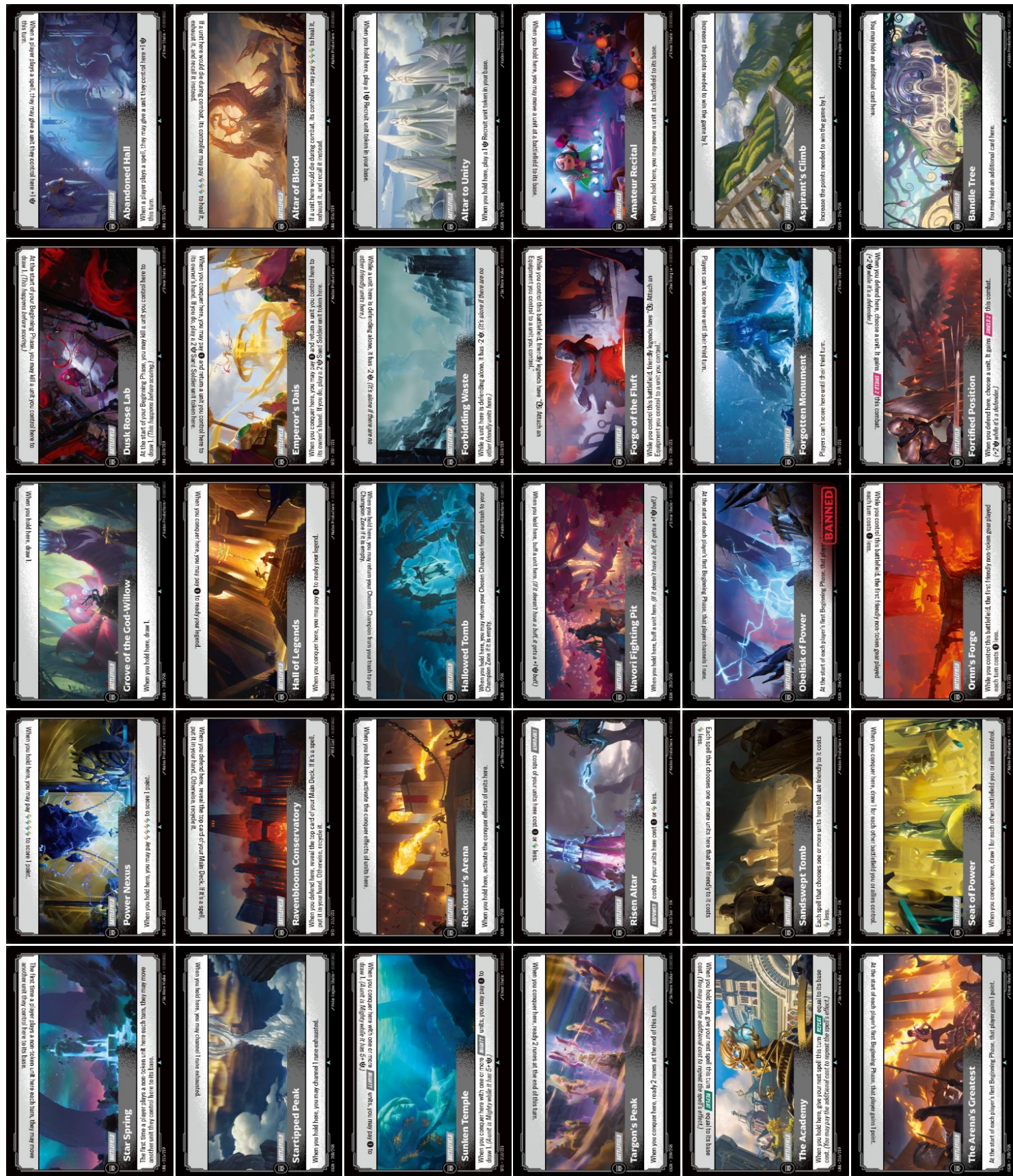
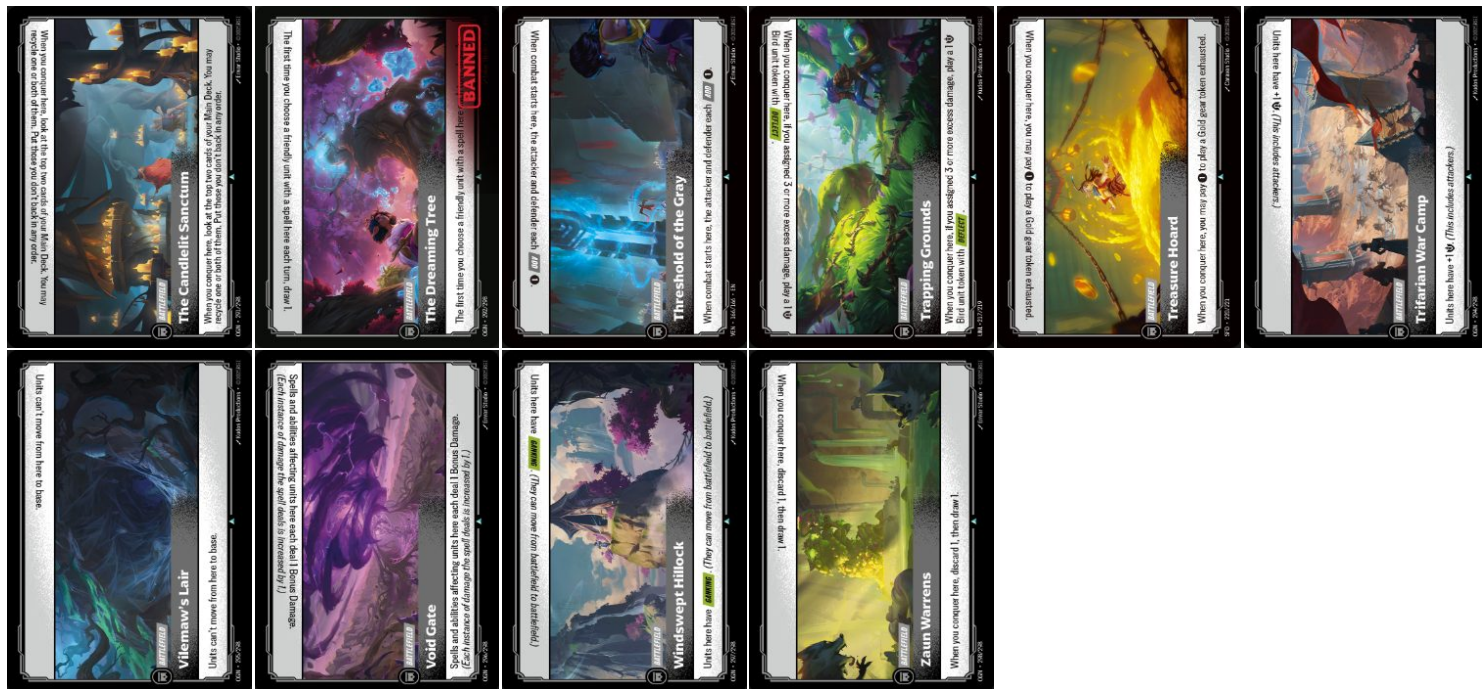


Legends - 27





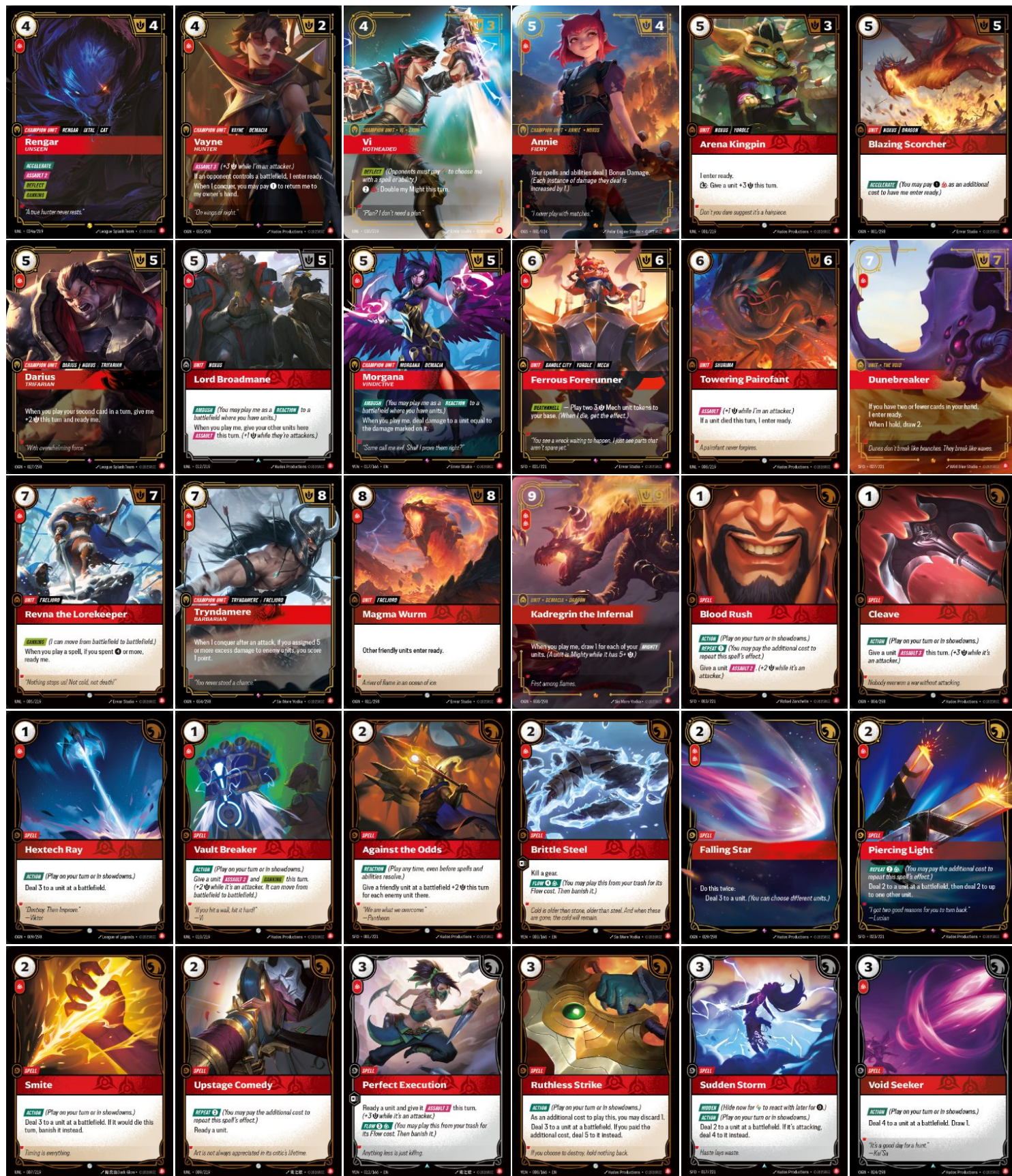
Battlefields (cont.) - 40



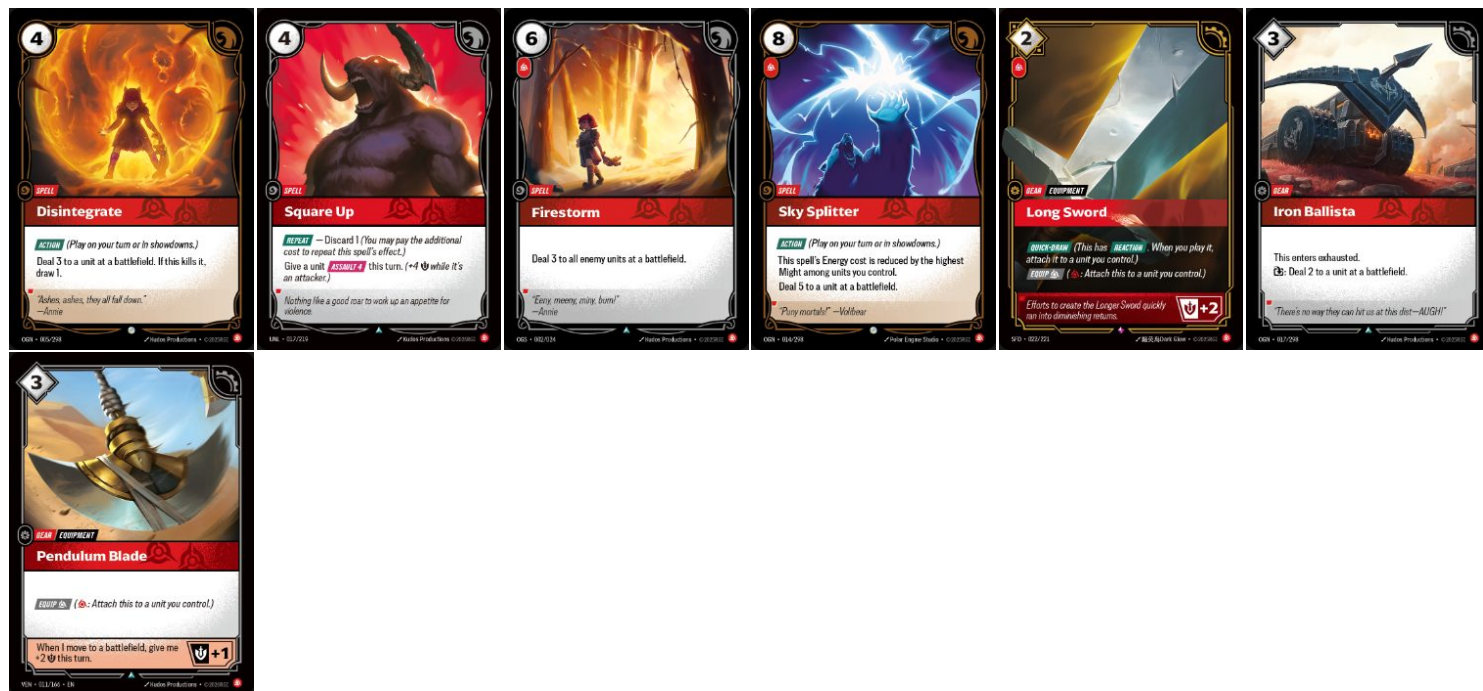
Fury - 55



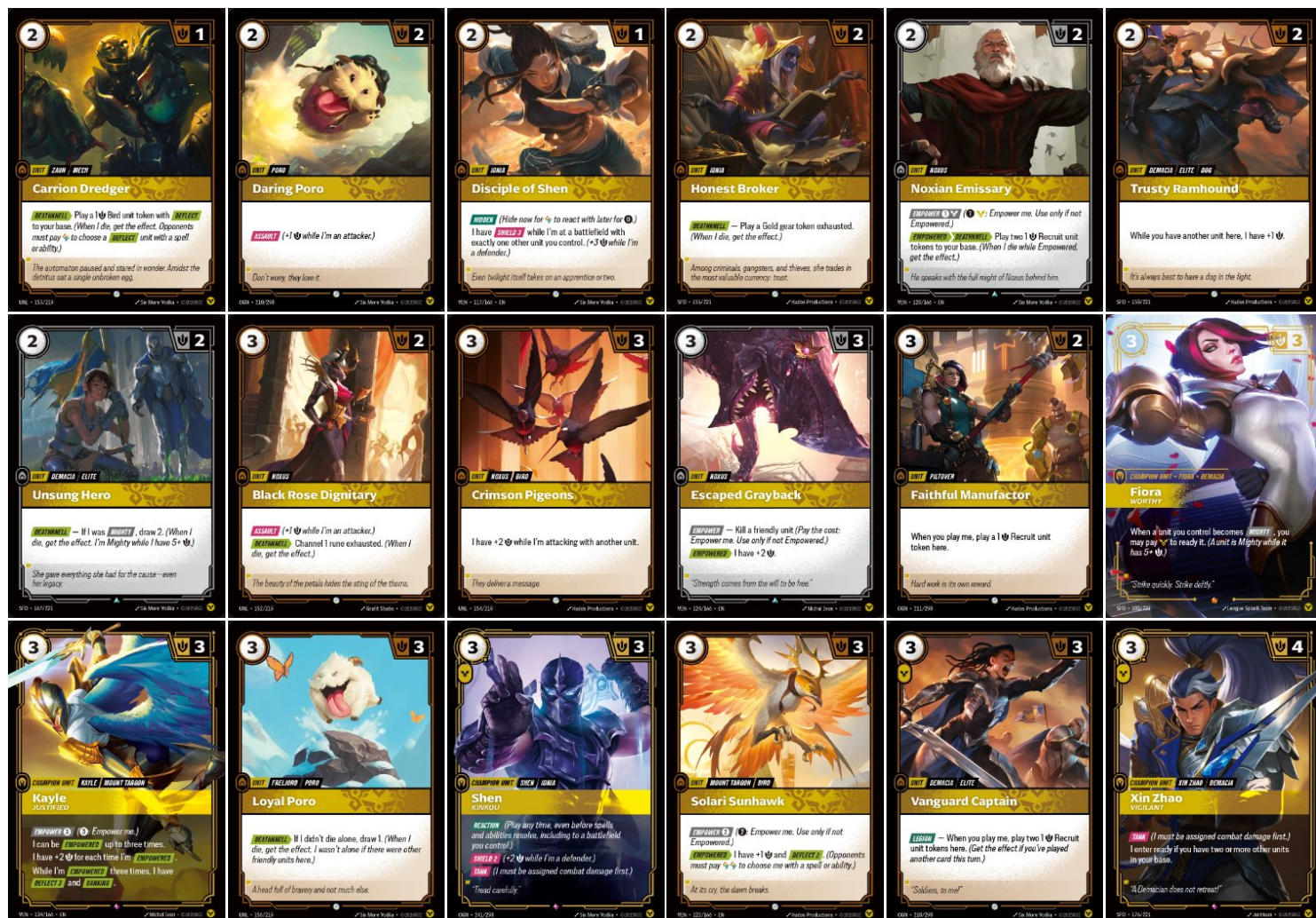
Fury (cont.) - 55



Fury (cont.) - 55

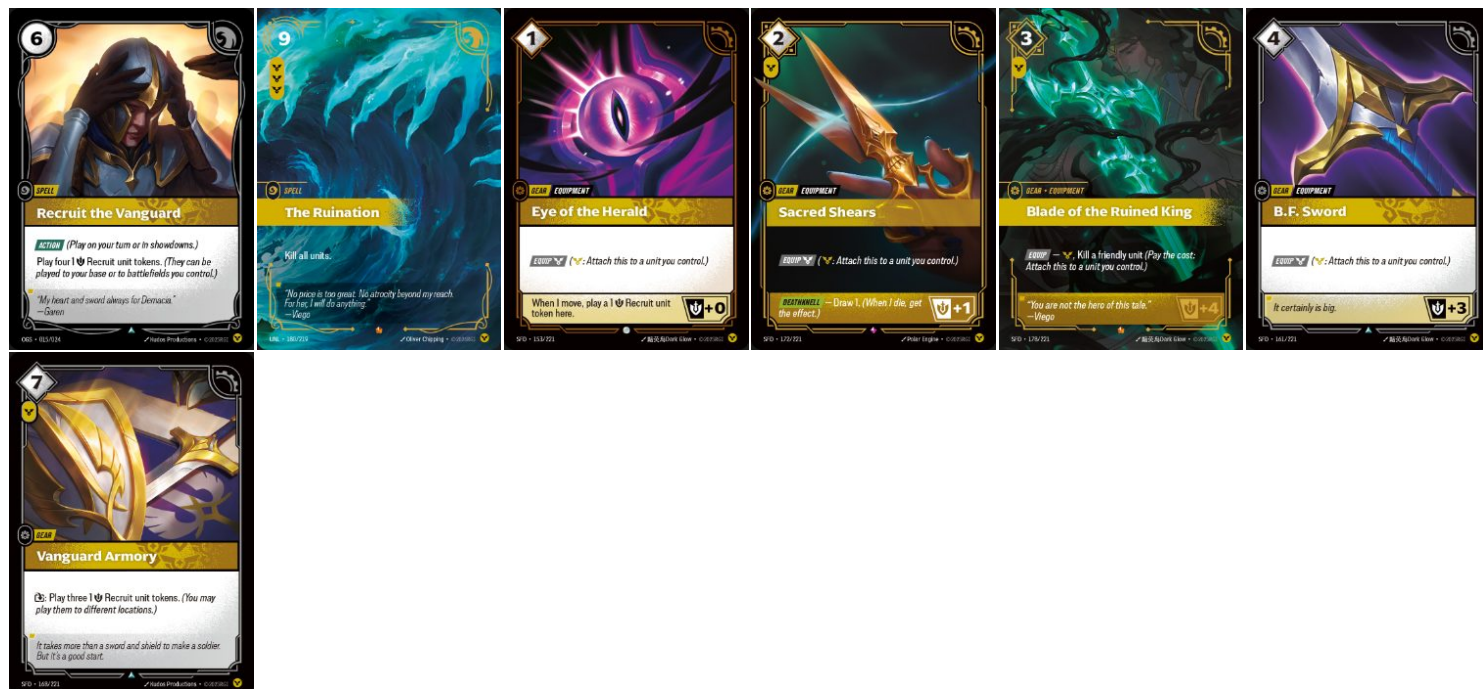


Order - 55



The image displays a collection of 36 League of Legends trading cards, arranged in a 6x6 grid. Each card represents a different champion or ability, featuring artwork, a name, a title, and a unique set of abilities. The cards are organized into rows and columns, with some cards having different costs or effects than others. The grid includes champions like Azir, Fiora, Lux, Renata Glasc, Spectral Matron, Viktor, Ambessa, Glasc Mixologist, Machine Evangel, Rek'Sai, Sandshifter, Vi, Darius, Corina Veraza, Harnessed Dragon, Blood Money, Cull the Weak, Deathgrip, Hidden Blade, Ki Barrier, Lacerate, Salvage, Tactical Retreat, Back to Back, Dragon Form, Heroic Charge, Vengeance, Drag Under, Imperial Decree, and Grand Strategem.

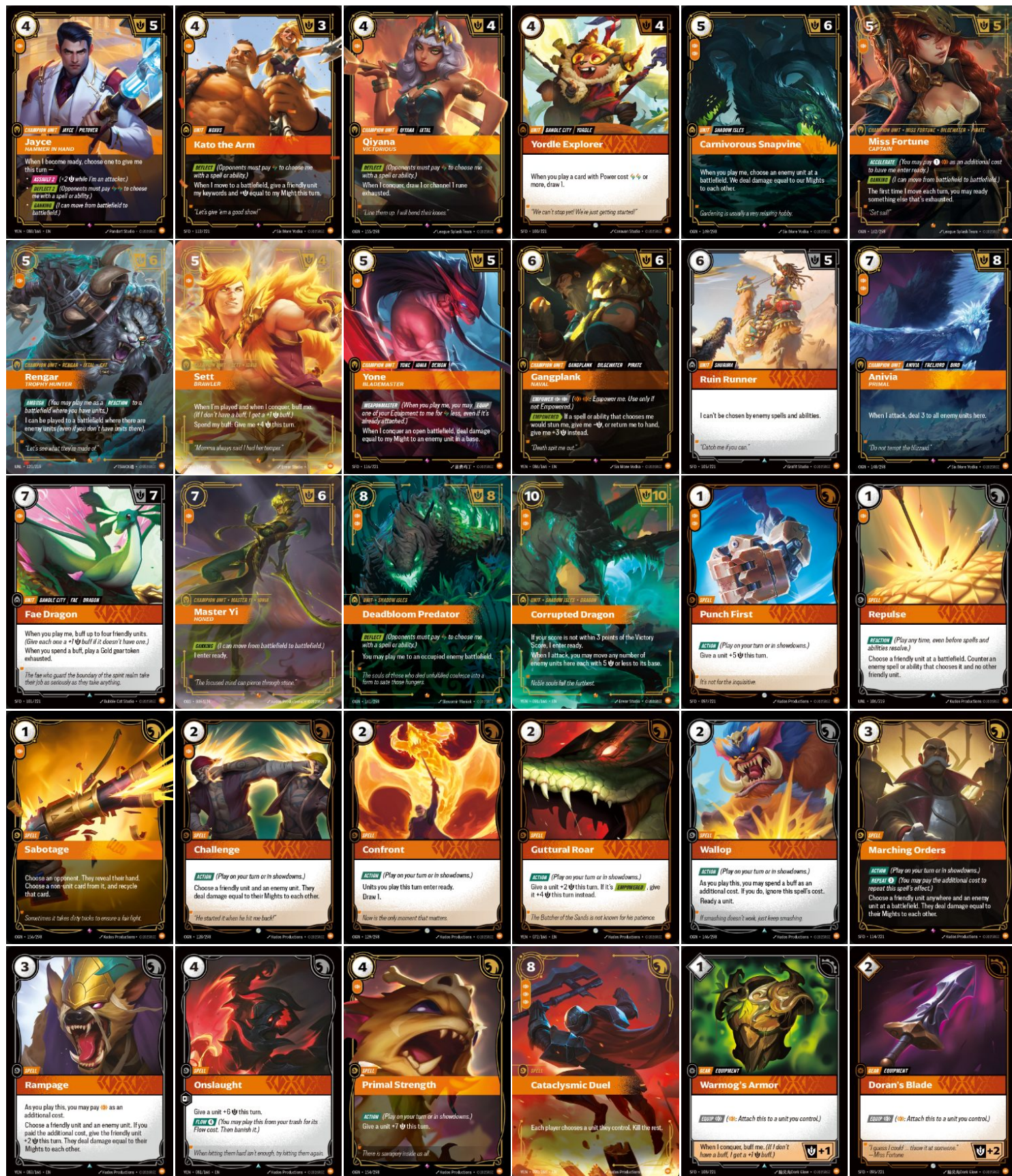
Order (cont.) - 55



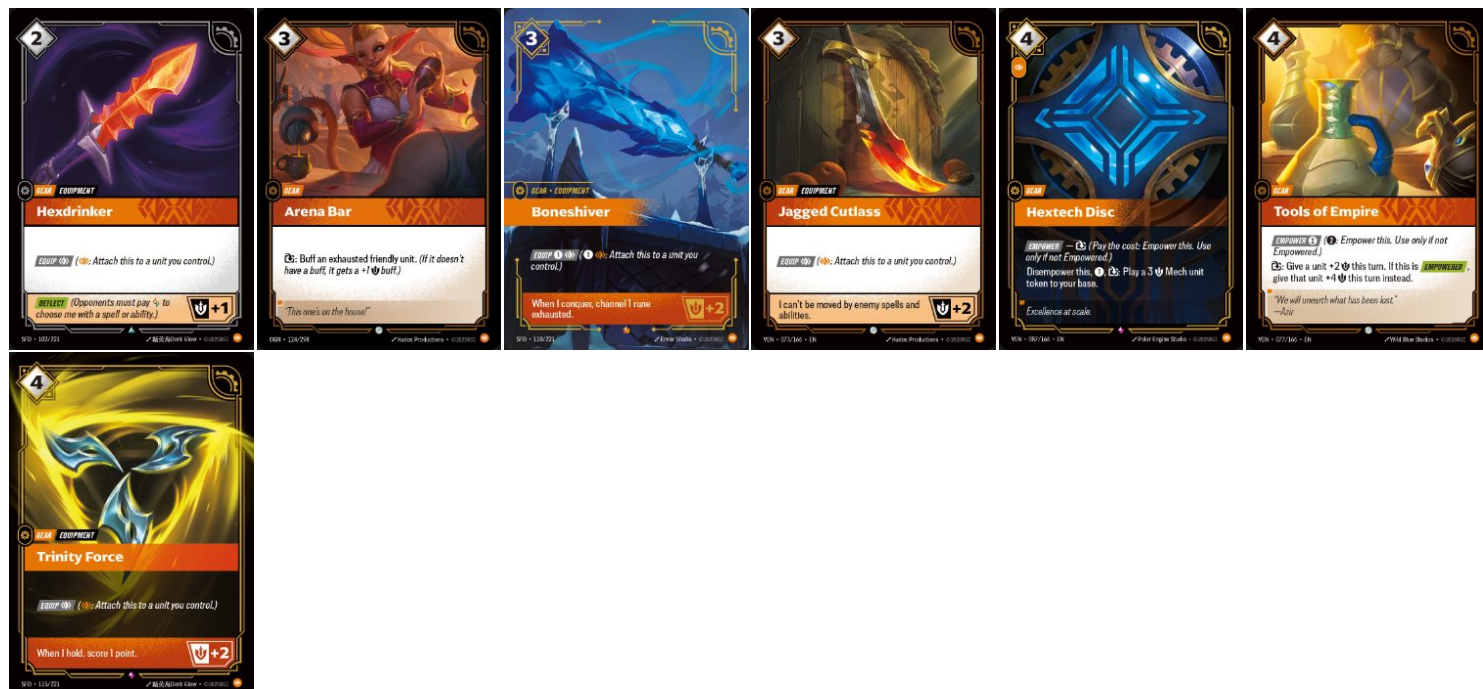
Body - 55



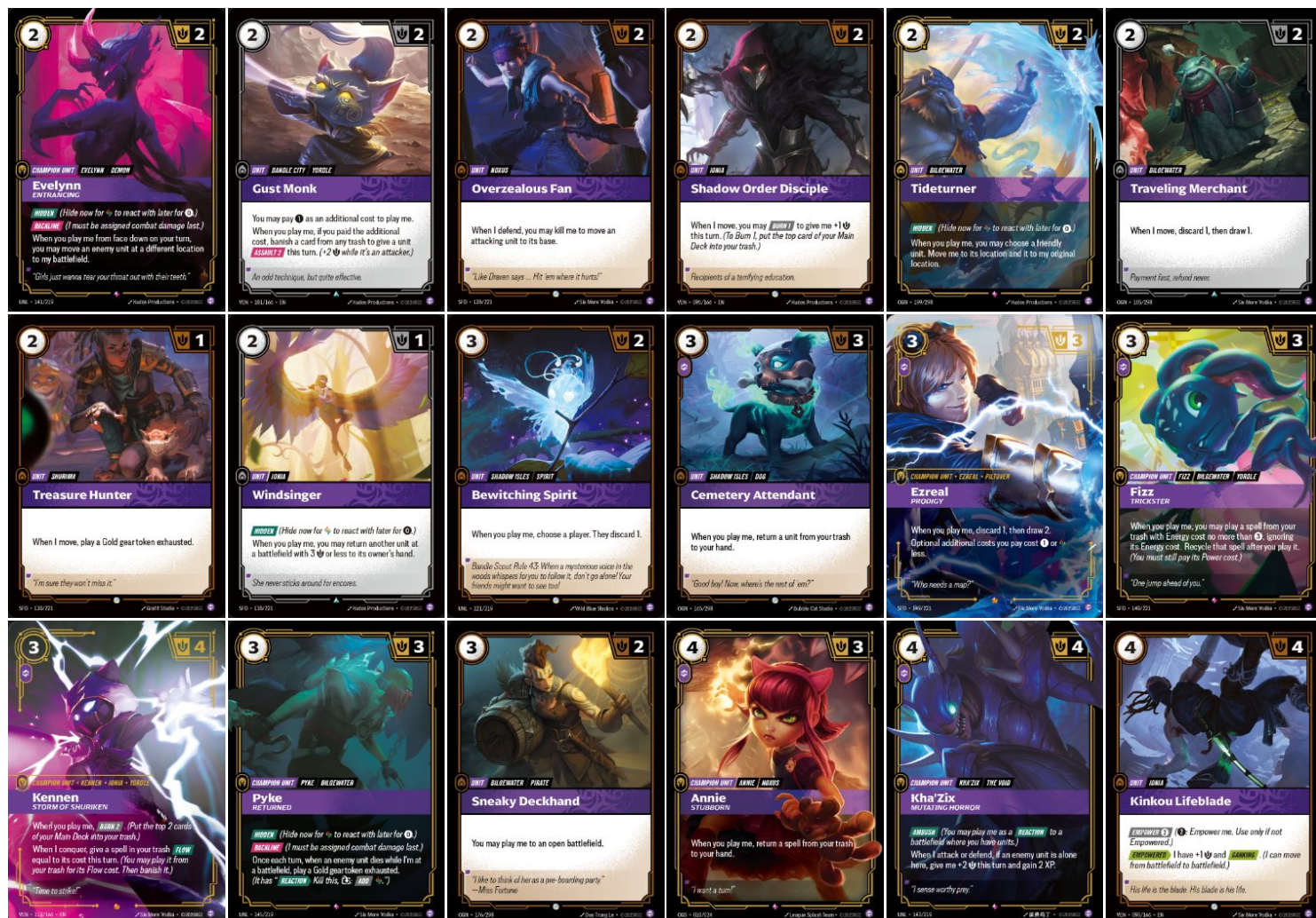
Body (cont.) - 55



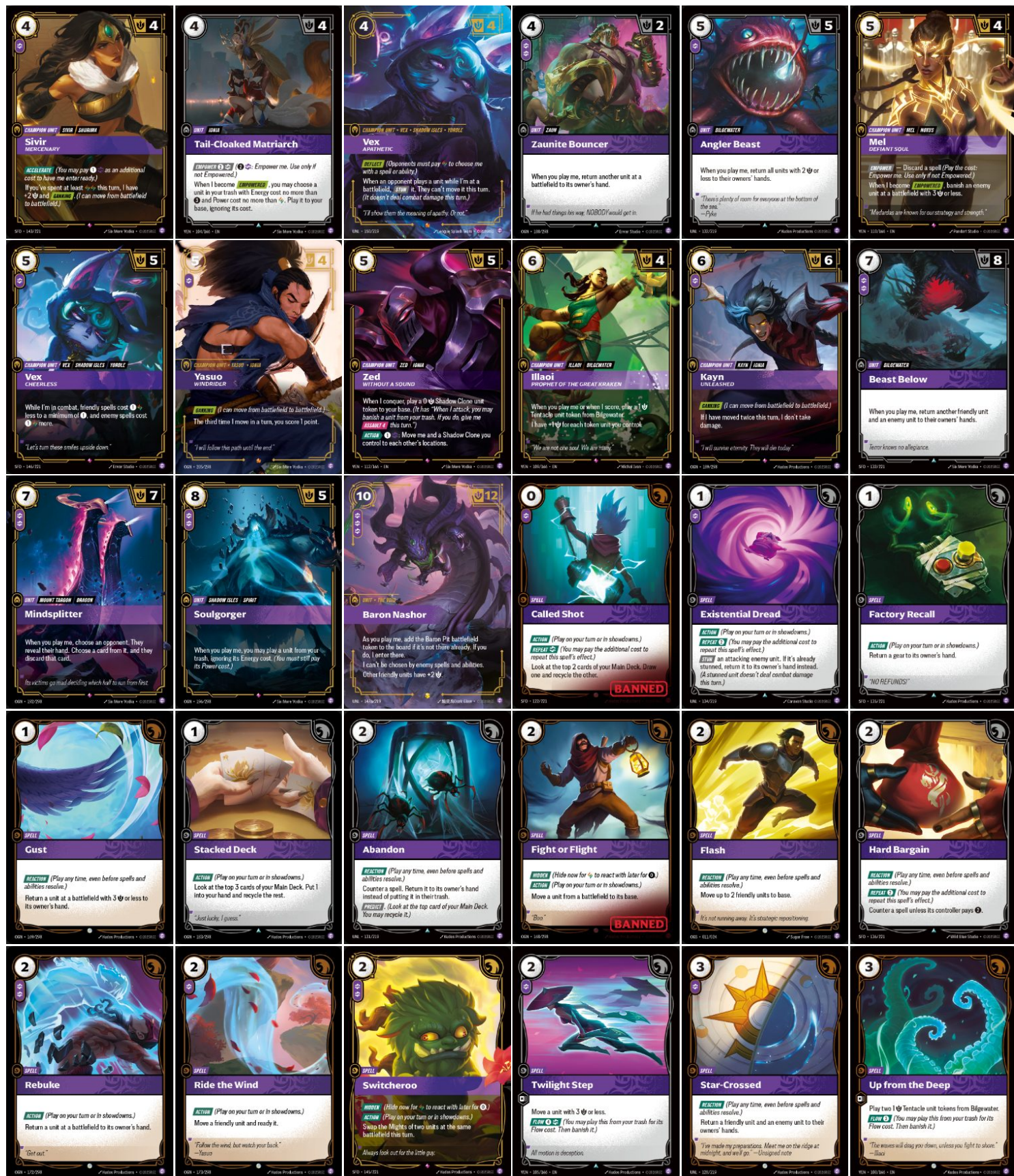
Body (cont.) - 55



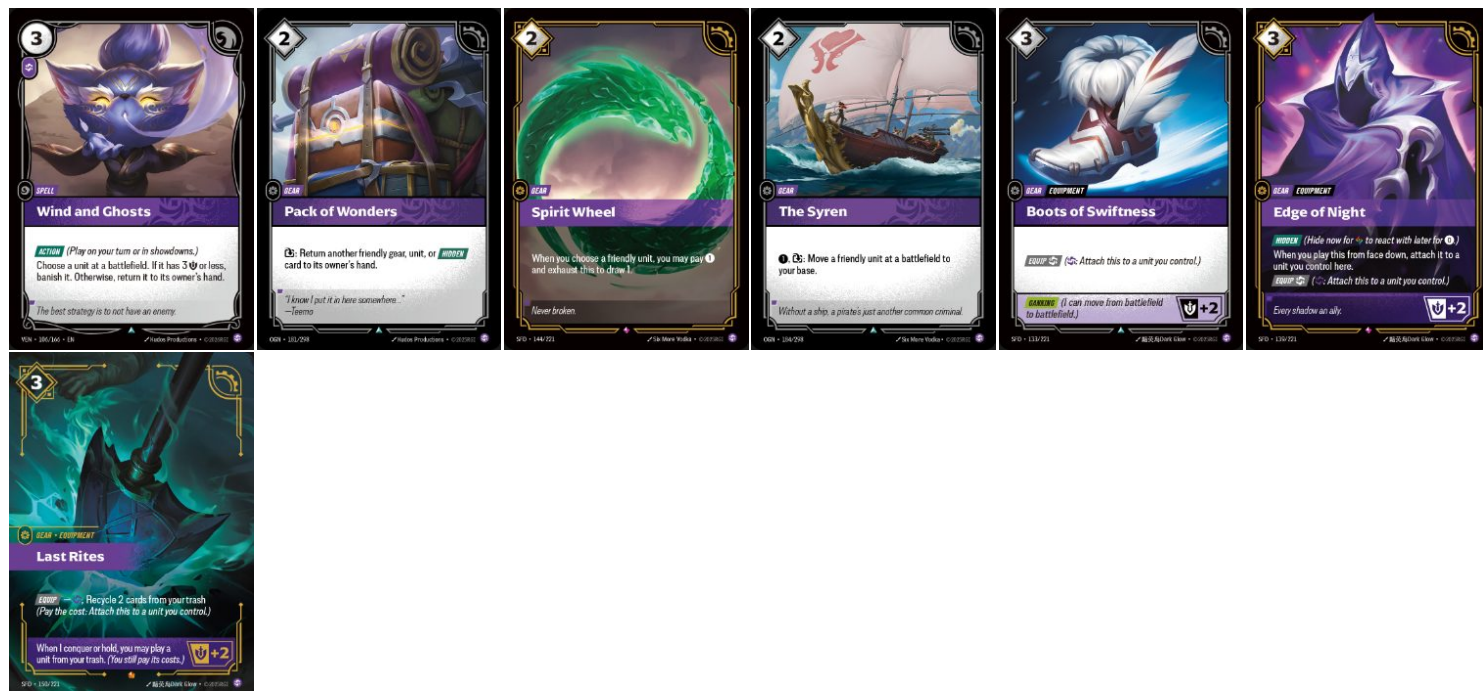
Chaos - 55



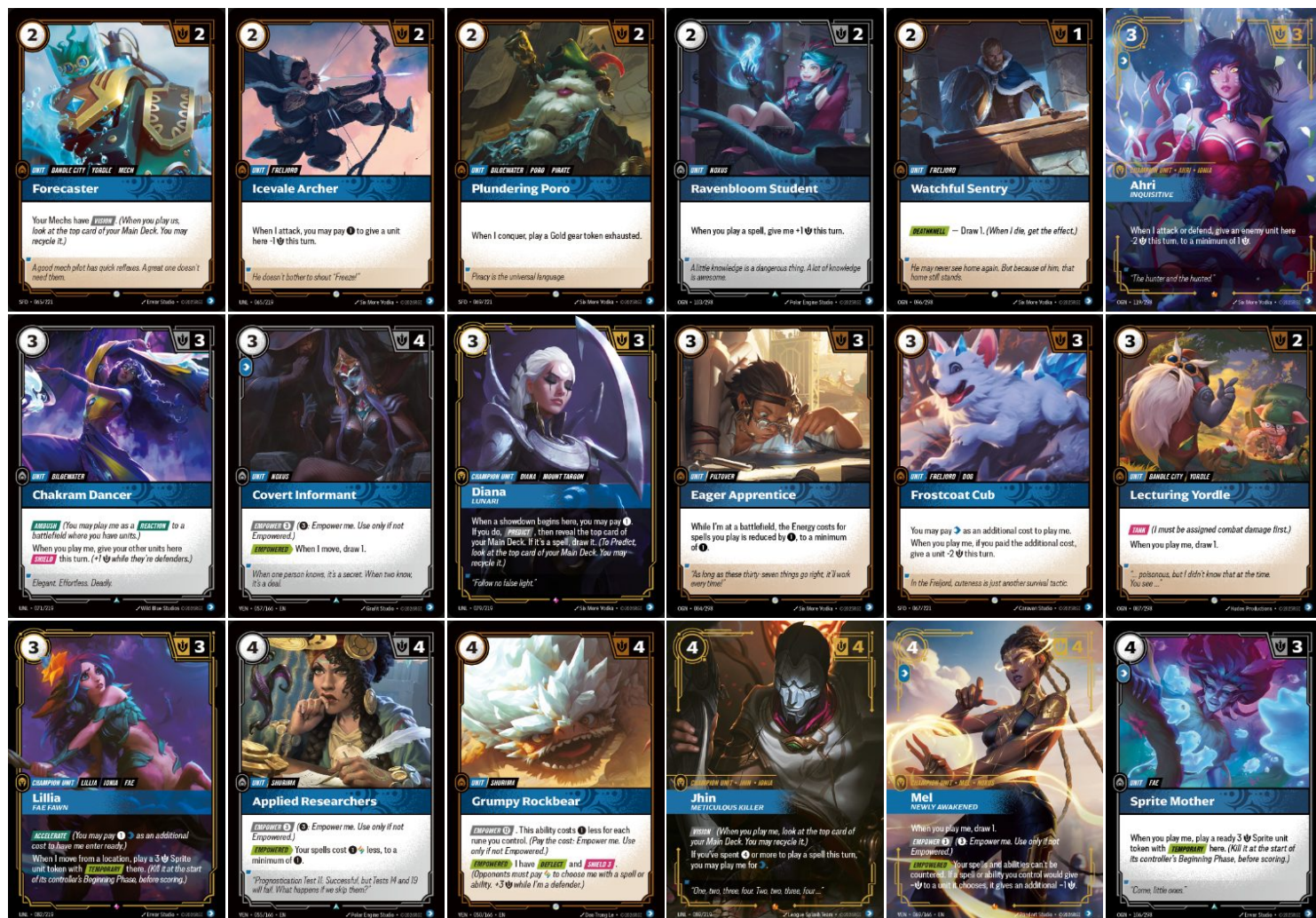
Chaos (cont.) - 55



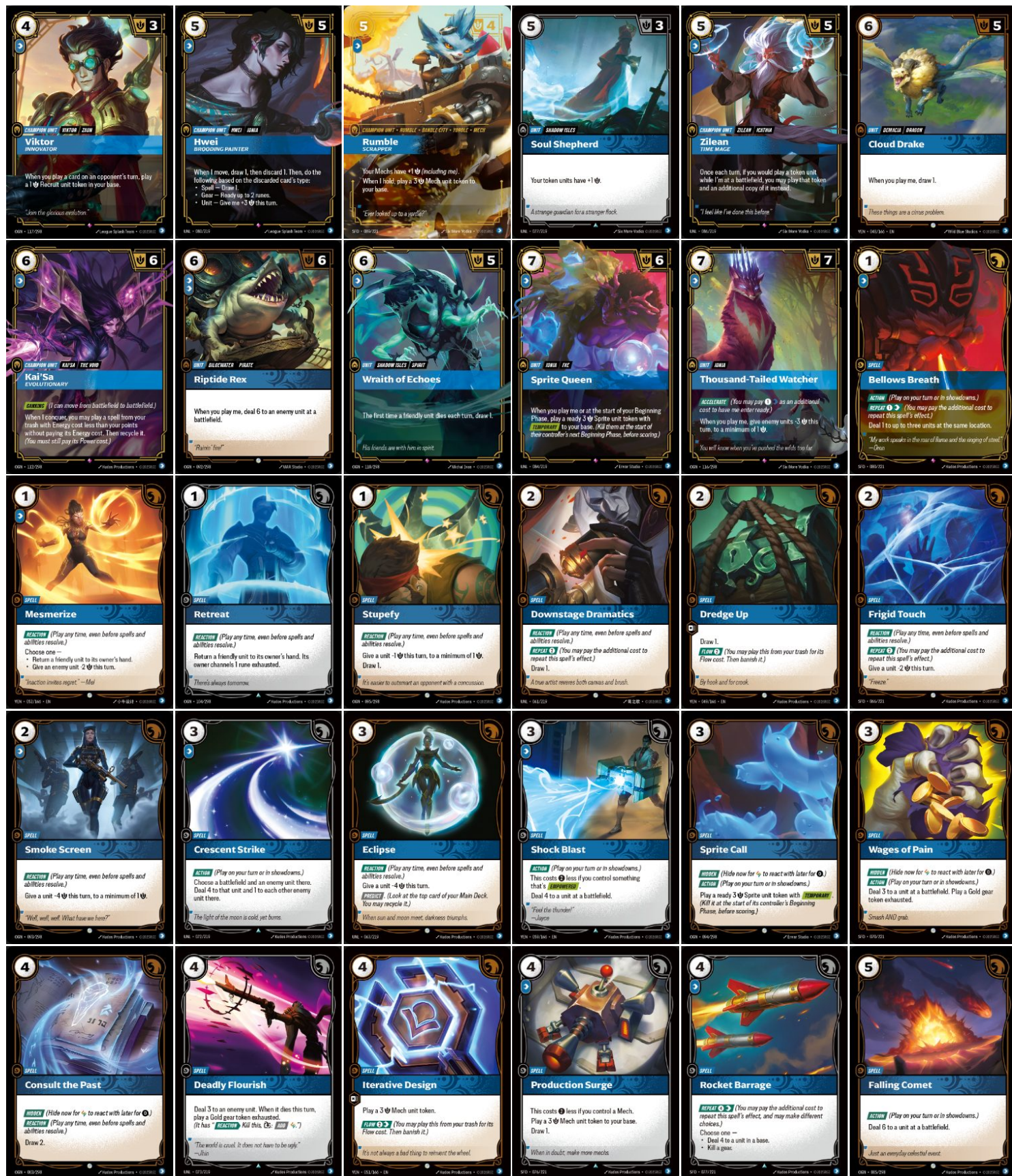
Chaos (cont.) - 55



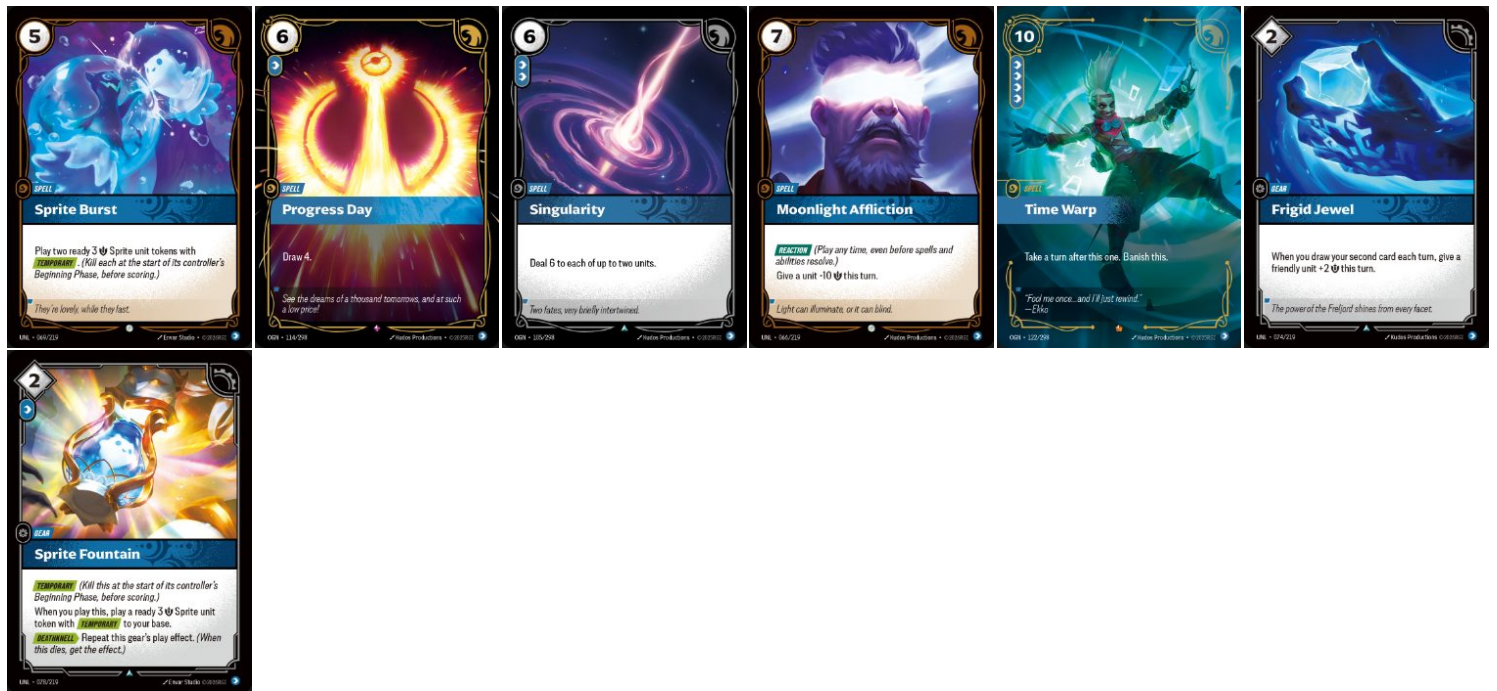
Mind - 55



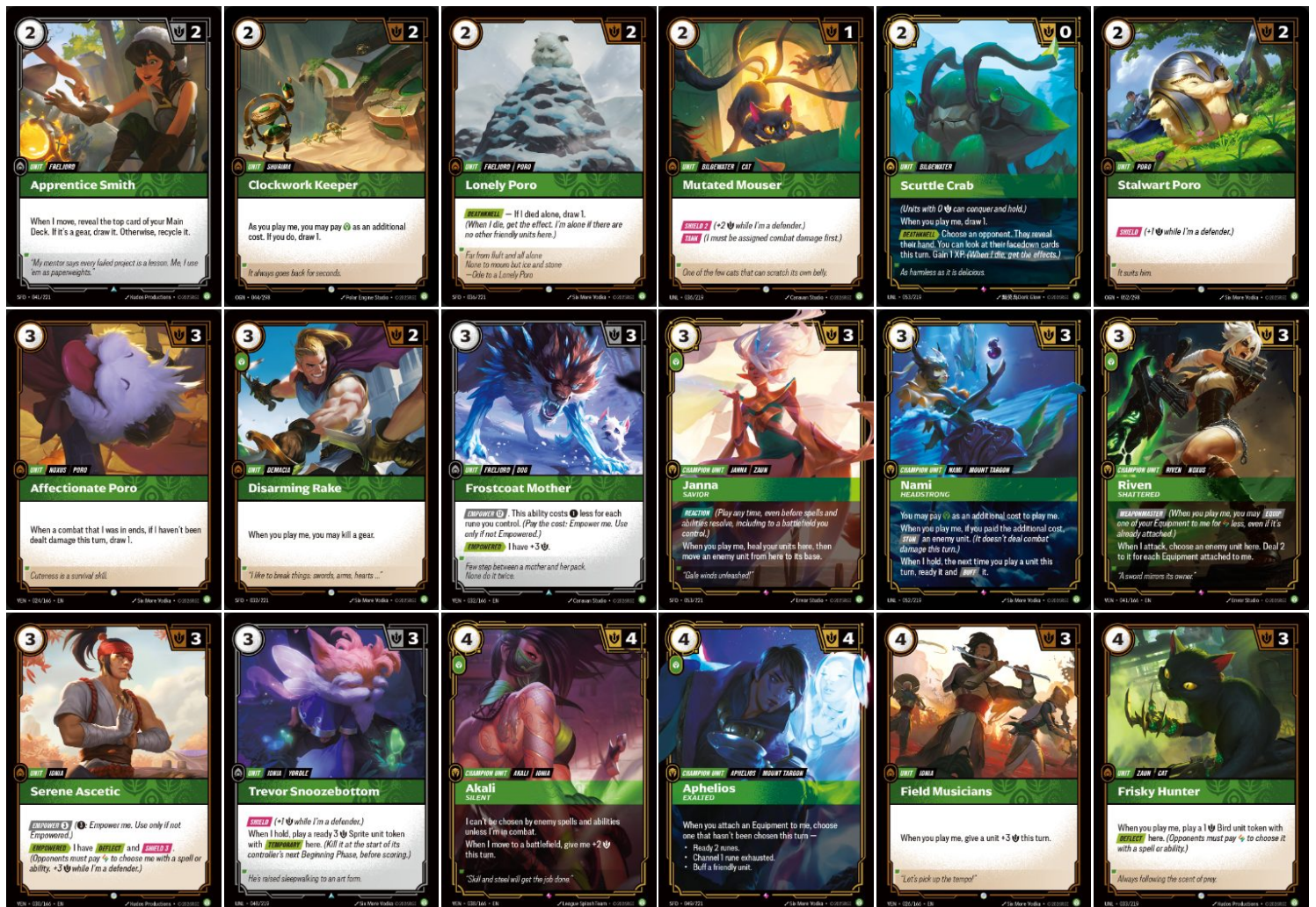
Mind (cont.) - 55



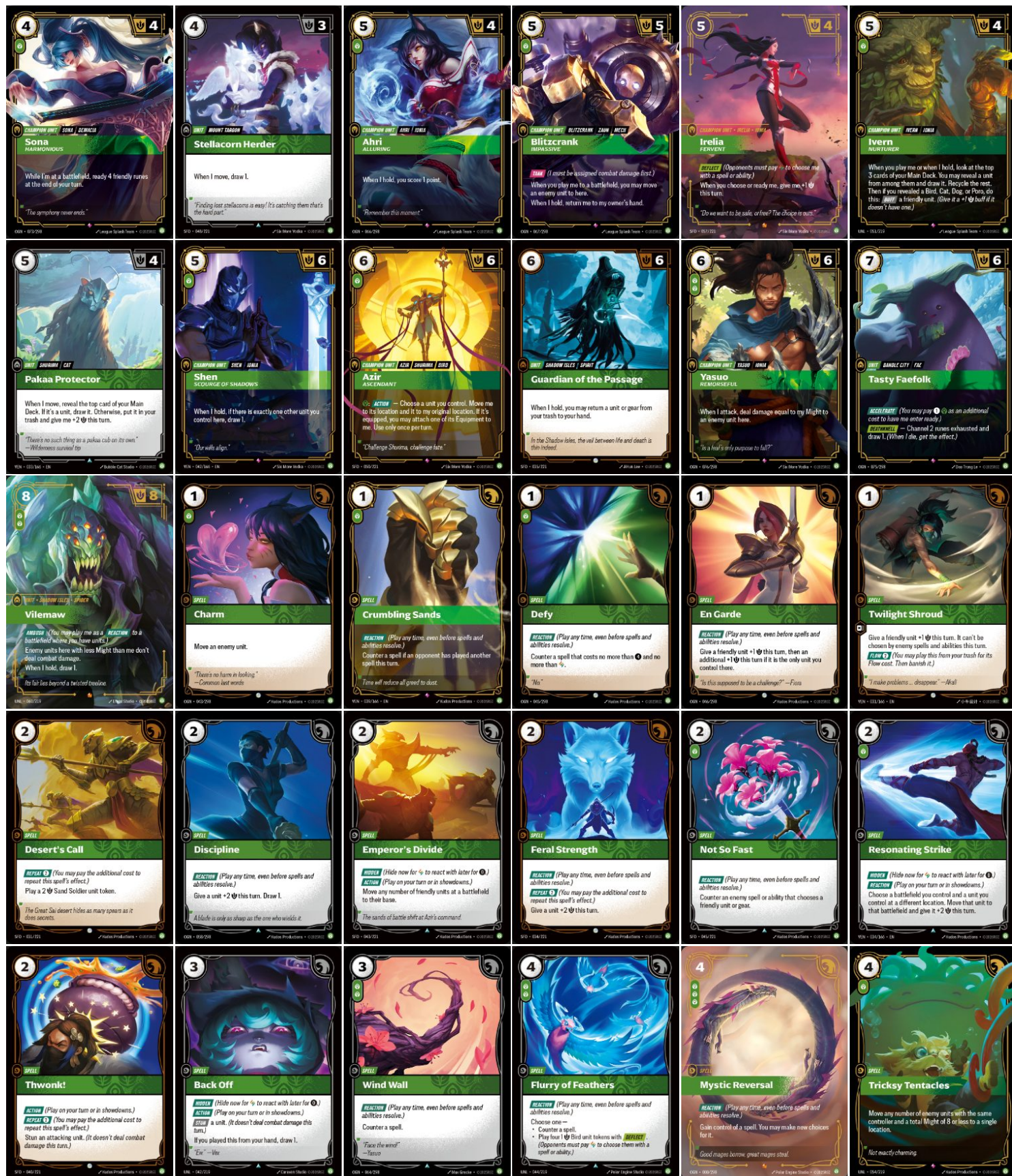
Mind (cont.) - 55



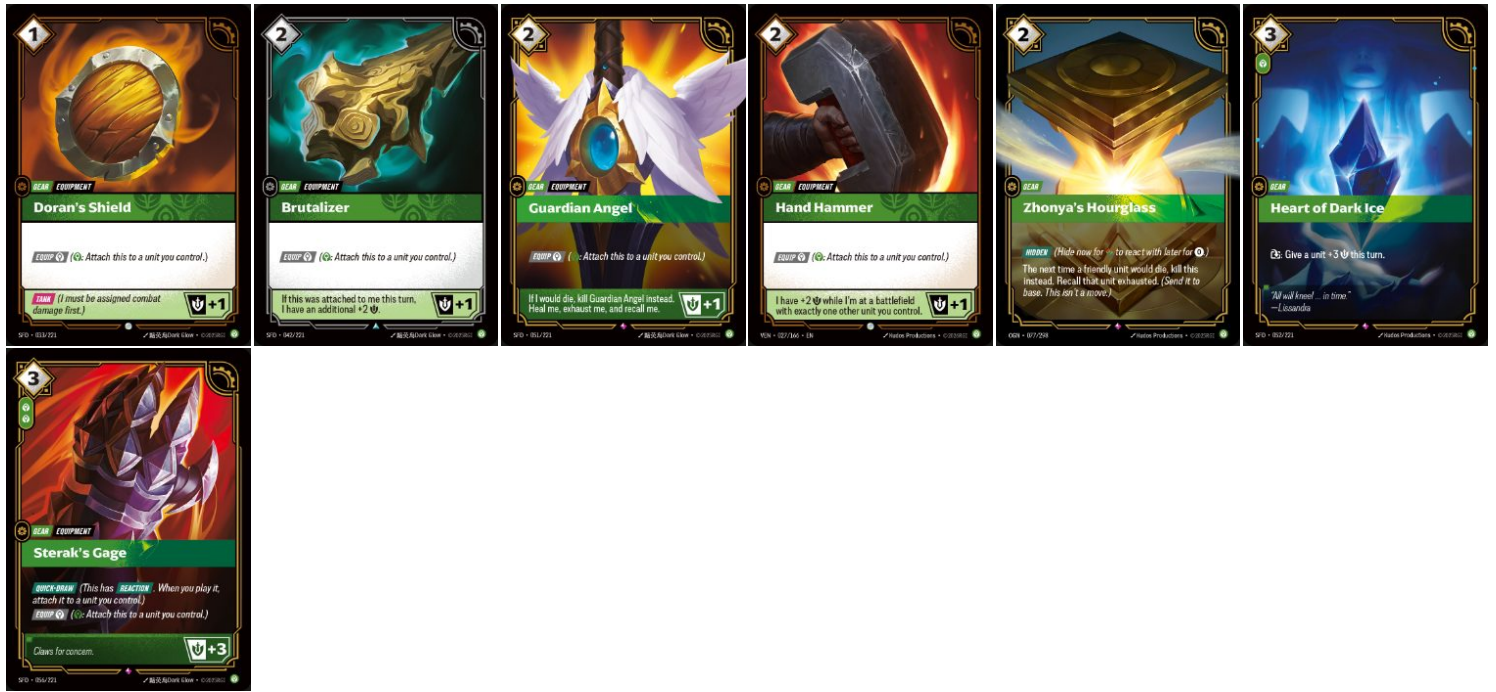
Calm - 55



Calm (cont.) - 55



Calm (cont.) - 55



Signatures - 27



Signatures (cont.) - 27

1



SIGNATURE SPELL • MEL

Rebuttal

REACTION (Play any time, even before spells and abilities resolve.)

Choose a spell with Energy cost no more than 1. You may pay 2. If you do, gain control of it and you may make new choices for it. Otherwise, counter it.

"A paradigm shift!" — Mol

WIK • 001/040 • 1/10

✓ 0/000000 • 0/000000

3



SIGNATURE SPELL • EZREAL

Arcane Shift

ACTION (Play on your turn or in showdowns.)

Banish a friendly unit, then its owner plays it, ignoring its cost. Deal 3 to an enemy unit at a battlefield. Banish this.

"Hold! I can blink and still not miss!" — Ezreal

WIK • 002/021

✓ 0/000000 • 0/000000

1



SIGNATURE SPELL • KASSADIN

Lightning Rush

Look at the top 3 cards of your Main Deck. You may choose a card from among them and draw it. Put the rest into your trash.

FLOW 0/0 (You may play this from your trash for its Flow cost. Then banish it.)

"I am the wind!" — Kassadin

WIK • 003/040 • 1/10

✓ 0/000000 • 0/000000

4



SIGNATURE SPELL • KATARINA

Curtain Call

REPEAT — 0 / 1 / 0 (You may pay each additional cost to repeat this spell's effect.)

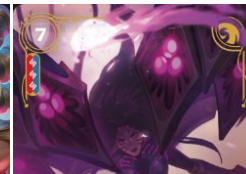
Choose one you haven't already chosen —

- Deal 1.
- Deal 2 to a unit at a battlefield.
- Deal 3 to a unit at a base.
- Give a unit at a battlefield -4 this turn.

WIK • 004/021

✓ 0/00 • 0/000000

7



SIGNATURE SPELL • IRELIA

Icathian Rain

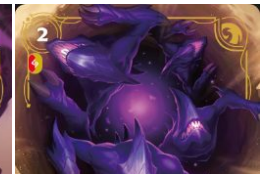
Do this 6 times:

Deal 2 to a unit. (You can choose different units.)

WIK • 005/020

✓ 0/000000 • 0/000000

2



SIGNATURE SPELL • AKALI

Void Rush

Reveal the top 2 cards of your Main Deck. You may play one of them, reducing its cost by 1. Draw any you did not play this way.

WIK • 006/021

✓ 0/000000 • 0/000000

3



SIGNATURE SPELL • LUX

Hextech Gauntlets

IMPERF 0/0 (This ability's Energy cost is reduced by the Might of the unit you choose. Play the cost. Attach this to a unit you control.)

When I conquer, if you assigned 3 or more excess damage, draw 1.

WIK • 007/021

✓ 0/000000 • 0/000000

2



SIGNATURE SPELL • SIVIR

Siphon Power

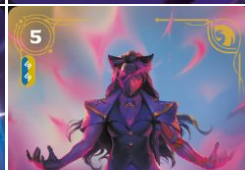
REACTION (Play any time, even before spells and abilities resolve.)

Choose a battlefield. Give friendly units there +1 this turn and enemy units there -1 this turn, to a minimum of 1.

WIK • 008/020

✓ 0/000000 • 0/000000

5



SIGNATURE SPELL • SINGED

Hostile Takeover

IMPERF (Hide now for 1 to react with later for 0.)

Take control of an enemy unit at a battlefield. Ready it. (Start a combat if other enemies are there. Otherwise, conquer.)

Loose control of that unit and recall it at end of turn. (Send it to base. This isn't a move.)

WIK • 009/021

✓ 0/000000 • 0/000000