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Addax Token

Fatigue *- I come into play marked.*

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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

Fatigue *- I come into play marked.*

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."

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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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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

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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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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

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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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Tauroch

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Tauroch Token

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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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Warrior of the Sun

Soldier

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

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

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