

Storm of Sparks

9

200

2

60

Spell, Lightning

At the end of each round. Deal 1 damage to this card. For each opponent, in turn order: That opponent, then you, both choose 1 susceptible card which that opponent controls. All chosen cards take 1 damage.

Hand Only

Move this card to a friendly reserve of your choice, then pay 10.

Test Complicated Card

399

400

400

200

200

400

Advanced, Giant, Dragon, Creature

Fire

This card has the First Strike attribute while attacking.

This, Is, So, Complicated, It, Has, Attributes, That, Cover, Multiple, Lines, Of, Text

Whenever this card takes damage, it takes 1 less damage.

Flip, Spell

Use only if you control at least one Wanderer card. Deal 1 damage to a hero of your choice.

Wandering Hill Giant

11

90

10

3

2

Giant, Wanderer, Creature

Hand Only

Move this card to an empty friendly field position of your choice, then pay 12.

Test Simple Card

3



All other friendly cards have have +10 Offense.

Hand Only

Move this card to an empty friendly field position of your choice, then pay 4.

Many Attributes

3

4

4

2

2

4

This, Card, Has, Enough, Attributes, To, Extend, Past, One, Line, Of, Text

Hand Only

Move this card to an empty friendly field position of your choice, then pay 2.

Wandering Naga

30

30

First Strike, Slow, Naga, Wanderer, Creature

Hand Only

Move this card to an empty friendly field position of your choice, then pay 2.

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200

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Spell, Lightning

At the end of each round. Deal 1 damage to this card. For each opponent, in turn order: That opponent, then you, both choose 1 susceptible card which that opponent controls. All chosen cards take 1 damage.

Hand Only

Move this card to a friendly reserve of your choice, then pay 10.

Phantom Warriors

1

120

Decaying, Spell, Illusion, Warrior

Hand Only

Move this card to an empty friendly field position of your choice, then pay 2.

Hand Only

Move this card to an empty friendly field position of your choice, then pay 4.

Hand Only

Move this card to an empty friendly field position of your choice, then pay 6.

Hand Only

Move this card to an empty friendly field position of your choice, then pay 8.

Inanimate Object

1

80

Illusion, Defender, Immobile

When any hero reaches 10 XP. Remove this card from the game.

Hand Only

Use only if no hero has 10 or more XP. Choose one of your field positions and pay 2 in that position. Move this card to the chosen position.

Wandering Human

 3

 60

 30

Human, Wanderer, Creature

Hand Only

Move this card to an empty friendly field position of your choice, then pay 4.

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