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Bogeyman
Undead

Infiltrate - I can move into opponents' cities.

When *I* enter an opponent's city, *hide* target *creature* in the same *city.* When *I* leave the city, *I* die and the creature becomes *unhidden.*

(Hidden creatures are placed back side up and are no longer in play.)

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Darken Voldan

Human

When *I* would be the target of a spell or ability, you may *hide* me until your next turn.

Sacrifice *me* to destroy target *enchantment*.

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S acrifice *me* during your turn and auction control over a target *creature.* When you win, put it in your *army* marked.

Players may increase the bid by taking one damage on a single *city* they control. *You* make the initial bid and must take one damage on your chosen *city.*

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Death Warrant
Magic

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Put an **Assassinate** token card on top of target deck, face up. It reads:*"When you draw **me,** sacrifice two creatures to have me removed from the game. If you don't, sacrifice one creature. Then draw a card and shuffle **me** back into your deck, face up."*

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Eloh's Mantra
Magic

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Discard one card from your *hand,* then reveal your resource cards and put two in your *hand.* Convert the top three cards of your *deck* into *marked* resource cards. Finally, shuffle the bottom four cards of your *graveyard* into your deck.

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S

Haunted Graveyard

City

You may sacrifice *my* residents. Add their loyalty marks to *my* devotion.

Level 2: When a token *creature* you control dies or a creature is put into your *graveyard*, *I* gain 1 defense point.

7

1

Hydra Hatchling

Hydra

When **I** die, put one +1/+1 *Hydra Spawn* creature token with *fatigue* and *incentive 1* into your **army**.

I die at the end of your next turn.

0 **1**

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Hydra Spawn

Hydra Token

Fatigue - I come into play marked.

Incentive - I cannot attack unless you pay 1 resource.

At the end of your turn, if *I* died and one of my siblings survived, put two new *Hydra Spawn* tokens into your *army.*

"Cut one head, and two new will regrow."

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Hydra's Awakening
Magic

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Put two +1/+1 **Hydra Spawn** creature tokens with **fatigue** and **incentive 1** into your **army**.

They gain: *"At the end of your turn, if **I** died and one of my siblings survived, put two new **Hydra Spawn** tokens into your **army**."*

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Hydra's Lair

City

Level 2: Search your deck for a *Hydra Hatchling* and put it in your *hand.* Shuffle your deck afterwards.

Level 4: Put one +1/+1 *Hydra Spawn* creature token with *fatigue* and *incentive 1* into your *army.*

7

5

Iron Knight
Soldier

Overrun - The surplus of unblocked damage I deal is carried over to the attacked city.

In combat, *I* deal no damage unless you sacrifice two **creatures**.

5 5

5

Iron
Knight
Soldier

Overrun - The surplus of unblocked damage I deal is carried over to the attacked city.

In combat, *I* deal no damage unless you sacrifice two *creatures*.

5 **5**

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In combat, *I* deal no damage unless you sacrifice two *creatures*.

5 **5**

2

Maestro of Dark Arts

Human

Reveal the top card of each deck.

Each player may convert the revealed card into a resource card of their choice.

1 1

2

Maestro of
Dark Arts
Human

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1 **1**

2

Maestro of Dark Arts

Human

Reveal the top card of each deck.

Each player may convert the revealed card into a resource card of their choice.

1 1

Malin

Undead Human

Sacrifice two *creatures* you control and reveal the front side of all your resources. Search for a *creature* card and put it in a *city* you control. That creature has the *Undead* type next to its other types.

3

1 3

Malin

Undead Human

Sacrifice two *creatures* you control and reveal the front side of all your resources. Search for a *creature* card and put it in a *city* you control. That creature has the *Undead* type next to its other types.

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Malin

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3

1 3

Return to Nowhere
Event

2

Remove target *creature* from the game. All *cities* belonging to its controller gain 1 defense point for each *loyalty* mark on the removed creature.

Return to Nowhere
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2

R emove target *creature* from the game. All *cities* belonging to its controller gain 1 defense point for each *loyalty* mark on the removed creature.

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4

Rin'tar
Soldier

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

When *I* enter play, all *cities* receive 1 damage.

3 **1**

4

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Soldier

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

When *I* enter play, all *cities* receive 1 damage.

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

When *I* enter play, all *cities* receive 1 damage.

3 **1**

Thirst for Knowledge
Magic

3

All players put the cards from their **hand** on the bottom of their **deck** in any order. Next, each player must draw seven new cards. Deal 1 damage to each **city** you control.

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Tower of the Condemned

City

R esidents that become ***devoted*** permanently gain the ***Undead*** type next to their other types.

Level 3: When an *Undead* creature you control dies, you may return it to its owner's ***hand*** if you sacrifice a ***non-Undead*** creature instead.

6

Undone
Event

1

Counter target spell unless its caster pays additional *resources* equal to the spell's loyalty marks.

If they do, deal the same amount of damage to one of your *cities.*

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