3

Battle Tortoise

Reptile

Until end of turn, *I* get +0/+X while defending, where *X* is the number of attacking **creatures.**

"Throughout history, a large variety of Battle Tortoise subspecies has been discovered, each with its own distinct version of a carapax exoskeleton."

1 3

3

Battle Tortoise

Reptile

Until end of turn, *I* get +0/+X while defending, where *X* is the number of attacking **creatures.**

"Throughout history, a large variety of Battle Tortoise subspecies has been discovered, each with its own distinct version of a carapax exoskeleton."

1 3

Battle Tortoise

Reptile

3

Until end of turn, *I* get +0/+X while defending, where *X* is the number of attacking *creatures.*

"Throughout history, a large variety of Battle Tortoise subspecies has been discovered, each with its own distinct version of a carapax exoskeleton."

1 3

3

Capensis Scorpion

Shadow

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

In combat, if able, up to two *creatures* must defend against *me.*

2 1

3

Capensis Scorpion

Shadow

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

In combat, if able, up to two *creatures* must defend against *me.*

2 1

3

Capensis Scorpion

Shadow

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

In combat, if able, up to two *creatures* must defend against *me.*

2 1

S

Cave of the White Tree

Hidden City

Level 2: You and target *opponent* may put a *creature* from your *hands* and put it in your *armies marked* and *hidden.* Call heads or tails and flip a coin. Either player may discard a card to reflip the coin. The winner *unhides* their creature while the loser *destroys* theirs.

9

Dark Mana Breather
Event

1

Produce up to 3 *Dark Legion* resources. *I* deal 1 damage to one *city* you control for each *produced* resource. You cannot play *me* in your next turn after you've built a *city.*

Dark Mana Breather
Event

1

Produce up to 3 *Dark Legion* resources. *I* deal 1 damage to one *city* you control for each *produced* resource. You cannot play *me* in your next turn after you've built a *city.*

Dark Mana Breather

Event

1

Produce up to 3 *Dark Legion* resources. *I* deal 1 damage to one *city* you control for each *produced* resource. You cannot play *me* in your next turn after you've built a *city*.

2

Darker Knight
Knight Soldier

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

"I fight, as battle is a purpose on its own."

2 2

2

Darker Knight
Knight Soldier

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

"I fight, as battle is a purpose on its own."

2 2

2

Darker Knight
Knight Soldier

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

"I fight, as battle is a purpose on its own."

2 **2**

S

Dragon Cliffs

City

Level 0: Creatures attacking *me* get an additional -1/-0 for each *creature* beyond the first until end of turn.

Level 3: Creatures attacking *me* get an additional -0/-1 for each *creature* beyond the first until end of turn.

7

3

Giant Toad

Reptile

When an opponent's *creature* with *sudden* enters play, *I* move to their *army* and sit on it. While *I* am sitting on a *creature* it cannot move, attack, defend, or use its abilities.

"Croak... Croak... Croak..."

2 2

3

Giant Toad

Reptile

When an opponent's *creature* with *sudden* enters play, *I* move to their *army* and sit on it. While *I* am sitting on a *creature* it cannot move, attack, defend, or use its abilities.

"Croak... Croak... Croak..."

2 2

3

Giant Toad
Reptile

When an opponent's *creature* with *sudden* enters play, *I* move to their *army* and sit on it. While *I* am sitting on a *creature* it cannot move, attack, defend, or use its abilities.

"Croak... Croak... Croak..."

2 2

3

Herrera Saurus

Reptile

Taunt - *When I attack, you may have an opponent's creature unmark and defend against me if it is able to.*

The taunted *creature* gets -1/-0 until your next turn.

2 **2**

3

Herrera Saurus

Reptile

Taunt - When I attack, you may have an opponent's creature unmark and defend against me if it is able to.

The taunted **creature** gets -1/-0 until your next turn.

2 2

3

Herrera
Saurus

Reptile

Taunt - *When I attack, you may have an opponent's creature unmark and defend against me if it is able to.*

The taunted **creature** gets -1/-0 until your next turn.

2 2

S

Last Port

City

Level 2: Search target *graveyard* and remove a card from the game. That graveyard's owner may draw a card. *I* gain 1 defense point or 2 defense points if the removed card has *salvage.*

9

Mummify
Event

1

Salvage 2 - *You may pay 2 resources to return me to your hand from the graveyard.*

Each *creature* gets -1/-0 until end of turn unless it is an *Undead* creature.

Mummify
Event

1

Salvage 2 - *You may pay 2 resources to return me to your hand from the graveyard.*

Each *creature* gets -1/-0 until end of turn unless it is an *Undead* creature.

Mummify
Event

1

Salvage 2 - *You may pay 2 resources to return me to your hand from the graveyard.*

Each *creature* gets -1/-0 until end of turn unless it is an *Undead* creature.

1

Rugiceps Scorpion

Shadow

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

After ***I*** have dealt damage in combat, ***I*** die at the end of the turn.

1 **1**

1

Rugiceps Scorpion

Shadow

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

After ***I*** have dealt damage in combat, ***I*** die at the end of the turn.

1 1

Rugiceps Scorpion

Shadow

1

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

After *I* have dealt damage in combat, *I* die at the end of the turn.

1   1

1

Scapegoat
Goat

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

Deal 1 damage to target **creature** if **I** received damage this turn.

1 **1**

1

Scapegoat
Goat

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

Deal 1 damage to target ***creature*** if ***I*** received damage this turn.

1 | 1

1

Scapegoat
Goat

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

Deal 1 damage to target ***creature*** if ***I*** received damage this turn.

1 | 1

2

Tamed Lizard

Reptile

Taunt - When I attack, you may have an opponent's creature unmark and defend against me if it is able to.

The taunted *creature* is *marked* after combat and doesn't *unmark* during its controller's next *unmark phase.*

1 **3**

2

Tamed Lizard

Reptile

Taunt - When I attack, you may have an opponent's creature unmark and defend against me if it is able to.

The taunted *creature* is *marked* after combat and doesn't *unmark* during its controller's next *unmark phase.*

1 **3**

2

Tamed Lizard

Reptile

Taunt - When I attack, you may have an opponent's creature unmark and defend against me if it is able to.

The taunted *creature* is *marked* after combat and doesn't *unmark* during its controller's next *unmark phase.*

1 **3**

4

Triceratops Horridus

Reptile

Taunt - When I attack, you may have an opponent's creature unmark and defend against me if it is able to.

The taunted *creature* loses all its current abilities until your next turn.

4 3

Triceratops Horridus

Reptile

4

Taunt - When I attack, you may have an opponent's creature unmark and defend against me if it is able to.

The taunted *creature* loses all its current abilities until your next turn.

4 **3**

4

Triceratops Horridus

Reptile

Taunt - When I attack, you may have an opponent's creature unmark and defend against me if it is able to.

The taunted *creature* loses all its current abilities until your next turn.

4 **3**

**Walking
Mummy**

Undead

3

2 3

Salvage 3 - You may pay 3 resources to return me to your hand from the graveyard.

Each time a player *salvages* a card from their *graveyard, I* get a +1/+1 counter.

3

Walking Mummy
Undead

Salvage 3 - You may pay 3 resources to return me to your hand from the graveyard.

Each time a player *salvages* a card from their *graveyard, I* get a +1/+1 counter.

2 3

3

Walking Mummy

Undead

Salvage 3 - You may pay 3 resources to return me to your hand from the graveyard.

Each time a player *salvages* a card from their *graveyard, I* get a +1/+1 counter.

2 3

Winged Toad

Reptile

3

Flying - Only creatures with flying and ranged can defend against me.

↳ Move *me* to an opponent's *army* where *I* sit on target *creature.* While *I* am sitting on a creature, it cannot move, attack, defend, or use its abilities.

2 2

3

Winged Toad

Reptile

Flying - Only creatures with flying and ranged can defend against me.

⟳ Move *me* to an opponent's *army* where *I* sit on target *creature.* While *I* am sitting on a creature, it cannot move, attack, defend, or use its abilities.

2 **2**

3

Winged Toad

Reptile

Flying - Only creatures with flying and ranged can defend against me.

↝ Move *me* to an opponent's *army* where *I* sit on target *creature.* While *I* am sitting on a creature, it cannot move, attack, defend, or use its abilities.

2 2

Winged Warrior
Enchantment

2

Salvage 1 - *You may pay 1 resource to return me to your hand from the graveyard.*

Target *creature* gets +1/+1 and *flying.*

Winged Warrior
Enchantment

2

Salvage 1 - *You may pay 1 resource to return me to your hand from the graveyard.*

Target *creature* gets +1/+1 and *flying.*

Winged Warrior
Enchantment

2

Salvage 1 - *You may pay 1 resource to return me to your hand from the graveyard.*

Target *creature* gets +1/+1 and *flying.*

Arcmage

amin duna - ilya lanta