

# Rapidly Ever-Changing Sadao

## DECK LIST



### Sanctum

- 131 Commandeer
- 133 Fangs of Gizelhart
- 134 Font of the Eye
- 135 General Xalvador
- 136 Gizelhart's Zealot
- 136 Gizelhart's Zealot
- 136 Gizelhart's Zealot
- ◇ 151 Gorm of Omm
- ◇ 155 Scrivener Favian
- ◇ 155 Scrivener Favian
- ◇ 157 The Spirit's Way
- ☆ 167 Mad Prophet Gizelhart



### Saurian

- 183 Axiom of Grisk
- 187 Consul Primus
- 187 Consul Primus
- 193 Galeatops
- ◇ 207 Hedonistic Intent
- ◇ 207 Hedonistic Intent
- ◇ 208 Humble
- ◇ 214 Terrordactyl
- ☆ 220 Good of the Many

◇ 235 Lyco-Saurus

◇ 238 Monument to Primus

◇ 240 Sacro-Saurus



### Untamed

- 366 Floomf
- 366 Floomf
- 368 Gloriana's Attendant
- 369 Keyfrog
- 374 Reclaimed by Nature
- 374 Reclaimed by Nature
- 375 Resurgence
- 376 Savage Clash
- ◇ 386 Mushroom with a View
- ◇ 392 Wild Bounty
- ☆ 403 Mercy, Malkin Queen
- ☆ 411 Word of Returning

The illustration depicts a large, ornate blue and gold armored figure, possibly a knight or a robot, standing in a futuristic, industrial setting. A smaller, purple, insect-like creature with multiple limbs is perched on the figure's shoulder, holding a small dagger. In the foreground, a red and black mechanical device with glowing orange lights is visible. The background features glowing yellow geometric shapes and a blue sky with a full moon.

# Commandeer

ACTION

**Play:** For the remainder of the turn, after you play another card, a friendly creature captures 1 🍌.

©2020 FFG



## Fangs of Gizelhart

ACTION

**Play:** Purge the most powerful creature.

*"Seeker of wisdom, I say unto you:  
never wake me before noon."*

*- from the Ravings of the Prophet Gizelhart*

©2020 FFG



# Font of the Eye

ARTIFACT



## LOCATION

**Omni:** If an enemy creature was destroyed this turn, a friendly creature captures 1 🎲.

©2020 FFG






4

**General Xalvador**

CREATURE

2

HUMAN • KNIGHT

Enhance . (These icons have already been added to cards in your deck.)

©2020 FFG

Brokken

135 ●

Rapidly Ever-Changing Sadao



4

## Gizelhart's Zealot

CREATURE

HUMAN • KNIGHT

Gizelhart's Zealot enters play ready and enraged.

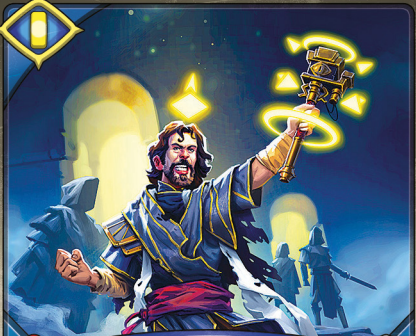
*"For pie, my brothers!"*

©2020 FFG

David Keen

136

Rapidly Ever-Changing Sadao



4

## Gizelhart's Zealot

CREATURE

HUMAN • KNIGHT

Gizelhart's Zealot enters play ready and enraged.

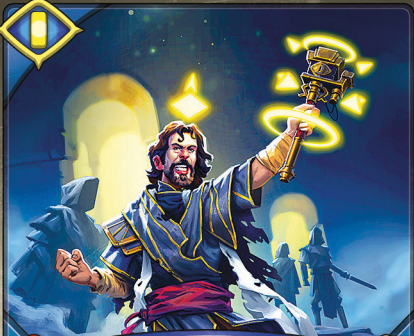
*"For pie, my brothers!"*

©2020 FFG

David Keen

136

Rapidly Ever-Changing Sadao



4

## Gizelhart's Zealot

CREATURE

HUMAN • KNIGHT

Gizelhart's Zealot enters play ready and enraged.

*"For pie, my brothers!"*

©2020 FFG

David Keen

136

Rapidly Ever-Changing Sadao

# Gorm of Omm

ARTIFACT



ITEM

**Omni:** Destroy Gorm of Omm. Destroy an artifact.

*"An object, no matter how sacred, is just a thing."*

©2020 FFG





3

## Scrivener Favian

CREATURE

MUTANT

Enhance  . (These icons have already been added to cards in your deck.)

When you resolve a  bonus icon, you may choose to steal 1  instead.

©2020 FFG

Marzena Piwowar

 155 

Rapidly Ever-Changing Sadao





3

## Scrivener Favian

CREATURE

MUTANT

Enhance  . (These icons have already been added to cards in your deck.)

When you resolve a  bonus icon, you may choose to steal 1  instead.

©2020 FFG

Marzena Piwowar

155 ♦

Rapidly Ever-Changing Sadao



## The Spirit's Way

ACTION

**Play:** Destroy each creature with power 3 or higher.

*"The spirit is eternal. The flesh is weak. Let go the flesh, for your earthly strength is the greatest prison." –The Last Book*

©2020 FFG




**4**

# Mad Prophet Gizelhart

**3**

CREATURE

LEADER • PRIEST


While Mad Prophet Gizelhart is in the center of your battleline, it gains, "**Action:** Fully heal each non-Mutant creature. Gain 1  for each creature healed this way."

©2020 FFG



## Axiom of Grisk

ACTION

**Play:** Ward a creature. Destroy each creature with no  on it. Gain 2 chains.

©2020 FFG





3

## Consul Primus

CREATURE

DINOSAUR • POLITICIAN

Enhance . (These icons have already been added to cards in your deck.)

**Reap:** Move 1  from a creature to another creature.

©2020 FFG



3

## Consul Primus

CREATURE

DINOSAUR • POLITICIAN

Enhance . (These icons have already been added to cards in your deck.)

**Reap:** Move 1 from a creature to another creature.

©2020 FFG

Dany Orizio

187

Rapidly Ever-Changing Sadao




12

## Galeatops

CREATURE

BEAST

Galeatops only deals 4  when fighting.

©2020 FFG

Ronnie Price II

193

Rapidly Ever-Changing Sadao



## Hedonistic Intent

ACTION

**Play:** Exalt each flank creature.

*"My friends, eat, drink, and be merry. For tomorrow we shall eat, drink, and be merry again."*

©2020 FFG

Dong Cheng

207 ♦

Rapidly Ever-Changing Sadao



## Hedonistic Intent

ACTION

**Play:** Exalt each flank creature.

*"My friends, eat, drink, and be merry. For tomorrow we shall eat, drink, and be merry again."*

©2020 FFG

Dong Cheng

207 ♦


Rapidly Ever-Changing Sadao





## Humble

ACTION

**Play:** Exhaust a creature. If you do, move 3  from that creature to the common supply.

*"Darn you! Darn you all to Dis!"*

©2020 FFG

 Tomek Larek

 208 

Rapidly Ever-Changing Sadao






12

## Terrordactyl

CREATURE

BEAST

Terrordactyl enters play stunned.

Terrordactyl only deals 4  when fighting.

**Before Fight:** Deal 4  to each neighbor of the creature Terrordactyl fights.

©2020 FFG

Gabriel Rubio

214 ♦

Rapidly Ever-Changing Sadao



## Good of the Many

ACTION

**Play:** Destroy each creature that does not share a trait with another creature in its controller's battleline.

©2020 FFG




5

## Lyco-Saurus

CREATURE

MUTANT • DINOSAUR

Skirmish. (When you use this creature to fight, it is dealt no damage in return.)

**Play:** You may exalt Lyco-Saurus. If you do, deal 3  to a creature.

©2020 FFG





# Monument to Primus

ARTIFACT



## LOCATION

**Action:** Move 1  from a friendly creature to another friendly creature. If Consul Primus is in your discard pile, move 1  from a creature to another creature instead.

©2020 FFG


**6**

## Sacro-Saurus

CREATURE

**2**

MUTANT • DINOSAUR

**Play:** You may exalt Sacro-Saurus. If you do, deal 3  to a creature.

©2020 FFG



3

Floomf

CREATURE

BEAST • CAT

Skirmish. (When you use this creature to fight, it is dealt no damage in return.)

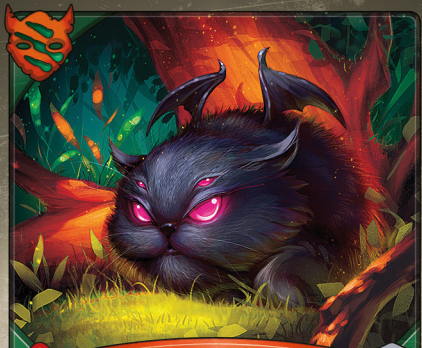
**Fight:** Give a Beast creature two +1 power counters.

©2020 FFG

Natalie Russo

366

Rapidly Ever-Changing Sadao



3

## Floomf

CREATURE

BEAST • CAT

Skirmish. (When you use this creature to fight, it is dealt no damage in return.)

**Fight:** Give a Beast creature two +1 power counters.

©2020 FFG







1

## Gloriana's Attendant

CREATURE

MUTANT

Enhance  . (These icons have already been added to cards in your deck.)

*"The dark æmber will set my faerie brethren free."*  
- Dark Queen Gloriana

©2020 FFG

Allon Kremer

 368 ●

Rapidly Ever-Changing Sadao





2

## Keyfrog

CREATURE

BEAST

**Destroyed:** Forge a key at current cost.

©2020 FFG

Marko Fiedler

369 ●

Rapidly Ever-Changing Sadao



## Reclaimed by Nature

ACTION

**Play:** Purge an artifact. Resolve its bonus icons as if you had played it.

©2020 FFG

Michele Giorgi

374 ●

Rapidly Ever-Changing Sadao



## Reclaimed by Nature

ACTION

**Play:** Purge an artifact. Resolve its bonus icons as if you had played it.

©2020 FFG

Michele Giorgi


374 ●

Rapidly Ever-Changing Sadao



## Resurgence

ACTION

Enhance . (These icons have already been added to cards in your deck.)

**Play:** Return a creature from your discard pile to your hand. If that creature is a Mutant, return another creature from your discard pile to your hand.

©2020 FFG

Tomek Larek

 375 ●

Rapidly Ever-Changing Sadao



## Savage Clash

ACTION

**Play:** Destroy each creature except the most powerful enemy creature and the least powerful friendly creature.

©2020 FFG

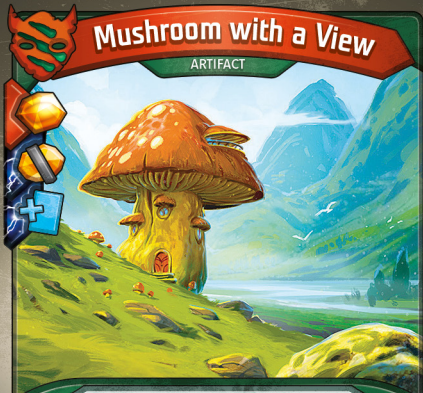
Natalie Russo

376 ●

Rapidly Ever-Changing Sadao

# Mushroom with a View

ARTIFACT



## LOCATION

**Omni:** Heal 1 damage from each friendly creature.

*"Don't lick the roof unless you're planning to stay a while." - Dodger*

©2020 FFG

Andrew Bosley



386 ♦

Rapidly Ever-Changing Sadao



## Wild Bounty

ACTION

Enhance  .

**Play:** The next time you play a card this turn, resolve each of its bonus icons an additional time.

©2020 FFG

Tomek Larek

392 ♦

Rapidly Ever-Changing Sadao





3

## Mercy, Malkin Queen

CREATURE

HUMAN • WITCH

Skirmish.

After a friendly Cat creature enters play, ward it.

**Fight:** Ready a friendly Beast creature.




©2020 FFG





## Word of Returning

ACTION

**Play:** Deal 1  to each enemy creature for each  on it. Move each  from those creatures to your pool.

©2020 FFG



Maria Poliakova

 411 ★

Rapidly Ever-Changing Sadao

**Permission to print support items for individual use only. Not for commercial use, not for retail sale.**

---

TM/® & © 2021 Fantasy Flight Games.

