

Rapidly Ever-Changing Sadao

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Commandeer

ACTION

Play: For the remainder of the turn,
after you play another card, a friendly
creature captures 1 .



Fangs of Gizelhart

ACTION

Play: Purge the most powerful creature.

*"Seeker of wisdom, I say unto you:
never wake me before noon."*

- from the Ravings of the Prophet Gizelhart



Font of the Eye

ARTIFACT



LOCATION

Omni: If an enemy creature was destroyed this turn, a friendly creature captures 1

4



General Xalvador

2

CREATURE

HUMAN • KNIGHT

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

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Broken

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4

Gizelhart's Zealot

CREATURE



HUMAN • KNIGHT

Gizelhart's Zealot enters play ready and enraged.

"For pie, my brothers!"

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4

Gizelhart's Zealot

CREATURE



HUMAN • KNIGHT

Gizelhart's Zealot enters play ready and enraged.

"For pie, my brothers!"

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**4**

Gizelhart's Zealot

**CREATURE****HUMAN • KNIGHT**

Gizelhart's Zealot enters play ready and enraged.

"For pie, my brothers!"

David Keen

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Gorm of Omm

ARTIFACT

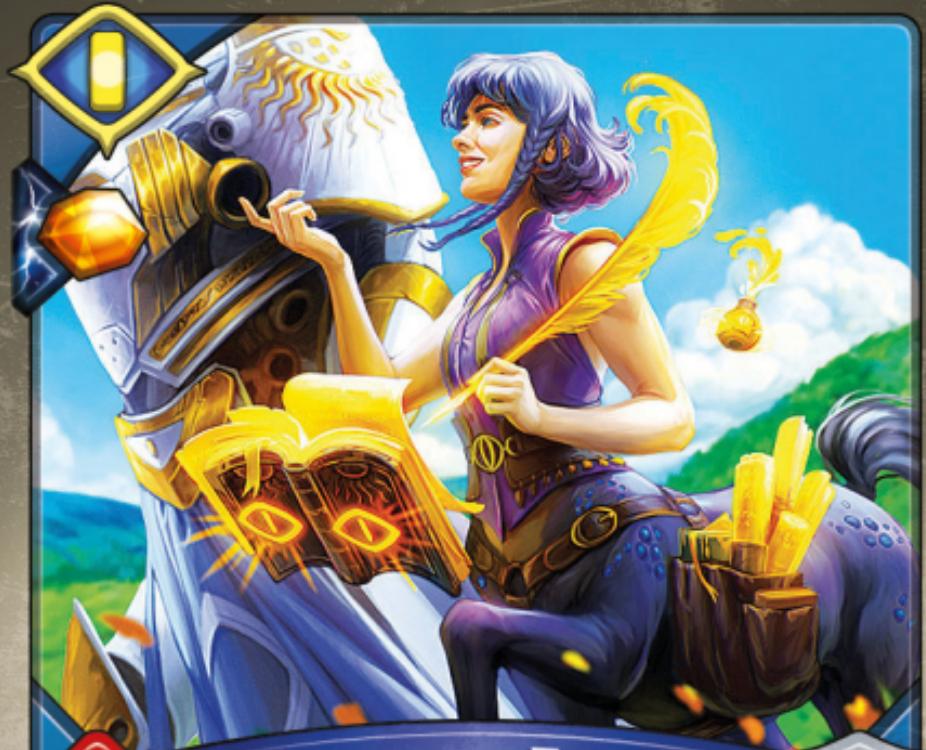


ITEM

Omni: Destroy Gorm of Omm. Destroy an artifact.

"An object, no matter how sacred, is just a thing."

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3

Scrivener Favian

CREATURE



MUTANT

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

When you resolve a bonus icon, you may choose to steal 1 instead.

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3

Scrivener Favian

CREATURE



MUTANT

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

When you resolve a bonus icon, you may choose to steal 1 instead.

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The Spirit's Way

ACTION

Play: Destroy each creature with power 3 or higher.

"The spirit is eternal. The flesh is weak. Let go the flesh, for your earthly strength is the greatest prison." –The Last Book

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4

Mad Prophet Gizelhart

3

CREATURE

LEADER • PRIEST

While Mad Prophet Gizelhart is in the center of your battleline, it gains, **Action:** Fully heal each non-Mutant creature. Gain 1 for each creature healed this way.

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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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3

Consul Primus

CREATURE



DINOSAUR • POLITICIAN

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

Reap: Move 1 from a creature to another creature.



3

Consul Primus

CREATURE



DINOSAUR • POLITICIAN

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

Reap: Move 1 from a creature to another creature.



12

Galeatops

CREATURE

BEAST



Galeatops only deals 4 when fighting.



Hedonistic Intent

ACTION

Play: Exalt each flank creature.

"My friends, eat, drink, and be merry. For tomorrow we shall eat, drink, and be merry again."

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Dong Cheng

207 ♦

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Play: Exalt each flank creature.

"My friends, eat, drink, and be merry. For tomorrow we shall eat, drink, and be merry again."



Humble

ACTION

Play: Exhaust a creature. If you do, move 3 from that creature to the common supply.

"Darn you! Darn you all to Dis!"



12

Terrordactyl

CREATURE



BEAST

Terrordactyl enters play stunned.

Terrordactyl only deals 4 when fighting.

Before Fight: Deal 4 to each neighbor of the creature Terrordactyl fights.

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Good of the Many

ACTION

Play: Destroy each creature that does not share a trait with another creature in its controller's battleline.

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5

Lyco-Saurus

CREATURE



MUTANT • DINOSAUR

Skirmish. (When you use this creature to fight, it is dealt no damage in return.)

Play: You may exalt Lyco-Saurus. If you do, deal 3  to a creature.



Monument to Primus

ARTIFACT



LOCATION

Action: Move 1  from a friendly creature to another friendly creature. If Consul Primus is in your discard pile, move 1  from a creature to another creature instead.



6

Sacro-Saurus

2

CREATURE

MUTANT • DINOSAUR

Play: You may exalt Sacro-Saurus. If you do, deal 3 to a creature.



**3****Floomf**

CREATURE



BEAST • CAT

Skirmish. (When you use this creature to fight, it is dealt no damage in return.)

Fight: Give a Beast creature two +1 power counters.

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3

Floomf

CREATURE



BEAST • CAT

Skirmish. (When you use this creature to fight, it is dealt no damage in return.)

Fight: Give a Beast creature two +1 power counters.

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1

Gloriana's Attendant

CREATURE



MUTANT

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

"The dark æmber will set my faerie brethren free."
- Dark Queen Gloriana

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Allon Kremer

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2

Keyfrog

CREATURE

BEAST

**Destroyed:** Forge a key at current cost.

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Reclaimed by Nature

ACTION

Play: Purge an artifact. Resolve its bonus icons as if you had played it.

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Michele Giorgi

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Reclaimed by Nature

ACTION

Play: Purge an artifact. Resolve its bonus icons as if you had played it.

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Michele Giorgi

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Resurgence

ACTION

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

Play: Return a creature from your discard pile to your hand. If that creature is a Mutant, return another creature from your discard pile to your hand.

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Play: Destroy each creature except the most powerful enemy creature and the least powerful friendly creature.

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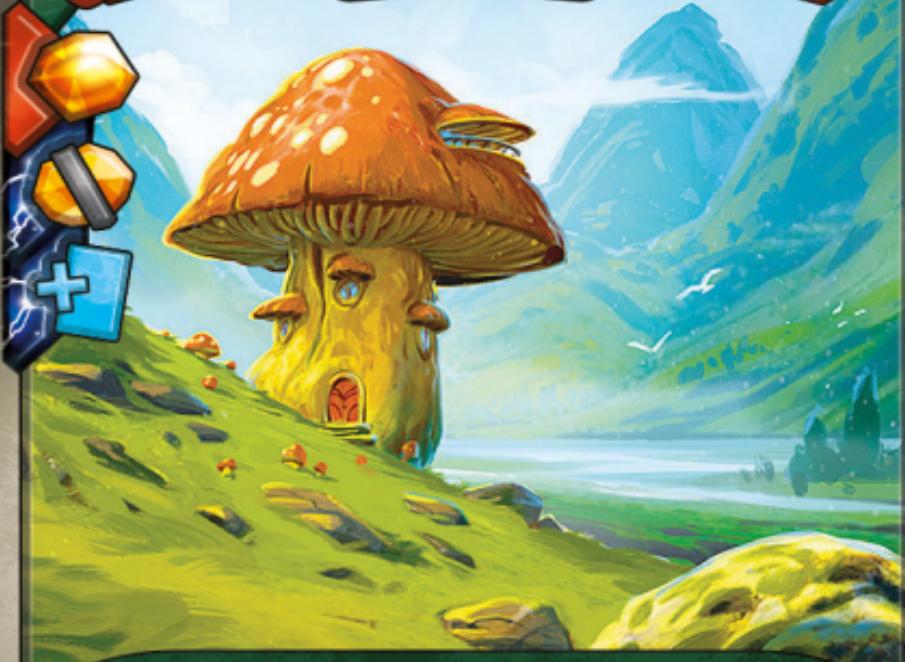
376 ●

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Mushroom with a View

ARTIFACT



LOCATION

Omni: Heal 1 damage from each friendly creature.

"Don't lick the roof unless you're planning to stay a while." - Dodger

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Andrew Bosley

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Wild Bounty

ACTION

Enhance

Play: The next time you play a card this turn, resolve each of its bonus icons an additional time.

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Tomek Larek

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3

Mercy, Malkin Queen

CREATURE



HUMAN • WITCH

Skirmish.

After a friendly Cat creature enters play,
ward it.

Fight: Ready a friendly Beast creature.



Word of Returning

ACTION

Play: Deal 1 to each enemy creature for each on it. Move each from those creatures to your pool.

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