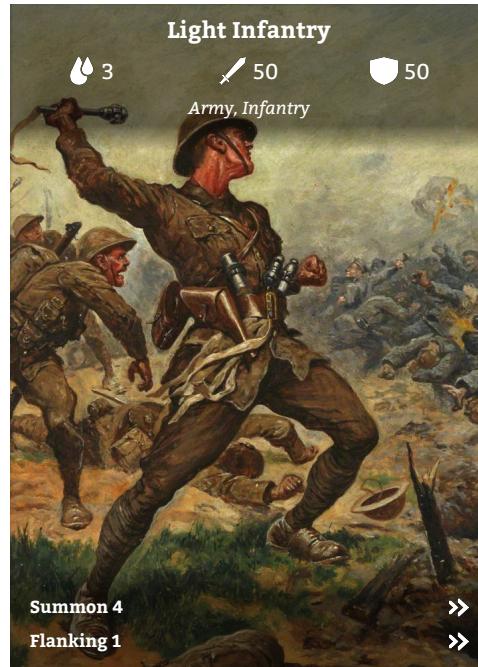
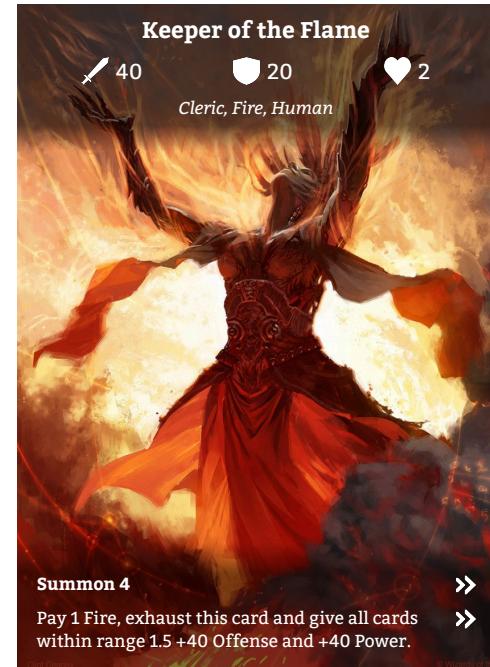




Summon 4

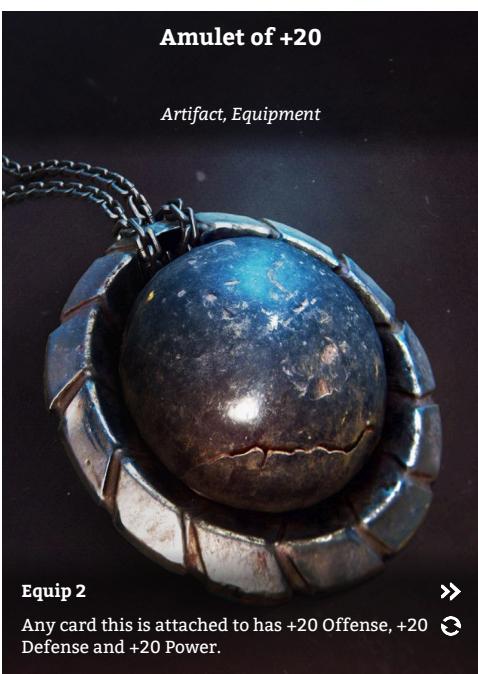


Summon 4
Flanking 1



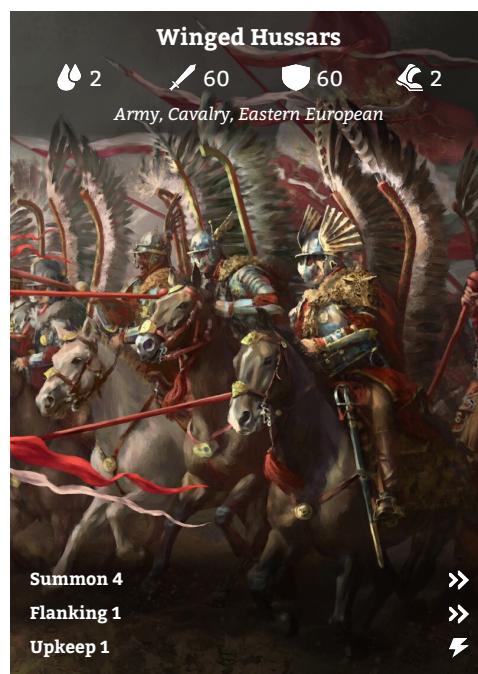
Summon 4

Pay 1 Fire, exhaust this card and give all cards within range 1.5 +40 Offense and +40 Power.

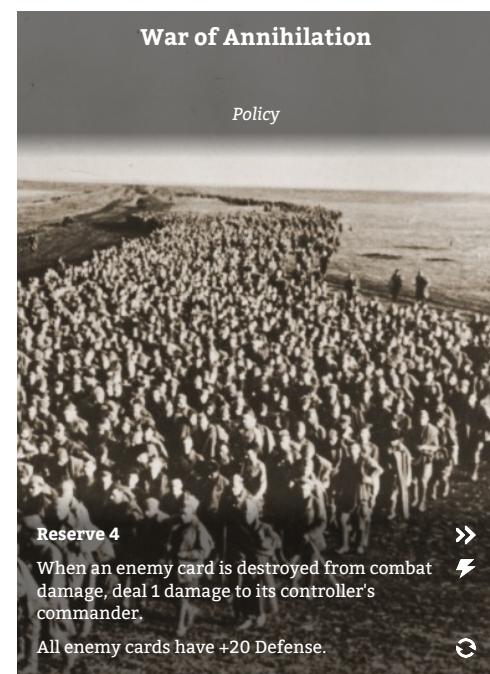


Equip 2

Any card this is attached to has +20 Offense, +20 Defense and +20 Power.



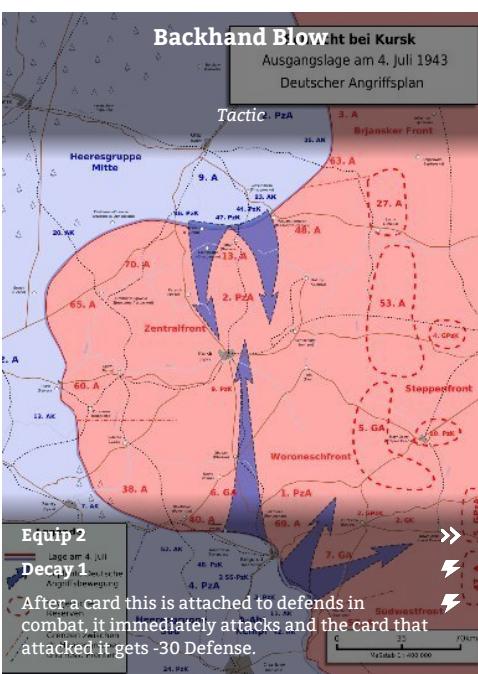
Summon 4
Flanking 1
Upkeep 1



Reserve 4

When an enemy card is destroyed from combat damage, deal 1 damage to its controller's commander.

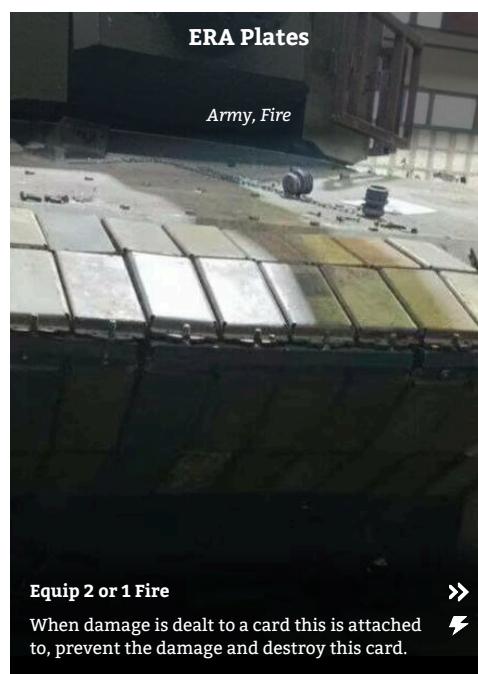
All enemy cards have +20 Defense.



Equip 2

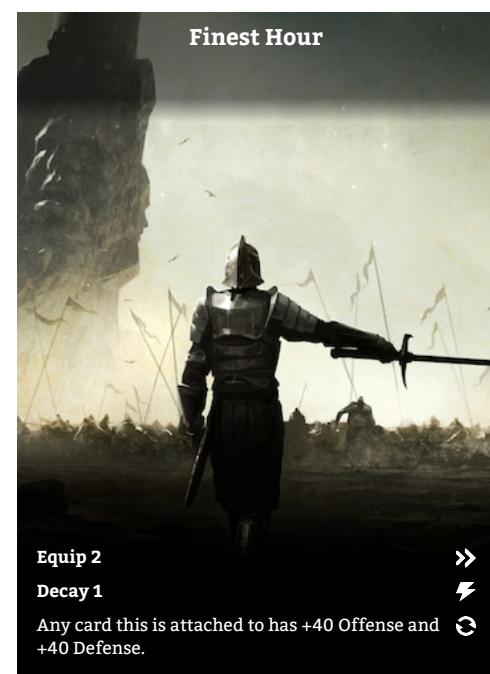
Decay 1

After a card this is attached to defends in combat, it immediately attacks and the card that attacked it gets -30 Defense.



Equip 2 or 1 Fire

When damage is dealt to a card this is attached to, prevent the damage and destroy this card.



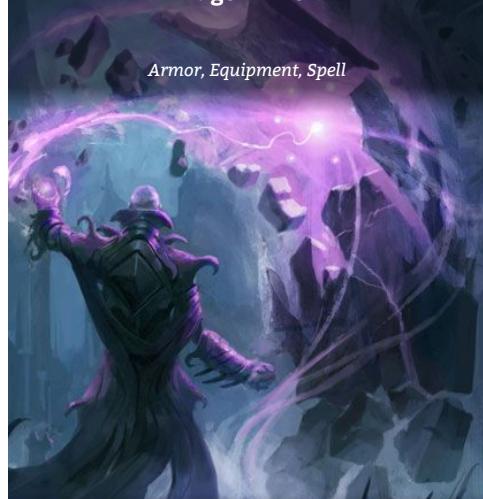
Equip 2

Decay 1

Any card this is attached to has +40 Offense and +40 Defense.

Mage Armor

Armor, Equipment, Spell



Equip 2

Decay 1

Any card this is attached to has +60 Defense.



Coup de Grace



Equip 0

Decay 1

Any card this is attached to has Critical Hit 2.

