


2



Angela, the Seer

Human Wizard

***Recycle** - Convert me into a marked resource when I'm put in the graveyard.*

 Look at the top three cards of target **deck** and put one at the bottom of that **deck**.

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Begone
Human

Creatures with *infiltrate* cannot move into the city *I* reside in.

 **Move** fellow resident creature with *infiltrate* to target *city*.

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**Bera
Fencer**
Human

First Strike - In combat, I deal damage first. The opposing creature only strikes back if it survives.

Bruiser - To creatures, I deal damage in the form of -1/-1 counters.

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Black Cat

Cat

Pack - While attacking, you may combine me with other creatures into a single creature. (Packed creatures lose their other abilities during combat.)

When **I** enter play, each player gains or loses 2 defense points on a **city** they control based on a coin toss.

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Bouncer
Ogre Thug

Veteran - *I am not marked for attacking.*

Bruiser - *To creatures, I deal damage in the form of -1/-1 counters.*

"We ain't going to start no trouble now, are we?"

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**Card
Collector**
Human

You are not bound to the seven-card discard limit of your *discard phase*.

➤ Remove *me* from the game, then shuffle your *graveyard* into your *deck*.

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Charlatan
Human

➤ When a **spell** or **ability** triggers a coin flip, a dice roll or a random card pick, have target **player** reflip the coin, reroll the dice or pick a new card.

"Wrong again, have another pick."

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Fortuna

Legend Human

***Unique** - No player can control more than one of me at any time.*

Each player must skip their ***unmark phase*** unless they toss a coin two times in a row with a 'heads-up' result.

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**Living
Card**
Card Token

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

➤ Sacrifice **me** to deal 1 damage to target **city** or **creature**.

"You're no longer in wonderland, are you?!"

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Lucky Balance Magic

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Each player divides their *hand* into two piles. Toss a coin. If it lands heads up, **discard** all cards from each first pile; if not, **discard** all cards from each second pile. Draw a card.



Lucky Balance Magic

2

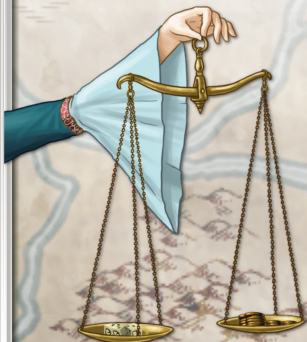
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Magic Coin Toss

Event

1

Flip the coin after it has been tossed.
Shuffle your **deck**. Draw two cards.

"Keep practicing; it's all in the wrist!"



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Mr Hatter
Human Wizard

Put a **marked 0/1 Living Card** token into play next to **me**.

It has "**Sacrifice me** to deal 1 damage to target **city** or **creature**."

"What a marvelous idea!"



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Roll of the Dice Magic

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Roll a six-sided die for each *loyalty mark* on target *creature*. Each result of two or lower earns the creature two -1/-1 counters, while each result of five or higher earns it two +1/+1 counters.



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Sentinel Blade Event

1

Deal 1 damage to target **creature** or deal 5 damage to target **creature** that was already damaged by **Sentinel Spearhead** this turn.



Sentinel Blade Event

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Sentinel Blade Event

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Deal 1 damage to target *creature* or deal 5 damage to target *creature* that was already damaged by *Sentinel Spearhead* this turn.



Sentinel Spearhead Event

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Deal 1 damage to target **creature** or toss a coin. Deal 3 damage to target **creature** if you win the toss.



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S

Sintel's Bunk City

When *I* come into play, put *Sintel's Bunk by Night* into play as well. *Residents* of both cities may assist in their mutual defense.

Level 4: Opponents' *creatures* with *flying* or *overrun* who come into play get 1 damage for each of my residents.

6

S

Sintel's Bunk by Night

City

When *I* come into play, put *Sintel's Bunk* into play as well. *Residents* of both cities may assist in their mutual defense.

Level 3: Opponents' *creatures* with *sudden* or *infiltrate* who come into play get 1 damage for each of my residents.

6



S

The Senate's Backroom

City

Level 3: Each player reveals a card from their *hand* at random. If that card is a *creature* with strength three or less, they may put it in their *army*.

"That's by far the most seedy deal I've ever seen."

10



Arceage

amin duna - ilya lanta