



3

Archivist

Human

When *I* am marked, put the top card of each player's deck into his/her graveyard.

1

3



3

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**Benevolent
Baron**
Human

When *I* come into play, each player draws a card.

When *I* leave play, each player discards a card.

2

3



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Binding Contract

Enchantment

2

When its controller **marks** target enchanted **creature** all other creatures in the same **city** or **army** are also **marked**.



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Enchantment

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Blindfolded Enchantment

3

Target **creature** gains: "**2** , mark target **creature**. It doesn't unmark as long as **I** am marked. You may choose not to unmark **me** during your unmark phase."



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Carpe Diem

Event

2

Mark target **creature**. You may pay **x** additional resources to mark **x** additional creatures.



Carpe Diem

Event

2

Mark target *creature*. You may pay **x** additional resources to mark **x** additional creatures.



Carpe Diem

Event

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Entangled Enchantment

3

Target **creature** doesn't unmark during its controller's unmark phase.



Entangled Enchantment

3

Target **creature** doesn't unmark during its controller's unmark phase.



Entangled Enchantment

3

Target **creature** doesn't unmark during its controller's unmark phase.



Erode Event

2

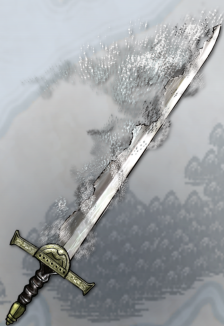
Counter target *spell* or destroy target *enchantment*. Each opponent may draw a card.



Erode Event

2

Counter target *spell* or destroy target *enchantment*. Each opponent may draw a card.



Erode Event

2

Counter target *spell* or destroy target *enchantment*. Each opponent may draw a card.



3



Esteemed Councilor

Human

When *I* mark for devotion, you may pay 2 to draw a card.

My devotion towards the *city* counts double.

1

3

3



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Human

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1

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3

2



Esteemed Duelist

Human

First Strike - In combat, I deal damage first. The opposing creature only strikes back if it survives.

Blood Vengeance - I come into play with x +1/+0 counters, where x is equal to the damage dealt the previous turn by target opposing creature.

1

1

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1

1



Merchant Ship

***Travel** - I'm not marked for moving.*

***Flying** - Only creatures with flying and ranged can defend against me.*

When *I* am moved, you may move target **creature** along. That creature isn't marked for moving.

2

2



Merchant Ship

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2

2

3

Prince of Thieves

Human



Look at the top card of target **player's** deck.

②: Target **player** puts the top card of his/her deck into his/her graveyard.

1

2

3

Prince of Thieves

Human



Look at the top card of target **player's** deck.

②: Target **player** puts the top card of his/her deck into his/her graveyard.

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1

2



Qualaris

City

You may remove **House of Nobles** cards from your graveyard from the game. The cards' loyalty marks add to **my** devotion.

Level 5: Move target **creature** to a **city** of the creature's controller. Moving the creature doesn't cause it to mark.



4



**Royal
Guard**
Human

Bodyguard 3 - Each turn I may divert up to 3 damage from target creature you control and put that damage on myself instead.

"You shall not pass!"

3

3

4



**Royal
Guard**
Human

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3

3

4



Royal Guard

Human

Bodyguard 3 - Each turn I may divert up to 3 damage from target creature you control and put that damage on myself instead.

"You shall not pass!"

3

3



Siphon

City

Level 3: Players can only *have* x resource cards. X is the number of resource cards you control.

Level 7: Players can only *unmark* x creatures during their unmark phase. X is the number of creatures you control.



Touch of Genius

Event

3

Choose one: target **player** can't draw cards this turn, or target **player** must draw three cards.



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Touch of Genius

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S

Two Bridges

City

Level 2: Target *player* puts the top card of his/her deck into his/her graveyard.

Level 4: Draw a card.

Level 6: Target *player* puts the top card of his/her deck into his/her graveyard.

8

Whirlwind

Event

2

Return target **creature** to the top of its owner's deck.



Whirlwind

Event

2

Return target **creature** to the top of its owner's deck.



Whirlwind

Event

2

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Arceage

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