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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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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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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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A medieval town square scene. On the left, a two-story building with a grey tiled roof has a man looking out from a window. In the foreground, two figures in red cloaks stand near a doorway. In the background, a stone tower with a wooden balcony is visible, and a building is on fire. A man in a green hooded cloak stands in the foreground on the right. The sky is dark and cloudy.

S

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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Thug

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ARCENAGE

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