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Aiglon
Imp Soldier

All **Imps** in play gain **bodyguard 1**.

(Each turn, a creature with **bodyguard 1** may divert up to 1 damage from target creature you control and put that damage on itself instead.)

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Alchemist Apprentice

Human

➤ Put a +0/+1 **Bottled Potion** token in your **army**. That token cannot move, attack or defend.

It has "➤ Sacrifice **me** to reduce 1 damage, or to put 1 **poison counter** on target **creature**."

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Angarth
Imp Lord

Veteran - I am not marked for attacking.

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

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Baglur
Imp

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

While ***I*** am in a ***city***, fellow ***residents*** cannot defend against ***Imps***.

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Bottled Potion

Token

***Freeze** - I cannot move, attack or defend.*

➤ Sacrifice **me** to reduce 1 damage, or to put 1 **poison counter** on target **creature**.

*(Each **poison counter** prevents a creature's **unmarking** unless it gains a -1/-1 counter.)*

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**Burin***Imp Soldier*

Dual Attack - I deal first strike damage and normal combat damage.

(Creatures with **first strike** deal damage first in combat. The opposing creature only strikes back if it survives.)

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Level 2: Remove a +1/+1 counter from target *unmarked creature*.

Level 4: Each *marked creature* gets a +1/+1 counter.

"Bow before the Dwarf King's Throne and you shall receive the gift of strength."

11

Damien, the Unbelievable Magic

2

Recycle - Convert me into a marked resource when I'm put in the graveyard.

Destroy target **token** or **enchantment**, then each player must shuffle their deck and draw a card.



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3



Delfador

Human Wizard



Target **creature** gets +1/+1 and loses all its abilities until end of turn.

(This includes any ability gained by enchantments, spells or effects.)

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Dragon Cannoneer

Imp Soldier

Fatigue - I come into play marked.

↪ Double the amount of damage target **creature** received so far this turn.

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Fatigue - I come into play marked.

↪ Double the amount of damage target **creature** received so far this turn.

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Durstorn
Imp

Battle Scream 2 - When I attack, all other attacking creatures get +2/+0.

If ***I*** have attacked this turn, return a ***creature*** from your ***army*** to your ***hand*** after your ***discard phase***.

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Eldaric
Human Lord

***Devoted** - My devotion towards the city counts double.*

 Put a +1/+1 counter on target *unmarked creature* and *mark* it.

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**Golden
Palace**
City

When *I* come into play, *cities* you own cannot be **attacked** until your next turn.

Level 2: Players that played a *resource card* during their *draw and resource phase* cannot attack that turn.

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Leollyn

Human Wizard



Redirect 1 damage caused by a spell, effect or ability from target **creature** to another **creature**.

"Well, well, well, look what we've got here..."

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Master Perrin

Human Wizard

Salvage 3 - You may pay 3 resources to return me to your hand from the graveyard.

While *I* am in play, **creatures** with attack strength equal to three or greater do not **unmark** during their controller's **unmark phase**.

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Ost'
Gilliam
City

Level 0: When an opponent draws a card beyond the first during their turn, *I* gain 1 defense point.

Level 2: At the end of your turn, draw any number of cards and deal the same amount of damage to *me*. Skip your next *draw and resource phase*.

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**Thursagan***Imp Thug*

Veteran - *I am not marked for attacking.*

When *I* deal damage, **convert** the top card of your **deck** into a **resource card**.

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Ulfserker
Thug

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

When a **creature** defends against me,
I get +3/+0 until end of turn.

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Arceage

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