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 2		 0	 0																				
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<table border="1"> <thead> <tr> <th>I</th> <th>II</th> <th>III</th> <th>IV</th> <th>V</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td>  1 </td> <td></td> <td>  2 </td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>				I	II	III	IV	V							 1		 2						
I	II	III	IV	V																			
	 1		 2																				
<p>   Switch the positions of 2 of your units. </p> <p>   +1  to a unit or +2  to Minotaurs. </p> <p>   +1  to a ★ unit. </p>																							

Damacon

1

0

0

2

IIIIIIIVV

Gain 1 after using the Build Token.

Resolve a Water Wheel for a second time. Place another black cube.

+1

Darkstorn

1

0

0

2

I II III IV V

1 2

I. +1 to a Search action.

II. +2 against a unit.

III. All friendly units gain a Shield Token.

Geon

1

2



II III IV V

1 2

A selected unit has -1 for this Combat.

A selected unit has -2 for this Combat.

Cast 1 basic from the top of the discard pile.

 3			 0	
				 0
I	II	III	IV	V
				
	1		2	
				
<p>   Gain +1  after revealing a Map tile. </p> <p>   +1  to a unit or +2  to Manticores. </p> <p>   Play a card from the top of your discard pile. </p>				

Malekith


0


0


1


1


2



I

II

III

IV

V

I

1

2

2

I ➡ ➡ Cast a ♣ from your hand.

III ➡ ➡ Cast Bloodlust.

V ➡ ♣ +1 ♣.

Synca

2

1

0

0

I II III IV V

1 2

Gain +1 after revealing a Map tile.

+1 to a unit or +2 for Manticores.

Play a card from the top of your discard pile.