

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

2

3



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As You Command Magic

5

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

2



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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**.

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

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

1

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

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



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

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**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.

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1

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

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

1

1



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



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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.

1

1

2



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1

1


2



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

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2




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

1

2



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Human Thug

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Ranged - I can defend against creatures with flying.

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

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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

4

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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.

2

1



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1



Arceage

amin duna - ilya lanta