

2



## Chimera

*Lion Cat*

**Pack** - While attacking, you may combine me with other creatures into a single creature. (Packed creatures lose their other abilities during combat.)

**Event** spells cost one additional Gaian resource.

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## Greater Ice Peak

*City*

**Level 2:** *Freeze* all ***non-Seal*** and all ***non-flying*** creatures until your next turn. The controller of each ***frozen*** creature may pay two resources to ***unfreeze*** it.

*(Frozen creatures cannot mark, unmark, move, attack or defend.)*

8

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## Ice Owl

*Owl Bird*

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

When ***I*** come into play, look at the top two cards of your ***deck***. Convert one into a ***resource card*** and put one in your ***graveyard***.

1

1

3



## Ice Owl

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1

1

2



## Ice Seal

Seal

**Sudden** - I can be played directly into your army.

When **I** come into play, **freeze** target **creature** until end of turn.

(**Frozen** creatures cannot mark, unmark, move, attack or defend.)

1

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1

1



1



## Lynx

Cat

**Pack** - While attacking, you may combine me with other creatures into a single creature. (Packed creatures lose their other abilities during combat.)

**Non-Gaian** creatures cost one additional **Gaian resource**.

1

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1



**Lynx**  
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1

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**Non-Gaian** creatures cost one additional **Gaian resource**.

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## Majestic Seal

*Lion Seal*

➤ **Freeze me** until your next **tactics phase** to put a +1/+1 counter on **me**.

Put a -1/-1 counter on **me** to **freeze** target **creature** until your next **tactics phase**.

(**Frozen** creatures cannot mark, unmark, move, attack or defend.)

3

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## Majestic Seal

*Lion Seal*

➤ **Freeze me** until your next *tactics phase* to put a +1/+1 counter on **me**.

Put a -1/-1 counter on **me** to **freeze** target *creature* until your next *tactics phase*.

(**Frozen** creatures cannot mark, unmark, move, attack or defend.)

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Put a -1/-1 counter on **me** to **freeze** target *creature* until your next *tactics phase*.

(**Frozen** creatures cannot mark, unmark, move, attack or defend.)

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## Mountain Pass *City*

**Level 2:** Put one *frostbite* counter on target card.

*(When cards with **frostbite** counters are **marked** by their controller, remove all their **frostbite** counters and have each of them deal 1 damage to a **city** of the same controller.)*

14

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## Ram

*Goat*

***Sudden*** - *I can be played directly into your army.*

When ***I*** die, convert the top card of your deck into a ***Gaian*** resource card.

1

1



1



## Ram

Goat

**Sudden** - *I can be played directly into your army.*

When **I** die, convert the top card of your deck into a **Gaian** resource card.

1

1

2



**Sabrecat**  
*Cat*

**Pack** - While attacking, you may combine me with other creatures into a single creature. (Packed creatures lose their other abilities during combat.)

**Magic** and **enchantment** spells cost one additional **Gaian resource**.

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2



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**Pack** - While attacking, you may combine me with other creatures into a single creature. (Packed creatures lose their other abilities during combat.)

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2

1

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**Magic** and **enchantment** spells cost one additional **Gaian resource**.


2

1

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**Seal**  
*Seal*

 **Freeze** target *creature* until  
your next *tactics phase*.

(**Frozen** creatures cannot mark,  
unmark, move, attack or defend.)

2

2

3



**Seal**  
*Seal*

➤ **Freeze** target *creature* until  
your next *tactics phase*.

(**Frozen** creatures cannot mark,  
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2

2

3



**Seal**  
*Seal*

➤ **Freeze** target *creature* until  
your next *tactics phase*.

(**Frozen** creatures cannot mark,  
unmark, move, attack or defend.)

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5



## Snow Beast *Ape*

**Discount Ape** - I cost one resource less for each kind of Ape you control.

When **I** am damaged, **I** gain **overrun** in your next turn.

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

5

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5



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5

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## Snow Owl

*Owl Bird*

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

When **I** come into play, look at target **player's hand** and have them discard **target card**.

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## Snow Owl

*Owl Bird*

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When ***I*** come into play, look at target ***player's hand*** and have them discard ***target card***.

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## Snow Shelter City

**Level x:** Put x *frostbite* counters on multiple target *Gaian* resource cards.

*(When cards with **frostbite** counters are **marked** by their controller, remove all their **frostbite** counters and have each of them deal 1 damage to a **city** of the same controller.)*

9

1



**Sting**  
*Rodent*

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

When ***I*** infiltrate an opponent's ***city***, deal 1 damage to each resident of that ***city***. ***I*** die at the end of that turn.

1

1

1



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1

1

4



White  
Gorilla  
Ape

***Discount Ape** - I cost one resource less for each kind of Ape you control.*

When *I* am damaged, *I* gain **first strike** in your next turn.

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

3

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4



White  
Gorilla  
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3

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3



**Winter  
Yak**  
*Tauroch*

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

While attacking, **I** get +1/+1 for each **Gaian resource** the attacked **city's** owner controls.

3

3

3



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

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3

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## Yeti Ape

***Discount Ape** - I cost one resource less for each kind of Ape you control.*

When *I* am damaged, *I* gain **dual attack** in your next turn.

*(Creatures with **dual attack** deal first strike damage and normal combat damage.)*

3

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## Yeti Ape

***Discount Ape** - I cost one resource less for each kind of Ape you control.*

When *I* am damaged, *I* gain **dual attack** in your next turn.

*(Creatures with **dual attack** deal first strike damage and normal combat damage.)*

3

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When *I* am damaged, *I* gain **dual attack** in your next turn.

*(Creatures with **dual attack** deal first strike damage and normal combat damage.)*

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# ArceAge

amin duna - ilya lanta