4 The Dark Brotherhood

Ghoul

When attacking:
All attacking units may ignore units with power 1 or less.
For each Ghoul that attacks, increase the number by 1.

5

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5 The Dark Brotherhood

Apprentice Necromancer

When recruiting:
You may remove two cards from the market and put them in the bottom of the market deck and add two skeletons to your hand

6

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6 The Dark Brotherhood

Blood Libels

When defending:
At the start of your turn, gain 2x life.

Once per turn:
You may discard a card; Retire a "Squire" from your hand, then draw a card.

7

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7

5 The Dark Brotherhood

Lost Soul

When attacking:
Instead of putting this unit in your discard pile, exchange it with another unit from an opponent's discard pile.

9

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8 The Dark Brotherhood

Vampire

When attacking a monarch:
You gain 7 life

10

8 The Dark Brotherhood

Vampire

When attacking a monarch:
You gain 7 life

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Vampire

When attacking a monarch:
You gain 7 life

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9 The Dark Brotherhood

Double Tongued Influencer

Spies cannot defend or attack.

When in general zone:
Choose an opponent:
In the beginning of chosen players turn, look at his hand, choose a card, then choose; attack, defend or recruit. If able that unit must carry out that command.

Discard this card:
Remove one spy from any General zone.

12

9 The Dark Brotherhood

Double Tongued Influencer

Spies cannot defend or attack.

When in general zone:
Choose an opponent:
In the beginning of chosen players turn, look at his hand, choose a card, then choose; attack, defend or recruit. If able that unit must carry out that command.

Discard this card:
Remove one spy from any General zone.

12

10 The Dark Brotherhood

Necromancer

On your turn:
When attacking or defending:
For each other unit that goes to the discard pile after attacking or defending this turn, one skeleton will attack.

13

10 The Dark Brotherhood

Necromancer

On your turn:
When attacking or defending:
For each other unit that goes to the discard pile after attacking or defending this turn, one skeleton will attack.

13

11 The Dark Brotherhood

Bone Wall

Can only defend

When defending:
The beginning of your turn:
You may discard a card to place a skeleton unit card on all of your empty defense spots.

If Bone Wall is defeated:
You may discard a card to place it back on its defence spot after each command phase.

15

12 The Dark Brotherhood

Fleshbag Marauder

This unit can only attack.

When attacking: You may add the power and ability of a unit card in you discard pile, to Fleshbag Marauder.

16

The Dark Brotherhood

Graveyard

Place this card in the general zone:
Add a Skeleton unit to your hand, for each non-skeleton unit that was defeated in your defense.

All Skeletons you control get +1 power.

At the start of your turn: if there is no Unit in your defense; put this card in your discard pile.

21

The Dark Brotherhood

Book of dark rituals

Start of your command phase you may pay 2 life and choose one:

-Discard 2 cards, draw 3 cards

-Choose a unit in your discard pile and attack with it.

-Choose a unit in your hand, when that unit attacks, gain life equally its power.

26

1 The Dark Brotherhood

Skeleton - *Summon*

Skeletons can't be ignored

If Skeleton go to a discard pile, put it back in the summon pile instead.

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