



**Celosia**

A WIELDER OF WILLFUL RAGE

She's a Witch of Passion.



**Her Power Is:**

If you played or stitched a strike spell this turn, you may gain 1 Passion.

(You can use your cards' powers once each during your turn.)

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**PASSION**

A Resource.

If this is your witch's resource, you may gain, spend and lose

**Passion.**

(Mark it here.)

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**No Fear**

A Strike Spell.

**On Play:** Gain 3 Passion.



**IF PLAYING THIS OVERPOWERS:**

You may play or stitch another strike spell from your discards.



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**No Fear**

A Strike Spell.

**On Play:** Gain 3 Passion.



**IF PLAYING THIS OVERPOWERS:**

You may play or stitch another strike spell from your discards.



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**Scorched Earth**

A Strike Spell.



**The Next Time You Play Or Stitch Another Strike Spell:**

If this spell isn't stitched, discard both this spell and any spell opposing it.

(If that spell is stitched, discard both its cards.)



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## Scorched Earth

A Strike Spell.

**The Next Time You Play Or Stitch Another Strike Spell:**  
If this spell isn't stitched, discard both this spell and any spell opposing it.

(If that spell is stitched, discard both its cards.)



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## Sear Through

A Strike Spell.

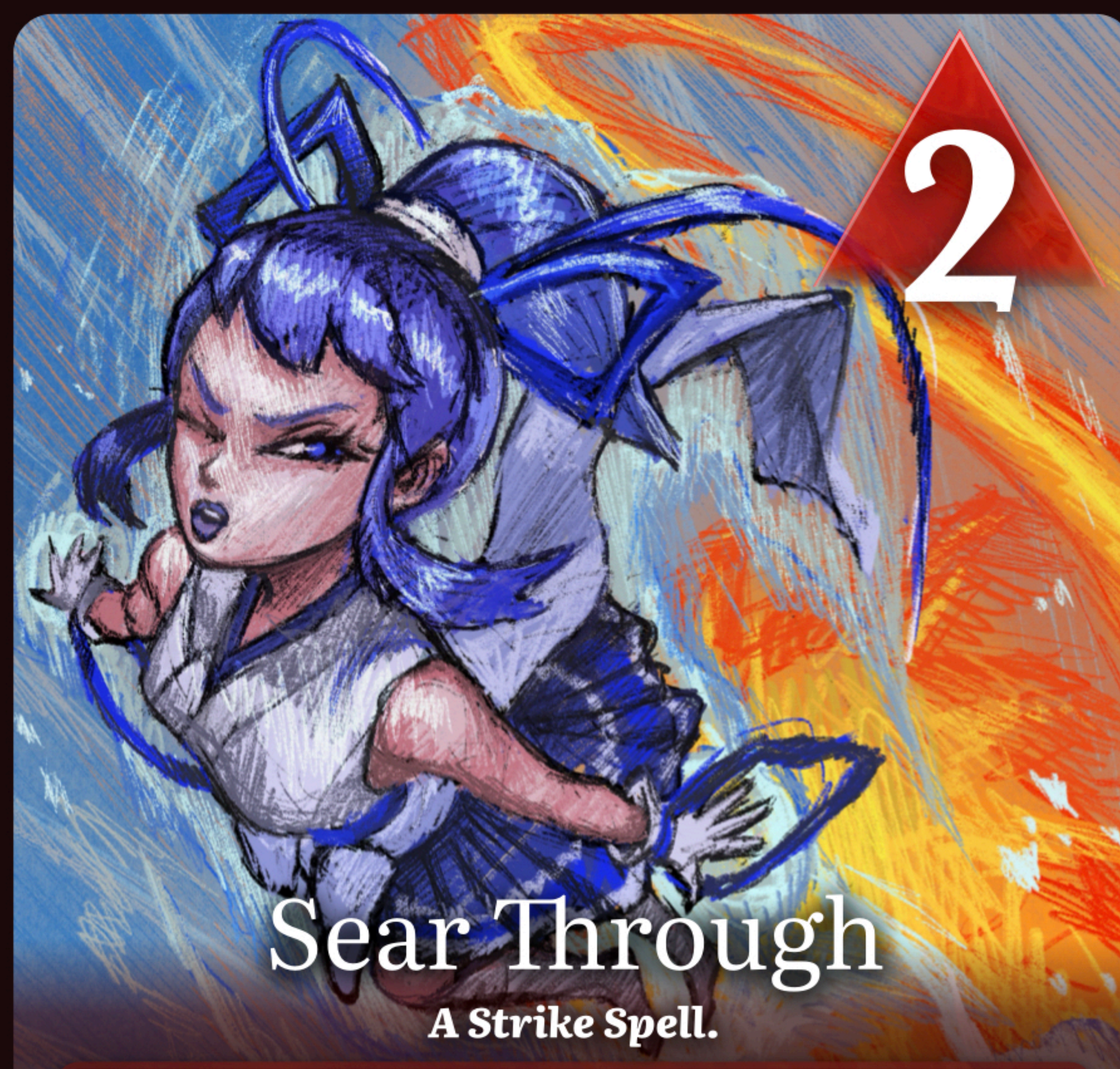
**On Play:**  
Discard up to 2 cards (from hand).  
For each card you discard this way, draw 1 card and gain 1 Passion.

**When You Stitch Onto This Spell:**  
You may do the above again.



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## Sear Through

A Strike Spell.

**On Play:**  
Discard up to 2 cards (from hand).  
For each card you discard this way, draw 1 card and gain 1 Passion.

**When You Stitch Onto This Spell:**  
You may do the above again.



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## Warm-Up Glow

A Shield Spell.

**On Play:**  
Gain 3 Passion.

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## Warm-Up Glow

A Shield Spell.

**On Play:**  
Gain 3 Passion.

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## Fiery Taunt

A Shield Spell.



**This Spell's Power Is:**  
You may spend 2 Passion to play a strike spell from your discards in place of this one.

(Discard this when you play the other spell. You can use your cards' powers once each during your turn.)

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## Fiery Taunt

A Shield Spell.



**This Spell's Power Is:**  
You may spend 2 Passion to play a strike spell from your discards in place of this one.

(Discard this when you play the other spell. You can use your cards' powers once each during your turn.)

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## Brink's Warning

A Shield Spell.



**Each Time Your Opponent Plays Or Stitches A Strike Spell Opposing This:**  
Gain 3 Passion. Add three +1s to this spell (before you check for overpower).

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## Brink's Warning

A Shield Spell.



**Each Time Your Opponent Plays Or Stitches A Strike Spell Opposing This:**  
Gain 3 Passion. Add three +1s to this spell (before you check for overpower).

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## Pyrocolumn!

A Strike Spell.

**On Play:** Spend all your Passion.  
Add that many +1s to this spell.



**IF PLAYING THIS OVERPOWERS:**  
Double the number of +1s  
on this spell.



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2

## Pyrocolumn!

A Strike Spell.

**On Play:** Spend all your Passion.  
Add that many +1s to this spell.



**IF PLAYING THIS OVERPOWERS:**  
Double the number of +1s  
on this spell.



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## Cataclysm!

A Strike Spell.

**To Play:** You must spend 9 Passion.



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12

## Cataclysm!

A Strike Spell.

**To Play:** You must spend 9 Passion.



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## Witchseal: Unyielding.

A Strike Spell & A Witchseal.

**To Play:** You must spend 9 Passion  
and lose 1 Stamina.



**At Your Turn's End:**  
If you have any Stamina left, lose 1 Stamina.  
You may also choose another spell and discard it.

Only 1 Witchseal per deck.

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5

## Never Relent!

A Strike Spell.

**To Play:** Spend 2 Passion.



**IF PLAYING THIS OVERPOWERS:**  
Discard this entire spell (both  
cards, if stitched). Gain 9 Passion.



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5

## Never Relent!

A Strike Spell.

**To Play:** Spend 2 Passion.



**IF PLAYING THIS OVERPOWERS:**  
Discard this entire spell (both  
cards, if stitched). Gain 9 Passion.



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2

## Just A Little Poke...

A Strike Spell.

**On Play:**  
Draw 1 card.



**IF PLAYING THIS OVERPOWERS:**  
Draw 1 more card.



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2

## Just A Little Poke...

A Strike Spell.

**On Play:**  
Draw 1 card.



**IF PLAYING THIS OVERPOWERS:**  
Draw 1 more card.



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6

## Don't Touch Me!

A Shield Spell.

**IF THIS IS IN YOUR HAND WHEN YOUR SPELL WOULD BE OVERPOWERED:**

You may discard this card and spend 2 Passion to prevent that overpower entirely.

**To Play (as a spell on the field):**  
You must spend 2 Passion.

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6

## Don't Touch Me!

A Shield Spell.

**IF THIS IS IN YOUR HAND WHEN YOUR SPELL WOULD BE OVERPOWERED:**

You may discard this card and spend 2 Passion to prevent that overpower entirely.

**To Play (as a spell on the field):**  
You must spend 2 Passion.

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## Blood Like Fire!

A Stance.

**On Play:**

Lose 1 Stamina to gain 5 Passion.



**This Stance's Power Is:**

If you gained any Passion this turn (including On Play), you may look at your next draw, and you may discard it.

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## An Adamant Will

A Stance.

**On Play:**

Lose 1 Stamina and spend all your Passion to choose up to 3 spells. Add a +1 to each.



**This Stance's Power Is:**  
You may gain 1 Passion.

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## Nymphaea

A QUIETER OF UNTAMED UNDERCURRENTS

She's a Witch of Passion.



**Her Power Is:**

If you have no Passion, gain 1 Passion, and you may also add a +1 to a spell.

(A +1 adds 1 to that spell's ▲ Power or ● Resistance.  
You can use your cards' powers once each during your turn.)

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## PASSION

A Resource.

If this is your witch's resource, you may gain, spend and lose Passion.  
(Mark it here.)

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Growing Rush!

A Strike Spell.

On Play:  
You may spend up to 2 Passion to add that many +1s to a strike spell. (It can be this one.)

When You Stitch Onto This Spell:  
You may do the above again.

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Growing Rush!

A Strike Spell.

On Play:  
You may spend up to 2 Passion to add that many +1s to a strike spell. (It can be this one.)

When You Stitch Onto This Spell:  
You may do the above again.

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Scorched Earth

A Strike Spell.

The Next Time You Play Or Stitch Another Strike Spell:  
If this spell isn't stitched, discard both this spell and any spell opposing it.

(If that spell is stitched, discard both its cards.)

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Scorched Earth

A Strike Spell.

The Next Time You Play Or Stitch Another Strike Spell:  
If this spell isn't stitched, discard both this spell and any spell opposing it.

(If that spell is stitched, discard both its cards.)

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Sear Through

A Strike Spell.

On Play:  
Discard up to 2 cards (from hand). For each card you discard this way, draw 1 card and gain 1 Passion.

When You Stitch Onto This Spell:  
You may do the above again.

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Sear Through

A Strike Spell.

On Play:  
Discard up to 2 cards (from hand). For each card you discard this way, draw 1 card and gain 1 Passion.

When You Stitch Onto This Spell:  
You may do the above again.

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Warm-Up Glow

A Shield Spell.

On Play:  
Gain 3 Passion.

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Warm-Up Glow

A Shield Spell.

On Play:  
Gain 3 Passion.

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6

### Steam's Cover

A Shield Spell.

**IF THIS IS IN YOUR HAND WHEN YOUR SPELL IS OVERPOWERED:**  
After the overpower, you may play this spell in its place (if you pay its cost).

**To Play** (normally or with the effect above):  
You must have 1 or more Passion. Spend all of it.

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6

### Steam's Cover

A Shield Spell.

**IF THIS IS IN YOUR HAND WHEN YOUR SPELL IS OVERPOWERED:**  
After the overpower, you may play this spell in its place (if you pay its cost).

**To Play** (normally or with the effect above):  
You must have 1 or more Passion. Spend all of it.

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3

### Waterfall's Might

A Shield Spell.

**On Play:**  
Spend all your Passion.  
If you spent any, add five +1s to this spell.

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3

### Waterfall's Might

A Shield Spell.

**On Play:**  
Spend all your Passion.  
If you spent any, add five +1s to this spell.

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2

### Pyrocolumn!

A Strike Spell.

**On Play:** Spend all your Passion.  
Add that many +1s to this spell.

**IF PLAYING THIS OVERPOWERS:**  
Double the number of +1s on this spell.

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2

### Pyrocolumn!

A Strike Spell.

**On Play:** Spend all your Passion.  
Add that many +1s to this spell.

**IF PLAYING THIS OVERPOWERS:**  
Double the number of +1s on this spell.

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2

### Quell the Singe

A Strike Spell.

**On Play:**  
If your resource is Passion, but you have none, add two +1s to this spell and gain 1 Passion.

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2

### Quell the Singe

A Strike Spell.

**On Play:**  
If your resource is Passion, but you have none, add two +1s to this spell and gain 1 Passion.

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4

### Repress Emotions

A Strike Spell.

**On Play:** Spend all your Passion.  
If you spent any, you may remove all +1s from 1 of your spells and add that many to this spell.

**IF PLAYING THIS OVERPOWERS:** You may also add that many +1s to a spell other than this or the one you removed +1s from.

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# Repress Emotions

A Strike Spell.

**On Play:** Spend all your Passion.  
If you spent any, you may remove all +1s from 1 of your spells and add that many to this spell.

**IF PLAYING THIS OVERPOWERS:** You may also add that many +1s to a spell other than this or the one you removed +1s from.

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# Quiet!

A Strike Spell.

**To Play:** You must have 2 or more Passion.  
Spend all of it.

**IF PLAYING THIS OVERPOWERS:**  
Remove all +1s from your spells, then add them back to any spells (redistributed as you like).

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# Quiet!

A Strike Spell.

**To Play:** You must have 2 or more Passion.  
Spend all of it.

**IF PLAYING THIS OVERPOWERS:**  
Remove all +1s from your spells, then add them back to any spells (redistributed as you like).

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# Just A Little Poke...

A Strike Spell.

**On Play:**  
Draw 1 card.

**IF PLAYING THIS OVERPOWERS:**  
Draw 1 more card.

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# Just A Little Poke...

A Strike Spell.

**On Play:**  
Draw 1 card.

**IF PLAYING THIS OVERPOWERS:**  
Draw 1 more card.

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# Perennial Serenity

A Shield Spell.

**This Spell's Power Is:**  
You may spend 1 Passion to look at your next draw, and you may discard it.

(You can use your cards' powers once each during your turn.)

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# Perennial Serenity

A Shield Spell.

**This Spell's Power Is:**  
You may spend 1 Passion to look at your next draw, and you may discard it.

(You can use your cards' powers once each during your turn.)

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# An Adamant Will

A Stance.

**On Play:**  
Lose 1 Stamina and spend all your Passion to choose up to 3 spells. Add a +1 to each.

**This Stance's Power Is:**  
You may gain 1 Passion.

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