

3

Sir Cephus



Protector

(Protector: Must be Attacked before other targets on your side of the field including you.)

"Good old Bocephus!"- Ray

3

Canine

3

3

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3

1

Barkthalamule



Welcome: Search your deck for an Enhance Spell and put it in your hand.

(Welcome: Activate when the card enters the battlefield.)

1

Canine

1

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Barkthalamule



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(Welcome: Activate when the card enters the battlefield.)

1

Canine

1

1

Good Samaritan



"All around good person."-Anyone you ask

2

Citizen

2



1

Good Samaritan

"All around good person."-Anyone you ask

2

Citizen

2

1

Good Samaritan

"All around good person."-Anyone you ask

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Citizen

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1

Good Samaritan

"All around good person."-Anyone you ask

2

Citizen

2

2

Guard in Training

Protector  
(Protector: Must be Attacked before other targets on your side of the field including you. Only Protects certain things if specified.)

"It's my first day."

2

Citizen

3

2

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(Protector: Must be Attacked before other targets on your side of the field including you. Only Protects certain things if specified.)

"It's my first day."

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Citizen

3

2

Village Cat

Fast Hand  
(Fast Hand: In combat, this card deals damage first when attacking.)

2

Feline

2

2

Village Cat

Fast Hand  
(Fast Hand: In combat, this card deals damage first when attacking.)

2

Feline

2

2 Village Cat



Fast Hand  
(Fast Hand: In combat, this card deals damage first when attacking.)

2 Feline 2

2 Village Cat



Fast Hand  
(Fast Hand: In combat, this card deals damage first when attacking.)

2 Feline 2

3 Sous Chef Thean



Slayer: Search your Deck for a Food type Item and add it to your hand.  
(Slayer: If this card sends a creature to the graveyard, activate this card's effect.)

"On it chef!"-Thean

4 Chef 2

3 Sous Chef Thean



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"On it chef!"-Thean

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(Slayer: If this card sends a creature to the graveyard, activate this card's effect.)

"On it chef!"-Thean

4 Chef 2

4 Duran

2 Light Cards



Slayer: Increase this cards attack and health by 1.  
(Slayer: If this card sends a creature to the graveyard by battle then activate this creatures effect.)  
If Duran has 6 or more attack at the end of your turn, make him On Guard.  
"Does it look like I dropped my hands?"-Duran

4 Fighter 4

4 Duran

2 Light Cards



Slayer: Increase this cards attack and health by 1.  
(Slayer: If this card sends a creature to the graveyard by battle then activate this creatures effect.)  
If Duran has 6 or more attack at the end of your turn, make him On Guard.  
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4 Duran

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"Does it look like I dropped my hands?"-Duran

4 Fighter 4



4

Duran

2 Light Cards

Slayer: Increase this cards attack and health by 1.  
(Slayer: If this card sends a creature to the graveyard by battle then activate this creatures effect.)

If Duran has 6 or more attack at the end of your turn, make him On Guard.

"Does it look like I dropped my hands?"-Duran

4

Fighter

4

5

Head Chef Koor

1 Light Card

You may choose an additional target when playing Food type Items.

"Great catch chef Thean."-Koor

4

Chef

5

5

Head Chef Koor

1 Light Card

You may choose an additional target when playing Food type Items.

"Great catch chef Thean."-Koor

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Chef

5

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Head Chef Koor

1 Light Card

You may choose an additional target when playing Food type Items.

"Great catch chef Thean."-Koor

4

Chef

5

6

Angel of Warning

2 Light Card

Each opponent must reveal the first card they draw each turn.

5

Angel

7

6

Angel of Warning

2 Light Card

Each opponent must reveal the first card they draw each turn.

5

Angel

7

6

Angel of Warning

2 Light Card

Each opponent must reveal the first card they draw each turn.

5

Angel

7

6

Angel of Warning

2 Light Card

Each opponent must reveal the first card they draw each turn.

5

Angel

7



**7** Garn

3 Light Cards



Protector (Protector: Must be Attacked before other targets on your side of the field including you.)  
 Reflex (Reflex: In combat, this card deals damage first when getting attacked.)  
 If you are selected as the attack target. You may pay its cost and summon this card making it the new target.

**7** Hero **8**

**7** Garn

3 Light Cards



Protector (Protector: Must be Attacked before other targets on your side of the field including you.)  
 Reflex (Reflex: In combat, this card deals damage first when getting attacked.)  
 If you are selected as the attack target. You may pay its cost and summon this card making it the new target.

**7** Hero **8**

**7** Garn

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**7** Hero **8**

**7** Garn

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Protector (Protector: Must be Attacked before other targets on your side of the field including you.)  
 Reflex (Reflex: In combat, this card deals damage first when getting attacked.)  
 If you are selected as the attack target. You may pay its cost and summon this card making it the new target.

**7** Hero **8**

**2** Empathy



You and target opponent gain an empathy counter. When a player with an empathy counter draws or discards because of a card effect all other player with empathy counters do the same.

Spell-Joining

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You and target opponent gain an empathy counter. When a player with an empathy counter draws or discards because of a card effect all other player with empathy counters do the same.

Spell-Joining

**3** Lets be Honest



All players play with their hands revealed.

Spell-Truth



3 Lets be Honest



All players play with their hands revealed.

Spell-Truth

3 Lets be Honest



All players play with their hands revealed.

Spell-Truth

3 Lets be Honest



All players play with their hands revealed.

Spell-Truth

3 Morning Rays



Change an Off Guard creature you control to On Guard.

Spell-Enhance

3 Morning Rays



Change an Off Guard creature you control to On Guard.

Spell-Enhance

3 Morning Rays



Change an Off Guard creature you control to On Guard.

Spell-Enhance

3 Morning Rays



Change an Off Guard creature you control to On Guard.

Spell-Enhance

3 Peaceful Pause



To play this card it must be the first thing you do during your Main Phase One. All players and their creatures can not take damage or be the target of cards till the start of your next turn.

Spell-Focus

3 Peaceful Pause



To play this card it must be the first thing you do during your Main Phase One. All players and their creatures can not take damage or be the target of cards till the start of your next turn.

Spell-Focus

**3 Peaceful Pause**



To play this card it must be the first thing you do during your Main Phase One. All players and their creatures can not take damage or be the target of cards till the start of your next turn.

Spell-Focus

**3 Peaceful Pause**



To play this card it must be the first thing you do during your Main Phase One. All players and their creatures can not take damage or be the target of cards till the start of your next turn.

Spell-Focus

**2 Me for Them**



When a creature you control is meant to take damage you may divide that damage between you and the creature how ever you like.

"I'll protect whoever I can!"

Spell-Protective

**2 Me for Them**



When a creature you control is meant to take damage you may divide that damage between you and the creature how ever you like.

"I'll protect whoever I can!"

Spell-Protective

**2 Me for Them**



When a creature you control is meant to take damage you may divide that damage between you and the creature how ever you like.

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Spell-Protective

**2 Me for Them**



When a creature you control is meant to take damage you may divide that damage between you and the creature how ever you like.

"I'll protect whoever I can!"

Spell-Protective

**4 Righteous Retribution**

1 Light Card



For each card of yours destroyed by an opponent this turn, destroy up to that many non-equipment cards target opponent controls.

Spell-Vengeance

**4 Righteous Retribution**

1 Light Card



For each card of yours destroyed by an opponent this turn, destroy up to that many non-equipment cards target opponent controls.

Spell-Vengeance

**4 Righteous Retribution**

1 Light Card



For each card of yours destroyed by an opponent this turn, destroy up to that many non-equipment cards target opponent controls.

Spell-Vengeance



**4** Righteous Retribution

1 Light Card



For each card of yours destroyed by an opponent this turn, destroy up to that many non-equipment cards target opponent controls.

Spell-Vengeance

**5** Patience

1 Light Card



If you have not attacked with your weapon or played a spell or item, end your turn. Until the start of your next turn, you may activate any spell or item card as if it has a reaction speed.

Spell-Focus

**5** Patience

1 Light Card



If you have not attacked with your weapon or played a spell or item, end your turn. Until the start of your next turn, you may activate any spell or item card as if it has a reaction speed.

Spell-Focus

**5** Patience

1 Light Card



If you have not attacked with your weapon or played a spell or item, end your turn. Until the start of your next turn, you may activate any spell or item card as if it has a reaction speed.

Spell-Focus

**5** Patience

1 Light Card



If you have not attacked with your weapon or played a spell or item, end your turn. Until the start of your next turn, you may activate any spell or item card as if it has a reaction speed.

Spell-Focus

**1** Group Meal



You or creature you control gains Protector till the start of your next turn.

"Can't let the team go hungry."

Item-Food

**1** Group Meal



You or creature you control gains Protector till the start of your next turn.

"Can't let the team go hungry."

Item-Food

**1** Group Meal



You or creature you control gains Protector till the start of your next turn.

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