


<div>Storm of Sparks</div> <div><div><div>9</div><div>200</div><div>2</div><div>60</div></div><div>Spell, Lightning</div></div> <div></div> <div><div>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.</div><div>Hand Only</div><div>Move this card to a friendly reserve of your choice, then pay 10.</div></div>	<div>Test Complicated Card</div> <div><div><div>399</div><div>400</div><div>400</div><div>200</div><div>200</div><div>400</div></div><div>Advanced, Giant, Dragon, Creature</div></div> <div></div> <div><div>Fire</div><div>This card has the First Strike attribute while attacking.</div><div>This, Is, So, Complicated, It, Has, Attributes, That, Cover, Multiple, Lines, Of, Text</div><div>Whenever this card takes damage, it takes 1 less damage.</div><div>Flip, Spell</div><div>Use only if you control at least one Wanderer card. Deal 1 damage to a hero of your choice.</div></div>	<div>Wandering Hill Giant</div> <div><div><div>11</div><div>90</div><div>10</div><div>3</div><div>2</div></div><div>Giant, Wanderer, Creature</div></div> <div></div> <div><div>Hand Only</div><div>Move this card to an empty friendly field position of your choice, then pay 12.</div></div>
<div>Test Simple Card</div> <div><div><div>3</div></div><div></div></div> <div><div>All other friendly cards have +10 Offense.</div><div>Hand Only</div><div>Move this card to an empty friendly field position of your choice, then pay 4.</div></div>	<div>Many Attributes</div> <div><div><div>3</div><div>4</div><div>4</div><div>2</div><div>2</div><div>4</div></div><div>This, Card, Has, Enough, Attributes, To, Extend, Past, One, Line, Of, Text</div></div> <div></div> <div><div>Hand Only</div><div>Move this card to an empty friendly field position of your choice, then pay 2.</div></div>	<div>Wandering Naga</div> <div><div><div>30</div><div>30</div></div><div>First Strike, Slow, Naga, Wanderer, Creature</div></div> <div></div> <div><div>Hand Only</div><div>Move this card to an empty friendly field position of your choice, then pay 2.</div></div>
<div>Storm of Sparks</div> <div><div><div>9</div><div>200</div><div>2</div><div>60</div></div><div>Spell, Lightning</div></div> <div></div> <div><div>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.</div><div>Hand Only</div><div>Move this card to a friendly reserve of your choice, then pay 10.</div></div>	<div>Phantom Warriors</div> <div><div><div>1</div><div>120</div></div><div>Decaying, Spell, Illusion, Warrior</div></div> <div></div> <div><div>Hand Only</div><div>Move this card to an empty friendly field position of your choice, then pay 2.</div><div>Hand Only</div><div>Move this card to an empty friendly field position of your choice, then pay 4.</div><div>Hand Only</div><div>Move this card to an empty friendly field position of your choice, then pay 6.</div><div>Hand Only</div><div>Move this card to an empty friendly field position of your choice, then pay 8.</div></div>	<div>Inanimate Object</div> <div><div><div>1</div><div>80</div></div><div>Illusion, Defender, Immobile</div></div> <div></div> <div><div>When any hero reaches 10 XP. Remove this card from the game.</div><div>Hand Only</div><div>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.</div></div>

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.

