

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  When ~ deals damage to a tower, that tower loses 4 armor	Minion  Twenty-Nine  4      4  Whenever ~ enters the battlefield, bank the top card of any non-minion deck. Whenever ~ dies, bank the top card of the minion deck	Minion  Thirty  7      7  Whenever ~ attacks, bank the top card of any deck
Minion  Thirty-One  6      5  Doesn't count towards your monster limit. Whenever ~ dies, each opponent banks the top card of any deck	Minion  Thirty-Two  2      3  Prevent one damage to all minions attacking in the same zone as ~	Minion  Thirty-Three  2      4  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  0      4  Whenever one or more minions don't attack, ~ gains +1 power	Minion  Thirty-Five  2      2  This minion does not count toward your minion limit. If ~ is sacrificed to evolve, bank the top card of any deck	