

Boss cards

**6** **Burning Belt**

**+4** **Artifact** **+4**

Assassin 3 (+3 ✕ against players)

One way to get that fire in your belly is to wear a burning belt.

**5** **Flame Thrower**

**+3** **Artifact** **+4**

Reaper 3 (When I attack, 3 damage to adjacent enemies.)

You'd be surprised how many problems can be solved with a canister of liquid flame.

**5** **Hot Hands**

**Spell**

Destroy random enemy.

She was disappointed to learn how flammable the world around her truly was.

**5** **Piece Maker**

**+4** **Artifact** **+0**

Skirmish 2 (+2 ✕ against Creatures and Warlords)

**5** **Silent Servant**

**2** **Creature - Undead** **4**

Swarm 1 (+1 ✕ for each adjacent Ally), Regen 2 (Heal 2 at the end of each turn.)

**6** **Small Gray Cat**

**3** **Creature - Cat** **3**

Shield (I'm invulnerable during the turn I'm summoned.), Swarm 3 (+3 ✕ for each adjacent Ally)

Don't make eye contact or you'll be petting it for hours.

**7** **Steam Claw Slash**

**Spell**

All allies get Breakthrough 3 (3 damage to opponent when attacking)

Don't antagonize the man with steam-powered claws.

**6** **Swarming Cat**

**1** **Creature - Cat** **5**

Berserk (+1 ✕ for each 1 damage I take.), Swarm 3 (+3 ✕ for each adjacent Ally)

Yes, yes, yes! More cats means more happiness! - King Zan

**5** **Yeti Swipe**

**Spell**

Two random enemies can't attack this turn.

It's hard to dodge the thing's arms when there are just so many of them!

**9** **3**

**Ancestor's Armor**



**+2** **Artifact** **+8**

**Armor 1** (Block 1 damage from attacks.)

*The mark of master craftsmanship: the armor grows stronger with age.*

**5** **2**

**Badger Totem**



**+1** **Artifact** **+3**

**Warriors' Oath** (All other Warrior allies get +1 X)

*Badger totem don't care!*

**5** **3**

**Barkskin Warchant**



**Spell**

All allies get **Armor 2** (block 2 damage) this turn.

*Here's a trick I learned from a tree I once knew. - Jentsu, The Warmaster*

**1** **4**

**Barksphere Bombs**



**+2** **Artifact** **+0**

**Reaper 1** (When I attack, 1 damage to adjacent enemies.)

*Foxlings do not give up their forests lightly.*

**7** **2**

**Barksphere Slingers**



**3** **Creature - Warrior** **6**

**Charge** (When I'm summoned, move to front.)

*What's better than bombs? Bombs on slings!*

**1** **2**

**Bear Form**



**Spell**

Front ally gets +2 X, **Armor 3** (block 3 damage) this turn.

*Foxlings know every animal of their forests, and sometimes must borrow those allies' strength.*

**8** **3**

**Boarkin Charger**



**3** **Creature - Warrior** **7**

**Fury** (I attack twice each turn.)

*After six minutes of sprinting, Zorbak learned to start charging a bit closer to the enemy.*

**7** **3**

**Boarkin Forager**




**3** **Creature - Warrior** **5**

**Heal 2** (Heal 2 on most damaged ally each turn.)

*Boarkin first rule of foraging: ask food if it's edible. If it says nothing, eat it.*

**4** **3**

**Bogfly Fairy**



**4** **Creature - Fairy** **1**

**Assassin 2** (+2 X against players)

*First one to call me cute gets stabbed in the eye!*

**3**

**Camouflage Cloak**



**+0** **Artifact** **+0**

Armor 1 (Block 1 damage from attacks.)

To Foxlings, camouflage means more than just affixing leaves and sticks to your clothes.

**3**

**Deeproot Enchantment**



**Spell**

Random enemy can't attack this turn.

Unwelcome visitors to the forest sometimes end up taking root there.

**7**

**Deepwood Berserker**



**4** **Creature - Warrior** **4**

Berserk (+1  $\times$  for each 1 damage I take.)

Hell hath no fury like a Foxling scorned.

**4**

**Deepwood Centaur**



**2** **Creature - Centaur** **2**

Breakthrough 1 (When I attack, 1 damage to opponent.)

A centaur is a staunch ally, violently loyal right up until you ask him to give you a ride.

**1**

**Deepwood Faespeaker**



**1** **Creature - Shaman** **3**

Heal 2 (Heal 2 on most damaged ally each turn.)

Faespeakers don't so much speak to faeries as listen with intent.

**7**

**Deepwood Panoply**



**+2** **Artifact** **+0**

Armor 3 (Block 3 damage from attacks.)

To Foxling warriors, a set of dress armor is the most prized of heirlooms.

**4**

**Deepwood Stalker**



**4** **Creature - Pathfinder** **2**

To understand true silence, you need ears like a Foxling.

**8**

**Deepwood Swordsman**



**5** **Creature - Warrior** **5**

Charge (When I'm summoned, move to front.)

The deepwood teaches the willing and humbles the proud.

**9**

**Dervisher Rites**



**Spell**

Front ally gets +7  $\times$ , Breakthrough 3 (3 damage to opponent when attacking) this turn.

Foxling dervishers are warriors who accept they're already dead. This makes them all the deadlier.

**8**  
  
**Eagle Eye Longbow**  
  
**+2** Artifact **+0**  
 Assassin 2 (+2 ✕ against players),  
 Breakthrough 3 (When I attack, 3 damage to opponent.)  
 This bow is imbued with the perfect sight and pinpoint accuracy of the eagle.

**8**  
  
**Eagle Form**  
  
 Spell  
 Front ally gets +6 ✕, Breakthrough 1 (1 damage to opponent when attacking) this turn.  
 Only those with courage to match the eagle's can don its form.

**1**  
  
**Elderkin Lore Speaker**  
  
**2** Creature - Shaman **2**  
 Swarm 1 (+1 ✕ for each adjacent Ally)  
 Elderkin use magic to bring their best stories to life.

**1**  
  
**Enchanted Bunny**  
  
**0** Creature - Bunny **3**  
 Carrot Seeker (When Vegetable Artifact is summoned, I Equip it and become Omega Rabbit.)  
 Don't be fooled by the cute little pants. He'd kill you if he could.

**5**  
  
**Enchanted Dire Wolves**  
  
**2** Creature - Beast **3**  
 Swarm 1 (+1 ✕ for each adjacent Ally),  
 Ambush 1 (When I'm summoned, 1 damage to back enemy.)  
 You can always tell they're coming by their eerily harmonious howls.

**6**  
  
**Enchanted Troll**  
  
**3** Creature - Troll **4**  
 Regen 1 (Heal 1 at the end of each turn.)  
 A troll is a nuisance; an enchanted troll is a problem.

**1**  
  
**Faespeaker Scribe**  
  
**2** Creature - Shaman **2**  
 Heal 1 (Heal 1 on most damaged ally each turn.)  
 What the fae speak, he writes.

**6**  
  
**Foxling Bladesman**  
  
**3** Creature - Warrior **3**  
 Skirmish 3 (+3 ✕ against Creatures and Warlords)  
 He's got a knife for every occasion: one for cutting, one for stabbing, one for slicing his initials into the seat of an enemy's pants...

**1**  
  
**Foxling Bolas**  
  
**+2** Artifact **+1**  
 Dodge (Enemies with 5 ✕ or more can't attack me.)  
 When life gives you bolas - throw them as hard as you can!

**4**

**Foxling Infiltrator**

**2** Creature - Spy **4**

Warriors' Oath (All other Warrior allies get +1 X)

*In sheep's clothing, you say? Brilliant!*

**7**

**Foxling Ranger**

**3** Creature - Warrior **4**

Swarm 1 (+1 X for each adjacent Ally)

*Some call them foolish for seeking out danger. Some call them crazy. But none doubt their courage.*

**2**

**Foxling Trickster**

**1** Creature - Pathfinder **2**

Dodge (Enemies with 5 X or more can't attack me.), Skirmish 2 (+2 X against Creatures and Warlords)

*It's just like fishing, he said. "Fishing for elves. On the road."*

**7**

**Foxling Warband**

**3** Creature - Warrior **6**

Charge (When I'm summoned, move to front.)

*Two men are greater than two Foxlings, but ten Foxlings are far greater than ten men.*

**6**

**Furious Shrub**

**2** Creature - Treeman **4**

Swarm 2 (+2 X for each adjacent Ally)

*Shrubs don't take kindly to wanton topiary.*

**9**

**Furry Fury**

Spell

Put 4 Furious Fury creatures into play.

*Unleash the hounds! And the foxes! And the bears, birds, and squirrels! -Fletcher, the Fowl*

**5**

**Greenhorn Satyr**

**2** Creature - Satyr **4**

Berserk (+1 X for each 1 damage I take.)

*He's just a happy-go-lucky killing machine. With hooves.*

**6**

**Hollowheart Treeman**

**+2** Artifact **+3**

Berserk (+1 X for each 1 damage I take.)

*Don't mess with Foxlings; they have friends in tall places.*

**6**

**Induced Lycanthropy**

Spell

+3 X and Invulnerability for your weakest ally this turn.

*Even the smallest creatures can be turned into ruthless killing machines.*

**3** **1**

**Insatiable Foliage**

**1** Creature - Plant **2**

Skirmish 2 (+2  $\times$  against Creatures and Warlords)

Avoid the swamps after the rain, for that's when the vines are most active.

**5** **W**

**Invisibility Spell**

Spell

Front ally gets Breakthrough 2 (2 damage to opponent when attacking) this turn.

Now you see me. Now you don't.

**1** **1**

**Mouseling Duelist**

**1** Creature - Warrior **3**

Swarm 2 (+2  $\times$  for each adjacent Ally)

Touch not my tail or you shall taste my steel!

**1** **H**

**Nest of Snakes**

**2** Creature - Beast **4**

Foxlings love all forest creatures—even the loathsome, scaly, slithering creatures that kind of creep them out.

**3** **1**

**Oldkin Calligraphy**

**+0** Artifact **+1**

Swarm 1 (+1  $\times$  for each adjacent Ally)

Their most powerful spells were developed eons ago by their ancestors.

**5** **W**

**Rabid Squirrel**

**3** Creature - Warrior **3**

Swarm 1 (+1  $\times$  for each adjacent Ally)

Foxlings have compassion for all animals, including the rabid, face-gnawing ones.

**5** **2**

**Riverkin Retriever**

**3** Creature - Pathfinder **3**

Warriors' Oath (All other Warrior allies get +1  $\times$ )

Here, you dropped this.

**1** **W**

**Spontaneous Calcification**

Spell

Strongest enemy gets -4  $\times$  this turn.

It's one thing to be turned to stone. It's another to be turned to bone, gnawed on, and buried in the garden.

**6** **H**

**Sprywood Crossbow**

**+4** Artifact **+0**

Foxlings didn't invent the crossbow, but they sure know how to use one.

**Strangling Vines**

Spell

3 damage to 3 random enemies. They can't attack this turn.

Can't...breathe... vines... strangling...

**Swampkin Sneak**

2 Creature - Warrior 3

Dodge (Enemies with 5 X or more can't attack me.), Skirmish 2 (+2 X against Creatures and Warlords)  
To the swampkin hunter, we're just really big flies without wings.

**Swiftleaf Glaive**

+1 Artifact +0

Breakthrough 1 (When I attack, 1 damage to opponent.)

Woodkin weaponry is known for its uncanny sharpness.

**Thickskin Defender**

2 Creature - Warrior 6

Shield (I'm invulnerable during the turn I'm summoned.), Armor 2 (Block 2 damage from attacks.)  
Why should we make shields when we have friends that ARE shields? -Jentsu, the Warmaster

**Thoughtweave Glyphs**

+4 Artifact +4

Swarm 3 (+3 X for each adjacent Ally)

Many souls, one mind.

**Thoughtweave Grizzly**

3 Creature - Beast 3

Swarm 2 (+2 X for each adjacent Ally)

Thinks like a Foxling. Bites like a bear.

**Thoughtweave Rites**

Spell

All allies get Swarm 2 (+2 X for each adjacent Ally) this turn.

Winning battles is easy when your army is of one mind.

**Thoughtweaver**

1 Creature - Shaman 5

Warriors' Oath (All other Warrior allies get +1 X)

The mystical backbone of a Foxling war party is the one who binds the warriors into a single fighting unit.

**Walking Tree**

2 Creature - Treeman 7

Humans tremble at the sight of the forest's shock troops walking.

**5**  
W  
W

**Warmask of the Wolf**

**+2** Artifact **+2**

**Berserk** (+1 X for each 1 damage I take.)

*Foxlings fear to truly take the form of the wolf, for few are willing to cast it off.*

**5**  
V

**Water Nymph**

**3** Creature - Nymph **2**

**Heal 2** (Heal 2 on most damaged ally each turn.)

*Birds sometimes mistake nymphs for large dragonflies. Nymphs sometimes let such birds escape with their lives.*

**2**  
V

**Vine Snag**

Spell

Enemy with lowest ♥ can't attack this turn.

*When in the forest, watch the vines. They're certainly watching you.*

**1**  
W

**Wooden Dagger**

**+2** Artifact **+1**

**Assassin 1** (+1 X against players)

*Its enchantment makes it stronger than steel - and smell like popcorn.*

**2**  
V

**Woodkin Bladedancer**

**2** Creature - Warrior **1**

**Breakthrough 1** (When I attack, 1 damage to opponent.)

*Some dances end in tears. Others in blood.*

**1**  
V

**Woodkin Bruiser**

**1** Creature - Warrior **4**

**Berserk** (+1 X for each 1 damage I take.)

*Most Foxlings are subtle, shadowy warriors, but a few prefer to just punch you in the head.*

**8**  
V

**Woodkin Grimwarden**

**3** Creature - Warrior **5**

**Swarm 2** (+2 X for each adjacent Ally), **Charge** (When I'm summoned, move to front.)

*Grimwardens are the keepers of death, revered in Foxling society as the overseers of nature's balance.*

**9**  
V

**Woodkin Myrmidon**

**4** Creature - Warrior **4**

**Armor 3** (Block 3 damage from attacks.)

*Myrmidons are misfits among their kin, but unmatched in battle.*

**5**  
W

**Woodkin Recruit**

**4** Creature - Warrior **3**

*While Foxlings don't care for warfare, they never shy away from a challenge.*

**1**

**Woodkin Sentry**

**4** Creature - Warrior **1**

While most Foxlings won't suffer a shield, in the open field, it's a necessary evil.

**7**

**Woodkin Shadow**

**4** Creature - Spy **4**

Dodge (Enemies with 5 X or more can't attack me.), Assassin 3 (+3 X against players)

The deadliest predators don't rely on fangs or claws.

**3**

**Woodkin Trapper**

**1** Creature - Pathfinder **2**

Swarm 1 (+1 X for each adjacent Ally)

To catch a trapper, you send a trapper-trapper—and the Woodkin are the best trapper-trappers in the wood.

**3**

**Woodkin Trapper**

**1** Creature - Pathfinder **2**

Swarm 1 (+1 X for each adjacent Ally)

To catch a trapper, you send a trapper-trapper—and the Woodkin are the best trapper-trappers in the wood.

**2**

**Woodkin Trueshot**

**2** Creature - Warrior **1**

Swarm 1 (+1 X for each adjacent Ally)

Sometimes all that separates predator from prey is a single arrow.

**4**

**Woodkin Warrior**

**2** Creature - Warrior **5**

The Woodkin compensate for their lack of height with courage.

**3**

**Woodscript Oratory**

Spell

All allies get Armor 1 (block 1 damage) this turn.

Despite being read from a forgotten language, anyone hearing the words can feel their meaning.

**2**

**Mauna, the Forgiven**

**2** Warlord - Mage **3**

Curse (2 damage to strongest enemy each turn.)

Mauna used to oppose the Foxlings' claim on the forest. But when you can't beat them...

**7**

**Thana, Mystic Sryer**

**2** Warlord - Mage **10**

Soothsay (Each turn, the strongest enemy loses its next attack.)

Tell me your name and nothing more, and I will tell you how you meet your end.

**7** **Benthos, the Waterbearer**

**3** Warlord - Fighter **7**

Heal 3 (Heal 3 on most damaged ally each turn.)

Benthos' um never runs out, but no one quite knows why.

**7** **Cat-Mad King**

**5** Warlord - Fighter **5**

Fury (1 attack twice each turn.)

We are family now. And I won't let you come between us!

**7** **Flatcher, the Foul**

**4** Warlord - Fighter **5**

Swarm 3 (+3  $\times$  for each adjacent Ally)

His friends love him for his charming wit, not his flowery scent.

**9** **Hoop, the Honey Shaman**

**4** Warlord - Mage **8**

Inspire (+2  $\times$  to front ally), Heal 2 (Heal 2 on most damaged ally each turn.)

One dab of honey for the arcane rituals, one dab of honey for me...

**4** **Iseli, the Greenwarden**

**3** Warlord - Thief **5**

Swarm 1 (+1  $\times$  for each adjacent Ally)

"Leave my forest, or be buried in it."

**4** **Jentsu, the Warmaster**

**4** Warlord - Thief **3**

Inspire (+2  $\times$  to front ally)

Jentsu was once a thrall of the humans, which makes him an ideal choice for leading a force against them.

**5** **Kitha, the Clever**

**3** Warlord - Fighter **6**

Ambush 1 (When I'm summoned, 1 damage to back enemy.)

Kitha always has a plan.

**2** **Kitsuka, Swiftblades**

**2** Warlord - Thief **6**

Sabotage (Destroy an enemy artifact at the end of each turn.)

Eat your veggies, kids, or Kitsuka will devour you in your sleep! - many human mothers.

**7** **Kymose, the Rager**

**5** Warlord - Fighter **5**

Berserk (+1  $\times$  for each 1 damage I take.)

Only you can prevent the zombie tide!

**1**  
Endless Serpent



**4** Creature -

Mindless (I cannot equip Artifacts.)

Maybe if you hold still, it won't see you.

**1**  
Endless Serpent



**4** Creature - **18**

Mindless (I cannot equip Artifacts.)

Maybe if you hold still, it won't see you.

**1**  
Endless Serpent



**4** Creature -

Mindless (I cannot equip Artifacts.)

Maybe if you hold still, it won't see you.

**8**  
Frowny the Snowman



**3** Creature - Golem **4**

Ice Block (At the end of each turn, create Wall of Ice in the first empty space.)

Cold shoulders for everyone!

**1**  
Furious Furies



**1** Creature - Beast **3**

Behold the infinite rage of woodland creatures.

**1**  
Furious Furies



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**1**  
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**1**  
Furious Furies



**1** Creature - Beast **3**

Behold the infinite rage of woodland creatures.

**1**  
Jewel of Osiris



**+0** Artifact **+1**

Assassin 1 (+1 ✕ against players), Heal 2 (Heal 2 on most damaged ally each turn.)

The power of Osiris compels you!

**3**  
Molten River



Spell

3 damage to all enemies.

The river of liquid stone flows from Mount Volcanicus to the valley of endless burning.

**9**  
Omega Rabbit



11 Creature - 7

This Rabbit goes to 11.

**8**  
Pachydermise



1 Creature - Satanimal 5

Breakthrough 3 (When I attack, 3 damage to opponent.)

It's like a woolly mammoth, but instead of having fur, it's on fire.

**6**  
Potion of Zancor



+2 Artifact +4

The special ingredient is love.

**6**  
Surly Scarecrow



3 Creature - Scarecrow 4

Terrify (Each turn, random enemy loses its attack.)

Why scare just crows when there's a whole world of creatures to terrify?

**8**  
Wall of Ice



0 Blocker - Wall 1

Melt (Before battle, destroy me.)

Ermm.

**4**  
Three-Headed Lion



2 Creature - Beast 2

Storm (When summoned, I attack immediately.)

If two heads are better than one, three is obviously better than two.

**1**  
Wooden Dagger



+2 Artifact +1

Assassin 1 (+1 ✕ against players)

Its enchantment makes it stronger than steel - and smell like popcorn.

**3**  
Young Red Dragon



3 Creature - Dragon 3

Fury (I attack twice each turn.)

"No, no. Don't shoot her. You'll only make her angry." - Nagra, the Shadow

**1** **Zombie Minion**

**2** Creature - Undead **1**

Braaaaains... Please.

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**2** Creature - Undead **1**

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**1** **Zombie Minion**

**2** Creature - Undead **1**

Braaaaains... Please.

**1** **Zombie Minion**

**2** Creature - Undead **1**

Braaaaains... Please.

**7** **Aegis of the Dawn Star**

**+0** Artifact **+7**

Armor 1 (Block 1 damage from attacks.)

*It is said this shield holds the power of the eternal star itself.*

**9** **Annointed Crusader**

**6** Creature - Templar **4**

Shield (I'm invulnerable during the turn I'm summoned.)

*The crusader prayed, rededicating himself to avenging the fallen and bringing peace to the undead.*

**5** **Apprentice Magician**

**2** Creature - Fanatic **3**

Refresh (When I'm summoned, heal all on most damaged ally.)

*It takes decades to craft an enchantment so simple an apprentice can cast it.*

**5** **Auramind Paladin**

**2** Creature - Templar **3**

Shield (I'm invulnerable during the turn I'm summoned.)

*To an Auramind, thought and substance are one.*

**9** **Axe of Ruin**

**+4** Artifact **+4**

Berserk (+1 X for each 1 damage I take.), Assassin 2 (+2 X against players)

*It is said that with each swing, the Axe of Ruin quietly ends distant worlds.*

**3**  
**2**

**Beam of Clarity**



Spell

Destroy random enemy artifact.

*Sun Lords fear any device unsanctioned by the Temple.*

**8**  
**2**

**Blistering Wrath**



Spell

Three random enemies get -5  $\times$  this turn.

*I love the smell of burnt evil in the morning.*

**7**  
**2**

**Brimstone**



Spell

2 damage to all enemies.

*While most of the Temple's sanctioned spells are beautiful to behold, some are a bit more vulgar.*

**5**  
**2**

**Carrot of Power**



**+0** Artifact - Vegetable **+3**

*There's good reason they keep it locked up; it's eight feet tall and full of muscles.*

**5**  
**4**

**Celestial Censer**



**+1** Artifact **+3**

Heal 1 (Heal 1 on most damaged ally each turn.)

*Those who inhale the holy incense are imbued with the might of the Dawn Star.*

**2**  
**1**

**Change Mind**



Spell

Front enemy gets -3  $\times$  this turn.

*The best way to cleanse one's mind is a good brain-washing.*

**4**  
**1**

**Chaplain Reclaimer**



**1** Creature - Priest **3**

Bastion (I can take damage only once each turn.), Heal 1 (Heal 1 on most damaged ally each turn.)

*He's not dried-up dead, the priest hissed from behind his mask. "He's moistly dead."*

**7**  
**3**

**Crusading Reliquary**



**2** Creature - Priest **5**

Templars' Wrath (Each turn, deal 1 damage to enemy opposite me for each other Templar ally.), Bastion (I can take damage only once each turn.)

**5**  
**4**

**Chosen of the Dawndancers**



**3** Creature - Falconman **3**

Bastion (I can take damage only once each turn.)

*Few in each generation are blessed with the gift of the Dawndancers.*

**1** **Dawndancer Archer**

**4** Creature - Falconman **1**

*Because of the Dawndancers, Sun Lords rarely see a need to field archers on the ground.*

**3** **Dawndancer Maceman**

**2** Creature - Falconman **2**

*One Dive. One Kill.*

**5** **Dawndancer Priestess**

**1** Creature - Falconman **3**

*Heal 2 (Heal 2 on most damaged ally each turn.), Bastion (I can take damage only once each turn.)*  
*The miracles of the Dawndancers are the stuff of legends, and the envy of aspiring clerics.*

**7** **Dawndancer Spearman**

**5** Creature - Falconman **4**

*First the flying. Then the stabbing. So much stabbing.*

**7** **Dawnguard Blademaster**

**3** Creature - Templar **3**

*Ambush 3 (When I'm summoned, 3 damage to back enemy.)*  
*All the Sun Lords' blademeisters are students of Bera.*

**8** **Dawnguard Champion**

**5** Creature - Templar **5**

*Skirmish 3 (+3 against Creatures and Warlords)*  
*Get up. We're not finished yet.*

**9** **Dawnguard Colossus**

**5** Creature - Construct **7**

*Bolt (Each turn, 2 damage to random enemy.)*  
*The colossus was a cathedral fueled by the holy light, directed by prayer, and protected by tons of gilded steel.*

**8** **Dawnguard Confessor**

**2** Creature - Fanatic **3**

*Shield (I'm invulnerable during the turn I'm summoned.), Burst 2 (When I'm summoned, 2 damage to all enemies.)*  
*What was that? I couldn't hear you over your anguished cries for mercy.*

**9** **Dawnguard Executioner**

**3** Creature - Templar **4**

*Burst 3 (When I'm summoned, 3 damage to all enemies.)*  
*Any last words, heretic?*

**7** **Dawnguard Hoplite**



**3** Creature - Templar **5**

Armor 1 (Block 1 damage from attacks.)

He secretly enjoyed killing zombies. It gave him a chance to work on his abs.

**6** **Dawnguard Lancer**



**3** Creature - Templar **4**

Charge (When I'm summoned, move to front.)

The lancers were known for their deadly charges and resplendent armor.

**7** **Dawnguard Roundshield**



**+0** Artifact **+8**

Regen Aura (All allies heal 1 at the end of each turn.)

It blocks, it bashes! And at night, you can read scripture by its light!

**8** **Dawnguard Seneschal**



**4** Creature - Templar **8**

Templars' Wrath (Each turn, deal 1 damage to enemy opposite me for each other Templar ally.)

If I have to get out of this chair, someone is going to pay. And by pay I mean with suffering. And by someone I mean you.

**1** **Desert Scout**



**2** Creature - Templar **2**

Burst 1 (When I'm summoned, 1 damage to all enemies.)

Desert scouts have taken the whole "hide in plain sight" thing to a whole new level.

**4** **Devotee of the Orrery**



**2** Creature - Priest **5**

While the Grand Orrery is the most ambitious tool ever devised, it's far from the most efficient.

**1** **Divine Intervention**



Spell

Most damaged ally gets Invulnerability (can't be damaged) this turn.

The Dawn Star protects the devout and pure.

**6** **Dunewalker Infantry**



**4** Creature - Templar **4**

One look at that sword, and you know he means business.

**2** **Elven Convert**



**1** Creature - Fanatic **4**

Skirmish 1 (+1 ✕ against Creatures and Warlords)

Converts to the Temple are unquestioningly loyal, but the source of that sudden loyalty is a mystery.

**2** **Errant Templar**

**1** Creature - Templar **3**

**Templars' Wrath** (Each turn, deal 1 damage to enemy opposite me for each other Templar ally.)  
His quest would take him deep into Twilight Elf territory, where even the water is poison.

**8** **Firestorm**

Spell

Destroy the enemy with the highest  $\times$

Fire brings purity. Temble, searing purity that smells like burned bacon.

**7** **Golden Guardian**

**3** Creature - Construct **6**

**Bolt** (Each turn, 2 damage to random enemy.)  
The sacred gargoyles of the holy temple are said to contain the souls of the original martyrs.

**7** **Golden Tongue Incantation**

Spell

Two random enemies can't attack this turn.

This incantation is only taught to the most trusted of Confessors, as it has the power to make and break minds.

**5** **Holy Conflagration**

Spell

4 damage to strongest enemy.

Burn, heretic! -Malik, Pyromancer

**1** **Holy Morningstar**

**+2** Artifact **+0**

Assassin 2 (+2  $\times$  against players)  
It's a dry heat. A dry, stabby heat driven with skull-crushing force.

**1** **Jewel of Osiris**

**+0** Artifact **+1**

Assassin 1 (+1  $\times$  against players), Heal 2 (Heal 2 on most damaged ally each turn.)  
The power of Osiris compels you!

**8** **Khatar of Smiting**

**+5** Artifact **+2**

Fade (1 move to the back at the end of each turn.), Assassin 2 (+2  $\times$  against players)  
Far more popular amongst warriors than the khatar of snuggling.

**2** **Lay on Hands**

Spell

Heal most damaged ally completely.  
This is definitely a good touch.

**1** **Light of the Dawn Star**



**+1** Artifact **+2**

Regen 1 (Heal 1 at the end of each turn.)

"Once there was only one light. Now there are many."  
Zandor, Wizard of the North

**6** **Luminescence Spell**



Spell

Two random allies get Invulnerability (can't be damaged) this turn.

Anything is possible if you harness the Dawn Star.

**2** **Purify**



Spell

1 damage to all enemies.

To Sun Lords, "purification" is the answer to many problems.

**4** **Radiant Ascendant**



**1** Creature - Priest **5**

Templars' Wrath (Each turn, deal 1 damage to enemy opposite me for each other Templar ally.)  
Here I am, all charged up with holy, destructive power. If only I had some way to unleash it...

**3** **Repel Undead**



Spell

Enemy Undead do not attack this turn.

The power of the Dawn Star compels you!

**2** **Resplendent Soldier**



**1** Creature - Priest **2**

Templars' Wrath (Each turn, deal 1 damage to enemy opposite me for each other Templar ally.)  
It's ceremonial armor, yes, but just as functional as it is decorative.

**9** **Sacred Supplication**



Spell

Heal all allies completely.

The Dawn Star only answers prayers when they're performed correctly.

**2** **Scourge of the Heretic**



**+1** Artifact **+1**

Armor 1 (Block 1 damage from attacks.)

It was a wedding gift from my cousin. Never used it, I'm afraid. Maybe this year, during falling season.

**3** **Seeker of True Dawn**




**1** Creature - Templar **1**

Burst 1 (When I'm summoned, 1 damage to all enemies.)

The prophecies speak of a being who will bring about the True Dawn and purify all things.

**6** **Solar Steam Cannon**



**+3** Artifact **+1**

**Bolt** (Each turn, 2 damage to random enemy.)

*When pondering how much sunlight to use to kill a vampire, the Sun Lords decided, "All of it."*

**8** **Stoneforged Thrall**



**3** Creature - Fanatic **4**

**Armor 3** (Block 3 damage from attacks.)

*It takes a lot of power to convert a Stoneforged warrior - and just as much power to keep him converted.*

**4** **Sulphur**



Spell

4 damage to random enemy.

*Smells like rotten eggs, burns like fire.*

**4** **Sunbound Phoenix**



**3** Creature - Beast **1**

**Burst 1** (When I'm summoned, 1 damage to all enemies.)

*The Phoenix has protected the Sun Lord city-states for centuries.*

**6** **Sunglyph Armor**



**+0** Artifact **+7**

*Only the worthy are allowed to wear the Sunglyphs into battle.*

**1** **Sunglyph Warhammer**



**+0** Artifact **+2**

**Armor 1** (Block 1 damage from attacks.)

*Most people neglect a warhammer's defensive applications.*

**4** **Sunsoul Acolyte**



**2** Creature - Priest **2**

**Shield** (I'm invulnerable during the turn I'm summoned.)

*For every Sun Lord priest there are at least twenty eager acolytes.*

**1** **Sunsoul Channeller**



**2** Creature - Priest **1**

**Refresh** (When I'm summoned, heal all on most damaged ally.)

*Strangely, they never seem to get sun burns...*

**3** **Sunsoul Crown**



**+0** Artifact **+0**

**Heal 2** (Heal 2 on most damaged ally each turn.)

*I am become eternity, creator of worlds.*

**2** **Sunsoul Exorcist**



**1** Creature - Fanatic **2**

Shield (I'm invulnerable during the turn I'm summoned.)

He can remove demons, your free will, and even memories from last weekend.

**4** **Sunsoul Lorespeaker**



**1** Creature - Priest **4**

Heal 2 (Heal 2 on most damaged ally each turn.)

Imbued with the mystic powers of the sun, the lore-speakers have little trouble maintaining discipline in class.

**6** **Sunsoul Templar**



**3** Creature - Templar **4**

Skirmish 2 (+2  $\times$  against Creatures and Warlords)

Their might is surpassed only by their unyielding fanaticism.

**4** **Sunsoul Warpriests**



**2** Creature - Priest **3**

Berserk (+1  $\times$  for each 1 damage I take.)

Between battles, they work on their three-part harmonies.

**4** **Sunsoul Zealot**



**3** Creature - Fanatic **2**

Charge (When I'm summoned, move to front.)

It's better to burn out than stagger into obscurity for a few years, have a comeback, then die with a sandwich in your hand.

**7** **Sword of the Citadel**



**+4** Artifact **+1**

Templars' Wrath (Each turn, deal 1 damage to enemy opposite me for each other Templar ally.)

The worthy wielder hears the sword whisper prayers of strength. The unworthy hears his mother nagging.

**6** **The Starblade**



**+4** Artifact **+1**

Really? It looks so fragile. - last words of many

**1** **Trueseer Priestess**



**2** Creature - Priest **3**

Heal 1 (Heal 1 on most damaged ally each turn.)

Come for the blessing! Stay for the cryptic prophecies of things to come!

**9** **Woodkin Converts**



**3** Creature - Fanatic **7**

Swarm 1 (+1  $\times$  for each adjacent Ally), Berserk (+1  $\times$  for each 1 damage I take.)

Aren't you a little short for a fanatic? - a Sun soul Zealot

**7**

**Bera, Blade of the East**



**4** Warlord - Fighter **5**

Reaper 3 (When I attack, 3 damage to adjacent enemies.)

*I practice so that the man who eventually kills me won't have as easy a time of it.*

**4**

**Dawndancer Priestess**



**1** Creature - Falconman **3**

Heal 2 (Heal 2 on most damaged ally each turn.), Bastion (I can take damage only once each turn.)

*The miracles of the Dawndancers are the stuff of legends, and the envy of aspiring clerics.*

**6**

**Dawnguard Avatar**



**5** Warlord - Mage **5**

Bastion (I can take damage only once each turn.)

*Fueled by the Dawn Star itself, the general became more than a man. For this battle, he was all-powerful.*

**5**

**Gizuh, the Immortal**



**2** Warlord - Thief **6**

Regen Aura (All allies heal 1 at the end of each turn.)

*He remembers when you were born. And your parents. But not their parents, because he was out of town when they were born.*

**1**

**Icarus, the Benevolent**



**3** Warlord - Mage **3**

Ascend (Heal 2 Life at the end of each turn.)

*I see only the Dawn Star.*

**7**

**Lady Shorda**



**4** Warlord - Thief **4**

Cleansing Fire (When I'm summoned, 3 damage to front enemy.), Refresh (When I'm summoned, heal all on most damaged ally.)

*Return a woman's stolen essence cube, and she'll be your friend forever.*

**6**

**Malik, Pyromancer**



**3** Warlord - Mage **5**

Cleansing Fire (When I'm summoned, 3 damage to front enemy.)

*Don't let her burns fool you. She knows exactly what she's doing.*

**6**

**Pothus the Mighty**



**3** Warlord - Fighter **8**

*Was that an insult? Come a little closer. I can't quite hear you.*

**6**

**Queen Neriti**



**4** Warlord - Mage **5**

Incite (+2  $\times$  to adjacent allies)

*Zealots are always such easy marks.*

**8**

**Shan, the Crusader**



**7** Warlord - Thief **5**

**Charge** (When I'm summoned, move to front.)

*It wasn't until he was knee deep in fallen zombies that Shan thought to see if any of his soldiers had followed him into the fray.*

**3**

**Sir Kael the Pious**



**1** Warlord - Mage **3**

**Shield** (I'm invulnerable during the turn I'm summoned.)

*What was taken is returned. Ashes to ashes, stardust to stardust.*

**6**

**Sorceress Agent**



**4** Warlord - Mage **4**

**Ambush 2** (When I'm summoned, 2 damage to back enemy.)

*There will be no sport in ending you.*

**2**

**Zandor, Wizard of the No...**



**1** Warlord - Mage **5**

**Burst 1** (When I'm summoned, 1 damage to all enemies.)

*Zandor glowered at the innkeeper. "I ordered it boiled, not fried," he hissed.*

**9**

**A Thousand Hooves**



Spell

All allies get +3  $\times$ , **Breakthrough 2** (2 damage to opponent when attacking) this turn.

*Kam wondered if it was too late to apologize.*

**8**

**Amulet of Astral Augury**



**+2** Artifact **+6**

**Skirmish 3** (+3  $\times$  against Creatures and Warlords)

*Whether a man believes it or not, the stars constantly shape the fate of all.*

**OR**

**Besieger Hillbeast**



**2** Creature - Beast **8**

**Breakthrough 2** (When I attack, 2 damage to opponent.)

*A hillbeast siege is usually short, and ends with much cracking and squishing.*

**3**

**Call the Storm**



Spell

Front ally gets +2  $\times$  this turn.

*When it came to housekeeping, what Kala lacked in consistency, she made up for in efficiency.*

**3**

**Cliffriider Axeman**



**1** Creature - Militant **3**

**Fade** (I move to the back at the end of each turn.)

*If you think these axes are too small, he can go home and get his big ones.*

**5** **Cliffrider Bowman**



**2** Creature - Militant **3**

**Ambush 2** (When I'm summoned, 2 damage to back enemy.)

He has intimacy issues, and doesn't like to be touched— especially by enemy weapons.

**3** **Cliffrider Brave**



**2** Creature - Militant **1**

**Reaper 1** (When I attack, 1 damage to adjacent enemies.)

The problem with a direct assault on a Cliffrider camp is that it always ends in getting stabbed.

**2** **Cliffrider Starchaser**



**3** Creature - Mystic **1**

**Fade** (I move to the back at the end of each turn.)

No, I'm not going to ask for direction. Because we're not lost, that's why!

**8** **Cull the Herd**



Spell

All enemies get -2 ♥ this turn.

Never bring foot soldiers to a cavalry fight.

**9** **Ecstatic Frenzy**



Spell

All allies get **Fury** (attacks twice) this turn.

Now THIS is why I get out of bed in the morning!

**4** **Elite Raider**



**4** Creature - Militant **1**

**Fade** (I move to the back at the end of each turn.)

I totally slew those enemies. It was sweet. You should have been here to see it.

**6** **Forced Ride**



Spell

Random ally gets +4 ♣, moves to back.

After watching the sunrise from the saddle for the third time, Posh wondered if he was going the right way.

**9** **Gift of the Storm**



**+4** Artifact **+5**

**Breakthrough 1** (When I attack, 1 damage to opponent.)

It's an honor to ride the ceremonial steed. The lightning burns are lasting evidence of that honor.

**9** **Gift of the Sun**



**+2** Artifact **+9**

**Regen 1** (Heal 1 at the end of each turn.)

The wise horseman rides this ceremonial steed only at night, once its armor has cooled off.

**7**

**Glider Grip**

**+2** Artifact **+2**

Armor 2 (Block 2 damage from attacks.)

Good boy! Now, take me over there and - WATCH OUT FOR THOSE ROCKS!

**5**

**Glider Rider**

**1** Creature - Rider **4**

Armor 1 (Block 1 damage from attacks.), Ambush 1 (When I'm summoned, 1 damage to back enemy.)

Steppe gliders attack any would-be tamers, which makes riding one all the more prestigious.

**9**

**Greenhoof Lancers**

**6** Creature - Rider **5**

Fade (1 move to the back at the end of each turn.), Assassin 2 (+2  $\times$  against players)

When the stars call out for war, who can deny them? They're stars, after all.

**8**

**Greenhoof Outrider**

**4** Creature - Rider **6**

Fade (1 move to the back at the end of each turn.), Assassin 1 (+1  $\times$  against players)

They don't look for trouble. Just—BAM—there it is.

**4**

**Greenhoof Scout**

**2** Creature - Militant **4**

Fade (1 move to the back at the end of each turn.)

No one told him what to scout for, exactly. So he went scouting for some lunch.

**1**

**Greenhoof Vanguard**

**4** Creature - Rider **1**

After seeing the damage Ragdar caused while trying to ride a horse, his tribesmen agreed to let him ride in the chariot.

**7**

**Grizzly Lizard**

**+2** Artifact **+3**

Breakthrough 2 (When I attack, 2 damage to opponent.)

Once domesticated, a steppe lizard can spend years bringing its master joy, companionship, and bloody victories.

**7**

**Hillrider Escort**

**3** Creature - Rider **5**

Riders' Might (When another Rider ally is summoned, I get +1  $\heartsuit$ .), Charge (When I'm summoned, move to front.)

You'd be amazed at how easy it is to trip a hillbeast. It's the escorts' job to make sure that doesn't happen.

**5**

**Hillrider Hunter**

**3** Creature - Rider **3**

Riders' Might (When another Rider ally is summoned, I get +1  $\heartsuit$ .)

The hunters shoot from atop the hillbeasts, trusting the escorts below to bring the game back up to the village.

**6**

**Hillrider Scout**

**4** Creature - Rider **3**

**Riders' Might** (When another Rider ally is summoned, I get +1 ♥.)

*Thor'da didn't mind guiding the nearly-blind hillbeasts through the canyons, but wished the others wouldn't call it 'babysitting.'*

**5**

**Hit and Run**

Spell

Strongest ally gets +3 ✕, Fade (moves to the back at the end of the turn) this turn.

*Shoot. Ride. Laugh. Repeat.*

**8**

**Hydra-Liger**

**3** Creature - Beast **6**

**Reaper 2** (When I attack, 2 damage to adjacent enemies.), **Storm** (When summoned, I attack immediately)

*When a three-headed lion and a two-headed tiger love each other very much...*

**3**

**Lightning Blade**

Spell

Random ally gets +2 ✕ and Fury (attacks twice) this turn.

*Any old storm shaman can blast you with lightning. But it takes a real master to stab you with it by hand.*

**5**

**Lightning Bolt**

Spell

4 damage to random enemy.

*The wrath of a lightning mystic is brief, hot, and very, very bright.*

**8**

**Lightning Strike**

Spell

Destroy random enemy.

*The sky claims his victims as he wills. - Bor the Elder*

**2**

**Lizard Crop**

**+0** Artifact **+0**

**Fury** (I attack twice each turn.)

*Steppe lizards are hard to steer without a big stick - the bigger the better.*

**7**

**Longrider Beastbreaker**

**2** Creature - Mystic **5**

**Breakthrough 2** (When I attack, 2 damage to opponent.)

*Any beast with breath, hunger, and thirst can be broken. The two-legged beasts just take a bit longer.*

**8**

**Longrider Braggart**

**4** Creature - Militant **4**

**Dominate 3** (I get Armor 3 against wounded enemies.)

*Yup. Six zombies, two vampires, and their necromancer master before lunch. Might go hunt some giants later, but I'm free tonight.*

**8** **Longrider Rumble Lord**

**3** Creature - Rider **5**

Reaper 3 (When I attack, 3 damage to adjacent enemies.)

*It's because of the rumble lords that the Sun Lords no longer field tight formations.*

**3** **Longrider Storykeeper**

**1** Creature - Mystic **2**

Skirmish 2 (+2  $\times$  against Creatures and Warlords)

*Only a fool would interrupt the storyteller who can call lightning.*

**7** **Might of Thunder**

Spell

Two random allies get Reaper 2 (2 damage to adjacent enemies when attacking) this turn.

*Follow me to victory! And after that, breakfast!*

**4** **Ogre**

**1** Creature - Ogre **5**

Storm (When summoned, I attack immediately.)

*For a big job, you need a bigger monster.*

**6** **Potion of Zancor**

**+2** Artifact **+4**

*The special ingredient is love.*

**6** **Raider Saddle**

**+3** Artifact **+2**

Fade (I move to the back at the end of each turn.)

*Found only at the north tree market. It's pretty obscure. You wouldn't have heard of it.*

**1** **Ruby Sword**

**+3** Artifact **+0**

*Unlike steel, ruby can only be tempered once.*

**6** **Sparkspeaker Staff**

**+0** Artifact **+2**

Reaper 3 (When I attack, 3 damage to adjacent enemies.)

*Some lightning rods do more than just draw the lightning. Some call it, direct it, wield it.*

**7** **Staff of the Stars**

**+1** Artifact **+4**

Regen 3 (Heal 3 at the end of each turn.)

*When the stars align with the holes, it's time to ride.*

**4**

**Steppe Glider**



**2** Creature - Beast **1**

Armor 2 (Block 2 damage from attacks.)

*I don't have to listen to you! You're not my real glider!*

**1**

**Steppe Lizard**



**2** Creature - Reptile **1**

Storm (When summoned, I attack immediately.)

*If you can capture one young - and not lose any limbs in the process - you can train it to carry you.*

**6**

**Storm Channeler**



**3** Creature - Mystic **4**

Assassin 2 (+2  $\times$  against players)

*When a lightning mystic offers to "share" something with you, duck!*

**4**

**Storm Dogs**



**1** Creature - Beast **4**

Berserk (+1  $\times$  for each 1 damage I take.)

*We take a dog, right? And we stick it in armor, and... and... Wait. This is going to be great. - Anonymous drunken warrior*

**9**

**Storm Seed**



**+0** Artifact **+9**

Berserk (+1  $\times$  for each 1 damage I take.)

*Forged in the fires of heaven, passed down for generations, and now left sitting on a rock.*

**3**

**Stormrider Longaxe**



**2** Creature - Rider **2**

*He never wanted to be a warrior. He wanted to be a lumberjack.*

**1**

**Stormrider Shaman**



**2** Creature - Mystic **2**

Breakthrough 1 (When I attack, 1 damage to opponent.)

*No one hears what she says to the storm, but everyone knows when the storm replies.*

**3**

**Stormweave Barding**



**+0** Artifact **+2**

*Some people like horse armor and are willing to pay 250 gold for it.*

**7**

**Strength of the Tempest**



Spell

Random ally gets +3  $\times$  and Invulnerable this turn.

*Imbued with the power of lightning, Nadar broke through the enemy's defenses, a blue bolt of fury.*

**2** **Study the Stars**

**Spell**

-2  $\times$  to random enemy, random ally gets +2  $\times$  this turn.

*According to my calculations, you forgot our anniversary. Again.*

**2** **Sudden Strike**

**Spell**

Random ally gets **Fury** (attacks twice) this turn.

*Oh, my! Where did this tiger come from? This is most unexpected!*

**8** **Swamp Strider**

**4** **6**  
 **Creature - Rider**

**Charge** (When I'm summoned, move to front.), **Fade** (I move to the back at the end of each turn.)

*When it stands still in the forest, it's nearly impossible to see.*

**1** **Swifthoof Brave**

**2** **4**  
 **Creature - Militant**

*Tai didn't mind guard duty. It got him out of cleaning up after supper.*

**5** **Swifthoof Rider**

**3** **3**  
 **Creature - Rider**

**Ambush 1** (When I'm summoned, 1 damage to back enemy.)

*Jana put as much distance between herself and the camp as she could before her mother could start asking about grandchildren again.*

**7** **Swifthoof Sparker**

**4** **3**  
 **Creature - Mystic**

**Regen Aura** (All allies heal 1 at the end of each turn.)

*Lightning is more than a weapon to the mystic. It's a tool, a gift, a blessing.*

**1** **Tempest Augur**

**1** **3**  
 **Creature - Mystic**

**Regen 2** (Heal 2 at the end of each turn.)

*The stars have wisdom for those who know how to listen... with their eyes.*

**7** **The Impaler**

**+4** **+1**  
 **Artifact**

**Armor 1** (Block 1 damage from attacks.)

*No one ever asks how it got its name.*

**6** **The Warscream**

**4** **Spell**

Back ally gets +4  $\times$ , **Armor 2** (block 2 damage) this turn.

*The Warscreamer tribe of Tempest Masters is famous for one thing. It's not their pastries.*

**4**

**Three-Headed Lion**



**2** Creature - Beast **2**

**Storm** (When summoned, I attack immediately.)

*If two heads are better than one, three is obviously better than two.*

**8**

**Trampler King**



**5** Creature - Beast **5**

**Charge** (When I'm summoned, move to front.)

*Only fools and beast tamers stand in the way of a trampler king. Fools who survive become beast tamers.*

**9**

**Walking Village**



**2** Creature - Beast **7**

**Dominate 3** (I get Armor 3 against wounded enemies.), **Charge** (When I'm summoned, move to front.)

*The Hillriders gave up horses long ago; now they move whole villages atop the giant hillbeasts.*

**8**

**Two-Headed Tiger**



**3** Creature - Beast **6**

**Storm** (When summoned, I attack immediately.)

*Two mouthfuls of dagger-like teeth attached to powerful rending jaws are better than one.*

**7**

**Warblade of Ruin**



**+2** Artifact **+1**

**Breakthrough 2** (When I attack, 2 damage to opponent.)

*No one knows who forged the Weapons of Ruin, but everyone knows what they can do.*

**2**

**Warbred Steed**



**+0** Artifact **+1**

**Breakthrough 1** (When I attack, 1 damage to opponent.)

*Never try to mount another rider's steed, or you'll be eating your own teeth.*

**4**

**Warscreamer Ascendant**



**3** Creature - Militant **3**

**Fade** (I move to the back at the end of each turn.)

*If you think she's loud now, you should hear her when she's angry.*

**1**

**Warscreamer Priest**



**3** Creature - Mystic **2**

**Fade** (I move to the back at the end of each turn.)

*May the gods hear your battle cry and give you victory. And may your enemies be weak, with squeaky little voices.*

**5**

**Warscreamer Priestess**



**2** Creature - Mystic **2**

**Dominate 2** (I get Armor 2 against wounded enemies.), **Ambush 1** (When I'm summoned, 1 damage to back enemy.)

*She may look quiet now, but wait until she finds out what the zombies did to her yard.*

**8**

**Ara, Hillrider Chief**



**5** Warlord - Fighter **6**

**Beastmaster** (+1  $\times$  and Armor 1 for each Beast ally.), **Storm** (When summoned, I attack immediately.)

*Ara knows the minds of the beasts, and they know hers.*

**6**

**Bor the Elder**



**3** Warlord - Thief **3**

**Storm** (When summoned, I attack immediately), **Reaper 1** (When I attack, 1 damage to adjacent enemies.)

*Some chieftains welcome others' counsel. Bor is not one of them.*

**5**

**Bor the Younger**



**3** Warlord - Fighter **3**

**Storm** (When summoned, I attack immediately.)

*I told you to pick your battles. Picking every battle defeats the point. - Bor the Elder*

**6**

**Donis the Wise**



**5** Warlord - Mage **5**

**Fade** (I move to the back at the end of each turn.)

*Neither the vault of heaven nor the heart of man can hide its secrets from Donis.*

**6**

**Four-Armed Yeti**



**4** Warlord - Mage **6**

**Berserk** (+1  $\times$  for each 1 damage I take.)

*The beast's growls sound almost like words—words spoken through a mouthful of turnips.*

**9**

**Hurg, the Large**



**5** Warlord - Thief **5**

**Storm** (When summoned, I attack immediately.)

*The fewogies who align themselves with the Tempest Masters don't ride, but tireless run alongside the horses of their battle-brothers.*

**5**

**Katha the Cur**



**5** Warlord - Thief **4**

**Fade** (I move to the back at the end of each turn.)

*Get off my lawn! Or I'll stab you!*

**9**

**R'hon, the Devourer**



**5** Warlord - Fighter **7**

**Incite** (+2  $\times$  to adjacent allies), **Charge** (When I'm summoned, move to front.)

*Some say he eats the hearts of his enemies. Others say that's foolishness - it's their liver he prefers.*

**7**

**Ruwr, Stormrider Chief**



**5** Warlord - Mage **5**

**Regen Aura** (All allies heal 1 at the end of each turn.)

*Ruwr's very presence in an army urges everyone to great feats.*

**5** **Storm Axe**

**3** Warlord - Fighter **7**

Assassin 1 (+1 X against players)

The chief insisted on bringing an axe to the battle of wits.

**2** **Therl Truelance**

**2** Warlord - Fighter **4**

Breakthrough 1 (When I attack, 1 damage to opponent.)

Ever been stabbed with a lightning rod? In a storm? Not as pleasant as it sounds.

**8** **Abyssal Behemoth**

**6** Creature - Undead **4**

Gatekeeper (When three Gatekeeper allies are in play, replace them with The Endless Serpent.)

If you wake him, you'd better have a good reason and cookies.

**4** **Blade Thrall**

**1** Creature - Undead **4**

Undead Hunger (+1 X for each other Undead ally.)

This thrall was made for stabbing, and that's just what he'll do.

**3** **Blood Bloom**

**+0** Artifact **+0**

Vengeance 3 (When I'm destroyed, 3 damage to the opposite enemy.)

Despite desperate marketing spins, flowers that bleed are just impossible to sell.

**1** **Blood Rage**

**1** Spell

Random ally gets +2 X Armor 3 (blocks 3 damage) this turn.

You won't like me when I'm angry.

**6** **Bone Armor**

**+0** Artifact **+4**

Reanimate (The first time I'm destroyed, play me at the end of the battle line at the end of the turn.), Vengeance 2 (When I'm destroyed, 2 damage to the opposite enemy.)

**9** **Bone Biclops**

**3** Creature - Undead **6**

Soul Drain 3 (When another enemy or ally is destroyed, I heal 3.), Undead Hunger (+1 X for each other Undead ally.)

Biclops are much more accurate with a boulder than their one-eyed cousins.

**6** **Bone Crawler**

**3** Creature - Undead **4**

Undead Hunger (+1 X for each other Undead ally.)

Just the sound of it walking about is enough to drive one to madness.

Twilight Elves, Sida 2

**6**

**Bone Knight**

**2** Creature - Soldier **4**

**Fury** (I attack twice each turn.)

*Her bone armor is an heirloom, passed down from victim to slayer for generations.*

**7**

**Carriion Wyrn**

**2** Creature - Snake **6**

**Berserk** (+1  $\times$  for each 1 damage I take.)

*While it thrives on scavenging the dead, it still loves a living, hot meal.*

**7**

**Cast to the Abyss**

Spell

Any damage to front enemy this turn is also dealt to enemy player.

*Welcome to the underworld, let me show you to your pit. -Kharon, of the Deep*

**7**

**Day Walker**

**4** Creature - Vampire **3**

**Reanimate** (The first time I'm destroyed, play me at the end of the battle line at the end of the turn.)

*You thought you were safe out here? That's so cute.*

**6**

**Ectoplasmic Claws**

**+2** Artifact **+1**

**Fury** (I attack twice each turn.)

*Ghost claws make no sound, but their victims do.*

**1**

**Enraged Pixie**

**3** Creature - Fairy **1**

**Vengeance 2** (When I'm destroyed, 2 damage to the opposite enemy.)

*Some pixies are allergic to happy thoughts.*

**2**

**Ethereal Arrows**

Spell

Random ally gets +3  $\times$  this turn.

*Some cultures revere their ancestors. These elves use them as ammunition.*

**3**

**Faeblood Scout**

**0** Creature - Archer **3**

**Assassin 3** (+3  $\times$  against players)

*Be very, very quiet. I'm hunting bunnies.*

**8**

**Fire Demon**

**4** Creature - Spawn **5**

**Vengeance 3** (When I'm destroyed, 3 damage to the opposite enemy.), **Skirmish 2** (+2  $\times$  against Creatures and Warlords)

*His main fighting move is a big hug.*

**2** **Fire Imp**

**1** Creature - Spawn **3**

Vengeance 2 (When I'm destroyed, 2 damage to the opposite enemy.)

*Imps are all smiles and laughs until they're about to be cast back into the abyss. Then they're mostly frowns and fireballs.*

**2** **Forsaken Cabal**

**1** Creature - Undead **4**

On Mondays they sacrifice goats and frogs; on Fridays they play cards.

**7** **Greater Wickerman**

**4** Creature - Undead **3**

Soul Drain 1 (When another enemy or ally is destroyed, I heal 1.), Reaper 1 (When I attack, 1 damage to adjacent enemies.)

*It insists on eating its victims, but doesn't have the stomach for it.*

**4** **Grotesque Vampire**

**1** Creature - Vampire **5**

Soul Drain 1 (When another enemy or ally is destroyed, I heal 1.)

*It doesn't want to suck your blood as much as it wants to eat your face.*

**3** **Heart Root**

**+0** Artifact **+1**

Armor 1 (Block 1 damage from attacks.)

*You wouldn't think something shaped like a heart could be so evil.*

**8** **Kingslayer**

**+3** Artifact **+0**

Soul Drain 3 (When another enemy or ally is destroyed, I heal 3.), Armor 1 (Block 1 damage from attacks.)

*It glows blood red when royalty is near.*

**1** **Lash of Bone**

**+2** Artifact **+1**

Skirmish 1 (+1 X against Creatures and Warlords)

*It starts to splinter after the first swing, but that's the idea.*

**9** **Lich Golem**

**5** Creature - Undead **4**

Soul Drain 3 (When another enemy or ally is destroyed, I heal 3.)

*It's extremely expensive to hire a real Lich. So the elves learned how to make their own.*

**6** **Life Drain**

Spell

4 damage to random enemy. Heal 4 on random ally (if any).

*Fresh souls can keep for up to ten thousand years, when prepared correctly.*

**3**

**Marsh Viper**

**0** **3**

Creature - Snake

Berserk (+1  $\times$  for each 1 damage I take.)

*It compensates for its lack of poison with rapid biting.*

**2**

**Mud Imp**

**2** **3**

Creature - Spawn

*Twilight Elves are the leading pioneers of stink warfare.*

**5**

**Necromancer Potion**

**+1** **+0**

Artifact

Undead Hunger (+1  $\times$  for each other Undead ally), Fury (I attack twice each turn.)

*It's a good plan to never drink anything served in a skull.*

**7**

**Necrosurge**

Spell

3 damage to enemies adjacent to first enemy destroyed this turn.

*I'm sorry, what was that? I couldn't hear you over the pure evil I keep unleashing on your friends. -Poe, the Undying*

**2**

**Night Spectre**

**1** **3**

Creature - Undead

Soul Drain 1 (When another enemy or ally is destroyed, I heal 1.)

*A tree's shadow by day, ruthless hunter by night.*

**5**

**Nightvenom Serpent**

**2** **4**

Creature - Snake

Berserk (+1  $\times$  for each 1 damage I take.)

*"Its poison puts the victim to sleep." "That doesn't seem so bad." "...for 5 years."*

**2**

**Pain Elemental**

**1** **2**

Creature - Undead

Reanimate (The first time I'm destroyed, play me at the end of the battle line at the end of the turn.)

*Hold out your hand, I want to show you a trick...*

**8**

**Pain Wrack**

Spell

Move front enemy to back. It can't attack this turn.

*Did you feel that? How about now?*

**6**

**Raise the Dead**

Spell

Put 4 Zombie Minion creatures into play.

*With friends like these, who needs the living?*

**1**

**Rotting Zombie**

**1** Creature - Undead **4**

Undead Hunger (+1  $\times$  for each other Undead ally.)

*There are two types of people in this world: zombies and zombie chow.*

**6**

**Scrapbone Golem**

**2** Creature - Undead **4**

Reanimate (The first time I'm destroyed, play me at the end of the battle line at the end of the turn.)

*For each victim, it ties a new, dangly what-not to its body.*

**6**

**Shadow Walker**

**6** Creature - Witch **4**

Soul Drain 2 (When another enemy or ally is destroyed, I heal 2.)

*When all the lights are off, I can turn invisible!*

**5**

**Soul Inversion**

Spell

Damage to random enemy equal to its own  $\times$

*To these elves, Opposite Day has a completely different meaning.*

**4**

**Soul Root**

**+0** Artifact **+3**

Berserk (+1  $\times$  for each 1 damage I take.)

*Souls are easily stored with the proper application of pure evil.*

**1**

**Soul Trinket**

**+1** Artifact **+0**

Reanimate (The first time I'm destroyed, play me at the end of the battle line at the end of the turn.)

*This is where I keep Steve.*

**7**

**Twilight Apothecary**

**3** Creature - Witch **6**

Undead Hunger (+1  $\times$  for each other Undead ally.)

*Take one, and if you wake up in the morning, take another.*

**4**

**Twilight Assassin**

**3** Creature - Witch **2**

Assassin 2 (+2  $\times$  against players)

*Trained for two things: sneaking and stabbing.*

**4**

**Twilight Bowman**

**3** Creature - Archer **2**

Skirmish 2 (+2  $\times$  against Creatures and Warlords)

*Elves always aim for your legs first...*

**3** **2** **Twilight Oracle**

**2** Creature - Witch **1**

**Gatekeeper** (When three Gatekeeper allies are in play, replace them with The Endless Serpent.)  
*I foresee that... you will eventually die. Okay, that'll be 20 gold.*

**6** **1** **Twilight Ranger**

**4** Creature - Archer **3**

**Assassin 1** (+1  $\times$  against players)  
*Always sneak before you shoot.*

**5** **4** **Twilight Spectre**

**2** Creature - Undead **3**

**Reanimate** (The first time I'm destroyed, play me at the end of the battle line at the end of the turn.)  
*Boo.*

**5** **1** **Twilight Vassal**

**2** Creature - Soldier **3**

**Fury** (I attack twice each turn.)  
*If you say, "Chop that in half!" he asks, "How hard?"*

**8** **1** **Underworld Guardian**

**4** Creature - Spawn **5**

**Gatekeeper** (When three Gatekeeper allies are in play, replace them with The Endless Serpent.), **Berserk** (+1  $\times$  for each 1 damage I take.)  
*You breathe too much. Let me help you with that.*

**2** **1** **Undying Will**

Spell

Heal 1 on most damaged ally, then heal 2 on all undead allies.  
*Decapitating a thrall only makes it angry.*

**1** **2** **Unholy Celerity**

Spell

Random ally gets Fury (attacks twice) this turn.  
*Twilight Elves specialize in defying death, as well as the sound barrier.*

**4** **2** **Witchfire Wielder**

**2** Creature - Witch **4**

**Gatekeeper** (When three Gatekeeper allies are in play, replace them with The Endless Serpent.)  
*Unlike regular fire, Witchfire burns from the inside out.*

**2** **3** **Wraith Stone**

**+0** Artifact **+2**

**Undead Hunger** (+1  $\times$  for each other Undead ally.)  
*Elves keep tabs on the most chaotic and juicy spectres by trapping them in pretty stones.*

**9**

**Hulgir, the Bone Wyrn**

**4** Warlord - Fighter **10**

Plague Bearer (Enemies I attack gain Pestilence, which destroys them next turn.)

He can't really fly anymore ... but he still bites.

**7**

**Kharon, of the Deep**

**2** Warlord - Thief **9**

Cross Over (When an ally is destroyed, 3 damage to enemy opposite me.)

Kharon runs a tidy racket ferrying the dead across a river they would otherwise have to swim across.

**8**

**Lady of the Ravens**

**5** Warlord - Thief **5**

Soul Drain 3 (When another enemy or ally is destroyed, I heal 3.)

Lesser demons affectionately know her as "the dead bird lady."

**5**

**Luthor, the Branded**

**4** Warlord - Mage **3**

Vengeance 4 (When I'm destroyed, 4 damage to the opposite enemy.)

Branding is reserved for only the most prodigious of concubines.

**8**

**Mistress Andra**

**6** Warlord - Thief **5**

Vengeance 2 (When I'm destroyed, 2 damage to the opposite enemy.), Armor 1 (Block 1 damage from attacks.)

When you leave her company you should make sure you still have your watch and your heartbeat.

**9**

**Mistress Ravae**

**4** Warlord - Fighter **8**

Undead Hunger (+1 X for each other Undead ally), Armor 2 (Block 2 damage from attacks.)

If she asks if you have a soul, just say no.

**5**

**Poe, the Undying**

**2** Warlord - Mage **6**

Reanimate (The first time I'm destroyed, play me at the end of the battle line at the end of the turn.)

He holds a second job performing at the birthday parties of naughty children.

**6**

**Wyr, Twilight Priestess**

**2** Warlord - Mage **9**

Gatekeeper (When three Gatekeeper allies are in play, replace them with The Endless Serpent.)

Many have known the dark words of power. Only Wyr knows their true meaning.

**6**

**Steam Juggernaut**

**3** Warlord - Fighter **5**

Reaper 2 (When I attack, 2 damage to adjacent enemies.)

I've been studying and classifying automatons since I was a lad. It's a Zircó 6, I tell you! - Artificer Nelius

**7** **Armed to the Teeth**

**Spell**

All allies equipped with artifacts get +5  $\times$  Armor 3 (block 3 damage) this turn.

*Be very quiet. I'm hunting the enchanted bunny.*

**5** **Avast Ye!**

**Spell**

Front ally gets +4  $\times$  Armor 2 (block 2 damage) this turn.

*Tad loves to make an entrance. You should have seen him at the captain's birthday party last year.*

**4** **Botharian Boomsticker**

**3** **Creature - Pirate** **1**

**Burst 1** (When I'm summoned, 1 damage to all enemies.)

*This here's my boom stick.*

**2** **Chef Automaton**

**1** **Creature - Construct** **2**

**Heal 1** (Heal 1 on most damaged ally each turn.)

*Luckily, its customers' palettes are just as limited as its repertoire.*

**9** **Cloud Commando**

**5** **Creature - Airship** **6**

**Ambush 2** (When I'm summoned, 2 damage to back enemy.)

*Yes, the mask is necessary. No, it's not just for looks. Ever get a bug in your eye? At 40 knots?*

**8** **Compression Cannon**

**+4** **Artifact** **+0**

**Reaper 3** (When I attack, 3 damage to adjacent enemies.)

*What it lacks in accuracy it makes up for in speed, power, and the ability to launch a watermelon three miles.*

**6** **Corsairs**

**4** **Creature - Pirate** **4**

*These vets have seen it all: bloody battles, burning skyships, and tea parties that went on for six agonizing hours.*

**5** **Elven Mercenaries**

**3** **Creature - Elf** **3**

**Vengeance 2** (When I'm destroyed, 2 damage to the opposite enemy.)

*They're not much for trimming sails or swabbing decks, but they're always picked first for boarding parties.*

**1** **Falconeye Crossbow**

**+1** **Artifact** **+1**

**Skirmish 2** (+2  $\times$  against Creatures and Warlords)

*I don't often shoot crossbows, but when I do, I shoot Falconeyes. - Capt. Shill*

**2**

**Full Broadside**

**Spell**

2 damage to front enemy

*"Let 'em have it boys!" -One-eyed Barnabas*

**7**

**Full Speed Ahead**

**Spell**

Move strongest ally to front. It gets Fury (attacks twice) this turn.

*"When life gives you lemons, smash straight through them at ramming speed!"*

**5**

**Fused Bombs**

**+3** **Artifact** **+0**

Skirmish 2 (+2 ⚔ against Creatures and Warlords)

**8**

**Fusillade**

**Spell**

Destroy enemy with lowest ❤

*"This is just one of many reasons not to invite a sky pirate to visit your glass tower."*

**7**

**Grand Vengeance**

**2** **Creature - Airship** **6**

Burst 1 (When I'm summoned, 1 damage to all enemies.)

*"Nice ship, is she for sale?" "No. Wait... Well... how much you got?"*

**8**

**Mad Shipwright**

**6** **Creature - Maker** **3**

Machinist 2 (While I'm equipped with an artifact, +2 ⚔ and +2 ❤.)

*"When he calls for black sails to harvest the sun's rays, they call him mad. But when he calls for bigger cannons, it's genius."*

**6**

**Prepare to be Boarded!**

**Spell**

Front ally gets +4 ⚔. Front enemy gets -3 ⚔ this turn.

*"Aye, swingin' over the side's the most fun part of boardin' an enemy ship, but be safe and test yer lines first."*

**1**

**Proper Boomstick**

**+2** **Artifact** **+0**

Reaper 1 (When I attack, 1 damage to adjacent enemies.)

*"What do ya mean, 'compensate'? - an anonymous, defensive pirate"*

**1**

**Quartermaster**

**2** **Creature - Officer** **3**

Machinist 1 (While I'm equipped with an artifact, +1 ⚔ and +1 ❤.)

*"Hard to port! No, you idiot! Your other port!"*

**5**  
**3**

**Seasoned Helmsman**

**2** Creature - Officer **6**

*I been married six times, raised a dozen kids, and used to work in retail. This is nothing.*

**6**  
**3**

**Sky Pirate**

**4** Creature - Pirate **2**

**Machinist 2** (While I'm equipped with an artifact, +2 ⚔ and +2 ♥.)

*What a lot of awful looking scallywags... Bring 'em all aboard!*

**3**  
**2**

**Sky Skiff**

**+0** Artifact **+2**

**Skirmish 1** (+1 ⚔ against Creatures and Warlords)

*In battle, it's good to have small boats around to scratch those itches the big ships just can't reach.*

**4**  
**3**

**Skyship Harpoon**

**+1** Artifact **+0**

**Reaper 2** (When I attack, 2 damage to adjacent enemies.)

*Harpoons are not the sky pirates' latest invention, but remain the most effective.*

**9**  
**3**

**South Sky Gunship**

**6** Creature - Airship **4**

**Fury** (I attack twice each turn.)

*Only the strongest and fastest ships sail the southern sky.*

**2**  
**2**

**Southern Scoundrel**

**2** Creature - Pirate **3**

*In my six years of raiding, I've yet to steal a shirt that I've liked.*

**3**  
**1**

**Steam Technician**

**1** Creature - Maker **3**

**Machinist 1** (While I'm equipped with an artifact, +1 ⚔ and +1 ♥.)

*No one understands half the jargon she speaks, but they all know she's keeping them in the air.*

**9**  
**3**

**The Buzzard**

**+6** Artifact **+4**

*It eats as much coal as a small airship, but it can fire a sharpened log through a ship's balloon at half a mile.*

**4**  
**2**

**Unsavoury Sellsword**

**2** Creature - Pirate **2**

**Ambush 2** (When I'm summoned, 2 damage to back enemy.)

*My rates are quite reasonable, and I'm sure you'll find my references are all in order.*

**7**

**Wind Rider Captain**



**3** Creature - Officer **3**

**Ambush 3** (When I'm summoned, 3 damage to back enemy.)

*As he scanned the horizon and pondered the limitless open skies, Captain Avel wondered if there were any of those little cakes left.*

**5**

**Wind Rider Elite**



**2** Creature - Pirate **3**

**Machinist 3** (While I'm equipped with an artifact, +3  $\times$  and +3  $\heartsuit$ .)

*This isn't a job for the fearful, the clumsy, or the airsick.*

**6**

**Bloody Lady Elspeth**



**3** Warlord - Thief **4**

**Ambush 3** (When I'm summoned, 3 damage to back enemy.)

*Her crew whispers that she smiled once, years ago. It didn't kill her, but it wrecked the folks around her.*

**5**

**Captain Baha, the Mad**



**3** Warlord - Fighter **7**

**No, no, no.** Land the ship on the hill. That way she's closer to the sky.

**9**

**Ghurn, the Greedy**



**4** Warlord - Fighter **8**

**Storm** (When summoned, I attack immediately.)

*The last person to make a crack about tossing a dwarf got tossed overboard from a ship at ten thousand feet.*

**5**

**Jute, Steam Artificer**



**2** Warlord - Thief **5**

**Techlord** (+2  $\times$  for each ally Artifact.)

*Best not disturb him if you want to keep your eyebrows.*

**7**

**Mad Hatta**



**3** Warlord - Thief **3**

**Burst 3** (When I'm summoned, 3 damage to all enemies.)

*She started as a deckhand, but murdered her way up the chain of command.*

**6**

**Nagra the Shadow**



**4** Warlord - Thief **6**

**Loremaster** (+2  $\times$ , +2  $\heartsuit$  to all allies with Artifacts)

*There's no purse I can't cut—and no job I won't take—for the right price.*

**4**

**One-Eyed Barnabas**



**4** Warlord - Mage **4**

**Incite** (+2  $\times$  to adjacent allies)

*Some say 'twas a sky-squid that sucked out his peeper. Others say he lost it in a monkey fight. Of Barnabas, he says nothing, and he'll whip ya if ye bring it up.*



THERE ARE FOUR CARD TYPES:  
CREATURES - THEY ATTACK, DEFEND, AND USE ABILITIES FOR YOU ON THE BATTLE LINE.  
ARTIFACTS - CREATURES AND WARLORDS CAN EQUIP THESE TO GRANT ENHANCED STATS AND SPECIAL ABILITIES.  
SPELLS - UNLEASH POWERFUL ONE SHOT EFFECTS ON THE BATTLE LINE.  
WARLORDS - SUPER POWERED CARDS THAT COMMAND SQUADS.

**RANK**

HOW POWERFUL THE CARD IS.

4

**RUNE**

THERE ARE FIVE DIFFERENT RUNES.



**STRENGTH**

HOW MUCH DAMAGE THE CARD DOES IN BATTLE.

2

**HEALTH**

HOW MUCH DAMAGE IT TAKES TO DESTROY THE CARD.

2



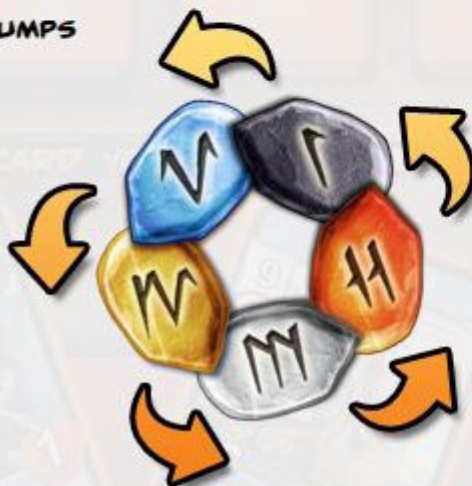
DURING A DUEL, YOU AND YOUR OPPONENT TAKE TURNS TRYING TO TRUMP EACH OTHER'S CARDS. YOU CAN TRUMP YOUR OPPONENT'S BY EITHER PLAYING A CARD WITH A HIGHER RANK...

EACH CARD TRUMPS THE ONE BENEATH IT.



...OR PLAYING A CARD WITH A RUNE THAT TRUMPS.

EACH RUNE TRUMPS THE ONE IT POINTS TO.



AFTER THE DUEL, CARDS WITH RANK EQUAL TO OR LESS THAN THE SUMMON NUMBER GO TO THE BATTLE LINE.

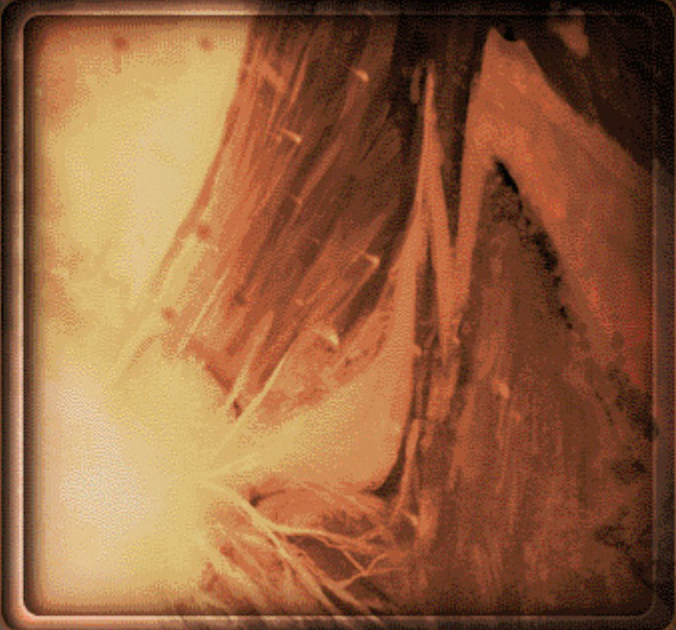


ON THE BATTLE LINE, CARDS INFLICT THEIR STRENGTH SCORE IN DAMAGE TO THE CARDS OPPOSITE THEM. IF THERE IS NO CARD OPPOSITE THEM THEIR DAMAGE GOES STRAIGHT TO THE PLAYER.

THESE WILL DAMAGE EACH OTHER.



THIS WILL DAMAGE YOUR OPPONENT.



# Mystic Warlords of Ka'da



P2



P1

