

	Card Name	Trait	Faction	Class	Tribe	Rarity	Cost	HP	ATK	ICD	Cooldown	Instinct	Range	Shoot Pattern	Movement Pattern	Description	
1	Scrapjaw	Bruiser	Ferrix	Universal		Common	25		160	40 3s	4s	—	1	Single	Normal	"First Bruiser you meet. Exists to get punched so you click [Ironmarch]." Low cost, light stats, classic meat shield. Toss it in. Watch it flop. Learn something.	
2	Rustgnaw	Bruiser	Ferrix	Universal		Common	75		350	100 4s	6s	—	1	Single	Normal	"Middle child syndrome. Not cheap, not tanky. Just... here." You'll use him until someone better comes along. Which is probably soon.	
3	Grimespine	Bruiser	Ferrix	Universal		Common	125		700	125 5s	10s	—	1	Single	Normal	"Big bro. Built to take a beating. Still doesn't talk much." He's slow. He's strong. He's the definition of [Bruiser]. Put him down and relax.	
4	Shieldcaltier	Bastion	Ferrix	Universal		Common	50		500	50 6s	25s	—	1	Single	Stationary	"Congratulations! You found the tutorial for [Wardcore]." Plop it in front of your base, and boom—now you're tanking damage from across the lane like a champ. Doesn't move, doesn't complain.	
5	Linebiter	Striker	Ferrix	Universal		Common	75		190	60 3s	6s	—	3	Single	Normal	"Shoots straight. Shoots fast. Probably your first non-melee unit — a real [Striker]." Wants isolated targets. Doesn't do drama. You'll bench him later, but he's solid while it lasts.	
6	Backble	Striker	Ferrix	Ironhowl		Uncommon	75		100	65 4s	8s	Backtarget	5	Single	Normal	"Skips the front, strikes the second. That's [Backtarget]." Great for messing up formations. Ward at first, then kinda addicting.	
7	Soulpiercer	Striker	Ferrix	Ironhowl		Rare	125		90 300 (burst), then 40	6s	12s	Rooted	3	Single	Rooted → Slow	On play: After 1.5s, select a target to deal 300 damage.	
8	Needdevice	Striker	Ferrix	Nightpiercer		Epic	150		150	120 7s	15s	Pierce	4	Single	Slow	[Burst]: First hit deals +100% damage.	
9	Gravenelt	Skirmisher/Manipulator	Ferrix		Gravecore	Legendary	200	100 → 300	40 → 140+		18s	Rooted	4	Single	Rooted → Normal	Targets unmarked enemies within 4 tiles and adjacent lanes, applying [Rot Mark]. Each time a Rot Marked enemy dies, gains +150 ATK, up to +600. On click, transform into a melee form with normal movement and empower to 300 HP. While on the field, allies that die respawn as a [Rotspawn]. If 10 [Gravecore] units die while MORV-X is alive, it will [Revive] once at 50% HP. On death, all Rotspawn gain [Haste] for 6 seconds.	
10	MORV-X: Thrall Compiler	Brawler / Manipulator	Ferrix		Gravecore	Relic	225		1000	35	25s		1	Single	Slow	Targets a 5x5 area, dealing 50 damage to all units hit (75 if affected by any debuff). Then [Purge] all effects from those targets and deal +25 [True Damage] per effect removed.	
11	Purge Spark	Spellcast	Ferrix		none	Uncommon	75	—	—		15s	Purge		Single	—	A sturdy, immobile structure that blocks lanes and absorbs damage. Does not attack or interact with enemies.	
12	Grinepost	Wall	Verdelune	Universal	—	Common	50		3500	—	10s	—	—		Stationary	Every 6 seconds, [Revive] a random fallen ally anywhere on the map at 50% HP. Each unit can only be revived once.	
13	Fateweaver	Manipulator	Ferrix		Gravecore	Epic	150		330	50	12s		3	Single	Normal	While in hand, gains +40 HP and +1% damage reduction whenever a unit dies (up to 30 stacks). At 30 stacks (on deploy): Gains +50% Movement Speed Gains Frenzy (Increased Attack Speed) An unstoppable force that feeds on death.	
14	Bone Sovereign	Colossal	Ferrix	Witherborn	Gravecore	Epic	300		2000	800	35s		1	Single	Lumbering	All [Colossal] units have [Treadstorm]. Ironcleave crushes everything in its path — immune to knockback and instantly lethal to non-[Crush]-resistant foes.	
15	Ironcleave	Colossal	Ferrix	Universal	—	Common	275		3000	1000	25s		1	Single	Lumbering	Stores the souls of up to 2 allies that die in this lane. On click, [Revive] all stored units at 50% HP (100% if Gravecore). Single use only. New souls replace the oldest.	
16	Last Whisper	Manipulator	Ferrix		Gravecore	Rare	100		410	50	10s		2	Single	Normal	On Play: Summons 4 nearby Decay Thralls (100 HP, 20 ATK, Normal). Respawns any missing Thralls every 8s. On Ally Death: Heals nearby allies in a 3x3 area for 12% max HP.	
17	Gravetide Shepherd	Swarmaster	Ferrix		Gravecore	Epic	175		525	50	14s	Summon	—		Stationary	Deal 200 [AoE] damage in a 2x2 area. Prevents enemy unit placement in that zone for 6 seconds.	
18	Ember Lock	Spellcaster	Ferrix		—	Uncommon	100	—	—		16s		2x2	AoE	—	After a 2-second delay, deal 250 damage to a single tile.	
19	Ashsting Bolt	Spellcaster	Ferrix	Universal	—	Common	50	—	—		12s		1x1	Single Tile	—	On death, applies Rot Mark to the tile directly in front of it.	
20	Rotgrub	Swarmaster	Ferrix		Gravecore	Uncommon	25		70	20	5s		1	X	Normal	While on the field, any revived Gravecore unit gains a 25% HP shield and +20% damage for 5 seconds.	
21	Rotwarden	Supporter	Ferrix		Gravecore	Uncommon	50		180	20	10s				Stationary	On death, emits a 3x3 Rot Mist for 6 seconds. Applies Rot Mark to any enemy in the zone and deals 20 damage per second. Great for zone denial and combo setups.	
22	Rotghast	Supporter	Ferrix		Gravecore	Rare	125		220	30	12s		3x3	Passive	Normal	Attacks enemies up to 2 tiles away in a wide cone, dealing AoE damage and applying Rot Mark.	
23	Rotrend Behemoth	Brawler	Ferrix		Gravecore	Rare	150		400	70	11s		2	Cone (3-tile wide)	Slow	A basic melee brawler that applies [Rot Mark] on each hit. Cheap, reliable frontline for early trades and setting up Gravecore synergy.	
24	Rotgnarl	Brawler	Ferrix	Witherborn	Gravecore	Uncommon	75		300	60	7s		1	X	Normal	Applies [Rot Mark] on hit (every 6s). If a Rot-marked unit dies by this unit's attack, revive a random fallen ally at 30% HP.	
25	Blightfang Vicar	Specialist DPS	Ferrix	Nightpiercer	Gravecore	Epic	125		200	160	14s		3	Single Shot (Slow)	Slow	Upon death, revives once after 1 second at 50% HP. No special abilities — just a resilient frontline.	
26	Rotclad Ghoul	Brawler	Ferrix		Gravecore	Uncommon	75		270	40	10s	Revive	1	X	Normal	On death, spawns 2 Rotbuds (50 HP, 15 ATK, Normal).	
27	Rotbud Nest	Swarmaster	Ferrix		Gravecore	Uncommon	25		80	20	8s		—		Stationary	Good for clogging lanes and revive synergy.	
28	Deathwake Bloom	Spellcaster	Ferrix		Gravecore	Legendary	200	—	—		30s			Global	—	Consumes all [Rot Mark]ed enemies. For each one, [Revive] the most recent fallen ally at 50% HP (max 5). Excess revives are lost if fewer than 5 targets exist.	
29	Gravecrawler Stalker	Phantom/Spellcast	Ferrix	Witherborn	Gravecore	Epic	100		120	40	14s		1	Single Tile Hit	Walks Backward	[Burrow] to the last tile in its lane, emerging with a 3-tile [Rot Mark] burst.	
30	Burrowfang Predator	Phantom	Ferrix	Nightpiercer	Gravecore	Epic	125		150	75	13s		1	Melee Single	Normal	Then walks backward toward your side — great for disruption and spell setups.	
31	Gnawroot Crawler	Phantom	Ferrix	Fleshweaver	Gravecore	Uncommon	60		150	35	8s	Submerge	Melee	Single	Normal	[Burrow] forward 3 tiles, emerging under enemies. First hit deals +50% damage. Pauses 1s before striking.	
32	Boneciphre Latch	Manipulator	Ferrix	Echochurn	Gravecore	Rare	50		110	10	4 16s	—	2	Single	Slow	[Submerge]: Cycles between burrowed and surfaced. While burrowed, ignores units and projectiles. Attacks for 3s when surfaced.	
33	Gravelink Cyst	Manipulator	Ferrix	Echochurn	Gravecore	Common	25		120	20	3 8s	—	2	Single	Slow	Just here for [Manipulator] trait [Static Loop] uptime. Doesn't do anything. Still gets paid.	
34	Virelia, Matron of Echoes	Manipulator	Ferrix	Riftbound	Gravecore	Legendary	150		380	40	—	16s	—	2	Single Target	Stationary	While on field, any unit death creates a [Soul] on that tile for 12s (max 5). Allies who walk through gain 1 permanent [Soul Buff]. Enemies placed on Souls suffer 1 [Soul Debuff]. On death, creates Matron's Soul on her tile (15s); applies 1 effect from full buff/debuff pool to any unit that touches it. Also spawns a normal Soul in each adjacent tile.