

# Abduction

## Event

3

Mark target **creature**. Move the marked card to a **city** or **army** controlled by its owner.



# Abduction

## Event

3

Mark target **creature**. Move the marked card to a **city** or **army** controlled by its owner.





# Abduction

## Event

3

Mark target **creature**. Move the marked card to a **city** or **army** controlled by its owner.



## Besieged City

### Enchantment

5

All **movement** to or from target **city** is forbidden as long as your **army** has more creatures than the city's controller's **army**.



## Besieged City

### Enchantment

5

All **movement** to or from target **city** is forbidden as long as your **army** has more creatures than the city's controller's **army**.



## Besieged City

### Enchantment

5

All **movement** to or from target **city** is forbidden as long as your **army** has more creatures than the city's controller's **army**.



3



## Cutpurse Imp

*Imp*

**W**hen *I* come into play, steal one **resource card** from target **player** and put it under your control. The card retains its resource type and its **marked / unmarked** state.

When *I* leave play, return the stolen **resource card**.

1

1

3



## Cutpurse Imp

*Imp*

**W**hen *I* come into play, steal one **resource card** from target **player** and put it under your control. The card retains its resource type and its **marked / unmarked** state.

When *I* leave play, return the stolen **resource card**.

1

1

3



## Cutpurse Imp

*Imp*

When *I* come into play, steal one **resource card** from target **player** and put it under your control. The card retains its resource type and its **marked / unmarked** state.

When *I* leave play, return the stolen **resource card**.

1

1

# Dark Portal

## Enchantment

4

➤ Each **city** you control loses 1 defense point.

**Move** target **creature** without marking it.





# Dark Portal

## Enchantment

4

➤ Each **city** you control loses 1 defense point.

**Move** target **creature** without marking it.



# Dark Portal

## Enchantment

4

➤ Each **city** you control loses 1 defense point.

**Move** target **creature** without marking it.



## Deadly Shock

Event

2

Deal 3 damage to target *creature* or deal 2 damage to target *city*.



## Deadly Shock

Event

2

Deal 3 damage to target *creature* or deal 2 damage to target *city*.



## Deadly Shock

Event

2

Deal 3 damage to target *creature* or deal 2 damage to target *city*.



5



## Forgiving Vampire

*Vampire*

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

Lose 1 defense point on a city:  
either target **creature** gets -1/-1 and  
**I** get +1/+1, or vice versa.

2

2

5



## Forgiving Vampire

*Vampire*

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

Lose 1 defense point on a city:  
either target **creature** gets -1/-1 and  
**I** get +1/+1, or vice versa.

2

2

5



## Forgiving Vampire

*Vampire*

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

Lose 1 defense point on a city:  
either target **creature** gets -1/-1 and  
**I** get +1/+1, or vice versa.

2

2



1



## Foul Imps

*Imp*

I get +1/+1 for each other *Imp* in play.

"United we stand."

1

1

1



## Foul Imps

*Imp*

I get +1/+1 for each other *Imp* in play.

"United we stand."

1

1

1



## Foul Imps

*Imp*

I get +1/+1 for each other *Imp* in play.

"United we stand."

1

1

4



## Ghoul

*Undead*

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

"Surprise! You didn't see me coming, right?!"

3

2

4



## Ghoul

*Undead*

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

"Surprise! You didn't see me coming, right?!"

3

2

4



## Ghoul

*Undead*

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

"Surprise! You didn't see me coming, right?!"

3

2

4



## Imp Union Leader

*Imp Leader*

If you control at least 2 other **Imps**, all your **Imps** get +2/+0 during your turn and get +0/+2 during any opponent's turn.

*"My fellow imps, too long have we been neglected. Rise and be strong."*

2

2

4



## Imp Union Leader

*Imp Leader*

If you control at least 2 other **Imps**, all your **Imps** get +2/+0 during your turn and get +0/+2 during any opponent's turn.

*"My fellow imps, too long have we been neglected. Rise and be strong."*

2

2



4



## Imp Union Leader

*Imp Leader*

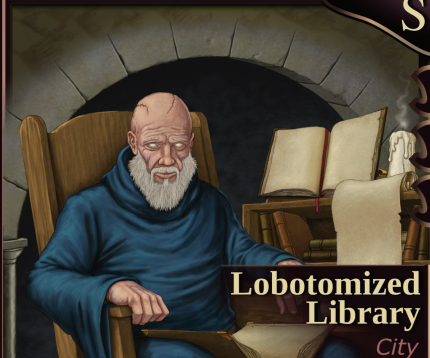
If you control at least 2 other **Imps**, all your **Imps** get +2/+0 during your turn and get +0/+2 during any opponent's turn.

*"My fellow imps, too long have we been neglected. Rise and be strong."*

2

2

S



## Lobotomized Library

*City*

**Level 3:** All players discard two cards.

**Level 5:** Draw a card.

**Level 7:** Each time an opponent draws a card, deal 2 damage to one of that opponent's cities.

10



**Misled  
Orc**  
*Orc*

When ***I*** die, deal 1 damage to target ***creature*** or ***city***.

*"I really thought the gold was there."*

1

1



**Misled  
Orc**  
*Orc*

When ***I*** die, deal 1 damage to target ***creature*** or ***city***.

*"I really thought the gold was there."*

1

1



**Misled  
Orc**  
*Orc*

When *I* die, deal 1 damage to target  
*creature* or *city*.

*"I really thought the gold was there."*

1

1

S



## Nirvana of the Undead

*City*

**Level 3:** All *Undead* creatures become *deadly*.

**Level 5:** Whenever a *non-Undead* creature you control would be put into a graveyard from play, you may put it in your *army* instead. That creature gains the type *Undead*.

8

## Outmaneuvered

Event

4

Until end of turn, target **army** cannot defend target **city**.

*"There might be a way to escape unseen. Act quickly. Armadant."*



## Outmaneuvered

Event

4

Until end of turn, target **army** cannot defend target **city**.

*"There might be a way to escape unseen. Act quickly. Armadant."*





## Outmaneuvered

Event

4

Until end of turn, target **army** cannot defend target **city**.

*"There might be a way to escape unseen. Act quickly. Armadant."*



S



## Second Sons' Army Camp

*City*

**Level 3:** All creatures in your *army* get +2/+2.

**Level 5:** All creatures in your *army* have *overrun*.

*"Don't pity the life of a common camp follower, they could do worse."*

8

3



## Shadow in the Dark

*Shadow*

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

➤ Put a -1/-1 counter on **me**: destroy target **creature** in the same **city**.

*"I am the shadow in the dark."*

1

2

3



## Shadow in the Dark

*Shadow*

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

➤ Put a -1/-1 counter on **me**: destroy target **creature** in the same **city**.

*"I am the shadow in the dark."*

1

2

3



## Shadow in the Dark

*Shadow*

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

➤ Put a -1/-1 counter on **me**: destroy target **creature** in the same **city**.

*"I am the shadow in the dark."*

1

2

3



## Undead Archer

*Undead Skeleton*

***Ranged*** - I can defend against creatures with flying.

Deal 1 damage to target **creature** or **city**.

2

1

3



## Undead Archer

*Undead Skeleton*

***Ranged*** - I can defend against creatures with flying.

Deal 1 damage to target **creature** or **city**.

2

1

3



## Undead Archer

*Undead Skeleton*

***Ranged*** - I can defend against creatures with flying.

Deal 1 damage to target **creature** or **city**.

2

1



4



**Wild  
Warg**  
*Warg*

I deal 2 damage to each creature  
defending against *me*.

*"Prey doesn't escape the Wild Warg's  
teeth."*

2

3

4



**Wild  
Warg**  
*Warg*

I deal 2 damage to each creature  
defending against *me*.

*"Prey doesn't escape the Wild Warg's  
teeth."*

2

3

4



**Wild  
Warg**  
*Warg*

I deal 2 damage to each creature  
defending against *me*.

*"Prey doesn't escape the Wild Warg's  
teeth."*

2

3



# Arceage

amin duna - ilya lanta