

3



Aethyr

Thug Soldier

Militia - *The militia may attack a second, alternative city.*

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

"No worries, it's just a scratch."

2

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3



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As You Command Magic

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Destroy all *creatures* in every *army*.
Each *city* gains defense points equal to the sum of the loyalty marks on the destroyed creatures of the *city's* corresponding faction.



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2



Baldras

Human Thug

Militia - The militia may attack a second, alternative city.

Militia Battle Scream 1 - When I attack, all other attacking militia creatures get +1/+0.

1

1

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Dela

Imp Thug

***Militia** - The militia may attack a second, alternative city.*

***Creatures** with defense strength greater than my attack strength cannot defend against **me**.*

1

1



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Dragon Armor

Enchantment Token

When **I** come into play, choose one piece of the **Dragon Armor** that is not yet in play. When a **creature** wears the full armor, other creatures cannot defend against it.

Dragon Shield - Target **creature** gets +0/+4.

Dragon Helmet - Target **creature** gets +2/+2.

Dragon Hammer - Target **creature** gets +4/+0.



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5



Flartar
Human Thug

***Militia** - The militia may attack a second, alternative city.*

I do not unmark during my controller's next unmark phase.

6

4

5



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6

4

S



**Guardians
Fall**
City

Level 1: An opponent's *creature* cannot *attack*, unless its controller pays one resource.

Level 3: Creatures without *flying* attacking *me* get -1/-0.

12



S



Hideout

City Ruin

Level 3: When a spell or ability would have an effect on a *creature* you control, you may *hide* it. *Unhide* it at the end of your next tactics phase. Use this advantage only once.

(Hidden creatures are placed back side up and are no longer in play.)



7

1



Jessica

Human Thug

***Militia** - The militia may attack a second, alternative city.*

When **I** deal damage to a target, its controller shows you two cards from their hand at random.

1

1

1



Jessica

Human Thug

***Militia** - The militia may attack a second, alternative city.*

When *I* deal damage to a target, its controller shows you two cards from their hand at random.

1

1

1



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When *I* deal damage to a target, its controller shows you two cards from their hand at random.

1

1

3



Jetto
Thug

Infiltrate - I can move into opponents' cities.

 Destroy target *unmarked creature* in the same *city*. Return *me* to a *city* you control.

1

1

3



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S



**Karka
Suno**
City

Level 1: Opponents' creatures with *infiltrate* cannot move into *me*.

Level 2: You may bribe the *city's* guards by paying *one resource* for each additional *creature* (beyond the first) you wish to *move* out of the city.

10

2



Mirmu

Human Priest

Bodyguard 1 - Each turn I may divert up to 1 damage from target creature you control and put that damage on myself instead.

 Mark or unmark target **creature** you control.

1

1

2



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1

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Nun

Human Assassin

➤ Destroy target **creature** with defense 4 or greater, unless its controller sacrifices two other creatures.

"Do not mistake me for a peaceful tinker!"

1

2

2



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Rugnur

Imp Thug

***Militia** - The militia may attack a second, alternative city.*

Count the factions of all **Imps** in play and reduce by one. Each **Imp** gets $+x/+x$, where x is the calculated amount.

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Smith
Human

Fatigue - I come into play marked.

I come into play with three ore counters.

➤ Remove one ore counter to create a **Dragon Armor** token *enchantment*.

I do not **unmark** during your next unmark phase.

0

3

2



Smith
Human

Fatigue - I come into play marked.

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Tapper

Human Thug

Militia - The militia may attack a second, alternative city.

Ranged - I can defend against creatures with flying.

 Target **creature** with flying cannot attack this turn.

1

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Uneasy Pact Magic

4

Each player *sacrifices / discards* resource cards until they have the same amount as the player with the least resources. Repeat this for the cards in *hand*, the creatures in the *army*, and the residents in the *cities*.



Uneasy Pact Magic

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Zorlan
Thug

***Militia** - The militia may attack a second, alternative city.*

While casting ***Flartar***, you may sacrifice ***me*** to reduce his casting cost with mine.

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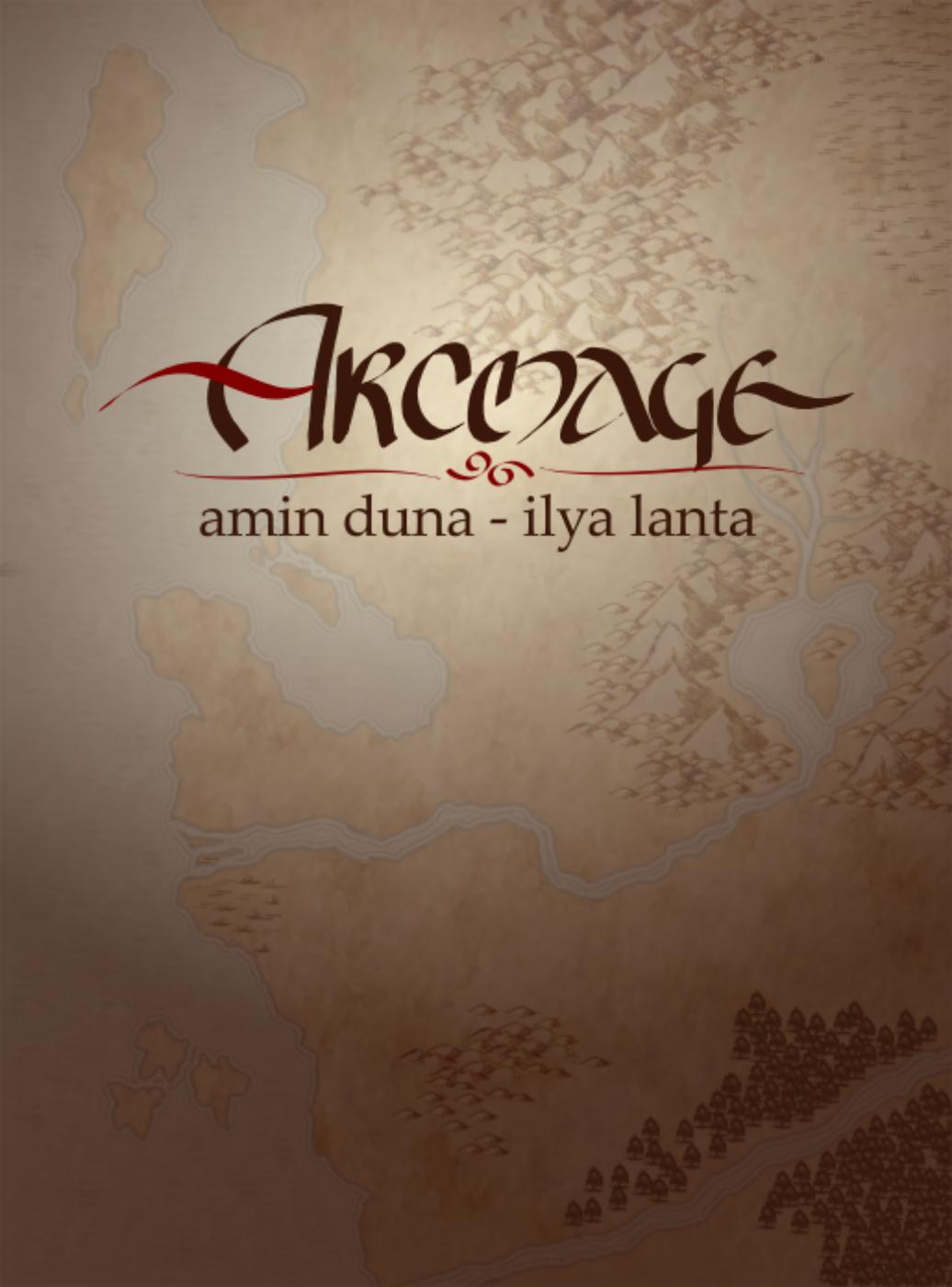
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ARCENAGE

amin duna - ilya lanta