

3

**Bane***Undead Skeleton*

Necromancer - When a creature I have dealt damage to this turn dies, put a +1/+1 Undead Skeleton token into your army marked.

Ranged - I can defend against creatures with flying.

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Bone Shooter

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Deal 1 damage to target **creature** that already received damage this turn.

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Death Blade

Undead Skeleton

Unearth 5 - When I am converted into a resource card, reveal me and put 5 unearth counters on me. Remove one at the end of each turn and put me into your army when you remove the last counter.

Deadly - Creatures I deal damage to in combat are destroyed (regardless of their defensive strength).

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**Draug***Undead Skeleton*

Unearth 3 - When I am converted into a resource card, reveal me and put 3 unearth counters on me. Remove one at the end of each turn and put me into your army when you remove the last counter.

Veteran - I am not marked for attacking.

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Ferraris' Maps

Magic

3

Each player may put a new **city** into play and **move** up to three **creatures** from their **army** or **cities** into it. Those creatures are not marked for moving.



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Giant Rat

Rodent

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

The **city** where **I** reside gets 1 damage at the start of its controller's turn, unless they sacrifice a **resource card**.

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Grunt

Undead Skeleton

Boost - When I am cast, pay x additional resources to put $x +1/+1$ counters on me.

Remove one $+1/+1$ counter from me: **I** gain **overrun** until the end of turn.

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

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Inferno

Event

5

Destroy all **creatures** in each **army**.
Each **city** you control loses 2
defense points.

"What's a plated Fire Drake to do?"



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Lich

Undead Skeleton Wizard

The top card of your **graveyard** has **salvage x**, where x is its casting cost.

♣ Shuffle your **graveyard**.

(For a creature with **salvage x** you may pay x resources to return it to your hand from the graveyard.)

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Martslock

City

Level 0: Whenever a non-token *creature* you control dies, put a +1/+1 *Undead Skeleton* token in your *army marked*.

Level 3: Whenever a non-token *creature* dies, put a +1/+1 *Undead Skeleton* token in your *army marked*.

Outburst

Magic

4

Within the same **army**, deal 3 damage to one creature, 2 damage to a second creature and 1 damage to a third creature.

"As much we tried, the power of lightning wasn't meant to be contained."



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Plated Lizard

Magic

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Destroy an opponent's **creature** or **enchantment**. Until end of turn, target **reptile** gets +x/+0, where x equals the destroyed card's loyalty marks.

"Whaaaaaaack!!!"



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S

Ragnar *City*

Level 1: Discard a card and reveal the top card of your deck. You may convert it into a *resource card*.

Level 2: Creatures that damage *me* in combat get -1/-1 afterwards and cannot attack me during their next turn.

9

5

**Reave***Undead Skeleton*

Unearth 7 - When I am converted into a resource card, reveal me and put 7 unearth counters on me. Remove one at the end of each turn and put me into your army when you remove the last counter.

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

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Sudden Arousal

Enchantment

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Whenever a **creature** card is placed in target **player's** enchanted **graveyard**, put a +1/+1 **Undead Skeleton** token in your **army** marked.



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The Grave

City

Level 1: Reduce the required *unearth* time for all *creatures* with one.

Level 2: Remove target *creature* from any *graveyard* and put an +1/+1 *Undead Skeleton* token in your *army*.

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Undead Knight

Undead Skeleton

Skeletons you control get +1/+0 and gain ***militia***.

(Creatures with ***militia*** may attack a second, alternative city.)

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Undead Skeleton

Undead Skeleton Token

"We're back from the great beyond and are ready for revenge. It is time to rattle the bones!"

1

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Arceage

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