

<p>Wandering Hill Giant</p>  90  10  3  2  11 <i>Giant, Wanderer, Creature</i> <p><i>Hand Only</i> Move this card to an empty friendly field position of your choice, then pay 12.</p>	<p>Test Simple Card</p>  3 <p><i>Hand Only</i> Move this card to an empty friendly field position of your choice, then pay 4.</p>	<p>Test Complicated card</p>  400  400  200  200  400  399 <i>Giant, Dragon, Creature</i> <p><i>Flip, Spell</i> Use only if you control at least one Wanderer card. Deal 1 damage to a hero of your choice.</p> <p><i>Fire</i> This card has the First Strike attribute while it is attacking.</p>
<p>Many Attributes</p> <p><i>This Card Has Enough Attributes To Fill Extend Past One Line Of Text</i></p> <p><i>Hand Only</i> Move this card to an empty friendly field position of your choice, then pay 2.</p>	<p>Wandering Naga</p>  30  30 <i>First Strike, Slow, Naga, Wanderer, Creature</i> <p><i>Hand Only</i> Move this card to an empty friendly field position of your choice, then pay 2.</p>	<p>Storm of Sparks</p>  200  2  60  <i>Spell, Lightning</i> <p><i>Hand Only</i> Move this card to a friendly reserve of your choice, then pay 10.</p> <p>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.</p>
<p>Phantom Warriors</p>  120  1 <i>Decaying, Spell, Illusion, Warrior</i> <p><i>Hand Only</i> Move this card to an empty friendly field position of your choice, then pay 2.</p>	<p>Inanimate Object</p>  80  1 <i>Illusion, Defender, Immobile</i> <p><i>Hand Only</i> 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.</p> <p>When any hero reaches 10 XP. Remove this card from the game.</p>	<p>Wandering Human</p>  60  30  <i>Human, Wanderer, Creature</i> <p><i>Hand Only</i> Move this card to an empty friendly field position of your choice, then pay 4.</p>