

Main Deck
Hero-

Aserus, Archlich of Urgaram					
Hero-Undead Mage					
<p>Corpse Harvest 2 (2U)(XBo), where X is the essence cost of target Unit in a graveyard: put that Unit onto the battlefield under your control adjacent to Aserus and put an Undeath Token on it.</p>					
2R	3M	0D	3A	33H	UB

Units-

<div>Alpha Rotling</div> <div>(2E)</div> <div></div> <div>Unit-Undead Beast</div> <div>When this Unit enters the battlefield, place 2 Festering Rotling Unit Tokens on empty tiles adjacent to it.</div> <div><div>1R</div><div>3M</div><div>0D</div><div>1A</div><div>2H</div><div></div></div>	<div>Amalgam of Flesh</div> <div>(3U)(3E)</div> <div></div> <div>Unit-Undead Abomination</div> <div>When this Unit enters the battlefield, you may Deplete any number of Unit cards from graveyards and pay that many (Bo). If you do, Amalgam of Flesh gains all abilities of the Depleted cards. (2Bo)(1U)(1E): Amalgam of Flesh Heals 2.</div> <div><div>1R</div><div>3M</div><div>1D</div><div>2A</div><div>8H</div><div></div></div>	<div>Bone Knight</div> <div>(3Bo)(3U)(3E)</div> <div></div> <div>Unit-Undead Knight</div> <div>Pay (1Bo)(1E): put a +1A Token and a +1D Token on this Unit.</div> <div><div>1R</div><div>3M</div><div>3D</div><div>4A</div><div>9H</div><div></div></div>
<div>Corpse Titan</div> <div>(3Bo)(3U)(5E)</div> <div></div> <div>Unit-Undead Giant</div> <div>Forward Call-Sacrifice any number of Undead Units with total essence cost 7 or less within 2 tiles of Corpse Titan. Put a number of +1D Tokens on Corpse Titan equal to the total Defense of the Units sacrificed with it. Put a number of +1A Tokens on Corpse Titan equal to the total Attack of the Units sacrificed with it. Put a number of +1H Tokens on Corpse Titan equal to the total current Health of the Units sacrificed with it.</div> <div><div>1R</div><div>3M</div><div>1D</div><div>3A</div><div>7H</div><div></div></div>	<div>Deathless Zombie</div> <div>(1U)(2E)</div> <div></div> <div>Unit-Undead Soldier</div> <div>Deathless Zombie can't be sacrificed. At the beginning of each End Phase, if Deathless Zombie died this turn, return Deathless Zombie from the graveyard to the battlefield under its owner's control. (following normal placement rules)</div> <div><div>1R</div><div>4M</div><div>0D</div><div>1A</div><div>2H</div><div></div></div>	<div>Hungry Dead</div> <div>(1E)</div> <div></div> <div>Unit-Undead</div> <div></div> <div><div>1R</div><div>4M</div><div>0D</div><div>1A</div><div>2H</div><div></div></div>

Plague Architect
(5U)(4E)

Unit-Undead Giant

At your End Phase, place 3 **Creeping Rot Tokens** on each of up to 3 tiles of your choice within 3 tiles of this Unit.

1R

4M

2D

3A

11H

UX

Plague Injector
(3U)(3E)

Unit-Undead Machine

Poisonous 3

1R

3M

0D

1A

12H

UX

Progenitor Maggot
(3Bo)(3U)(4E)

Unit-Beast

Virulence Resistance
At each End Phase, you may pay (2Bo). When you do, place 3 **Rot Feaster Unit Tokens** on empty tiles adjacent to this Unit.

1R

3M

2D

3A

12H

UX

Rot Cannon
(1C)(1U)(2E)

Unit-Undead Machine

Whenever this Unit attacks, place a **Creeping Rot Token** on its target's tile.

3R

2M

0D

3A

5H

C

Rot Feaster
(1E)

Unit-Beast

1R

3M

0D

2A

2H

C

Rotcaster Prodigy
(1C)(1U)(2E)

Unit-Human Mage

Virulence Resistance
Aura 2-When a Unit takes damage from one or more **Creeping Rot Tokens**, it takes that much damage +1 instead.

2R

3M

0D

1A

6H

UX

Rot Reaper	(2U)(3E)
Unit-Undead Knight	
<p>Aura 3-Whenever a Unit dies due to the effects of Creeping Rot Tokens, draw a card.</p>	
1R	3M
2D	3A
6H	0

Rot Scamp	(2U)(1E)
Unit-Undead Beast	
<p>(1U): place two Creeping Rot Tokens on this Unit's tile. (3U): remove all Creeping Rot Tokens on this Unit's tile. Put a number of +1H Tokens on this Unit equal to the number removed.</p>	
1R	4M
0D	1A
4H	0

Rot Sorcerer	(1C)(2U)(3E)
Unit-Undead Mage	
<p>Whenever this Unit attacks, you may remove any number of Creeping Rot Tokens from its target's tile. If you do, its target takes 2 damage for each token removed.</p>	
3R	3M
1D	2A
6H	0

Shadraz, Winged Death

(3Bo)(1U)(5E)

Unit-Undead Dragon Mage

Corpse Harvest 2, Flight, Unique
As an additional cost to play Shadraz, sacrifice 2 Units within range of the **Corpse Harvest** ability of a UHS you control.
Aura 3-Enemy UHs take 2 damage at your End Phase.

2R

5M

3D

4A

11H

UX

Skeletal Dragon

(4E)

Unit-Undead Dragon

Flight
Play Skeletal Dragon only from your graveyard by paying (6Bo)(2E).
(1E), discard Skeletal Dragon: gain (2Bo).

1R

5M

3D

4A

10H

UX

Unliving Barricade

(2Bo)(2E)

Unit-Undead Wall

Unliving Barricade can't attack.
When Unliving Barricade enters the battlefield, place 2 **Unliving Barricade Unit Tokens** adjacent to it.

1R

1M

0D

0A

8H

UX

Volatile Undead

(2E)

Unit-Undead

When this Unit dies, place 3 **Poison Tokens** on all adjacent UHs.

1R

4M

0D

0A

4H

C

Yulien, Rotcaster

(2C)(1U)(4E)

Unit-Undead Mage

Unique
Aura 3-Creeping Rot Tokens deal double damage.

3R

3M

0D

3A

10H

UX

Spells-

<div>Channel Rot</div> <div>(2U)(2E)</div> <div></div> <div>Spell</div> <div>You may remove any number of Creeping Rot Tokens from any number of tiles within 2 tiles of your Hero. When you do, target UH within 1 tile of your Hero takes damage equal to twice the number of tokens removed this way.</div> <div>UC</div>	<div>Death Rite</div> <div>(XBo)(1E)</div> <div></div> <div>Spell</div> <div>Draw a card, then draw half X cards, rounded down.</div> <div>UC</div>	<div>Disinter</div> <div>(3Bo)</div> <div></div> <div>Spell</div> <div>Search your deck for an Undead Unit, reveal it, and put it into your hand then Shuffle.</div> <div>UC</div>
<div>Manifest Rot</div> <div>(2U)</div> <div></div> <div>Spell</div> <div>Distribute 4 Creeping Rot Tokens anywhere within range of the Corpse Harvest ability of a UHS you control.</div> <div>UC</div>	<div>Rot Absorbtion</div> <div>(2U)(2E)</div> <div></div> <div>Spell</div> <div>You may remove any number of Creeping Rot Tokens from any number of tiles within a tile of your Hero. When you do, your Hero Heals 2 for each token removed.</div> <div>UC</div>	<div>Rot Explosion</div> <div>(3U)(2E)</div> <div></div> <div>Spell</div> <div>You may remove any number of Creeping Rot Tokens from any number of tiles. When you do, any UHs on those tiles take 2 damage for each token removed from their tile in this way.</div> <div>UC</div>

Rot Feast (3U)(2E)	Rot Salvage (1E)
Spell	Spell
Burst When target non-Undead Unit dies this turn, place 3 Rot Feaster Unit Tokens on empty tiles adjacent to it.	When target Unit you control dies this turn, gain (1U) and (1E).
C	LC

Equipment-

Flesh Reaper	(1U)(2E)
Equipment	
<p>Whenever the Equipped Unit or Hero kills an enemy Unit, gain (1Bo).</p> <p>The Equipped UH gains +2A.</p>	
5D	CC

Structures-

<div>Chain of Desecration</div> <div>(2Bo)(2U)(2E)</div>	<div>Endless Undercrypt</div> <div>(2E)</div>	<div>Necrosis Foundry</div> <div>(2E)</div>
<div>Structure</div>	<div>Structure</div>	<div>Structure</div>
<div>Unique, Corpse Harvest 3</div> <div>(3Bo)(1C)(1U)(3E): place a Hand of Desecration Unit Token on a tile adjacent to this Structure. Activate this ability only up to once each turn.</div>	<div>(2U)(1E): Place an Undead Unit Token on an empty tile adjacent to this structure.</div>	<div>Corpse Harvest 1</div> <div>(1E): gain (1Bo) and (1U)</div>
<div>8R</div> <div>UR</div>	<div>1R</div> <div>UC</div>	<div>3R</div> <div>UC</div>

Supplemental Cards

Revived Giant

(5)(C)(C)

Unit-Undead Giant

1R

3M

5D

5A

11H

Bloodforged Blade

(1)(C)(C)

Equipment-Light Arm

Whenever the Equipped Unit dies, rather than sending Bloodforged Blade to the graveyard, you may attach it to another friendly Unit and put a **Blood Token** on it.
Equipped Unit has +1A and +1D for each **Blood Token** on Bloodforged Blade.

4D

Rot Tiller

(2)(C)(C)

Unit-Undead Giant

Last Word-Place a **Creeping Rot Token** on Rot Tiller's tile and each tile adjacent to it.

1R

2M

2D

1A

8H

Rot Hulk

(3)(C)(C)

Unit-Undead Giant

Rot Hulk has +1A for each tile within a tile of it that has a **Creeping Rot Token** on it.

1R

3M

2D

0A

13H