**Time Mage Person**(Move units from one end to other quickly)

Summons:  
- (G) Basic Soldiers x4:  
 - 3 dmg  
- (G) Basic Archer x4:

- 1 dmg

- Attacks from second stage

- Time Golem

- 5 dmg  
 - **DYING WISH:** Resets to beginning of lane upon completion or death

- ClockMaster:

- 3dmg

- **ACTION:** Units beside CM move 1 stage

- Time's Guardian

- 3 dmg

- **ACTION:** Random Unit beside TG gains barrier

- Wisened Soldier x2:

- 2 dmg

- **HOWL:** Give a random unit from your hand +2 dmg

- Enforcer x2

- 2 Dmg

- **HOWL:** move a unit forward one stage

- Inspiring Captain x2:

- 3 Dmg

- **Dying wish:** Unit beside IC moves up 1 stage.  
- Seer:

- 1dmg for stage 2

- **HOWL:** Draw 1 card

Spells:

* Reset:  
  - Unit moves to beginning of lane
* Tick Tock....  
  - All units move up 1 stage
* Freeze Boss:  
  - Freeze boss on his turn
* Groundhog day  
  - Boss repeats last move
* Future Sight x2  
  - See next three cards on deck
* Stockpile x2:  
  - Save current unspent mana from turn to spend on next turn
* (G) Barrier x2  
  - Protects unit from 1 attack of dmg
* (G) March x2
  + Move one unit forward a stage