

Minion  One  4                  3	Minion  Two  2                  4	Minion  Three  1                  6
Haste	Other Minions in the same zone gain +2 power	If ~ doesn't attack, heal a friendly minion equal to his power
Minion  Four  4                  4	Minion  Five  5                  5	Minion  Six  3                  3
	If all your minions attack one zone, ~ gains 10 power	When ~ attacks, deal 2 damage to target enemy Minion
Minion  Seven  5                  5	Minion  Eight  4                  3	Minion  Nine  3                  5
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

<div>Minion</div> <div>Ten</div> <div>25</div> <div>If ~ attacks a power tower, gain +1 attack and take no damage</div>	<div>Minion</div> <div>Eleven</div> <div>55</div> <div>Can only attack alone. If ~ attacks and lives, gain control of an enemy minion</div>	<div>Minion</div> <div>Twelve</div> <div>63</div> <div></div>
<div>Minion</div> <div>Thirteen</div> <div>42</div> <div>Doesn't count towards Minion limit</div>	<div>Minion</div> <div>Fourteen</div> <div>102</div> <div></div>	<div>Minion</div> <div>Fifteen</div> <div>37</div> <div></div>
<div>Minion</div> <div>Sixteen</div> <div>42</div> <div>Destroy target curse or upgrade</div>	<div>Minion</div> <div>Seventeen</div> <div>24</div> <div>Destroy target curse or upgrade</div>	<div>Minion</div> <div>Eighteen</div> <div>33</div> <div>Destroy target curse or upgrade</div>

Minion  Nineteen  1            5  Whenever you play an upgrade, gain +1 power	Minion  Twenty  0            4  At the end of each turn, gain +1 power	Minion  Twenty-one  1            4  Whenever you play a curse, deal 1 damage to a minion
Minion  Twenty-Two  6            6  When ~ enters the battlefield, deal 6 damage to target tower you control	Minion  Twenty3  2            5  Whenever ~ takes damage, bank the top card of any deck	Minion  Twenty-Four  3            3  Whenever any player's minion dies, ~ deals 1 damage to target tower
Minion  Twenty-Five  4            5  Haste. Whenever ~ dies, deal 2 damage to each tower you control	Minion  Twenty-Six  2            2  Whenever a minion you control does not attack, deal 1 damage to target tower and another target tower gains +1 armor	Minion  Twenty7  1            10  ~ can be sent to a zone when defending. All excess damage dealt to ~ while defending will be dealt to the tower in the same zone

Minion  Twenty8  1                  4	Minion  Twenty-Nine  3                  3	Minion  Thirty  6                  6
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  6                  5	Minion  Thirty-Two  2                  3	Minion  Thirty-Three  2                  4
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  0                  4	Minion  Thirty-Five  2                  2	
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	