



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."

1

1



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."

1

1



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."

1

1



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."

1

1



Addax

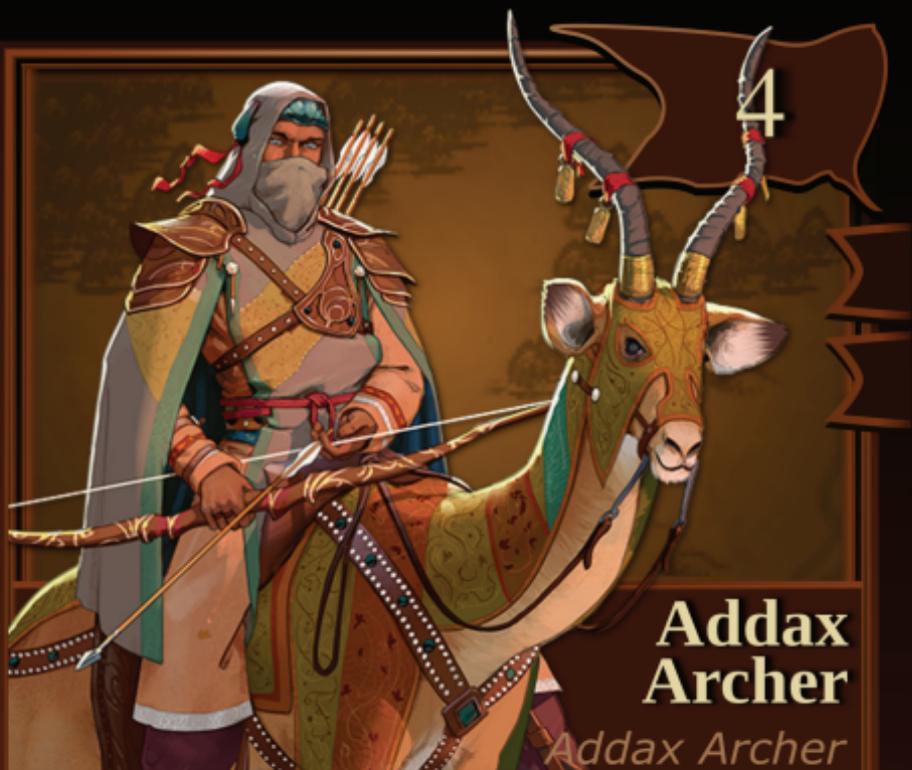
Addax Token

***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."

1

1



Addax Archer

Addax Archer

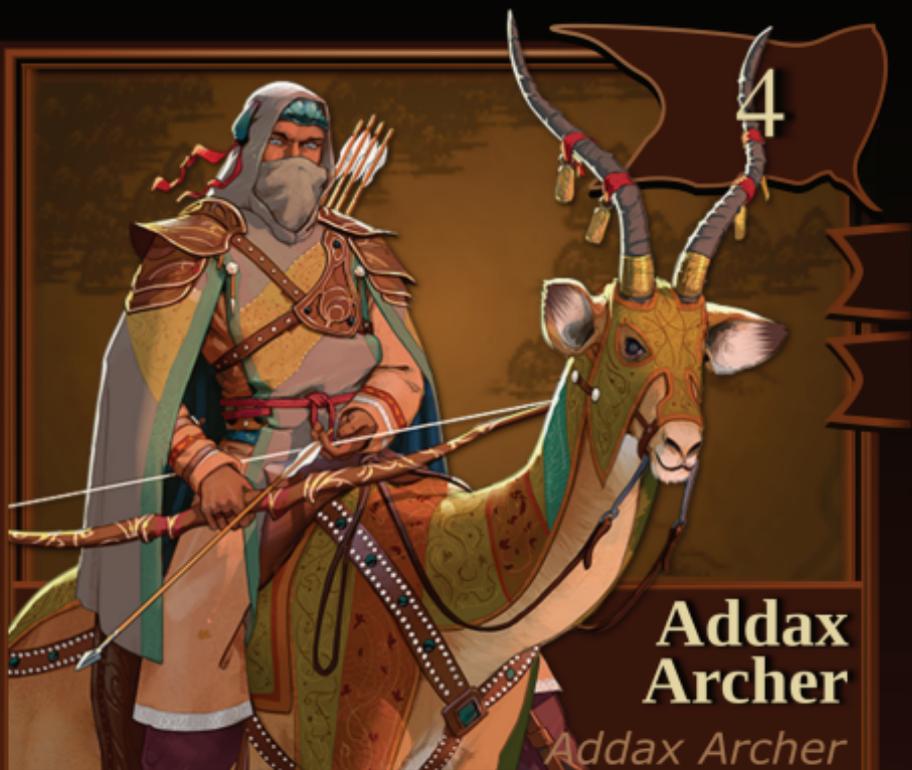
Fatigue - I come into play marked.

Ranged - I can defend against creatures with flying.

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

1

2



Addax Archer

Addax Archer

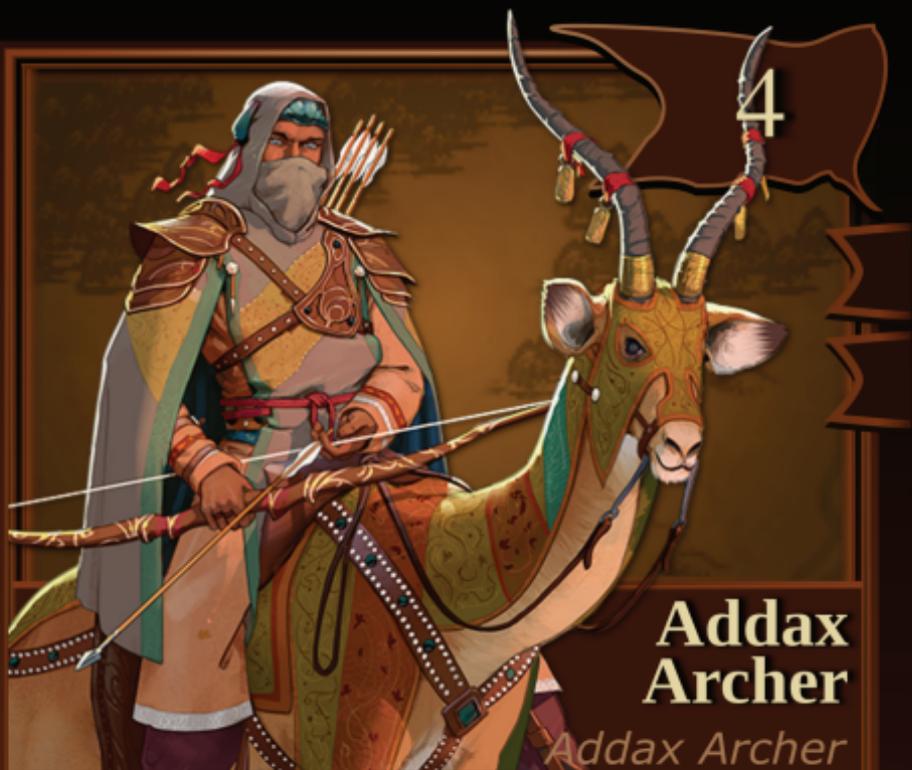
***Fatigue** - I come into play marked.*

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

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

1

2



Addax Archer

Addax Archer

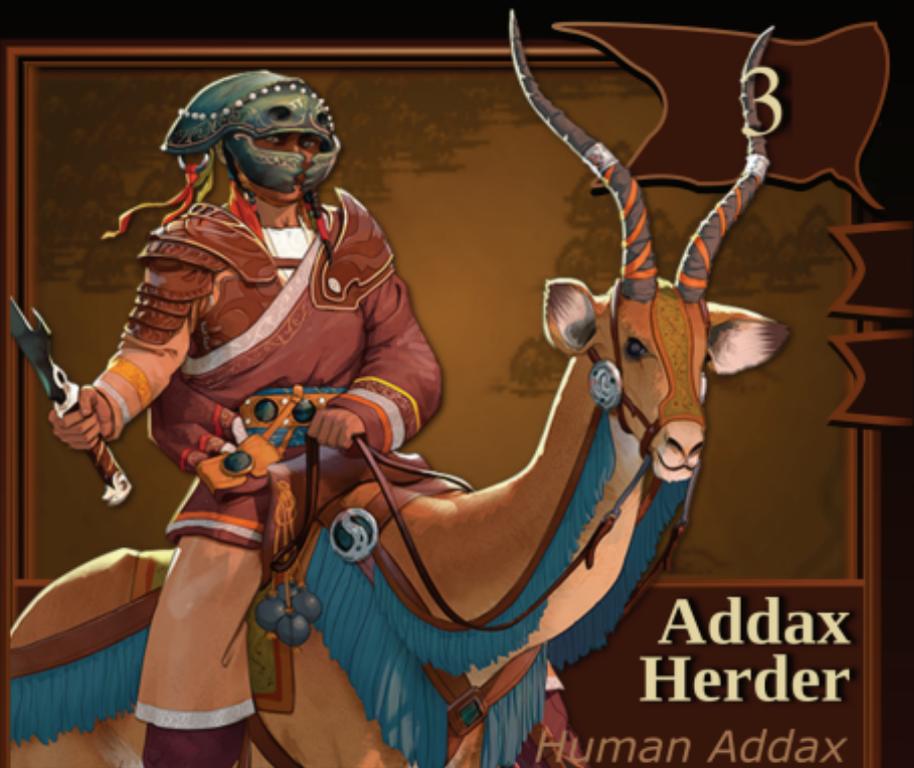
***Fatigue** - I come into play marked.*

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

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

1

2



Addax Herder

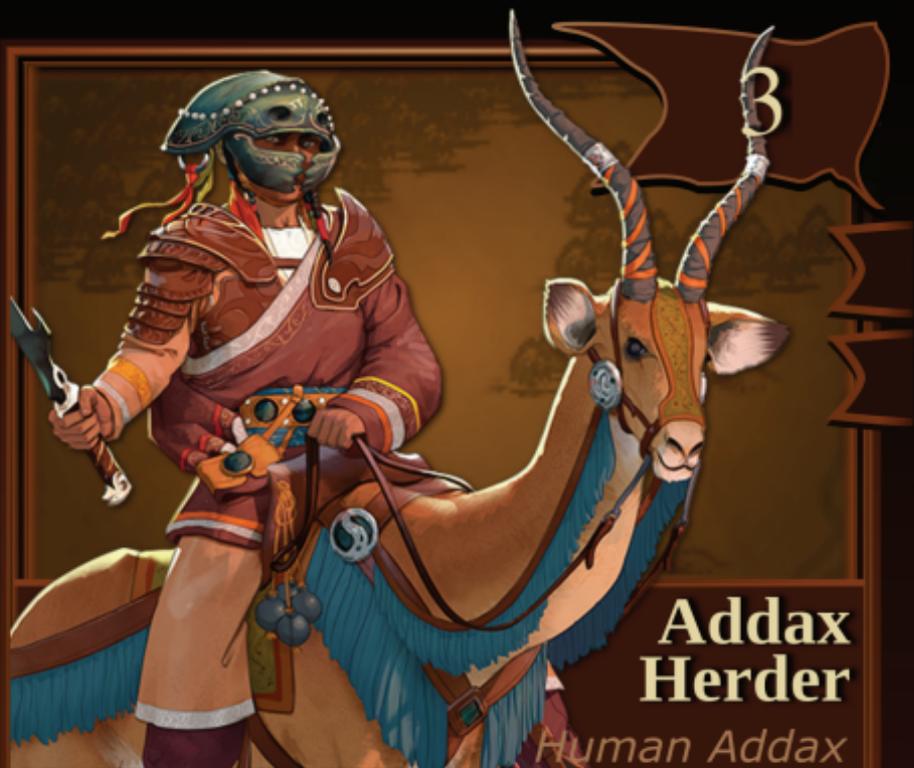
Human Addax

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.

2

2



Addax Herder

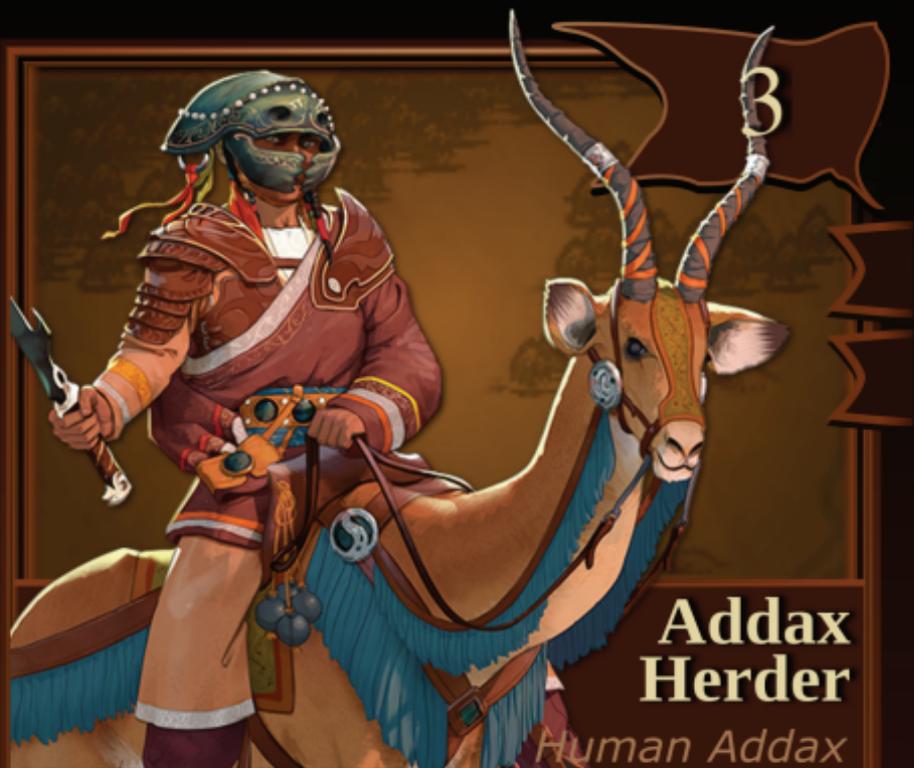
Human Addax

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.

2

2



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.

2

2



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

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

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



1

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!"

1

1



1

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!"

1

1



1

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!"

1

1

3



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."

1

3



3

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."

1

3



3

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."

1

3

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 top right corner. The banner is dark red with a white letter 'S' on it. The city features a tall, cylindrical tower with a red dome and a crescent moon on top. There are other buildings with domes and a blue and white striped awning over a doorway. The scene is set against a blue sky with some clouds.

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."

1

2

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."

1

2

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."

1

2

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.



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.



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.





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."



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."



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."





1

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!"

1

1



1

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!"

1

1



1

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!"

1

1

Sun Singer Sacrifice

Event

2

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



Sun Singer Sacrifice

Event

2

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



Sun Singer Sacrifice

Event

2

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



Taur's Armor

Enchantment

3

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**.)*



Taur's Armor

Enchantment

3

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**.)*



Taur's Armor

Enchantment

3

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**.)*



2



**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."

2

2

2



**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."

2

2

2



**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."

2

2



Taurson

Tauroch Token

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

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

2

1



Taurson

Tauroch Token

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

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

2

1



Taurson

Tauroch Token

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

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

2

1



Taurson

Tauroch Token

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

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

2

1



Taurson

Tauroch Token

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

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

2

1



5

**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."

3

4



5

**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."

3

4



5

**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."

3

4

The card features a central illustration of a warrior with a blue horned helmet and armor, holding a large red shield with a sunburst design and a blue spear. The background is a dark, textured brown. In the top right corner, a dark red banner contains the number '2'. The title 'Warrior of the Sun' is written in a bold, white serif font, with 'Soldier' in a smaller, italicized font below it. The abilities are written in a white serif font. At the bottom right, there are two circular icons: a dark red circle with the number '1' and a dark green shield with the number '1'.

2

**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.*

1

1

A card for a creature named "Warrior of the Sun". The card features an illustration of a warrior with a blue horned helmet and armor, holding a large red shield with a sunburst design and a blue spear. The card has a dark brown background with a gold border. In the top right corner, there is a dark red banner with the number "2". Below the illustration, the name "Warrior of the Sun" is written in a large, bold, white font, and "Soldier" is written in a smaller, italicized white font below it. At the bottom of the card, there are two circular icons: a dark red circle with the number "1" and a dark green shield with the number "1".

2

**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.*

1

1

The card features a central illustration of a warrior with a blue horned helmet and armor, holding a large red shield with a sunburst design and a blue spear. The background is a dark, textured brown. In the top right corner, a dark red banner contains the number '2'. Below the illustration, the name 'Warrior of the Sun' is written in a bold, white serif font, with 'Soldier' in a smaller, italicized font below it. The card's abilities are listed in a white serif font within a dark brown box at the bottom. At the bottom right, there are two circular icons: a dark red circle with the number '1' and a dark green shield with the number '1'.

2

**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.*

1

1



ARCENAGE

amin duna - ilya lanta