

Abduction

Event

3

Mark target **creature**. Move the marked card to a **city** or **army** controlled by its owner.



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Crumbling Defenses

Magic

4

Sacrifice all *Dark Legion* creatures in your *army*. For each sacrificed creature, target *player* discards a card or sacrifices a resource card.



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Fear of the Dark

Enchantment

2

Target *creature* cannot attack *Dark Legion cities*, nor can it defend against *Dark Legion creatures*.



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Fearless Assault

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All creatures have **deadly** until end of turn and all **Undead** creatures are immune to **deadly** until end of turn.



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2



Gigantic Spider

Shadow

When *I* die, target **player** discards a card or sacrifices a resource card.

"... an itsy bitsy spider..."

1

1

2



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Jevyan's Advice

Magic

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Sacrifice a **city** you control; destroy all **creatures** and **enchancements**.



Jevyan's Advice

Magic

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Jevyan's Advice

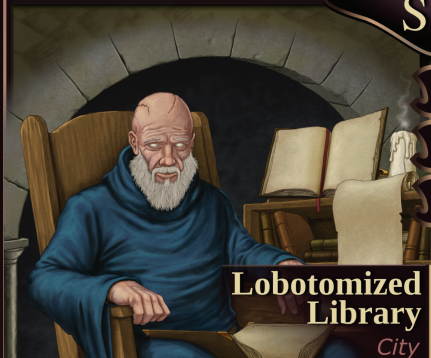
Magic

4

Sacrifice a **city** you control; destroy all **creatures** and **enchancements**.



S



Lobotomized Library

City

Level 3: All players discard two cards.

Level 5: Draw a card.

Level 7: Each time an opponent draws a card, deal 2 damage to one of that opponent's cities.

10

2



Nightgaunt

Shadow

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

When ***I*** come into play, target ***player*** discards a card or sacrifices a resource card.

1

1

2



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1

1

S



Nirvana of the Undead

City

Level 3: All *Undead* creatures become *deadly*.

Level 5: Whenever a *non-Undead* creature you control would be put into a graveyard from play, you may put it in your *army* instead. That creature gains the type *Undead*.

8

Out of Nowhere

Magic

2

Search your deck for a **Dark Legion** card and put it in your hand. Shuffle your deck afterwards.



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Raise the Undead

Enchantment

2

Search any **graveyard** and put target **creature** in your **army**. That creature has the **Undead** type next to its other types.



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Rotten Deal

Magic

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Target *player* either discards two cards, or sacrifices two resource cards, or discards one card and sacrifices one resource card.



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3



Shadow in the Dark

Shadow

***Infiltrate** - I can move into opponents' cities.*

➤ Put a -1/-1 counter on **me**: destroy target **creature** in the same **city**.

"I am the shadow in the dark."

1

2

3



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1

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S

Shadow's Twilight *City*

Level 2: When an opponent discards a card, he/she chooses one of his/her *cities*. That *city* gets 1 damage.

Level 5: *Shadow* creatures you control are *indestructible*.

9

3



Shatis

Shadow

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

When **I** damage a **city**, that city's owner discards a card or sacrifices a resource card.

2

2

3



Shatis

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

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2

2

3



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When **I** damage a **city**, that city's owner discards a card or sacrifices a resource card.

2

2

3



Undead Archer

Undead Skeleton

Ranged - I can defend against creatures with flying.

Deal 1 damage to target **creature** or **city**.

2

1

3



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2

1

2



Wight
Shadow

When **I** am in the graveyard and there are three cards on top of **me**, target **player** discards a card or sacrifices a resource card, then **I** am put on top of your graveyard.

1

1

2



Wight
Shadow

When **I** am in the graveyard and there are three cards on top of **me**, target **player** discards a card or sacrifices a resource card, then **I** am put on top of your graveyard.

1

1

2



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Shadow

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1

1



ArceAge

amin duna - ilya lanta