



Addax

Addax Token

Fatigue - I come into play marked.

"Times are sad. Really sad. The herds of Addax used to number in the hundreds. Today, we only see them in very small groups."

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Addax Archer

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***Ranged** - I can defend against creatures with flying.*

➤ Mark target **creature** with **flying** or deal 1 damage to target **creature** without **flying**.

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Addax Herder

Human Addax

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When *I* come into play, put two 1/1 **Addax** tokens in target **city** or **army** marked. When *I* leave play, sacrifice an **Addax** creature.

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Addax Tracker

Human Addax

***Fatigue** - I come into play marked.*

➤ Sacrifice *me* to produce 1 **Red Banner** resource.

"Look at those markings there. Finally. That's the herd we're looking for."

2

2



Addax Tracker

Human Addax

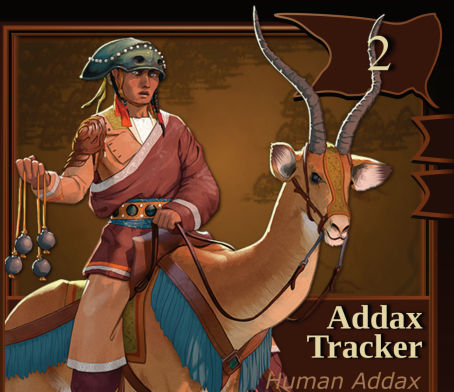
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Champion of the Sun

Soldier

Whenever another *Red Banner* creature or fellow *Soldier* comes into play under your control, I get a +1/+1 counter.

"Who's brave enough to challenge the sun? Step forward, cowards!"

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Garak

Elf Legend

Players can only draw one card during their *draw phase*.

🔪 Draw a card.

"Garak, the self-exiled elfling, accepted by the Dunefolk."

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S



Ghazw City

Level 0: All your *creatures* cannot *attack* unless you reach *level 2*.

Level 2: *My* residents may *attack* during combat.

Level 4: *My* residents have *veteran* and are not marked when attacking.

8

An illustration of a city with a prominent red banner in the upper right corner. The banner is dark red with a white letter 'S' on it. The city below features a tall, cylindrical tower with a red dome and a golden finial. Other buildings with domes and arches are visible in the background. In the foreground, there's a building with a blue and white striped awning over an arched entrance. The entire scene is set against a backdrop of a cloudy sky.

S

Guincho City

Level 2: Sacrifice *Red Banner* token cards. Target **city** gains 2 defense points for each sacrificed token card.

"Calling Guincho a city is a bit of an exaggeration. It's more like a small, but cozy hamlet."

9

3



Kaleh, son of Garak

Elf Human

You may draw a card during your *play phase*.

"Our son will be devoured by the traditions of the Dunefolk and his desire to search out his elvish kin."

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Nym's Calling

Magic

4

Put a 2/1 **Tauroch** token with **overrun** into each **city** you control and put a single 1/1 **Addax** token in your **army** marked.



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S

Oasis of Reflections

City

Level 2: When a token is cast into *me*, put an exact *sand copy* token here as well.

Level 4: When a token is cast into your *army*, put an exact *sand copy* token there as well.

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

9

Solar Blessing

Event

1

Target **creature** gets +2/+1 until end of turn.

"At the dawn of battle, the Dunefolk's ritual of the Solar Blessing gives extra strength."



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Soldier of the Sun

Soldier

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

"Take the front rank! The soldiers of the Sun will not stand in the shade!"

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Sun Singer Sacrifice

Event

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Sacrifice two **Addax** creatures
or three **Red Banner** creatures
to destroy target attacking **creature**.



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Taur's Armor

Enchantment

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Target **creature** gets +3/+1 and has **overrun**.

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



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Taur's Sibling

Tauroch

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

"Ah, yes, yes. A magnificent beast, not as strong as Taur himself, but strong nevertheless."

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Taurson

Tauroch Token

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"Taur was blessed with many sons and grandsons to carry forth his ancestors' lineage."

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An illustration of a warrior with dark skin and long black hair, wearing a large, ornate headdress with orange and red feathers and blue tassels. The warrior is clad in brown and red armor and is mounted on a large, light-brown Tauroch (a bull-like creature) with long, curved white horns. The Tauroch is adorned with red and blue tassels. The warrior holds a long spear. The background is a warm, brownish-orange with faint, stylized trees.

Thaur's Banner

Tauroch

When *I* come into play, put a **2/1 Tauroch** token into each other *city* you control.

"The dice are cast. Thaur's Banner will fly once more; let all Tauroch warriors prepare for battle."

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An illustration of a warrior with dark skin and long black hair, wearing a large, ornate red and gold headdress with blue tassels. The warrior is clad in red and gold armor and is mounted on a large, light-brown Tauroch (a bull-like creature) with long, curved white horns. The Tauroch is also adorned with red and gold harnesses and blue tassels. The warrior holds a long spear with a blue blade. The background is a warm, brownish-gold with faint, stylized mountain peaks.

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Warrior of the Sun

Soldier

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Sudden - I can be played directly into your army.

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ArceAge

amin duna - ilya lanta