



CENTAUR

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1/Turn, before OR after
Attacking:
This Mon may
Advance.

TIER-0

Proud warrior of the highlands. Centaur are trained in warfare from early age. Their speed makes them a force to be reckoned.



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BEE

1 0*

May Attack sideways
with +2*. Don't move
sideways when
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TIER-0

Though usually docile, bees will become aggressive when anything intrudes on their hive, attacking with reckless abandon to just about anything and to anywhere.



COW

1 1

This card counts as
2* or 1 when in the
hand.

TIER-0

A gentle species that can usually be found lounging in open plains. They are docile and friendly, but their strength is admirable for a non-combative species.



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SLIME

0 0

When this Mon is
Defeated:
Draw 1

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Harmless, practically immortal creature. They can reform their body when destroyed and do not feel pain, making them perfect to use as a shield.



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GOBLIN

1 1*

Gain +1^f when you control 3/More ♫ Mons and/or HOBGOBLINS on the field.

(including this Mon)

TIER-0



Numerous and weak, yet relentless and brave. With enough of them, even they are a force to be reckoned.



GOBLIN

2 1

When Attacking a Mon:
You may place this Mon under it to take control of it; unless they F 2.

TIER-1

It is said that remnants of those who died with unfulfilled duties becomes ghost. True or not, their ability possess other Mons is a boon for the summoners.



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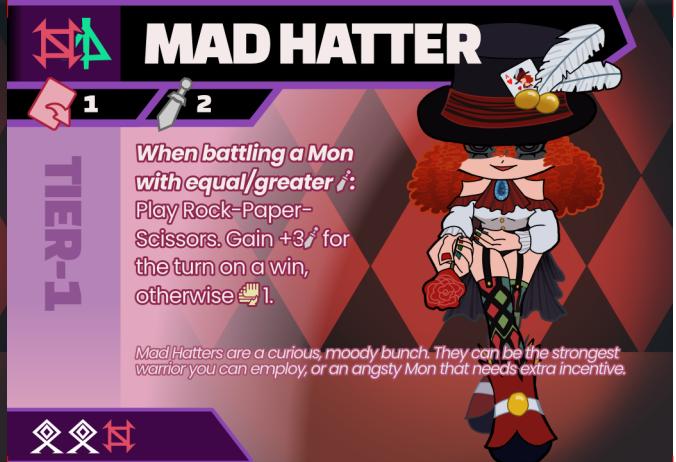
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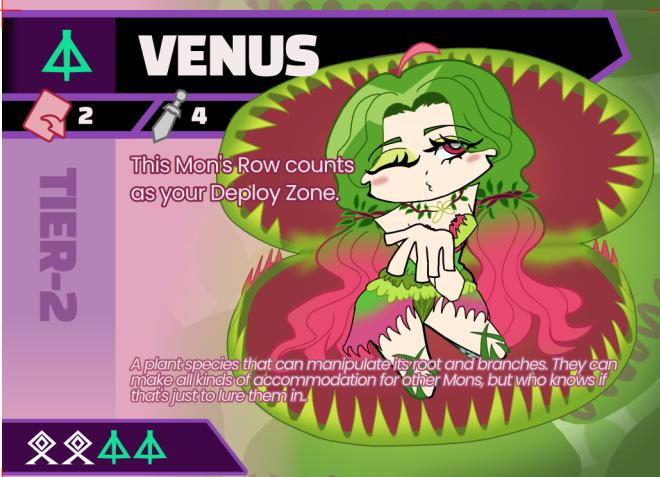
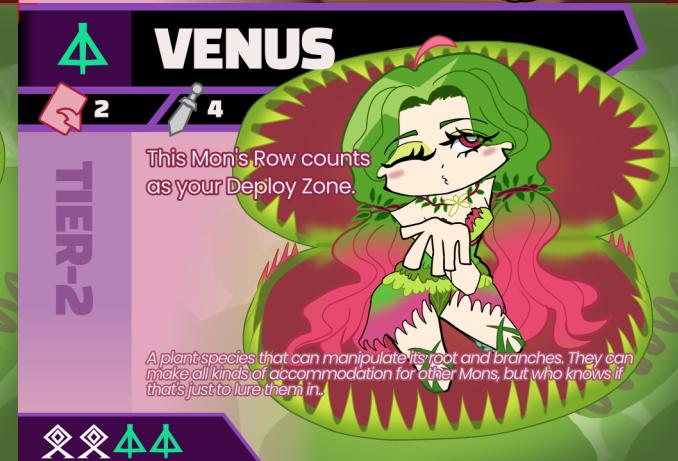
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 <p>SPIDER</p> <p>1 2</p> <p>1/Turn, during Action Phase: You may move another Mon in the next Row to the space in front of this Mon.</p> <p><i>With their ability to manipulate webs as strong as diamonds, they are formidable opponents that can rearrange their opponents formation at a whim.</i></p> <p>❖❖❖</p>	 <p>SPIDER</p> <p>1 2</p> <p>1/Turn, during Action Phase: You may move another Mon in the next Row to the space in front of this Mon.</p> <p><i>With their ability to manipulate webs as strong as diamonds, they are formidable opponents that can rearrange their opponents formation at a whim.</i></p> <p>❖❖❖</p>	 <p>SPIDER</p> <p>1 2</p> <p>1/Turn, during Action Phase: You may move another Mon in the next Row to the space in front of this Mon.</p> <p><i>With their ability to manipulate webs as strong as diamonds, they are formidable opponents that can rearrange their opponents formation at a whim.</i></p> <p>❖❖❖</p>
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DRAGON

2* 4

When Deploying:

You may Defeat your other Mon; Deploy at its space for 1 less ⚡.

TIER-2

The Dragon is a strong and vain species that can be tamed with offerings and praise. Their flight allows them to arrive at the battlefield from anywhere.



TEIWAZ

RUNE

RAIDO

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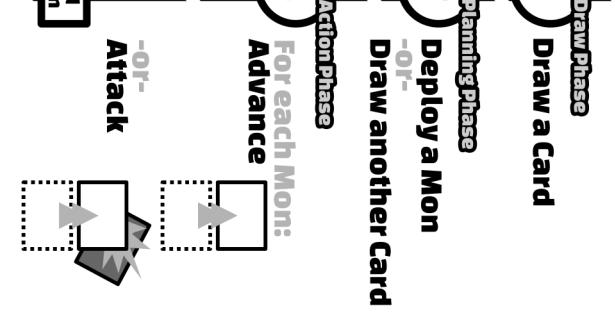
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Reload your deck by performing ANY actions below, ANY number of times by returning card(s) from your grave:



Recruit a Card from Shop
Mox Cost



Refresh a Shop
Refresh Cost



Banish a Card from Grave
Banish Cost

Don't forget to resolve the pending draw after reloading the deck!

1 Draw Phase Draw a Card

2 Planning Phase Deploy a Mon -OR- Draw another Card

3 Action Phase For each Mon: Advance

-OR-



End Turn

Attack

Reload your deck by performing ANY actions below, ANY number of times by returning card(s) from your grave:



Recruit a Card from Shop
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Refresh a Shop
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Banish a Card from Grave
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Don't forget to resolve the pending draw after reloading the deck!



1/Turn, When your Mon attacks:

Defeat your other Mon to gain their $\textcolor{red}{\diamond}$ for the turn.
Afterwards; it may Attack another Mon.



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1/Turn, When Deploying a Mon:

You may Deploy another Mon behind it or normally (at your Deploy Zone).



1/Turn, When Deploying a Mon:

You may Deploy another Mon behind it or normally (at your Deploy Zone).



1/Turn, When your Mon Advances:

1; in this Advance, it may hop over up to 2 consecutive Mons directly in front of it.



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