



Bigmark Coal-Wickner,  
Hoodlum



## Coward's End

ACTION

**Play:** Destroy each undamaged creature. Gain 3 chains.

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Timur Shevtsov

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# Gauntlet of Command

ARTIFACT



ITEM

**Action:** Ready and fight with a friendly creature.

*"I said 'take me to your leader'  
and got a fist to the face."*  
- Captain Val Jericho

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Eric Kenji Aoyagi

010 ●

Bigmark Coal-Wickner, Hoodlum



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# Groggins

CREATURE



GIANT

When Groggins is used to fight,  
it can only attack flank creatures.

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Rudy Siswanto

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Rudy Siswanto

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## Into the Fray

ACTION

**Play:** For the remainder of the turn,  
a friendly Brobnar creature gains,  
**Fight:** Ready this creature."

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Gabriel Rubio

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## Into the Fray

ACTION

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a friendly Brobnar creature gains,  
**Fight:** Ready this creature."

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Gabriel Rubio

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# Lollop the Titanic

CREATURE



GIANT • LOCATION

Lollop the Titanic deals no damage when attacked.

*"Titans are to giants as giants are to goblins."*  
- Dr. Schucks

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Etienne Hebinger

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Etienne Hebinger

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## Little Rapscal

CREATURE



GOBLIN

Elusive. (The first time this creature is attacked each turn, no damage is dealt.)

Creatures must fight when used, if able.

"And they said I was annoying!"

- Pingle Who Annoys

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Djib

025 ♦

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# The Warchest

ARTIFACT



ITEM

**Action:** Gain 1  for each enemy creature that was destroyed in a fight this turn.

*It doesn't matter what the treasure is,  
only how it was won.*

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# Pile of Skulls

ARTIFACT



LOCATION

Each time an enemy creature is destroyed during your turn, a friendly creature captures 1

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## Axiom of Grisk

ACTION

**Play:** Ward a creature. Destroy each creature with no ☰ on it. Gain 2 chains.

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Konstantin Turovec



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6

## Brutodon Auxiliary

CREATURE



BEAST

Taunt. (This creature's neighbors cannot be attacked unless they have taunt.)

Hazardous 2. (Before this creature is attacked, deal 2\* to the attacking enemy.)

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Caio Monteiro

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CREATURE



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Caio Monteiro

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# Thero Centurion

CREATURE

1

DINOSAUR • SOLDIER

**Play/Fight:** Capture 1 *"For the good of the Republic!"*



6

# Thero Centurion

CREATURE

1

DINOSAUR • SOLDIER

**Play/Fight:** Capture 1 *"For the good of the Republic!"*



EXALTED

EXALTED



## Tribute

ACTION

**Play:** The most powerful friendly creature captures 2 . You may exalt that creature to repeat the preceding effect.

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## Draco Praeco

CREATURE



DINOSAUR • POLITICIAN

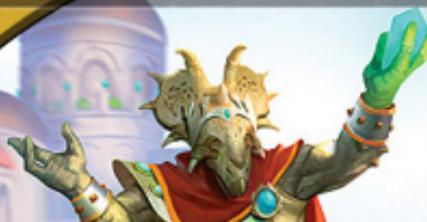
**Reap:** You may exalt Draco Praeco. If you do, choose a house. Enrage each creature of that house.

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Mircea Nicula

201◆

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3

# Orator Hissaro

CREATURE



DINOSAUR • POLITICIAN

Deploy.

**Play:** Ready and exalt each of Orator Hissaro's neighbors. For the remainder of the turn, they belong to house Saurian.

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Mihai Radu

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3

# Orator Hissaro

CREATURE



DINOSAUR • POLITICIAN

Deploy.

**Play:** Ready and exalt each of Orator Hissaro's neighbors. For the remainder of the turn, they belong to house Saurian.

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Mihai Radu

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# Tribune Pompitus

CREATURE

4

2

DINOSAUR • POLITICIAN

Each friendly creature gets +2 power for each

**Before Fight:** You may exalt Tribune Pompitus.

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5

1

# Primus Unguis

CREATURE

DINOSAUR • SOLDIER

Each friendly creature gets +2 power for each  on Primus Unguis.

**Reap:** Exalt Primus Unguis.

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Grigory Serov

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## Triumph

ACTION

**Play:** If there are no enemy creatures, exalt each friendly creature. If you do and there are 6 or more friendly creatures, forge a key at no cost.

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Alena Medovnikova

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4

# Bull-wark

CREATURE

1

MUTANT • KNIGHT

Assault 2. (Before this creature attacks,  
deal 2 to the attacked enemy.)

Each of Bull-wark's neighbors gains  
assault 2.

*"Let me be thy horns."*

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Dong Cheng

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4

# Bull-wark

CREATURE

1

MUTANT • KNIGHT

Assault 2. (Before this creature attacks,  
deal 2 to the attacked enemy.)

Each of Bull-wark's neighbors gains  
assault 2.

*"Let me be thy horns."*

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Dong Cheng

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## Cleansing Wave

ACTION

**Play:** Heal 1 damage from each creature. Gain 1 for each creature healed this way.

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Gong Studios

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4

## General Xalvador

CREATURE

2

HUMAN • KNIGHT

Enhance . (These icons have already been added to cards in your deck.)

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Broken

135 ●

Bigmark Coal-Wickner, Hoodlum



4

## General Xalvador

CREATURE

2

HUMAN • KNIGHT

Enhance . (These icons have already been added to cards in your deck.)

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# Lieutenant Gorvenal

CREATURE

1

SPIRIT • KNIGHT

After you fight with a creature,  
Lieutenant Gorvenal captures 1 .

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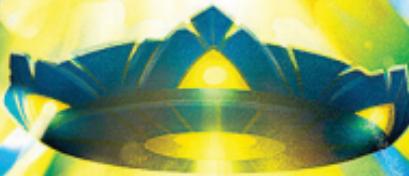
Caio Monteiro

&amp; 137 ●

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# Æmberheart

ARTIFACT



ITEM

**Action:** Exalt, ward, and fully heal a friendly creature.



5

1

## Barrister Joya

CREATURE

HUMAN • KNIGHT

Enemy creatures cannot reap.

*"A righteous law will enforce itself."*

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Gabriela Marchioro

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## Bring Low

ACTION

Enhance . (These icons have already been added to cards in your deck.)

**Play:** Capture all but 5 of your opponent's , distributed among any number of friendly creatures.

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# Gizelhart's Standard

ARTIFACT



ITEM

Each friendly creature with  on it gets  
+1 armor.

**Play:** Exalt a friendly creature.

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Konstantin Porubov

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## One Stood Against Many

ACTION

**Play:** Ready and fight with a friendly creature 3 times, each time against a different enemy creature. Resolve these fights one at a time.

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Agri Karuniawan

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6

## Dino-Knight

2

CREATURE

MUTANT • KNIGHT

**Play:** You may exalt Dino-Knight. If you do, deal 3 to a creature.

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Andreas Zafiratos

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# Bigmark Coal-Wickner, Hoodlum



# Bigmark Coal-Wickner, Hoodlum

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- 011 Groggins
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- 013 Into the Fray
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- 014 **Lollop the Titanic**
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- ★ 046 Pile of Skulls



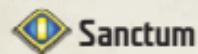
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Enhanced