

6



**Augur**  
*Troll*

**W**hile *I* am a **resource card**, you may reveal **me** and two other **Trolls** from your resource cards. Put **me** in your **army** marked and the others at the bottom of your **deck** in any order.

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**Brugur**  
*Troll*

While *I* am a **resource card**, you may reveal *me* and one other **Troll** from your resource cards. Deal 5 damage to target **creature** and put *us* at the bottom of your **deck** in any order.

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**Drugur**  
*Troll*

**W**hile *I* am an **unmarked resource card**, you may reveal *me*, search your **deck** for one **Troll** card and convert it into a **marked resource card**. Put *me* at the bottom of your **deck**.

*"Me Drugur, magma wielder and forger of new lands."*

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**Level 2:** When *you* reveal a **Troll** creature from your resource cards, *I* gain 1 defense point.

**Level 4:** When a **Troll** creature dies, you may convert it into a resource card and deal 2 damage to *me*.

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## Frugur

Troll

While *I* am a **resource card**, you may reveal *me*. Target **creature** gets +2/+2 and gains **overrun** until end of turn. Put *me* at the bottom of your **deck**.

(The surplus of unblocked damage dealt by creatures with **overrun** is carried over to the attacked city.)

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## Giant Mudcrawler

*Mud*

**W**hen *I* die, put four +0/+1 **Mud** tokens in your **army**. They gain:

*"During your turn, you may combine two **Mud** tokens into a single **creature**. It has their combined attack/defense strengths and is replaced by a **Giant Mudcrawler** from your **deck** or **graveyard** when its defense becomes 3 or more. Shuffle your deck."*

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## Krugur

Troll

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

While **I** am a **resource card**, you may reveal **me**. Search your **graveyard** for a **Troll** card and convert it into a **marked resource card**. Put **me** at the bottom of your **deck**.

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**Lava  
Valley**  
*City*

**Level 0:** Deal 1 damage to *me* for each card you draw during your turn.

**Level 2:** *I* gain 2 defense points for each card you convert into a *resource card*.

**Level 5:** Destroy target *resource*.

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## Little Ur *Troll*

While *I* am a **resource card**, you may reveal **me**. Discard your **hand** and destroy your **resource cards**. For each of the destroyed **resource cards**, convert the top card of your **deck** in to a new **resource card**.

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## Little Urgur

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*"Come out, come out to play!"*

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**Mrugur**  
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While *I* am a **resource card**, you may reveal **me**. Keep discarding cards from the bottom of your **deck** until you reach a **non-Troll** card. For each **Troll** card discarded this way, you may distribute 1 damage to any creature. Put **me** at the bottom of your **deck**.

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*Mud Token*

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## Rise of the Phoenix Event

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**Salvage 2** - You may pay 2 resources to return me to your hand from the graveyard.

Deal 1 damage to target **city** or 2 damage to target **creature** in target **army**.



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# Sand Sculpture

## Magic

3

Create a **sand copy** of target **creature** or an **exact copy** of target **Mud** creature. Put it in your **army marked**.

(Sand copies have the **sand copy** type next to their other types. When the original card is destroyed, the copy is destroyed as well.)



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**Scrap Gatherer**  
*Orc*

 Convert target **card** you control into a **marked resource card** of your choice.

*"Get your blades sharpened today,  
just one silver coin!"*


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## Stone Gate

City Gate

**Level 4:** Put all *creatures devoted to me* into your *army unmarked*.

**Level 7:** Put an additional *city* into play without skipping your turn.

*"Worlds change in the blink of an eye."*

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## Throwing Mud

*Magic*

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**Traogur**  
*Troll*

While *I* am a **resource card**, you may reveal **me**. Destroy all **enchantments** attached to a single card. Put **me** at the bottom of your **deck**.

*"The Blood of Stone will not be enslaved by magic."*

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# ArceAge

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