



ARDENT ZUNGAR

♣: Stalwart — Deal +X damage this combat, where X is the number of local enemies.

Are they the shades of a lost race here to protect us from their fate?

3X **2** **3|4**

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BRIGHTHAMMER AVENGER
Bloodcut

Charge 6 — Whenever this creature enters an enemy-occupied cell, it makes a 6-power attack against target enemy in that cell.

It arrives with the sound of beating wings and pain.

8X **0** **8|10**

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EAGLE-FEATHER WARRIOR

Reinforce Valor — You may spawn this creature in any cell that contains a Valor ally.

Enemies don't see her coming and don't live to see her leave.

6XX **3** **6|6**

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FALCON SOLDIER

♣: Crit 2 — Deal +2 damage this combat.

A bird of prey, whatever its guise, glories in the hunt.

5X **2** **4|6**

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HAWK-EYED INSTIGATOR

♣: Advance — You may move target unengaged ally one cell.

Courage is a blessing better shared than hoarded.

7XX **4** **8|8**

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INSCRIBED AXEBEAST
Janus

Vengeance 3 — This creature can be spawned only if an opponent has won three or more turns.

It loves only victory.

10X **6** **11|13**

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INSPIRED SAMURAI

Bodyguard — Opponents may not assign damage to your local allies without Bodyguard until enough damage has been assigned to disrupt or destroy each of your local creatures with Bodyguard.

4X **1** **5|8**

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KNIGHT OF STRIFE AND JOY
Janus

♣: Skirmish 2 — You may move up to two target engaged allies one cell each.

Defender — This creature can't move into an enemy-occupied cell when you shift.

5X **4** **6|7**

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KNIGHT OF TOMORROW

♣: Skirmish — You may move target engaged ally one cell.

"I know what tomorrow brings."

5X **2** **7|8**

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LOYAL SCRAGGLEMAW

Once you meet a scragglemaw in your dreams, it will always return to you. For some, that's good news, but not for all.

9X **4** **11|12**

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LUNAR HANDMAIDEN

♣, ♣: Advance — You may move target unengaged ally one cell.

Her commands are soft as moonlight but must be obeyed.

6XX **3** **7|9**

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MIRRORMAN
Janus

Janus creatures are here to guard and protect... something.

6X **3** **8|9**

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NOBLE DRAGON

♣: Payback — Deal +X damage this combat, where X is the power of target local enemy.

Dragons claim to have dreamed themselves into existence.

12X **6** **11|12**

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PEARLTHORN CASTLE

♣: Move target adjacent ally into this cell.

The castle is a safe haven in a land of doubt.

3XX **Location**

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RUNETAGGED BRAWLER

"Only a fool thinks me unarmed."

3X **2** **5|5**

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SAINT OF ROSES

Defender — This creature can't move into an enemy-occupied cell when you shift.

Sainthood can also be seized.

8X **5** **9|11**

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SAVANNAH DREAMHUNTER

♣: Crit 1 — Deal +1 damage this combat.

A diet of blood and a life of courage.

7X **3** **8|9**

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SCARAB WARCHARM

♣: Advance — You may move target unengaged ally one cell.

♣: Skirmish — You may move target engaged ally one cell.

The secrets of victory are etched into its skin.

4X **2** **6|7**

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SIR GLORIOUS
Janus

Unique Glorious — You can't spawn this creature if you already control a creature with Unique Glorious.

Bolster Janus +2 — Your other local and adjacent Janus have +2 defense.

6X **3** **6|8**

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STEELBORN GRIFFIN

Reinforce Valor — You may spawn this creature in any cell that contains a Valor ally.

Where there was need, there is hope.

10XX **4** **9|9**

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STEELBORN LION
Bloodcut

Reinforce Bloodcut — You may spawn this creature in any cell that contains a Bloodcut ally.

Where there was one Bloodcut, now there are two.

4XX **3** **4|5**

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TWILIGHT SCOUT
Bloodcut

♣: Advance — You may move target unengaged ally one cell.

He leads the charge, but not by much.

5X **3** **5|7**

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WHIRLWIND DERVISH

♣: Teleport Self — Move this creature into target nonportal cell.

She moves as she wills.

8XX **4** **8|9**

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ZUNGAR BODYGUARD

Bodyguard — Opponents may not assign damage to your local allies without Bodyguard until enough damage has been assigned to disrupt or destroy each of your local creatures with Bodyguard.

9XX **3** **6|10**

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MADNESS SET



ALL-SEEING MAGE
Janus

J: Janus Warpstrike — Make an X-power attack against target nonlocal enemy, where X is the number of local and adjacent Janus creatures.

J: Janus Warpstrike

7 2 3 2/7

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ASYLUM ESCAPEE

J: Swap — You may exchange this creature's position with target non-local ally.

In his mind, he is free.

4 2 2 4/8

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BLOATED PARASITE

Fight Passion +2 — While there is a local Passion energy, this creature has +2 power.

It wouldn't have to spend so much time looking for hosts if it didn't kill them so quickly.

3 2 2 2 2/5

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BOOK OF NOTHING

J: Warpstrike 3 — Make a 3-power attack against target nonlocal enemy.

"Look into the book and see what you are."

4 2 2 2 1 1/4

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CHRYSALIS SPINNER
Hiveling

Reincarnate — When this creature is destroyed, put a different creature from your graveyard into your reserves.

"I spin second chances."

8 2 5 6/12

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DARKHEART COTTAGE

For each unengaged creature you control, each attack your creatures make in this cell has +1 power.

The soil is rich with spilled blood.

6 2 2 2 Location

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DOCTOR APE

2, Y: Raise — Put target creature from your graveyard into your reserves.

"He's only mostly dead."

4 2 2 2 1 3/8

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DOOMSINGER

J: Warpstrike 5 — Make a 5-power attack against target nonlocal enemy.

Her song, and the screams of the dying, echo through the twisting hallways.

9 2 2 4 4/10

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DREAMSTUFF ENTITY

Geomancy 1 — For each location you control in its column, this creature has +1 power, +1 defense, and +1 life.

As the dreamscape takes shape around it, the dreamstuff entity becomes more real.

6 2 2 3 3/7

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EGO CANNIBAL

Copy Enemies — While there is a local enemy, this creature has the blade abilities of each local enemy.

Food for thought has a literal meaning in the dreamscape.

6 2 2 2 5/10

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FACELESS STALKER
Lost

Fortunate 2 — Whenever this creature attacks, reroll up to 2 dice.

Beyond knowing, beyond caring, it hunts.

7 2 3 5/12

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GATEWAY TO PSYCHOSIS

Each local creature has -1 life. (A creature's life can't be less than 1.)

When you find the limits of sanity, you have not yet found the limits of the dreamscape.

2 2 2 2 Location

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GUN-POSSESSED KILLER

J: Warpstrike 4 — Make a 4-power attack against target nonlocal enemy.

The guns control the man.

6 2 2 3 2/7

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IRON THUG

J: Fumble 2 — Deal -2 damage this combat.

The clatter of chains drowns out the cries of the dying.

9 2 6 6/14

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JACK-IN-THE-BOX
Janus

Fade — If this creature attacks, banish it at the end of that combat (unless it has been destroyed).

A jack-in-the-box is scary once, which is enough.

4 2 6 3/9

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MALBORN CROC

The malborn croc can't see straight, but it can't bite straight either, so it all works out.

8 2 4 5/15

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MISBEGOTTEN MUTANT

J: Crit 5 — Deal +5 damage this combat.

J: Fumble 5 — Deal -5 damage this combat.

Hope for peace is forever beyond the mutant's ken.

6 2 3 3/9

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NEVRET SCREAMTROOPER

If you meet a nevret, it's best to humor it. Pretend that you don't really exist, either.

6 2 4 4/11

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PICK-PICK

A quick nightmare to tide you over.

3 2 2 3/7

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RELENTLESS EVISCERATOR

Regenerate — If this creature would be destroyed, banish it instead. (A creature you control that is regenerated doesn't make a deathblow, generate bonus spawn points, or score conquest points for your opponents.)

5 2 3 4/9

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SCREAMBENT LUNATIC

J: Wait — Roll two initiative dice and add their totals together. Banish each creature with exactly that spawn cost.

The visions it endures drive it to carnage.

9 2 2 2 4 7/12

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SPELLBOUND SCISSORS
Janus

Regenerate — If this creature would be destroyed, banish it instead. (A creature you control that is regenerated doesn't make a deathblow, generate bonus spawn points, or score conquest points for your opponents.)

2 2 2 2/5

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UNSPEAKABLE FREAK

2, Y: Warpstrike 7 — Make a 7-power attack against target nonlocal enemy.

It neither understands nor respects Euclidean geometry.

10 2 2 2 5 5/12

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WINDBORNE BLADEMASTER

J: Crit 5 — Deal +5 damage this combat.

J: Dissipate — Target opponent disrupts this creature.

Victory and loss come and go on the wind.

11 2 6 6/14

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FEAR SET



ACOLYTE OF LOSS

Nullify — Local creatures can't use blade abilities.

Anyone can see something. It takes discipline to see nothing.

5 2 6|8

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BARBSTRIDER

Inciter 1 — Local enemies have +1 power.

Sometimes fear makes you desperate and desperation makes you strong.

2 3 2|4

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BLIGHT RAT
Hellbred

Don't be afraid. It will all be over soon enough.

7 4 7|10

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CANNIBAL PARIAH

To break the ultimate taboo brings one power—and exile.

2 2 3|4

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CARRION SPIKER

Thanatombancy — This creature's power is equal to the number of creatures in your graveyard.

It feeds not on the dead but on death.

7 * 7|10

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DOOMBALL

Detonate — If this creature attacks, sacrifice it at the end of combat (unless it has been destroyed).

The man bears the sphere. The sphere bears your end.

6 7 6|8

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DREAMMORPH OGRE

Expel — You may move target engaged enemy one cell.

The dreadmorph transformation is sometimes lethal and always surprising.

11 6 10|13

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EATER OF HOPE

Appease — When this creature comes into play, sacrifice a creature.

Fear is the opposite of hunger; it's the desire not to be eaten.

10 7 10|15

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EKKYON WAYFARER
Hellbred

Unique Ekkyon — You can't spawn this creature if you already control a creature with Unique Ekkyon.

Hell's Fury — Local and adjacent Hellbred allies have "♣: Crit 2 — Deal +2 damage this combat."

"Come, minions, and feast."

9 5 8|11

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FLESHLESS REAPER

Ambush 6 — Whenever an enemy enters this cell, this creature makes a 6-power attack against that enemy.

It harvests your skin before reaping your soul.

8 0 7|10

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GENTEEL HUSK

Dominate — This creature claims scoring cells even when they're contested.

Bodies only last a few days before others must be taken.

5 2 5|6

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HELLSHRIEKER
Hellbred

Scare — You may push target unengaged enemy one cell (away from this creature).

Its scream sounds like soul-deep agony, and it's not faking.

4 1 5|7

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HIVE PINCER
Hiveling

Flanking 4 — If you control more creatures in this cell than each opponent, deal +4 damage this combat.

Two's company. Three's real trouble.

3 2 2|3

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HORRID POLTERGEIST

Scare — You may push target unengaged enemy one cell (away from this creature).

Expel — You may move target engaged enemy one cell.

6 3 4|7

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JACK OF BLADES

Expel — You may move target engaged enemy one cell.

Three blades left. Three blades right. Three blades slice. Say good night.

5 3 4|7

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KNIGHT OF AUTUMN GATE

Appease — When this creature comes into play, sacrifice a creature.

Death has a price. Get someone else to pay it.

6 5 7|11

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KNIGHT OF PAIN AND SORROW

Nullify Valor — Local Valor creatures can't use blade abilities.

Without fear, there is no courage. Without courage, there is no hope.

4 2 4|7

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NIGHT QUEEN
Hiveling

Purge — Target opponent puts a creature of your choice from his or her reserves into his or her graveyard.

When she catches your dreams in her web, a little bit of you is gone forever.

6 3 6|9

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SKULL HILL

Local and adjacent enemies have -1 defense. (A creature's defense can't be less than 1.)

The aura of doom spreads beyond the limit of sight.

3 Location

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SOUL GRUB

Vessel 3 — When destroyed, this creature generates 3 bonus spawn points instead of 2.

Death is a release for those fed to the soul grub.

4 2 4|5

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THUNDER SULTAN

Expel — You may move target engaged enemy one cell.

When the sultan dances, you must join in.

8 5 6|8

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TREACHEROUS CONCUBINE
Hellbred

Panic 2 — Local enemies have -2 defense this combat. (A creature's defense can't be less than 1.)

There is no true beauty without an element of the terrifying.

3 2 3|5

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VOODOO MANIPULATOR

Scare — You may push target unengaged enemy one cell (away from this creature).

Your destiny answers to the flick of her cord.

8 4 7|9

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ZOMBIE ENFORCER

When the dead walk, the living run.

3 2 4|6

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PASSION SET



ALLURING SUCCUBUS

Lure — You may pull target unengaged enemy one cell (closer to this creature.)

"Come daily with me ... for the rest of your life."
5 **4** **3|5**
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AXEMORPH DEMON
Hellbred

Crit 10 — Deal +10 damage this combat.

It turns a battle into a massacre.
12 **6** **8|11**
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BLADEHOUND
Bloodcut

The Bladehound protects its pack, its territory, and, last of all, its life.
7 **6** **4|6**
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BLIND SPIKEMAULER

Crit 4 — Deal +4 damage this combat.

Vision would only distract it.
4 **2** **2|4**
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BLOOD WOLF
Bloodcut

Bomb 4 — Sacrifice this creature and deal 4 damage to each local enemy.

The blood wolf bears its own doom, and yours.
3 **2** **2|4**
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BLOODTHIRSTY REDCAP

Bloodthirsty — If this creature attacks and no enemy is destroyed by the end of combat, sacrifice this creature.

A mote of murderous mania made manifest.
3 **4** **3|4**
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BONEBLADE SERPENT
Hellbred

Ferocity — If target local enemy becomes disrupted this combat, destroy it instead.

Carnage is its only pleasure, a fleeting joy that only leaves it wanting more.
5 **3** **3|5**
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BONECLAN HUNTER

It is the ancient shade of a thousand cruel dreams.
3 **3** **2|3**
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DREAMREEF MARAUDER

Loner — This creature can't attack with other creatures.

No one cares for a shark's company, not even another shark.
8 **7** **5|8**
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FLAME HARROWER

Assault 5 — Make a 5-power attack against target local enemy.

The fiercest passion lives in raging flames.
8 **5** **4|7**
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FORGEBLIND PUNISHER

His hammer is his eyes. To the punisher, everything looks flat.
9 **8** **4|6**
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GREENLIFE DRYAD

Energize All 3 — At the beginning of each player's spawn phase, that player gains +3 spawn points.
Her roots tap the deep veins of dreamstuff for all to use.
7 **5** **5|7**
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HEART RENDER

Ferocity — If target local enemy becomes disrupted this combat, destroy it instead.

Within each werewolf is an even crueler werewolf struggling to get out.
9 **6** **4|6**
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HEARTSBLOOD TEMPLE

At the beginning of your spawn phase, if there are any local or adjacent enemies, gain +2 spawn points.

As long as the blood flows, the sun shall burn.
3 **Location**
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LONE WOLF

Loner — This creature can't attack with other creatures.

Fury knows no friends.
11 **8** **7|10**
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PAINMONGER
Hellbred

Pack Hellbred — This creature deals +X damage this combat, where X is the number of local and adjacent Hellbred you control.

It feeds off its own pain.
11 **7** **5|8**
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PROWLING LEOPARDMAN

Strikeback 6 — During an opponent's action phase, if local enemies attack and don't disrupt or destroy any creatures, make a 6-power attack against target local enemy.
Your next misstep will be your last.

8 **6** **4|7**
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RAGING TUSKER
Bloodcut

Crit 5 — Deal +5 damage this combat.

If it smells bacon on your breath, you're done for.
6 **3** **3|5**
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RAINFOREST SHAMAN

Energize 1 — At the beginning of your spawn phase, gain +1 spawn point.

The shaman walks the unseen paths of the dreamscape.
4 **2** **3|5**
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SAVAGE OGRE

Crit 2 — Deal +2 damage this combat.

When violence isn't the answer, don't ask an ogre.
9 **6** **5|7**
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SHARD TROLL

Assault X — Make an X-power attack against target local enemy

You could call it a force of nature except that forces of nature aren't this cruel.
4 **2** **3|4**
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SKEEVER HATCHLING

Bloodthirsty — If this creature attacks and no enemy is destroyed by the end of combat, sacrifice this creature.

A skeever hatches half-formed and hungry.
6 **5** **5|8**
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SLAUGHTER BOOTS

Demolish — Destroy target local or adjacent location

They can crush whole castles underfoot.
8 **6** **4|6**
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TLAMIXEC BATTLELORD
Bloodcut

Unique Tlamixec — You can't spawn this creature if you already control a creature with Unique Tlamixec.

Enrage Bloodcut 1 — Your other local and adjacent Bloodcut have +1 power.
9 **5** **6|9**
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