Protection applies only after the rest cost is successfully paid.

Aidlink is a sharable Monster keyword. When played, choose an allied Monster and permanently give it +100 Power and +100 Shielding. Aidlink does not grant keywords to that Monster.

Keyword Sharing

Only effects marked [Sharable] can be shared. On Play and On Rest effects are not sharable. Aidlink is the named exception: its On Play effect is sharable.

For a keyword with several parts, share only its [Sharable] parts. For example, copying Armored grants its protection effect without granting the Armored counter it receives when played. Sharing a keyword does not immediately activate it.

Mimic copies eligible keywords until the start of your opponent's next Draw Phase. Other sharing effects use the duration stated in their own rules.

Keyword Glossary

Deck building and card flow

Deck construction, drawing, ordering, and movement between the deck, hand, and Rest.

Innumerable	[Sharable]: [Deck]: A deck may contain up to 50 copies of this card ID instead of the normal copy limit.
Delivery	[Sharable]: At the start of your Main Phase, draw 1 card.
Draw	[On Play]: Draw 1 card.
Waste	[On Play]: Place the bottom card of your Main Deck in the Rest Zone.
Holy	[On Rest]: Place this rested card on the bottom of its controller's Main Deck, or in the Immaterial Deck if it began there.
Recycle	[On Play]: Place a selected card on the bottom of its controller's Main Deck, or in the Immaterial Deck if it began there.
DeepExplore	[On Play]: Reveal a number of cards from the top of your Main Deck equal to this card's Cost; Place one of them in the Rest Zone and return the rest to the top in the same order.
Stack	[On Play]: Look at a number of cards from the top of your Main Deck equal to this card's Cost and place them back on top in any order you choose.
Survey	[On Play]: Look at a number of cards from the top of your Main Deck equal to this card's Cost and put any number of them on the bottom and return the rest to the top in any order you choose.
Restscan	[On Play]: Look at the top 3 cards of your Main Deck; you may place any of them in the Rest Zone, then return the rest to the top in any order you choose.
Presage	[On Play]: Declare Monster or Enhancement; reveal the top card of your Main Deck, if it is the declared category, add it to your hand, otherwise return it to the top of the Main deck.
GuardExplore	[On Play]: Reveal 3 cards from the top of your Main Deck; If one is less or equal to this card's printed Shielding, add it to your hand. Place the rest on the bottom of your deck in any order you choose.
KinExplore	[On Play]: Reveal 3 cards from the top of your Main Deck; If one shares this card's Type, add it to your hand. Place the rest on the bottom of your deck in any order you choose.
MightExplore	[On Play]: Reveal 3 cards from the top of your Main Deck; If one is less or equal to this card's printed Power, add it to your hand. Place the rest on the bottom of your deck in any order you choose.
PeerExplore	[On Play]: Reveal 3 cards from the top of your Main Deck; If one is less or equal to this card's printed Cost, add it to your hand. Place the rest on the bottom of your deck in any order you choose.
WorldExplore	[On Play]: Reveal 3 cards from the top of your Main Deck; If one shares this card's Universe, add it to your hand. Place the rest on the bottom of your deck in any order you choose.
GuardOmen	[Sharable]: At the start of your Main Phase, reveal the top card of your Main Deck. If it is less or equal to this card's printed Shielding, draw it; otherwise return it to the top of the deck.
KinOmen	[Sharable]: At the start of your Main Phase, reveal the top card of your Main Deck. If it shares this card's Type, draw it; otherwise return it to the top of the deck.
MightOmen	[Sharable]: At the start of your Main Phase, reveal the top card of your Main Deck. If it is less or equal to this card's printed Power, draw it; otherwise return it to the top of the deck.
PeerOmen	[Sharable]: At the start of your Main Phase, reveal the top card of your Main Deck. If it is less or equal to this card's printed Cost, draw it; otherwise return it to the top of the deck.
WorldOmen	[Sharable]: At the start of your Main Phase, reveal the top card of your Main Deck. If it shares this card's Universe, draw it; otherwise return it to the top of the deck.

Handcall	[On Play]: Play a Monster from your hand into an open Monster Zone without paying its Cost.
GuardHandcall	[On Play]: Play a Monster with less than this card's printed Shielding from your hand into an open Monster Zone without paying its Cost.
KinHandcall	[On Play]: Play a Monster sharing this card's Type from your hand into an open Monster Zone without paying its Cost.
MightHandcall	[On Play]: Play a Monster with less than this card's printed Power as this card from your hand into an open Monster Zone without paying its Cost.
PeerHandcall	[On Play]: Play a Monster with less than this card's printed Cost as this card from your hand into an open Monster Zone without paying its Cost.
WorldHandcall	[On Play]: Play a Monster sharing this card's Universe from your hand into an open Monster Zone without paying its Cost.

Deployment, zones, and control

Playing, returning, moving, and controlling cards across field zones.

Abduct	[On Play]: You may return any monster on the field to its owner's hand.
Retreat	[Sharable]: After this monster attacks and battle has resolved; return this Monster to its owner's hand.
Handward	[Sharable]: If this card would go to Rest Zone from the field, return it to its owner's hand instead.
GuardAbduct	[On Play]: You may return a Monster with less than or equal to this card's printed Shielding from the field to its owner's hand.
KinAbduct	[On Play]: You may return a Monster sharing this card's Type from the field to its owner's hand.
MightAbduct	[On Play]: You may return a Monster with less than or equal to this card's printed Power from the field to its owner's hand.
PeerAbduct	[On Play]: You may return a Monster with less than or equal to this card's printed Cost from the field to its owner's hand.
WorldAbduct	[On Play]: You may return a Monster sharing this card's Universe from the field to its owner's hand.
Restwake	[On Play]: Place a Monster with the same Type or Universe from your Rest Zone into an open Monster Zone in Attack or Defense Position.
GuardRestwake	[On Play]: Place a Monster with less than this card's printed Shielding from your Rest Zone into an open Monster Zone in Attack or Defense Position.
KinRestwake	[On Play]: Place a Monster sharing this card's Type from your Rest Zone into an open Monster Zone in Attack or Defense Position.
MightRestwake	[On Play]: Place a Monster with less than this card's printed Power as this card from your Rest Zone into an open Monster Zone in Attack or Defense Position.
PeerRestwake	[On Play]: Place a Monster with less than this card's printed Cost as this card from your Rest Zone into an open Monster Zone in Attack or Defense Position.
WorldRestwake	[On Play]: Place a Monster sharing this card's Universe from your Rest Zone into an open Monster Zone in Attack or Defense Position.
FadedReturn	[On Rest]: The first time this Monster moves from the field to the Rest Zone by destruction, immediately return it to the field and permanently give it -100 Power and -100 Shielding.
Revenant	[On Rest]: The first time this Monster moves from the field to the Rest Zone by destruction, immediately return it to the field and permanently give it +100 Power and +100 Shielding.

Gravebound	[Sharable]: While this card is in the Rest Zone, its passive shareable keywords remain active.
GraveGuard	[Sharable]: This Monster gains +100 Shielding for each card in your Rest Zone.
GraveMight	[Sharable]: This Monster gains +100 Power for each card in your Rest Zone.
GraveReservoir	[On Play]: Target card gains 1 counter it already possesses for each card in your Rest Zone, up to 3.
GraveDiscount	[Sharable]: This card costs 1 less Mana for each card in your Rest Zone.

Immaterial, materials, and stacks

Immaterial summons, materials, transformations, and stacked cards.

Loner	[Deck]: Play from the Immaterial Zone using one matching material; subtract that material's Cost, pay the remainder, then send the material to Rest. Only one Loner may be on the field at any time.
Team	[Deck]: Play from the Immaterial Zone using one matching material; subtract that material's Cost, pay the remainder, then send the material to Rest. Teams may coexist.
Voidcall	[On Play]: [Deck]: This is a black-label Immaterial Deck keyword. Summon this card like Team: use one matching material, subtract its printed Cost, pay the remainder, and send the material to Rest. When summoned, play a qualifying Monster from the Immaterial Deck without its normal material procedure; pay its printed Cost.
GuardVoidcall	[On Play]: Play an Immaterial Monster with less than or equal to this card's printed Shielding without its normal material procedure by paying its printed Cost.
KinVoidcall	[On Play]: Play an Immaterial Monster sharing this card's printed Type without its normal material procedure by paying its printed Cost.
MightVoidcall	[On Play]: Play an Immaterial Monster with less than or equal to this card's printed Power without its normal material procedure by paying its printed Cost.
PeerVoidcall	[On Play]: Play an Immaterial Monster with less than or equal to this card's printed Cost without its normal material procedure by paying its printed Cost.
WorldVoidcall	[On Play]: Play an Immaterial Monster sharing this card's printed Universe without its normal material procedure by paying its printed Cost.
Proxy	[Deck]: A Enhancement may be used instead of a Monster for this card's Immaterial material requirement.
Legacy	[Deck]: When this Monster is used as Immaterial material, the resulting Monster gains this card's shareable keywords.
Survive	[On Rest]: When this Monster is destroyed, return it to the field in Attack position at the End Phase.
Mergeform	This Monster may be played as an Enhancement attached to an allied Monster in the same column. That Monster gains this card's shareable keywords only while this card is attached.

Combat and positioning

Attack declarations, battle outcomes, targeting, and position changes.

Bypass	[Sharable]: This Monster can attack Life directly.
Guardian	[Sharable]: Redirect a legal non-Hunter attack targeting another allied Monster to this attack-position Monster, then change this Monster to defense position.
Hunter	[Sharable]: Retarget the attack to the highest-power opposing attack position Monster and ignore Guardian.
Infantry	[Sharable]: While you control a monster with Infantry, your opponent must choose a monster with Infantry for an attack.

Ghostwalk	[Sharable]: This Monster cannot be chosen as an attack target, nor does it prevent your opponent from attacking directly.
Bait	[Sharable]: When this Monster attacks, monsters with Guardian must activate if able.
Cover	[Sharable]: When this Attack position Monster is attacked, you may end the battle and change this monster to defense position.
Pacify	[Sharable]: A selected Monster cannot attack until the next End Phase of its controller.
Preemptive	[Sharable]: This Monster deals its combat damage before a non-Preemptive opposing Monster; a destroyed monster does not strike back.
Stab	[Sharable]: This Monster, deal excess Power over that Monster's Shielding as Life damage.
BattleDouble	[Sharable]: Double the Life damage dealt by this Monster in battle.
Reflect	[Sharable]: Battle Life damage you would take from battles involving this Monster is dealt to the opponent instead.
Twinblow	[Sharable]: This Monster deals combat damage in both a Preemptive damage step and the normal damage step during one battle. A destroyed monster does not strike back.
Berserker	[Sharable]: When this Monster attacks, it attacks each opposing Monster once in an order you choose.
DoubleStrike	[Sharable]: This Monster may attack twice during each Battle Phase.
Band	[Sharable]: When this Monster attacks, any number of other attack-position Band Monsters may join; add their Power to this battle, then change the joining Monsters to defense position after battle.
Warcry	[Sharable]: When this Monster attacks, each other allied attacking Monster gains +100 Power until the End Phase.
Lonebanner	[Sharable]: When one allied Monster attacks, it gains +100 Power and +100 Shielding until the End Phase for each allied card with Lonebanner.
Friendship	[Sharable]: When this Monster attacks, you may change another allied attack position Monster to defense; add that Monster's Power to this Monster until the next phase.
Duelist	[Sharable]: When this Monster battles another Monster, it gains Power and Shielding equal to its printed Cost x 100 for that battle.
Outflank	[Sharable]: When blocked by a Monster without Outflank, that blocker loses Power and Shielding equal to this Monster's Cost x 100 for the battle.
Siren	[Sharable]: When this Monster attacks a Monster, that target's Power becomes its printed Power minus 100 for the battle.
Duelhit	[Sharable]: Once during your Main Phase, choose an opposing Monster; this Monster and the selected Monster battle. This is considered a normal attack.
MagicBlight	[Sharable]: After this Monster battles another Monster, destroy that opposing Monster if it is still on the field.
Attrition	[Sharable]: After this Monster battles another Monster that survives, permanently give that opposing Monster -100 Power and -100 Shielding.
Fortress	[Sharable]: This Monster may attack while in defense position; when it does, use Shielding instead of Power for the battle.
Vengeful	[Sharable]: If only this Monster is destroyed in battle, destroy the opposing Monster after battle.
Kinshield	[Sharable]: Rest this card to prevent another allied Monster from being destroyed.
Inhuman	[Sharable]: This Monster cannot be destroyed by battle with another Monster, once per turn.
Shelter	[On Play]: Allied Monsters cannot be destroyed by battle until the End Phase.
BattleShelter	[Sharable]: Prevent Life damage from battles involving this Monster.

Underslip	[Sharable]: If this monster's Power is lower than all other monsters an opponent controls, this monster may attack that opponent directly.
Redirect	[Sharable]: Change the target of a single-target effect to another legal target.
PowerWake	[Sharable]: At the start of an opponent's Battle Phase, change this Monster to attack position; if it has not triggered, do so at that opponent's End Phase.
Cower	[Sharable]: At the start of an opponent's Battle Phase, change this Monster to defense position.
StanceShift	[Sharable]: Change a Monster's position.
Energize	[Sharable]: Whenever this Monster's position changes, its owner gains 1 Mana.
Terrorize	[Sharable]: Whenever this Monster's position changes, its owner draws 1 card.
Stance	[Sharable]: While in attack position, this Monster gains +100 Power; while in defense position, it gains +100 Shielding.
Pin	[On Play]: When this card is played, select a Monster. Change it to Defense Position; it cannot change its position until the end of its controller's next turn.
Inspiration	[Sharable]: The first time each turn this Monster changes from defense position to attack position, draw 1 card.

Stats, growth, and counters

Printed stats, modifiers, growth, counters, and stat comparisons.

BattleRouse	[On Play]: A selected allied Monster gains +100 Power until the End Phase.
Weaken	[On Play]: A selected opposing Monster gets -100 Power until the End Phase.
Defbreak	[On Play]: A selected opposing Monster gets -100 Shielding until the End Phase.
BastionRise	[On Play]: A selected allied Monster gains +100 Shielding until the End Phase.
HighGrit	[Sharable]: While on the field, allied Monsters gain +100 Shielding.
HighWeaponry	[Sharable]: While on the field, allied Monsters gain +100 Power.
Raze	[Sharable]: While on the field, opposing Monsters get -100 Shielding.
Strife	[Sharable]: While on the field, opposing Monsters get -100 Power.
Normalize	[Sharable]: When this Monster battles, use this card's printed Power and Shielding instead of modified values.
KinGuard	[Sharable]: This Monster gains +100 Shielding for each different Type represented among allied Monsters.
KinMight	[Sharable]: This Monster gains +100 Power for each different Type represented among allied Monsters.
WorldGuard	[Sharable]: This Monster gains +100 Shielding for each different Universe represented among your cards.
WorldMight	[Sharable]: This Monster gains +100 Power for each different Universe represented among your cards.
GuardFaith	[Sharable]: This Monster gains +100 Power and +100 Shielding for each other allied card or Monster matching this card's printed Shielding.
KinFaith	[Sharable]: This Monster gains +100 Power and +100 Shielding for each other allied card or Monster matching this card's Type.
MightFaith	[Sharable]: This Monster gains +100 Power and +100 Shielding for each other allied card or Monster matching this card's printed Power.

PeerFaith	[Sharable]: This Monster gains +100 Power and +100 Shielding for each other allied card or Monster matching this card's printed Cost.
WorldFaith	[Sharable]: This Monster gains +100 Power and +100 Shielding for each other allied card or Monster matching this card's Universe.
Growthmatch	[Sharable]: Whenever another allied Monster is played with greater printed Attack or greater printed Shielding than this Monster, permanently give this Monster +100 Power and +100 Shielding.
Drill	[Sharable]: Once during your Main Phase, you may pay this Monster's printed Cost; if you do, permanently give it +100 Power and +100 Shielding.
Valor	[Sharable]: Whenever an allied effect selects this Monster, permanently give it +100 Power and +100 Shielding.
Uplift	[On Play]: When this card is played, permanently give the allied Monster with the lowest Shielding +100 Power and +100 Shielding; choose one if tied.
Unbound	[On Play]: When played, you may permanently give this Monster +100 Power and +100 Shielding; it cannot prevent your opponent from attacking directly.
Glory	[Sharable]: The first time this Monster deals Life damage, permanently give it +100 Power and +100 Shielding.
Stepwise	[Sharable]: Whenever you play another card with a greater printed Cost than this Monster, permanently give this Monster +100 Power and +100 Shielding.
CostDrill	[Sharable]: When this Monster declares an attack, if another Monster with higher Cost than this Monster attacked earlier this turn, permanently give this Monster +100 Power and +100 Shielding.
GuardDrill	[Sharable]: When this Monster declares an attack, if another Monster with higher Shielding than this Monster attacked earlier this turn, permanently give this Monster +100 Power and +100 Shielding.
MightDrill	[Sharable]: When this Monster declares an attack, if another Monster with higher Power than this Monster attacked earlier this turn, permanently give this Monster +100 Power and +100 Shielding.
CostMentor	[Sharable]: When this Monster declares an attack, if another Monster with lower Cost than this Monster attacked earlier this turn, permanently give this Monster +100 Power and +100 Shielding.
GuardMentor	[Sharable]: When this Monster declares an attack, if another Monster with lower Shielding than this Monster attacked earlier this turn, permanently give this Monster +100 Power and +100 Shielding.
MightMentor	[Sharable]: When this Monster declares an attack, if another Monster with lower Power than this Monster attacked earlier this turn, permanently give this Monster +100 Power and +100 Shielding.
CostCoven	[Sharable]: While you control at least 3 allied Monsters with 3 different printed Cost values, this Monster gains +300 Power and +300 Shielding.
GuardCoven	[Sharable]: While you control at least 3 allied Monsters with 3 different printed Shielding values, this Monster gains +300 Power and +300 Shielding.
KinCoven	[Sharable]: While you control at least 3 allied Monsters with 3 different Type values, this Monster gains +300 Power and +300 Shielding.
MightCoven	[Sharable]: While you control at least 3 allied Monsters with 3 different printed Power values, this Monster gains +300 Power and +300 Shielding.
WorldCoven	[Sharable]: While you control at least 2 allied Monsters with 2 different Universe values, this Monster gains +200 Power and +200 Shielding.
Vitality	[Sharable]: While your Life is higher than each opponent's, this Monster gains +100 Power and +100 Shielding.
LastHand	[Sharable]: While your hand is empty, this Monster gains +500 Power and +500 Shielding.
Ascetic	[Sharable]: While your Rest Zone contains no Enhancements, this Monster gains +100 Power and +100 Shielding.
Grounded	[Sharable]: [Deck]: While your Immaterial Deck is empty, this Monster gains +300 Power and +300 Shielding.

Reservoir	[On Play]: Select 1 card; place one counter it already possesses on that card.
Propagation	[On Play]: Choose any number of cards or players that already have counters; each gets one additional counter of a type it already has.
Transfergrowth	[On Play]: This Monster enters with one Transfergrowth counter. [Sharable]: Each Transfergrowth counter gives +100/+100. When another allied Monster is played, you may move one Transfergrowth counter to it.
Transfuse	[On Play]: Select a card with a counter. Move a counter it has to another card.
Bequeath	[On Rest]: When this Monster moves from the field to Rest, move all of its counters to another allied Monster.
GuardBequeath	[On Rest]: When this Monster goes to Rest, move all of its counters to an allied Monster with the less than or equal to the printed Shielding.
KinBequeath	[On Rest]: When this Monster goes to Rest, move all of its counters to an allied Monster sharing its Type.
MightBequeath	[On Rest]: When this Monster goes to Rest, move all of its counters to an allied Monster with the less than or equal to the printed Power.
PeerBequeath	[On Rest]: When this Monster goes to Rest, move all of its counters to an allied Monster with the less than or equal to the printed Cost.
WorldBequeath	[On Rest]: When this Monster goes to Rest, move all of its counters to an allied Monster sharing its Universe.
Kinburst	[On Play]: When played, gain 1 counter this card already has for each different Monster Type represented among allied Monsters.
Worldburst	[On Play]: When played, gain 1 counter this card already has for each different Universe represented among your cards.
Decay	[On Play]: This card enters with 3 Decay counters. [Sharable]: Remove one at the start of each of your turns and Rest this card when none remain.
Honed	[On Play]: This Enhancement enters with one Hone counter. [Sharable]: Each Hone counter gives its attached Monster +100 Power.

Attachments, tokens, and resources

Attachments, tokens, shared resources, and generated permanents.

Animate	[Sharable]: A Enhancement becomes a Monster with 1700/1300 or 1300/1700 Power/Shielding, chosen by its controller, and moves to a Monster Zone. If placed in attack position, it may attack that turn. If it cannot move to a Monster Zone, move it to the Rest Area instead.
Encase	[On Play]: Place a Monster into an open Enhancement Zone; it is treated as an Enhancement instead of a Monster while there. Opponent may Dispel that enhancement for its Cost.
Grantform	Instead of playing this as a Monster, you may pay its printed Cost to play it as an Enhancement attached to an allied Monster in the same column; that Monster gains this card's printed Power, Shielding, and shareable keywords only while this card is attached. If detached on field, it becomes a Monster.
Switchgear	During your Main Phase, pay this card's printed Cost to attach it to an allied Monster or detach it. While attached, it is an Enhancement and its passive keywords apply to the attached Monster.
TotemGuard	[On Play]: Attach this card to an allied Monster in the same column. [Sharable]: If the attached Monster would be destroyed, Rest this Enhancement instead.
Refit	[Sharable]: During your Main Phase, you may add this card to your hand, then play a different Enhancement with a printed Cost less than or equal to this card's printed Cost without paying its Cost.
Aidlink	[On Play]: [Sharable]: When played, choose an allied Monster and permanently give it +100 Power and +100 Shielding.

SoulLink	When this or another allied Monster is played, you may pair this with one unpaired allied Monster; while paired, each gains the other's shareable keywords.
Collective	Other allied Monsters sharing this card's Type gain this card's shareable keywords.
Impersonate	[On Play]: Until the End Phase, this card may be treated as the selected card's name, Universe, and Type for requirements.
Omnikin	[Sharable]: This Monster is treated as every Monster Type.
Mimic	[On Play]: This Monster gains the shareable keywords of a selected Monster, excluding play-time effects that trigger when a Monster is played or an Enhancement is activated. The copied effects fade at the start of your opponent's next Draw Phase. Mimic does not trigger Radiance.
Armybuild	[On Play]: If you do not control an Army Token, Spawn a Cost-3 1500/1500 Army Token; otherwise permanently give your Army +100 Power and +100 Shielding.
Deathspawn	[On Rest]: When this Monster moves from the field to Rest, Spawn one Cost-3 1500/1500 Spirit Monster Token.
Warspawn	[Sharable]: Whenever this Monster attacks, Spawn one Cost-3 1500/1500 Warrior Token attacking the same player; remove that Token from the game after the battle.
Forgechoice	[On Play]: When played, choose one: permanently give this Monster +100 Power and +100 Shielding, or Spawn one Cost-3 1500/1500 Construct Token.
Hatchery	[On Play]: Spawn a Cost-3 Incubator Enhancement Token with 1500 Power/Shielding and one Growth counter. You may immediately pay 2 Mana to Animate it; it gains +100/+100 for each Growth counter before other play effects choose targets.
Cluecraft	[On Play]: Spawn a Clue Enhancement Token. A Clue may be Offered to draw 1 card.
SpellBuff	[On Play]: Spawn a SpellBuff Enhancement Token. Pay 1 Mana and Offer it to permanently give an allied Monster +100 Power and +100 Shielding.
Plunder	[On Play]: Spawn a Treasure Enhancement Token. A Treasure may be Offered to gain 1 Mana. A Treasure Enhancement Token may not be dispelled.
Powerstone	[On Play]: Spawn a Powerstone Enhancement Token. Once per turn, a Powerstone provides 1 Mana usable only to play an Enhancement.
Armament	[On Play]: When this Enhancement is played, Spawn a Cost-3 1500/1500 Hero Monster Token and attach this Enhancement to it.
HighCourage	[Sharable]: At the start of your Main Phase, gain 1 Mana.
SupplyLine	[Sharable]: At the start of your Main Phase, if your Mana is below 3, set it to 3.
Overyplay	[Sharable]: At the start of an opponent's Main Phase, if their Mana is below this card's printed Cost, set their Mana to that Cost.
Refund	[On Play]: After this card resolves, gain Mana equal to its printed Cost, up to the normal Mana maximum.

Costs, casting, and effect composition

Mana costs, alternate casting, copied effects, and effect composition.

Crowdcast	[Sharable]: When playing this card, you may change any number of allied attack-position Monsters to defense position; reduce this card's Cost by 1 for each Monster changed this way.
EnhancementAffinity	[Sharable]: This card costs 1 less Mana for each allied Enhancement.
GuardAffinity	[Sharable]: This card costs 1 less Mana for each allied Monster with less than or equal to this card's printed Shielding.

KinAffinity	[Sharable]: This card costs 1 less Mana for each allied Monster sharing its Type.
MightAffinity	[Sharable]: This card costs 1 less Mana for each allied Monster with less than or equal to this card's printed Power.
PeerAffinity	[Sharable]: This card costs 1 less Mana for each allied Monster with less than or equal to this card's printed Cost.
WorldAffinity	[Sharable]: This card costs 1 less Mana for each allied card sharing its Universe.
Halfcast	[Sharable]: You may play this Monster for half its printed Cost, rounded up; if you do, halve its Power and Shielding while it remains on the field.
Pact	[Sharable]: You may play this Enhancement for no Mana. At the start of your next Main Phase, you may pay its printed Cost. If you do not or can not, move it to the Rest Area.
Upkeep	[Sharable]: At the start of your Main Phase, pay this card's printed Cost or Rest it.
Installment	[On Play]: Schedule a payment for the start of your next turn. [Sharable]: When the scheduled payment is due, pay this card's printed Cost again or Rest it.
Bloodcast	[Sharable]: When playing this Monster or Enhancement, pay its entire printed Mana Cost with either Mana or 100 Life per point. Mana and Life cannot be combined.
Tune	[Sharable]: Until the End Phase, increase or decrease a selected Monster's effective Cost by 5 for summoning requirements.
Leadership	[Sharable]: At the start of your Main Phase, play a Cost-3-or-less Monster from hand without paying its Cost.
HandDiscount	[Sharable]: This card costs 1 less Mana for every two other cards in your hand.
Infuse	[Sharable]: When you play another Enhancement, you may reveal this card from hand and pay its printed Cost; add this card's Play effects to that Enhancement and keep this card in hand.
GuardRadiance	[Sharable]: When this card applies an effect to one Monster, apply the same effect once to every Monster matching that target's printed Shielding. Propagated effects do not trigger Radiance again.
KinRadiance	[Sharable]: When this card applies an effect to one Monster, apply the same effect once to every Monster matching that target's Type. Propagated effects do not trigger Radiance again.
MightRadiance	[Sharable]: When this card applies an effect to one Monster, apply the same effect once to every Monster matching that target's printed Power. Propagated effects do not trigger Radiance again.
PeerRadiance	[Sharable]: When this card applies an effect to one Monster, apply the same effect once to every Monster matching that target's Cost. Propagated effects do not trigger Radiance again.
WorldRadiance	[Sharable]: When this card applies an effect to one Monster, apply the same effect once to every Monster matching that target's Universe. Propagated effects do not trigger Radiance again.
Spellcraft	[Sharable]: Whenever you play an Enhancement, this Monster gains +100 Power and +100 Shielding until the End Phase.
SpellGrowth	[Sharable]: Whenever you play an Enhancement or repeat an Enhancement's effects, permanently give this Monster +100 Power and +100 Shielding.
SpellPlunder	[Sharable]: Whenever you play an Enhancement or repeat an Enhancement's effects, Spawn a Treasure Enhancement Token.
SpellStudy	[Sharable]: Whenever you play an Enhancement or repeat an Enhancement's effects, draw 1 card.
Handcast	[Sharable]: Once per turn during your Main Phase, while this card is in hand, you may pay its printed Cost to resolve its Play effects without playing it; it remains in hand.
Feint	[Sharable]: After an allied Monster attacks without being Blocked, you may Retreat it and play this card for half its printed Cost, rounded up; if this is a Monster, it enters attacking the same target.

Timing, protection, and win conditions

Timing windows, prevention, recovery, and alternate victory conditions.

CutShort	[On Play]: After this effect resolves, immediately end the current phase.
DivineAnnoyance	[Sharable]: At Battle Phase start, Rest one allied Monster, then return it at the End Phase.
TeaWithTheGoddess	[Sharable]: At Main Phase start, Rest one allied Monster, then return it at the End Phase.
Battlements	[Sharable]: When an opponent attacks, destroy that attacker after battle and Rest this Enhancement.
Vindictive	[Sharable]: When an opposing Monster attacks, destroy it and send it to Rest; Super prevents this effect.
DivineJudgment	[Sharable]: At the start of your Battle Phase, you may destroy one opposing Enhancement; if you do, Rest this card.
Super	[Sharable]: Opponent effects and battle-triggered effects cannot affect this Monster. Ordinary battle can still affect it.
Interpose	[Sharable]: Rest this card to prevent an opponent's destruction effect from affecting a selected monster.
Drift	[Sharable]: At the start of each of your turns, toggle this card between active and Drifted. While Drifted, its actions and keywords are inactive except for Drift; it remains in play, is unaffected by all effects, cannot attack or be attacked, and cannot stop an opponent from attacking directly.
Formation	[Sharable]: Adjacent allied Monsters gain +100 Power and +100 Shielding while this card is on the field.
Lane	[Sharable]: This Monster gains +100 Power for each opposing card in the same column.
Antilife	[Sharable]: Whenever this Monster deals Life damage to a player, that player gains 1 Antilife counter. A player with 10 Antilife counters loses.
Capacity	[Sharable]: While this card is active, its controller has no maximum hand size.
Equalize	[On Play]: When played, Draw until your hand contains at least as many cards as the player with the largest hand size.
Endurance	[Sharable]: At the start of your Main Phase, draw until you have 7 cards in hand.
GuardRally	[Sharable]: Whenever another allied Monster with less than or equal to this card's printed Shielding is played, this Monster gains +100 Power and +100 Shielding until the End Phase.
KinRally	[Sharable]: Whenever another allied Monster matching this card's Type is played, this Monster gains +100 Power and +100 Shielding until the End Phase.
MightRally	[Sharable]: Whenever another allied Monster with less than or equal to this card's printed Power is played, this Monster gains +100 Power and +100 Shielding until the End Phase.
PeerRally	[Sharable]: Whenever another allied Monster with less than or equal to this card's printed Cost is played, this Monster gains +100 Power and +100 Shielding until the End Phase.
WorldRally	[Sharable]: Whenever another allied Monster sharing this card's Universe is played, this Monster gains +100 Power and +100 Shielding until the End Phase.
Overdrive	[Sharable]: When this Monster attacks, you may give it +100 Power per point of its printed Cost until the End Phase; if you do, change it to defense position after battle and it cannot change its position during your next turn.
TagIn	[Sharable]: After an allied Monster attacks without being Blocked, Retreat it; you may pay this card's Cost and play this Monster from hand attacking the same target.
Offer	[Sharable]: Play this card without paying its Cost by resting an Enhancement with a printed Cost lesser than or equal to this card's printed Cost.
Armored	[On Play]: Gain one Armored counter when played. [Sharable]: Remove one Armored counter to prevent this Monster's destruction.

Doommarch	[Sharable]: This Monster cannot stop your opponent from attacking directly. After it attacks, Rest it at the end of that battle.
Providence	[Sharable]: If this is the first card you Draw this turn, you may immediately play it.
Feral	[Sharable]: At the start of your End Phase, if this Monster has not attacked; it may change its position to attack position and attack; destroy it after that attack.
FrontLiner	[Sharable]: During your End Phase, if this Monster has not attacked, it may change its position to attack position and attack.
Spare	[On Play]: Place a selected card from your hand on top of your Main Deck.
HandGuard	[Sharable]: This Monster gains +100 Shielding for each card in your hand.
HandMight	[Sharable]: This Monster gains +100 Power for each card in your hand.
Rootbound	[Sharable]: [Deck]: This Monster cannot be Offered or used as Immaterial material.
Monstrous	[Sharable]: Once per game during your Main Phase, pay this Monster's printed Cost; permanently add its printed Power and printed Shielding to its current values.
Blame	[Sharable]: Ruin another allied Monster to prevent this Monster from being destroyed by an outside cause.
BattlePlan	[Sharable]: At the start of your Battle Phase, send an opposing Monster to Rest; this is treated as an attack declaration for Guardian and protection.
Gorge	[On Play]: When playing this Monster, you may Offer any number of allied Monsters; permanently give this Monster +100 Power and +100 Shielding for each sacrificed Monster.
Invert	[On Play]: Swap a selected Monster's Power and Shielding until the End Phase.
Slow	[Sharable]: This Monster cannot attack during the turn it is played.
EphemeralCall	[Sharable]: You may play this Monster for half its printed Cost, rounded up; if you do, Rest it immediately after its Play effects resolves.
SkirmishReturn	[Sharable]: You may play this Monster for half its printed Cost, rounded up; if played this way, return it to the hand at the End Phase.
Tower	[Sharable]: Opponent effects cannot affect this Enhancement.