

Location |
Ancient

Location

Item | Wonder

Item | Wonder

Artifact

Action: 1B. For each two creatures in your discard, deal 1 damage to an enemy creature of your choice.

5

Aksýva, Sea Spire

6B

Artifact

When an enemy captures a battlefield, they must sacrifice a creature

2

Favored Waters

4B

Artifact

Action: 1B. Give an allied creature +2 | +0 | +0 until the end of the phase. At the end of the phase, deal 2 damage to that creature.
When a Martyr creature is destroyed, give Essence of the Björkir +0 | +1 | +0.

4

Essence of the Björkir

6B

Artifact

Start of Phase: If Kvolmer has 3 or more counters on it, sacrifice Kvolmer and summon three Horror creatures from your discard at no cost.
Action: Place a counter on Kvolmer.

3

Kvolmer

5B

Ritual

Item | Wonder

Seasoned Marauder

2B

Pillager

1

3

0

Seasoned Marauder

2B

Pillager

1

3

0

Artifact

Each time a friendly martyr creature is destroyed, you may stockpile it under Voyager's Chant instead of discarding it.
Action: Discard one of the cards under Voyager's Chant. If you do, then draw cards equal to the number of cards under Voyager's Chant.

6

Voyager's Chant

5B

Artifact

When an allied creature is destroyed, place a counter on "Mark of the Successor."
Action: Play a card of cost equal to the total amount of tokens on this card at no cost.
Sacrifice "Mark of the Successor."

6

Mark of the Successor

5A

Creature

Bloodied: Seasoned Marauder gains +1 | +1 | +0

Creature

Bloodied: Seasoned Marauder gains +1 | +1 | +0

Seasoned Marauder	2B
Pillager	1
	3
	0

Creature
Bloodied: Seasoned Marauder gains +1 +1 +0

Seasoned Marauder	2B
Pillager	1
	3
	0

Creature
Bloodied: Seasoned Marauder gains +1 +1 +0

Corpse-Eater	3B
Horror	5
	2
	0

Creature
Sturdy (This creature does not take damage, unless that damage would be enough to destroy it) Whenever Corpse-Eater destroys a creature, stockpile it under this creature.

Corpse-Eater	3B
Horror	5
	2
	0

Creature
Sturdy (This creature does not take damage, unless that damage would be enough to destroy it) Whenever Corpse-Eater destroys a creature, stockpile it under this creature.

Corpse-Eater	3B
Horror	5
	2
	0

Creature
Sturdy (This creature does not take damage, unless that damage would be enough to destroy it) Whenever Corpse-Eater destroys a creature, stockpile it under this creature.

Corpse-Eater	3B
Horror	5
	2
	0

Creature
Sturdy (This creature does not take damage, unless that damage would be enough to destroy it) Whenever Corpse-Eater destroys a creature, stockpile it under this creature.

Keeper of Stories	2B
Human Scholar	1
	1
	0

Creature
Discarded: Idle an allied creature and draw a card.

Keeper of Stories	2B
Human Scholar	1
	1
	0

Creature
Discarded: Idle an allied creature and draw a card.

Oldrasen		1B
Beast		4
		1
		0

Creature

Oldrasen comes in ready.
 End of Phase: Sacrifice this creature.

Oldrasen		1B
Beast		4
		1
		0

Creature

Oldrasen comes in ready.
 End of Phase: Sacrifice this creature.

Oldrasen		1B
Beast		4
		1
		0

Creature

Oldrasen comes in ready.
 End of Phase: Sacrifice this creature.

Draguk Shambler		4B
Pillager Horror		X
		3
		2

Creature

Draguk Shambler's base power is equal to half the number of cards in your discard pile.

Oldrasen		1B
Beast		4
		1
		0

Creature

Oldrasen comes in ready.
 End of Phase: Sacrifice this creature.

Draguk Shambler		4B
Pillager Horror		X
		3
		2

Creature

Draguk Shambler's base power is equal to half the number of cards in your discard pile.

Maré		4B
Beast Horror		0
		2
		1

Creature

Destroyed: Stockpile the Maré under an enemy creature. That creature gains "Destroyed: Shuffle your discard back into your library."

Maré		4B
Beast Horror		0
		2
		1

Creature

Destroyed: Stockpile the Maré under an enemy creature. That creature gains "Destroyed: Shuffle your discard back into your library."

Allya, Mapmaker	4B
Human Scholar	1
	2
	1

Creature
Action: Ready a friendly Wonder.

Allya, Mapmaker	4B
Human Scholar	1
	2
	1

Creature
Action: Ready a friendly Wonder.

Leviathan Crew	3B
Pillager Ship	3
	2
	1

Creature
Leviathan crew deals double damage to creatures with toughness greater than or equal to 5

Leviathan Crew	3B
Pillager Ship	3
	2
	1

Creature
Leviathan crew deals double damage to creatures with toughness greater than or equal to 5

Leviathan Crew	3B
Pillager Ship	3
	2
	1

Creature
Leviathan crew deals double damage to creatures with toughness greater than or equal to 5

Leviathan Crew	3B
Pillager Ship	3
	2
	1

Creature
Leviathan crew deals double damage to creatures with toughness greater than or equal to 5

Sekir, Captain of the Leviathan	5B
Pillager Leader	4
	3
	0

Creature
Sekir deals double damage to creatures with toughness greater than or equal to 5. Sturdy (This creature does not take damage, unless that damage would be enough to destroy it.)

Sekir, Captain of the Leviathan	5B
Pillager Leader	4
	3
	0

Creature
Sekir deals double damage to creatures with toughness greater than or equal to 5. Sturdy (This creature does not take damage, unless that damage would be enough to destroy it.)

Roughhousing1B

-

Roughhousing1B

-

Roughhousing1B

-

Roughhousing1B

-

Instant

Play: Do 1 damage to a creature. Then give it +1|+1|+0.

Instant

Play: Do 1 damage to a creature. Then give it +1|+1|+0.

Instant

Play: Do 1 damage to a creature. Then give it +1|+1|+0.

Instant

Play: Do 1 damage to a creature. Then give it +1|+1|+0.

Symbiosis2B

-

Symbiosis2B

-

Bloodrush2B

-

Bloodrush2B

-

Instant

Play: Sacrifice up to three friendly Pillager creatures. For each Pillager creature you sacrifice, give a friendly Horror +2| +2| +2

Instant

Play: Sacrifice up to three friendly Pillager creatures. For each Pillager creature you sacrifice, give a friendly Horror +2| +2| +2

Instant

Play: An allied creature gains "Destroyed: Resummon this creature to your barracks and give it +1 | +0 | +0" until the end of phase.

Instant

Play: An allied creature gains "Destroyed: Resummon this creature to your barracks and give it +1 | +0 | +0" until the end of phase.