


**CLEVER TACTICS**



**ONE-SHOT**

DESTROY A GLYPH. IF YOU DO, DESTROY AN ONGOING OR ENVIRONMENT CARD.

LUZ DEALS ONE TARGET 1 FIRE DAMAGE.

DISCARD A CARD, DRAW A CARD.

"LO SIENTO, MAMA."


- LUZ, SEASON 1, EPISODE 19

Disney  
**THE OWL HOUSE**



**LUZ**

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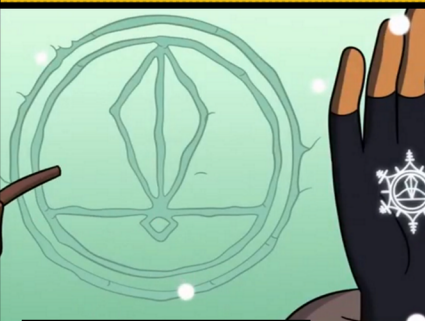
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Disney  
**THE OWL HOUSE**



**LUZ**

**ICE PILLAR GLYPH**



**ONGOING, GLYPH**


WHEN A HERO TARGET DEALS DAMAGE YOU MAY DISCARD A CARD. IF YOU DO, DESTROY THIS CARD AND AN ONGOING OR ENVIRONMENT CARD.

AT THE START OF YOUR TURN, CHOOSE A TARGET, REDUCE THE NEXT DAMAGE DEALT TO THAT TARGET BY 1.

"THIS IS WHAT WILD MAGIC IS ALL ABOUT, MAKING A CONNECTION WITH NATURE."


- EDA, SEASON 1, EPISODE 12

Disney  
**THE OWL HOUSE**



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Disney  
**THE OWL HOUSE**



**LUZ**

SotM – Hero Deck: Luz Noceda (Owl House by Arki the 7<sup>th</sup>)



**KING** 4



**DEMON, LIMITED**

NON-HERO TARGETS CAN'T REGAIN HP.

POWER: KING DEALS ONE TARGET 2 MELEE DAMAGE.

"AYE QUE LINDO! EDA, HE'S SO CUTE. WHO'S A WIDDLE GUY? WHO'S A WIDDLE GUY? IS IT YOU? IS IT YOU?"  
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Disney  
**THE OWL HOUSE**



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Disney  
**THE OWL HOUSE**



**Luz**

**THE GOOD WITCH AZURA, VOLUME 5**



**EQUIPMENT, LIMITED**

POWER: DRAW A CARD.

YOU MAY DISCARD UP TO THREE CARDS. FOR EACH CARD DISCARDED THIS WAY, ONE PLAYER MAY DRAW A CARD.

"WOULD YOU WANNA BORROW THIS? I NOTICED YOU ONLY HAD UP TO FOUR."  
- LUZ, SEASON 1, EPISODE 7

Disney  
**THE OWL HOUSE**



**Luz**

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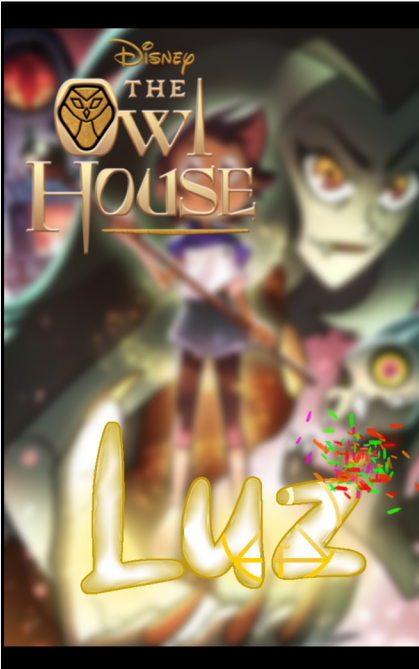
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Disney  
**THE OWL HOUSE**



**Luz**



### WITCH'S WOOL CLOAK



#### EQUIPMENT, LIMITED

YOU MAY DESTROY THIS CARD AT THE START OF A TURN.

WHEN THIS CARD IS DESTROYED, UNTIL THE END OF THE TURN, YOUR CARDS ARE INDESTRUCTIBLE.

"HEY! THAT 'S'GHETTI' IS WITCH'S WOOL. IT REPELS POWERFUL SPELLS. EVERY WITCH WORTH THEIR SALT HAS A CLOAK MADE FROM THIS STUFF!"  
- FDA, SEASON 1, EPISODE 18



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### ASPIRANT ADVENTURER



#### ONGOING, LIMITED

POWER: DRAW A CARD.

LUZ DEALS ONE TARGET 2 MELEE DAMAGE.

YOU MAY DISCARD A CARD TO INCREASE THAT DAMAGE BY 1.

"YOUR WIZARD CLIENT TOLD LUZ...  
-LAUGHS- SHE WAS A -LAUGHS- WAS A CHOSEN ONE!"  
- KING, SEASON 1, EPISODE 2



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**BANK OF DISCOVERY**



**ONGOING, LIMITED**

THE FIRST TIME LUZ WOULD REGAIN HP EACH TURN, YOU MAY DRAW THAT MANY CARDS INSTEAD.  
**POWER:** RETURN A GLYPH FROM YOUR TRASH TO YOUR HAND. YOU MAY DISCARD A CARD TO RETURN THAT GLYPH TO PLAY INSTEAD.

"I JUST DID MAGIC!  
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- LUZ, SEASON 1, EPISODE 4



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**DETERMINATION**

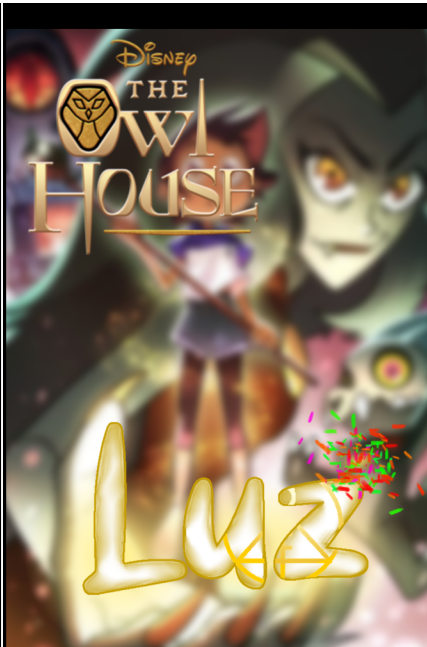


**ONGOING, LIMITED**

AFTER A GLYPH IS DESTROYED, LUZ DEALS ONE TARGET 1 FIRE DAMAGE.

"I DON'T CARE WHAT BELOS IS UP TO, BECAUSE TODAY I'M SAVING EDA!"  
- LUZ, SEASON 1, EPISODE 19

Disney  
**THE OWL HOUSE**



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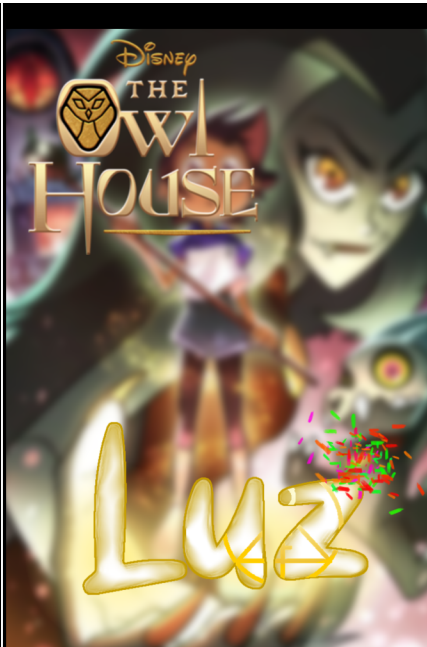


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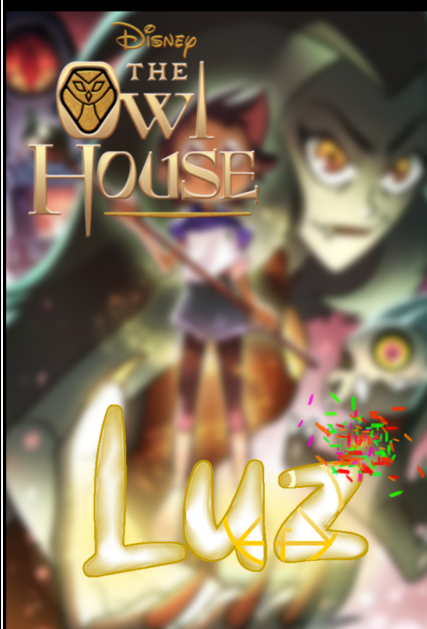


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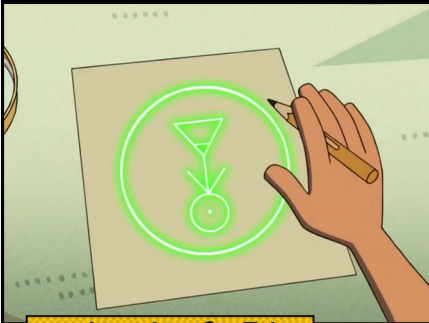
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Disney  
**THE OWL HOUSE**



**FLOURISHING GLYPH**



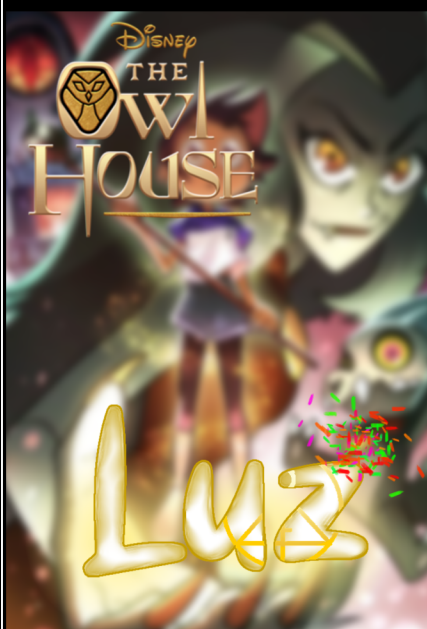
**ONGOING, GLYPH**

WHEN A HERO TARGET DEALS DAMAGE, YOU MAY DISCARD A CARD. IF YOU DO, DESTROY THIS CARD AND THAT HERO TARGET REGAINS 3 HP.

AT THE START OF YOUR TURN, ONE HERO TARGET REGAINS 1 HP.

"CHECK IT OUT, KING! MY GLYPH SKILLS ARE BLOSSOMING!"  
- LUZ, SEASON 1, EPISODE 16

Disney  
**THE OWL HOUSE**





### FLOWERING GLYPH



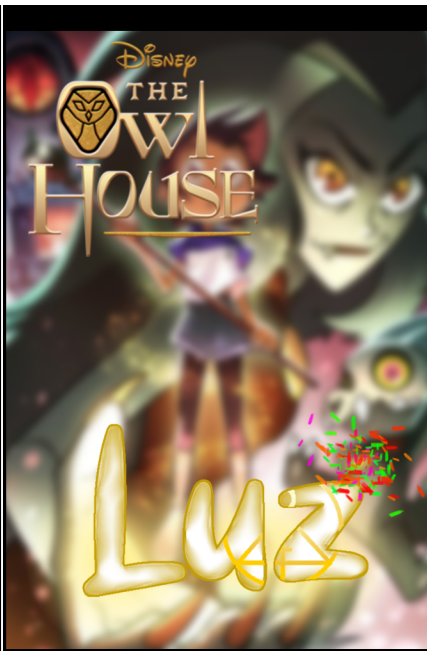
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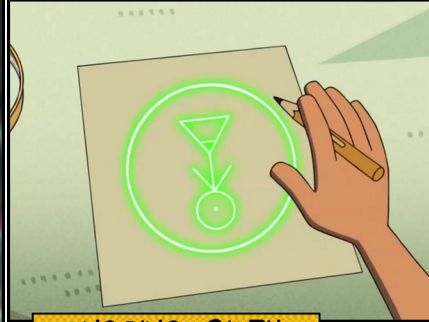
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### GLYPH BLAST



#### ONE-SHOT

LUZ DEALS ONE TARGET X RADIANT DAMAGE, WHERE X EQUALS THE NUMBER OF GLYPHS YOU CONTROL PLUS 2.

DISCARD 2 CARDS, DRAW 2 CARDS.

SHUFFLE YOUR TRASH INTO YOUR DECK.

"TALK TO THE GLYPH, WITCH!"

- LUZ, SEASON 1, EPISODE 19



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## GLYPH SELECTION



### ONE-SHOT

CHOOSE ONE:

⇒ SEARCH YOUR DECK FOR A GLYPH AND PUT IT INTO PLAY. SHUFFLE YOUR DECK.

⇒ DRAW UP TO 2 CARDS.

⇒ PLAY UP TO 3 GLYPHS.

"HERE'S WHAT I HAVE TO OFFER."

- LUZ, SEASON 1, EPISODE 17



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**IGNITION GLYPH**



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"WOAH. FIRE MAGIC!"

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Disney  
**THE OWL HOUSE**

LUZ

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**THE OWL HOUSE**

LUZ

**INNATE EMPATHY**



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"I'M NOT A WITCH. BUT I'M TRAINING HARD TO BE ONE."

- SEASON 1, EPISODE 5

Disney  
**THE OWL HOUSE**

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Disney  
**THE  
OWL  
HOUSE**

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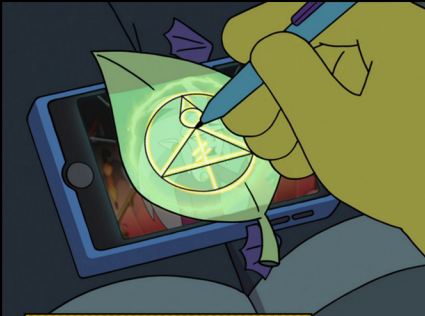
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Disney  
**THE  
OWL  
HOUSE**

**LUZ**

**LIGHT GLYPH**



**ONGOING, GLYPH**

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AT THE START OF YOUR TURN, ONE PLAYER MAY DRAW A CARD.

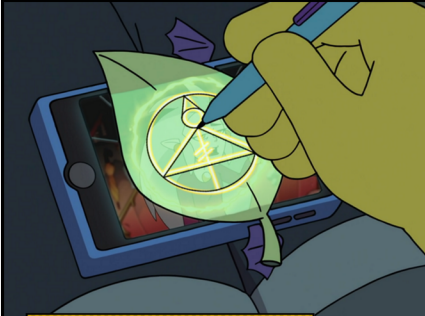
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**WORDS OF ENCOURAGEMENT**



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AFTER A GLYPH IS DESTROYED, INCREASE DAMAGE DEALT BY HERO TARGETS BY 1 UNTIL END OF TURN.

**POWER:** DESTROY A GLYPH. IF YOU DO, ONE HERO TARGET REGAINS 2 HP AND DEALS ANOTHER TARGET 2 MELEE DAMAGE.

"DON'T LISTEN TO THEM, WILLOW WE CAN DO THIS."

- LUZ, SEASON 1, EPISODE 3



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# Luz



**CONTAGIOUS COURAGE**

POWER: LUZ AND ONE OTHER HERO TARGET REGAIN 1 HP EACH.



- ⇒ ONE HERO TARGET REGAINS 1 HP.
- ⇒ ONE HERO MAY USE A POWER.
- ⇒ DESTROY AN ONGOING CARD.

