

# Forged Ferocity



## Summon Iron Beast



• 5



• 2

Retaliate 1



• 1



• -

Shield 1



• 2

• 2

96

## Shield 1

Affect self and all summoned allies



# Summoner



# Wild Animation



## Summon Thorn Shooter



• : 2

• : 1

• : 2

• : 4

POISON



2

S



• : 2

• : 2

92

Move • : 5



# Summoner



# Living Night



## Summon 2 Shadow Wolves



• : 3

• : 3

• : 2

• : -

PIERCE

2

S



• 2

• 2

82

All attacks targeting you  
and your summoned allies this  
round gain disadvantage.



# Summoner



# Unending Dominance



## Summon Lava Golem



• : 7

• : 2

Retaliate 2  
Range 2

3

-

WOUND

4

S

2

2

98



Recover up to four of your lost cards.



# Summoner



# Unwavering Hand



Heal 3 • •  
Range 3

2

2

31

Force one enemy with Range 4 to perform  
Move 1  
with you controlling the action.

# Summoner



# Mighty Bond



One adjacent summoned ally performs

Move + 0

Attack + 0

with you controlling the action.

2

2

Move 4 •

Jump

# Summoner



# Bonded Might



One adjacent summoned ally performs

Move + 0

Attack + 0

with you controlling the action.

2

2

61

Loot 1

# Summoner



# Biting Wind



Attack 2 •

Range 3 •



+1 Attack , PUSH 2,

2

2

25

Heal 3 •

Range 3

240

# Summoner



# Black Fire



Attack ⚡1 •

Range ⚡5

Target ◎2 •



: WOUND 🔥,



⚡2

⚡2

24

Move ⚡3 •

MUDGLE 🔮

Target all adjacent enemies

# Summoner



# Leathery Wings



## Summon Bat Swarm

• : 4

• : 2

• : 2



• : -

Flying

2

8



• : 2

• : 2

90

STRENGTHEN

Affect all adjacent allies

# Summoner



# Volatile Flame



## Summon Living Bomb

• : 1

• : 3

• : 2

• : -

On death:  
Attack  $\star 3$  🔥  
Target all enemies  
within Range  $\bowtie 2$

2

8

X

• 2

• 2

94

Attack  $\star 2$  •

Range  $\bowtie 3$



# Summoner



# Ethereal Vines



Attack ⚡ 1 •

Range ⚡ 3

IMMOBILIZE 🦠



⚡ 2

⚡ 2

30

Move 🐾 2 •

Heal 💧 1 •

Affect all adjacent summoned allies

# Summoner



# Earthen Steed



On any of your or your summoned allies' Move actions, you may to add +2 Move and gain .



2

2

13

Move 5 •

Jump

# Summoner



# Grasping the Void



Attack ⚡ 2 •

Range ⚡ 3

CURSE ⚡



⚡ 2

⚡ 2

62

Attack ⚡ 2 •

Range ⚡ 3

Heal 💧 2 •

Self

# Summoner



# Tear the Fabric



Kill all normal adjacent enemies whose current hit point value is equal to or less than 5.

2

2

2

4



Heal 4

Self



: +2 Heal

# Summoner



# Oozing Manifestation



## Summon Slime Spirit



• 4

• 3

Shield 2

• 1

• -

MUDDLE

2

S

X

• 2

• 2

86

Attack 3 •

Range 3

IMMOBILIZE

: CURSE 1

# Summoner



# Living Mountain



## Summon Rock Colossus



• : 7

• : 1

• : 3



• : -

2

S



• : 2

• : 2

88

Move • : 2

Loot • : 1

# Summoner



# Divided Mind



Two summoned allies  
within Range ⚔ 2 perform

Move + 0

with you controlling the actions.

2

2

Two summoned allies  
within Range ⚔ 2 perform

Attack + 0

with you controlling the actions.

250

# Summoner



# Strength in Numbers



One adjacent summoned ally performs

Move + 1

Attack + 1

with you controlling the action.

2

2

45

Attack X

Range X

where X is the number of  
active summoned allies.

# Summoner



# Conjured Aid



## Summon Healing Sprite



• : 2

• : 2

• : 1

• : 3

Performs  
Heal • 2

Range • 2

at end of turn

2

S

X

• 2

• 2

81

Move • 5

# Summoner



# Endless Spikes



## Summon 3 Nail Spheres



• : 4

• : 2

Retaliate 2

: -

: -

Shield 1

2

8

X

2

2

97

### Retaliate 2

Affect all summoned allies



# Summoner



# Inexorable Momentum



Attack 3 •

Range 3

PIERCE 3 •



2

2

32

Move 3 •

One adjacent summoned ally performs

Move 3 •

# Summoner



# Negative Energy



## Summon Void Eater



:5



:3



:2



:2

CURSE

2

S



2

2

95

CURSE

Target all enemies adjacent  
to any summoned ally



255

# Summoner



# Staff of Visions



Attack ⚡5 • •

MUDDLE ?



+1 Attack ⚡, WOUND 🔥, ⚡1

⚡2

⚡2

⚡27

Move ⚡3 •

STRENGTHEN 💪 •

Affect all adjacent allies

256

# Summoner



# Intervening Apparitions



The next three times summoned allies suffer damage, negate the damage.



⚡ 2

⚡ 2

68

Remove all CURSE ⚡ cards from your attack modifier deck, and then shuffle the discard pile back into the deck.



# Summoner



# Otherworldly Rage



One summoned ally within  
Range ⚔ 3 performs

Attack ⚡ + 2

WOUND 🔥

POISON 🧟

with you controlling the action.

⚡ 2

⚡ 2

35

Swap your position with  
any one summoned ally.

Move ⚪ 3

# Summoner



# Interplanar Mastery



Recover up to two of your lost cards.

2

2

22



Move 6 •

Jump

# Summoner



# Horned Majesty



## Summon Black Unicorn



• : 6

• : 4

• : 4

• : -

PIERCE  3

2

8



• 2

• 2

80

All summoned allies  
within Range  3 perform

Attack  + 0

with you controlling the actions.

# Summoner

