

Main Deck
Hero-

Garl, Archmagus of the Deep									
Hero-Merfolk Mage									
<p>Arcane 3</p> <p>Arcane Tokens may be Reallocated to this Hero by USs within 3 tiles of it and may be Reallocated from this Hero to USs within 3 tiles of it.</p>									
3R	3M	0D	3A	34H	UR				

Units-

<div>Accumulator Golem</div> <div>(1C)(1M)(2E)</div> <div></div> <div>Unit-Machine</div> <div>Arcane 5</div> <div><div>1R</div><div>2M</div><div>1D</div><div>1A</div><div>5H</div><div>10</div></div>	<div>Artoria, Kinblade Commander</div> <div>(2Ba)(3E)</div> <div></div> <div>Unit-Beastkin Soldier</div> <div>Arcane 0, Unique Aura 2-Infuse abilities of friendly equipped UHs cost 2 fewer Arcane Tokens to activate, to a minimum of 2 Arcane Tokens.</div> <div><div>1R</div><div>3M</div><div>1D</div><div>2A</div><div>8H</div><div>10</div></div>	<div>Beastkin Champion</div> <div>(3M)(4E)</div> <div></div> <div>Unit-Beastkin Soldier</div> <div>Arcane 0 Infuse 5-The next time an Equipment attached to this Unit would be sent to your graveyard this turn, return it to your hand instead. If multiple Equipments would be sent to the graveyard at the same time this turn, choose 1 to return to your hand. This Unit has +1A and +1D for each Equipment attached to it.</div> <div><div>1R</div><div>4M</div><div>1D</div><div>3A</div><div>11H</div><div>10</div></div>
<div>Beastkin Spellblade</div> <div>(1C)(1M)(2E)</div> <div></div> <div>Unit-Beastkin Soldier Mage</div> <div>Arcane 1 Infuse 5-This Unit gains +2A or +1D until the next End Phase for each Equipment attached to it.</div> <div><div>1R</div><div>4M</div><div>0D</div><div>2A</div><div>8H</div><div>10</div></div>	<div>Harmonic Smiths</div> <div>(2C)(2M)(3E)</div> <div></div> <div>Unit-Beastkin Merfolk Artificer</div> <div>Arcane 5 Infuse 7-Look at the top 8 cards of your deck. Reveal up to 2 Equipment from among them and put them into your hand, then put the rest on the bottom of your deck.</div> <div><div>1R</div><div>3M</div><div>1D</div><div>2A</div><div>8H</div><div>10</div></div>	<div>Kinblade Elite</div> <div>(2Ba)(2M)(4E)</div> <div></div> <div>Unit-Beastkin Soldier</div> <div>Arcane 0 Infuse 3-Kinblade Elite gains +1A until end of turn. Whenever Kinblade Elite deals damage, it gains that much D until your next Beginning Phase.</div> <div><div>1R</div><div>4M</div><div>0D</div><div>4A</div><div>12H</div><div>10</div></div>

Kinblade Skirmisher	(1Ba)(3E)
Unit-Beastkin Soldier	
Arcane 0, Cover 2, Skirmisher 1 Infuse 2 -Kinblade Skirmisher gains +1 Skirmisher until end of turn.	
1R	3M
1D	3A
5H	0

Kinforgor	(1C)(1M)(3E)
Unit-Beastkin Artificer	
Arcane 3 Infuse 3 -Put a +1D Token on an Equipment attached to this Unit or an adjacent UH. Infuse 3 -Put a +1R Token on a Structure within 1 tile of this Unit.	
1R	3M
1D	2A
7H	0

Manasteel Colossus	(4C)(3M)(5E)
Unit-Machine	
Arcane 0 Activate 7	
1R	5M
5D	9A
16H	0

Merfolk Mage Initiate
(1C)(2E)

Unit-Merfolk Mage

Arcane 3

1R

3M

0D

2A

7H

Mindleech Assassin
(2Ba)(1M)(3E)

Unit-Beastkin Assassin

Skirmisher 2, Arcane 0
Whenever this Unit deals attack damage to a Hero, look at that Hero's controller's hand.
Infuse 5-Name a card, then look at target player's hand. That player discards each card in their hand with the chosen name. Activate this ability only during your turn and only once each turn.

1R

4M

0D

2A

7H

Unbound Manastorm
(3E)

Unit-Elemental

Aura 2-UHSs you control with Arcane 1 or greater have +2 Arcane.

1R

3M

0D

2A

7H

Weapons Analyst
(3C)(3E)

Unit-Beastkin Artificer

Arcane 2

Aura 3-Whenever an equipped UH you control deals 4 or more attack damage to a Hero or kills and Unit, draw a card.

3R

3M

0D

2A

8H

Spells-

<div>Arcane Blast</div> <div>(1C)(3E)</div>	<div>Conjure Armaments</div> <div>(2E)</div>	<div>From Dust</div> <div>(5M)(6E)</div>
<div>Spell</div> <div>Remove up to 10 Arcane Tokens from a friendly UH. Target enemy UH within a tile of that friendly UH takes 3 damage for every 2 tokens removed this way.</div> <div>C</div>	<div>Spell</div> <div>Attach a Dagger Equipment Token to each of up to 3 Units you control, then attach an additional two to one of those Units.</div> <div>UC</div>	<div>Spell</div> <div>Return up to 4 Equipment from your graveyard to the battlefield attached to UHs you control.</div> <div>R</div>
<div>Tidal Cleansing</div> <div>(2E)</div>		
<div>Spell</div> <div>Remove any number of Tokens from tiles within 2 tiles of a UH you control with Arcane. Raze any number of razeable Structures with 2R or less within 2 tiles of that UH. For each token removed from a tile and each Structure razed this way, remove 2 Arcane Tokens from that UH (if you cannot remove the Arcane Tokens, you cannot remove the tile tokens/raze the structures)</div> <div>UC</div>		

Equipments-

<div>Arcane Medallion (1E)</div> <div></div> <div>Equipment</div> <div>Equipped UH has +2 Arcane.</div> <div>2D</div> <div>UC</div>	<div>Beastforged Greataxe (1Ba)(1M)(2E)</div> <div></div> <div>Equipment</div> <div>Equipped UH has +4A</div> <div>4D</div> <div>C</div>	<div>Champion's Blade (2M)(2E)</div> <div></div> <div>Equipment</div> <div>Equipped UH has +3A and +2D.</div> <div>5D</div> <div>UC</div>
<div>Infused Kinblade Regalia (2C)(2M)(4E)</div> <div></div> <div>Equipment</div> <div>Equipped UH has +6A, +2D, and +3 Arcane</div> <div>10D</div> <div>R</div>	<div>Manaforged Rapier (2C)(2M)(1E)</div> <div></div> <div>Equipment</div> <div>Equipped UH has "Infuse 2-this UH gains +2A until the End Phase." If it doesn't have Arcane it gains Arcane 0.</div> <div>5D</div> <div>UC</div>	<div>Projecting Weaponry (1C)(2E)</div> <div></div> <div>Equipment</div> <div>Equipped UH has "Infuse 2-this UH gains +1R until the End Phase." If it doesn't have Arcane it gains Arcane 0.</div> <div>3D</div> <div>C</div>

Runestone of Sanctity (1Ba)(1C)(2E)	The Axe of Ancestors (2Ba)(1M)(2E)	Wildshield (3Ba)(3E)
<div></div>	<div></div>	<div></div>
Equipment-Relic	Equipment-Relic	Equipment-Light Arm
<p>Unique Equipped Hero has “Aura 3-UHSs you control can’t be the target of Spells or Abilities your opponents control” Cards in your Graveyard can’t be the target of Spells or Abilities your opponents control.</p> <div>5D</div> <div>UR</div>	<p>Unique Equipped Hero has +1A for each Unit and each Equipment in your graveyard and “Infuse X-Restore 1D to The Axe of Ancestors for every 4 Arcane Tokens removed.” If the equipped Hero doesn’t have Arcane, it gains Arcane 0.</p> <div>5D</div> <div>UR</div>	<p>Equipped Unit has +4D and +1D for each adjacent enemy UH.</p> <div>7D</div> <div>R</div>

Structures-

<div><div>Arcane Relay(3E)</div><div></div><div>Structure</div><div><p>Arcane 6</p><p>Arcane Tokens may be Reallocated to this Structure by USHs within 3 tiles of it and may be Reallocated from this Structure to USHs within 3 tiles of it.</p></div><div><div>3R</div><div>UX</div></div></div>	<div><div>Essence Refractor(2C)(1E)</div><div></div><div>Structure</div><div><p>Arcane 1</p><p>Infuse 4-gain (1E).</p></div><div><div>3R</div><div>UX</div></div></div>	<div><div>Manastorm Extractor(2C)(3E)</div><div></div><div>Structure</div><div><p>Arcane 10</p></div><div><div>6R</div><div>R</div></div></div>
<div><div>Mystic Archive(3E)</div><div></div><div>Structure</div><div><p>Arcane 1</p><p>Infuse 10-Search your deck for a card, reveal it, put it into your hand, then Shuffle. When you play that card this turn, it costs (2E) less to play.</p></div><div><div>3R</div><div>R</div></div></div>	<div><div>Prototype Arcane Cannon Ω(3C)(3E)</div><div></div><div>Structure</div><div><p>Arcane 1, Unique</p><p>Infuse 10-Deal 10 Damage to target Unit that would be a valid attack target for any UH you control with Arcane. Defense applies to this Damage. Activate this ability only up to once each turn.</p></div><div><div>6R</div><div>R</div></div></div>	

Supplemental Cards