



Celosia

A WIELDER OF WILLFUL RAGE

She's a Witch of Passion.



Her Power Is:

Gain 1 Passion if you played (or stitched) a strike spell card this turn.

(You can use each Power once per turn.)

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PASSION

A Resource.

You are able to gain, spend & lose Passion during the game.

(Mark it here.)

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No Fear

A Strike Spell.

On Play: Gain 2 Passion.



If Playing This Overpowers:

You may also play (or stitch) another strike spell card from your discards.



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No Fear

A Strike Spell.

On Play: Gain 2 Passion.



If Playing This Overpowers:

You may also play (or stitch) another strike spell card from your discards.



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Scorched Earth

A Strike Spell.



When You Play (Or Stitch)

Another Strike Spell:

Discard this spell and, if there was a spell opposing it, that opposing spell as well.

(If a spell is stitched, discarding it discards both its cards.)



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5

Scorched Earth

A Strike Spell.



When You Play (Or Stitch)
Another Strike Spell:
Discard this spell and, if there was a spell
opposing it, that opposing spell as well.

(If a spell is stitched, discarding it
discards both its cards.)



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2

Sear Through

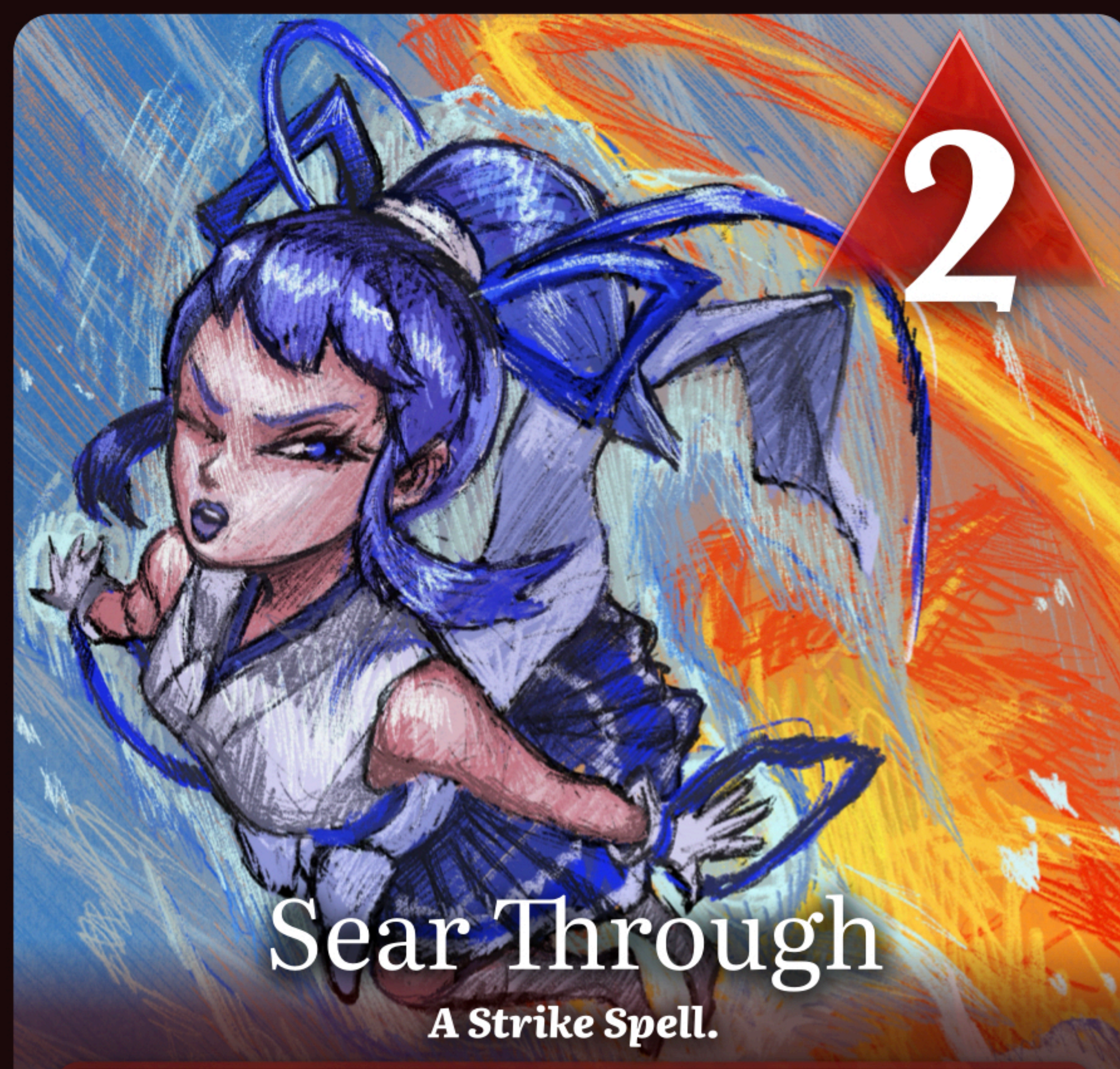
A Strike Spell.

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



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2

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.



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4

Warm-Up Glow

A Shield Spell.

On Play:
Gain 3 Passion.

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4

Warm-Up Glow

A Shield Spell.

On Play:
Gain 3 Passion.

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5

Fiery Taunt

A Shield Spell.

You can't use this card's Power
the same turn you play it.



This Spell's Power Is:
Spend 2 Passion & discard this spell
to play a strike spell in this space
from your discards.

(You can use each Power once per turn.)

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5

Fiery Taunt

A Shield Spell.

You can't use this card's Power
the same turn you play it.



This Spell's Power Is:
Spend 2 Passion & discard this spell
to play a strike spell in this space
from your discards.

(You can use each Power once per turn.)

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3

Brink's Warning

A Shield Spell.

On Play:
Gain 2 Passion.



**When This Spell Is Discarded
From The Field:**
If this spell wasn't overpowered,
gain 3 Passion.

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3

Brink's Warning

A Shield Spell.

On Play:
Gain 2 Passion.



**When This Spell Is Discarded
From The Field:**
If this spell wasn't overpowered,
gain 3 Passion.

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2

Pyrocolumn!

A Strike Spell.

On Play: If you have 1 or more Passion, you must spend all of it and add the same number of +1s to this spell.

If Playing This Overpowers: Add three more +1s to this spell.

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2

Pyrocolumn!

A Strike Spell.

On Play: If you have 1 or more Passion, you must spend all of it and add the same number of +1s to this spell.

If Playing This Overpowers: Add three more +1s to this spell.

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Cataclysm!

A Strike Spell.

To Play: Spend 9 Passion.

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12

Cataclysm!

A Strike Spell.

To Play: Spend 9 Passion.

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Witchseal: Unyielding.

A Strike Spell & A Witchseal.

To Play: Spend 9 Passion.

Each Time Your Turn Ends: Lose 1 Stamina (if you have any). You may also discard any 1 spell on the field that's not opposing this one.

Only 1 Witchseal per deck.

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4

Never Relent

A Strike Spell.

To Play: Have 1 or more Passion.

If Playing This Overpowers: Discard this spell. Gain 7 Passion. (If this spell is stitched, discarding it discards both its cards.)

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4

Never Relent

A Strike Spell.

To Play: Have 1 or more Passion.

If Playing This Overpowers: Discard this spell. Gain 7 Passion. (If this spell is stitched, discarding it discards both its cards.)

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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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Don't Touch Me!

A Shield Spell.



When Your Opponent Tries To Overpower:
If this card is in your hand, you may discard it and spend 4 Passion to stop that overpower from happening.

To Play (as a spell on the field): Spend 2 Passion.

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Don't Touch Me!

A Shield Spell.



When Your Opponent Tries To Overpower:
If this card is in your hand, you may discard it and spend 4 Passion to stop that overpower from happening.

To Play (as a spell on the field): Spend 2 Passion.

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Blood Like Fire!

A Stance.

On Play (once):
Gain 5 Passion.
Lose 1 Stamina (if you have any).



This Stance's Power Is:
Gain 5 Passion. Lose 2 Stamina.
(You can use each Power once per turn.)

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A Memory of Warmth

A Strike Spell.

On Play: You may spend up to 3 Passion to add the same number of +1s to this spell.

If Playing This Overpowers A Spell:
Gain Passion equal to the
▲ Power or ● Resistance it had.



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Nymphaea

A QUIETER OF UNTAMED UNDERCURRENTS

She's a Witch of Passion.



Her Power Is:
Only if you have no Passion,
you may gain 1 Passion and add a +1 to any spell.

(A +1 counter adds 1 to that spell's
▲ Power or ● Resistance.
You can use each Power once per turn.)

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PASSION

A Resource.

You are able to gain, spend &
lose **Passion** during the game.
(Mark it here.)

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Growing Rush

A Strike Spell.

On Play:
You may spend up to 2 Passion to add that same number of +1s to any spell.
(It can be this one.)

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Growing Rush

A Strike Spell.

On Play:
You may spend up to 2 Passion to add that same number of +1s to any spell.
(It can be this one.)

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Scorched Earth

A Strike Spell.

When You Play (Or Stitch) Another Strike Spell:
Discard this spell and, if there was a spell opposing it, that opposing spell as well.
(If a spell is stitched, discarding it discards both its cards.)

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Scorched Earth

A Strike Spell.

When You Play (Or Stitch) Another Strike Spell:
Discard this spell and, if there was a spell opposing it, that opposing spell as well.
(If a spell is stitched, discarding it discards both its cards.)

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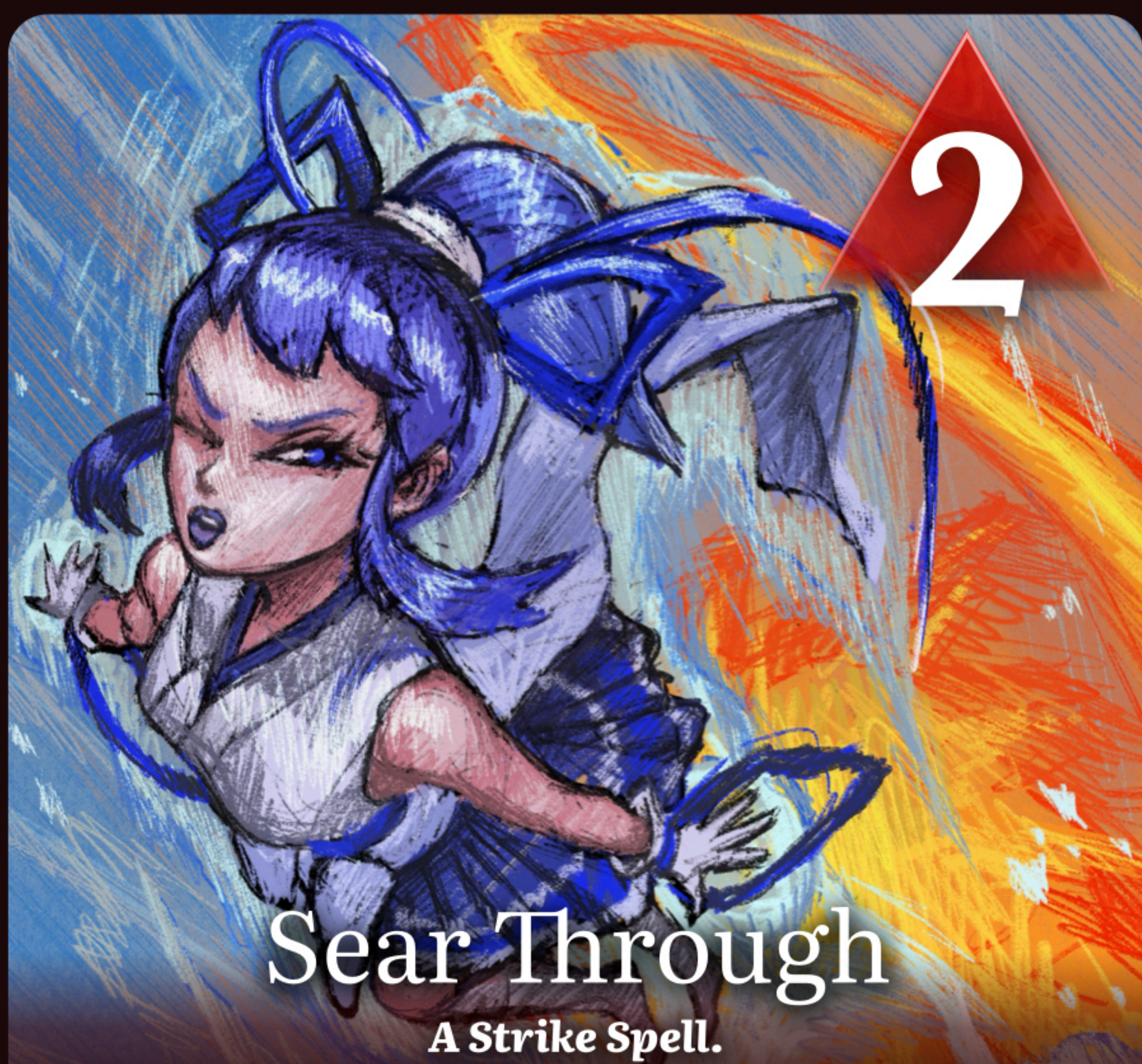
Sear Through

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.

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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.

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Warm-Up Glow

A Shield Spell.

On Play:
Gain 3 Passion.

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A Memory of Warmth

A Strike Spell.

On Play: You may spend up to 3 Passion to add the same number of +1s to this spell.

If Playing This Overpowers A Spell:
Gain Passion equal to the ▲ Power or ● Resistance it had.

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6

Steam's Cover

A Shield Spell.

When Your Opponent Tries To Overpower Any Of Your Spells: If this card is in your hand, you may discard it to add three +1s to that spell. If it now at least ties the opposing ▲ Power, stop the overpower from happening.

To Play (as a spell on the field): Spend 1 Passion.

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6

Steam's Cover

A Shield Spell.

When Your Opponent Tries To Overpower Any Of Your Spells: If this card is in your hand, you may discard it to add three +1s to that spell. If it now at least ties the opposing ▲ Power, stop the overpower from happening.

To Play (as a spell on the field): Spend 1 Passion.

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3

Waterfall's Might

A Shield Spell.

On Play: If you have 1 or more Passion, you must spend all of it and add three +1s to any spell.
(It can be this one.)

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3

Waterfall's Might

A Shield Spell.

On Play: If you have 1 or more Passion, you must spend all of it and add three +1s to any spell.
(It can be this one.)

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2

Pyrocolumn!

A Strike Spell.

On Play: If you have 1 or more Passion, you must spend all of it and add the same number of +1s to this spell.

If Playing This Overpowers: Add three more +1s to this spell.

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2

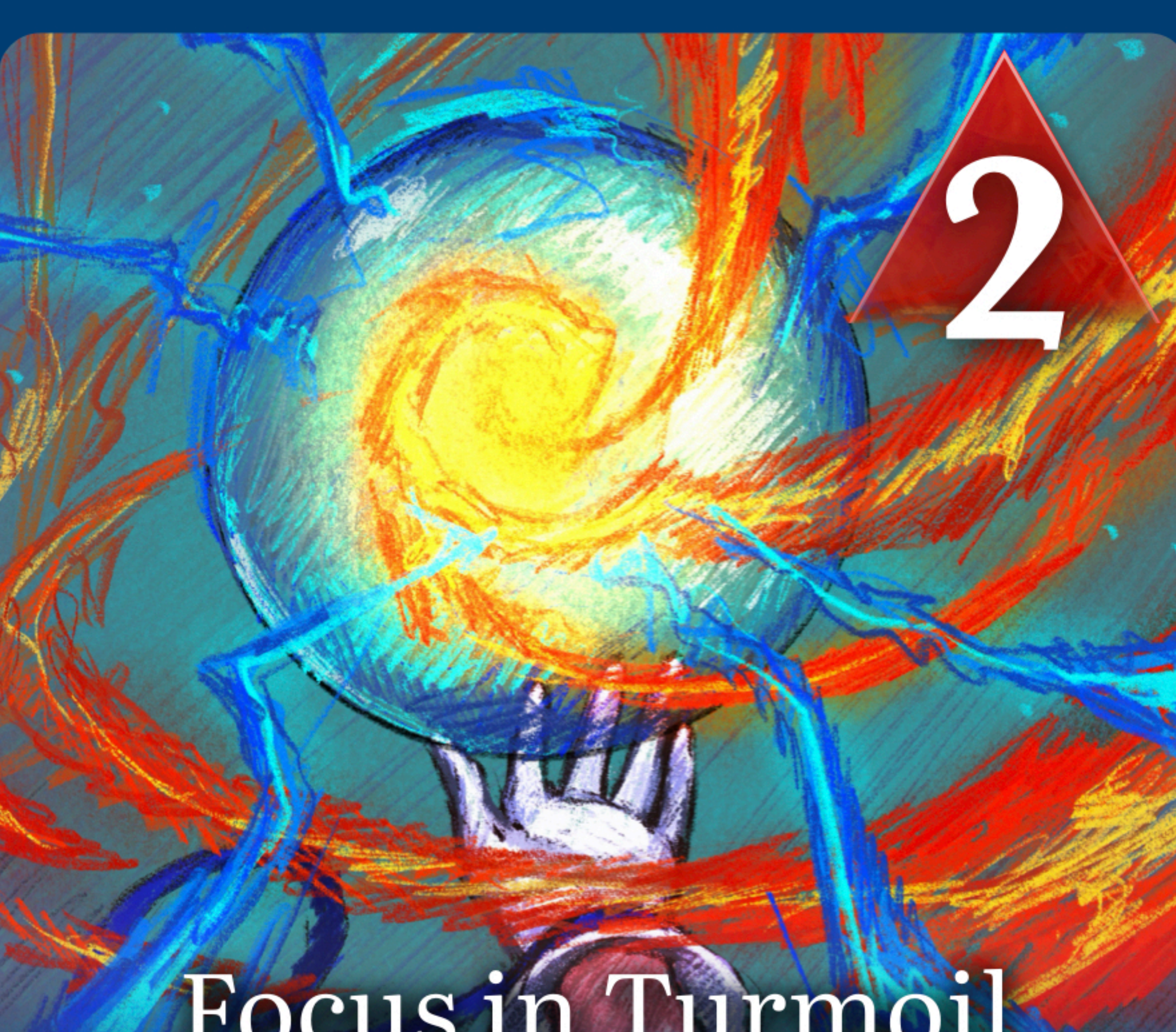
Pyrocolumn!

A Strike Spell.

On Play: If you have 1 or more Passion, you must spend all of it and add the same number of +1s to this spell.

If Playing This Overpowers: Add three more +1s to this spell.

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2

Focus in Turmoil

A Strike Spell.

On Play: If your witch is a witch of Passion, and you have no Passion, add two +1s to this spell.

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2

Focus in Turmoil

A Strike Spell.

On Play: If your witch is a witch of Passion, and you have no Passion, add two +1s to this spell.

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4

Repress Emotions

A Strike Spell.

On Play: If you have 1 or more Passion, you must spend all of it, remove all +1s from another of your spells (if any), and add them to this spell.

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Repress Emotions

A Strike Spell.

On Play: If you have 1 or more Passion, you must spend all of it, remove all +1s from another of your spells (if any), and add them to this spell.



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Be Quiet!

A Strike Spell.

To Play: Spend 9 Passion, except you pay 1 Passion less for each of the +1s on your spells.

On Play: You may remove all +1s on your spells, then add them back to any number of your spells, redistributed as you like.
(If you add any to this spell, count them for overpower.)



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Be Quiet!

A Strike Spell.

To Play: Spend 9 Passion, except you pay 1 Passion less for each of the +1s on your spells.

On Play: You may remove all +1s on your spells, then add them back to any number of your spells, redistributed as you like.
(If you add any to this spell, count them for overpower.)



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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:
Spend 1 Passion
to add a +1 to this spell.

(You can use each Power once per turn.)

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Perennial Serenity

A Shield Spell.



This Spell's Power Is:
Spend 1 Passion
to add a +1 to this spell.

(You can use each Power once per turn.)

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An Adamant Will

A Stance.

On Play (once):

Add a total of three +1s to any number of your spells, distributed as you like.
Lose 1 Stamina (if you have any).



This Stance's Power Is:
Gain 1 Passion.

(You can use each Power once per turn.)

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