

Minion One 5 4	Minion Two 3 5	Minion Three 2 7
Haste	Other Minions in the same zone gain +2 power	If ~ doesn't attack, heal a friendly minion equal to ~ power
Minion Four 5 5	Minion Five 6 6	Minion Six 4 4
	If all your minions attack one zone, ~ gains +10 power	When ~ attacks, deal 2 damage to target enemy Minion
Minion Seven 6 6	Minion Eight 5 4	Minion Nine 4 6
Must attack. Your other minions don't take damage	When ~ enters the battlefield, target tower gains +5 armor	When ~ enters the battlefield, deal 3 damage to target Minion or tower

Minion Ten 3 6	Minion Eleven 6 6	Minion Twelve 7 4
If ~ attacks a defense or power tower, gain +1 attack and take no damage	Can only attack alone. If ~ attacks and lives, gain control of an enemy minion	
Minion Thirteen 5 3	Minion Fourteen 11 3	Minion Fifteen 4 8
Doesn't count towards Minion limit		
Minion Sixteen 5 3	Minion Seventeen 3 5	Minion Eighteen 4 4
Destroy target curse or upgrade	Destroy target curse or upgrade	Destroy target curse or upgrade

Minion Nineteen 2 6 Whenever you play an upgrade, gain +1 power	Minion Twenty 1 5 At the end of each turn, gain +1 power	Minion Twenty-one 2 5 Whenever you play a curse, deal 1 damage to a minion
Minion Twenty-Two 7 7 When ~ enters the battlefield, deal 6 damage to target tower you control	Minion Twenty3 3 6 Whenever ~ takes damage, bank the top card of any deck	Minion Twenty-Four 4 4 Whenever any player's minion dies, ~ deals 1 damage to target tower
Minion Twenty-Five 5 6 Haste. Whenever ~ dies, deal 2 damage to each tower you control	Minion Twenty-Six 3 3 Whenever a minion you control does not attack, deal 1 damage to target tower and another target tower gains +1 armor	Minion Twenty7 2 11 ~ can be sent to a zone when defending. See pg #

Minion Twenty8 2 5	Minion Twenty-Nine 4 4	Minion Thirty 7 7
When ~ deals damage to a tower, that tower loses 4 armor	Whenever ~ enters the battlefield, bank the top card of any non-minion deck. Whenever ~ dies, bank the top card of the minion deck	Whenever ~ attacks, bank the top card of any deck
Minion Thirty-One 7 6	Minion Thirty-Two 3 4	Minion Thirty-Three 3 5
Doesn't count towards your monster limit. Whenever ~ dies, each opponent banks the top card of any deck	Prevent one damage to all minions attacking in the same zone as ~	Whenever a minion you control doesn't attack, restore one health to it or it gains +1 power. Ignore minions that just entered play
Minion Thirty-Four 1 5	Minion Thirty-Five 3 3	
Whenever one or more minions don't attack, ~ gains +1 power	This minion does not count toward your minion limit. If ~ is sacrificed to evolve, bank the top card of any deck	