

<div>2</div> <div>Questor</div> <div>Creature</div> <div>Knight</div> <div>212</div> <div>2</div> <div>Questor</div> <div>Creature</div> <div>Knight</div> <div>212</div>	<div>2</div> <div>Questor</div> <div>Creature</div> <div>Knight</div> <div>212</div> <div>2</div> <div>Changeling</div> <div>Creature</div> <div>This creature counts as all factions and categories for card abilities.</div> <div>212</div> <div>2</div> <div>Changeling</div> <div>Creature</div> <div>This creature counts as all factions and categories for card abilities.</div> <div>212</div>	<div>2</div> <div>Questor</div> <div>Creature</div> <div>Knight</div> <div>212</div> <div>2</div> <div>Changeling</div> <div>Creature</div> <div>This creature counts as all factions and categories for card abilities.</div> <div>212</div> <div>6</div> <div>Dragon Caller</div> <div>Creature</div> <div>Champion</div> <div>All dragons you control get +1 Attack and +1 Defense.</div> <div>313</div>
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<div>3</div> <div>Archers</div> <div>Creature</div>	<div>3</div> <div>Archers</div> <div>Creature</div>	<div>3</div> <div>Archers</div> <div>Creature</div>
<div>Knight</div> <div>This creature gets +1 Attack against flying creatures.</div> <div><div>2</div><div>1</div><div>2</div></div>	<div>Knight</div> <div>This creature gets +1 Attack against flying creatures.</div> <div><div>2</div><div>1</div><div>2</div></div>	<div>Knight</div> <div>This creature gets +1 Attack against flying creatures.</div> <div><div>2</div><div>1</div><div>2</div></div>
<div>3</div> <div>Archers</div> <div>Creature</div>	<div>5</div> <div>Bannerlord</div> <div>Creature</div>	<div>3</div> <div>Spire Knights</div> <div>Creature</div>
<div>Knight</div> <div>This creature gets +1 Attack against flying creatures.</div> <div><div>2</div><div>1</div><div>2</div></div>	<div>Champion</div> <div>Knights in the same group as this creature get +1 Attack and +1 Defense.</div> <div><div>3</div><div>2</div><div>3</div></div>	<div>Knight</div> <div></div> <div><div>3</div><div>2</div><div>3</div></div>
<div>3</div> <div>Spire Knights</div> <div>Creature</div>	<div>3</div> <div>Spire Knights</div> <div>Creature</div>	<div>3</div> <div>Spire Knights</div> <div>Creature</div>
<div>Knight</div> <div></div> <div><div>3</div><div>2</div><div>3</div></div>	<div>Knight</div> <div></div> <div><div>3</div><div>2</div><div>3</div></div>	<div>Knight</div> <div></div> <div><div>3</div><div>2</div><div>3</div></div>

<div>2</div> <div>Swamp Lurker</div> <div>Creature</div> <div>Muck</div> <div>212</div> <div>2</div> <div>Swamp Lurker</div> <div>Creature</div> <div>Muck</div> <div>212</div>	<div>2</div> <div>Swamp Lurker</div> <div>Creature</div> <div>Muck</div> <div>212</div> <div>4</div> <div>Silver Knight</div> <div>Creature</div> <div>Knight</div> <div>424</div> <div>4</div> <div>Silver Drake</div> <div>Creature</div> <div>Flying</div> <div>323</div>	<div>2</div> <div>Swamp Lurker</div> <div>Creature</div> <div>Muck</div> <div>212</div> <div>4</div> <div>Silver Knight</div> <div>Creature</div> <div>Knight</div> <div>424</div> <div>4</div> <div>Silver Drake</div> <div>Creature</div> <div>Flying</div> <div>323</div>
<div>1</div> <div>2</div> <div>1</div>	<div>3</div> <div>2</div> <div>3</div>	<div>3</div> <div>2</div> <div>3</div>

<div>4</div> <div>Silver Drake</div> <div>Creature</div> <div>Flying</div> <div> <div>3</div> <div>2</div> <div>3</div> </div> <div> <div>5</div> <div>3</div> <div>5</div> </div> <div>Quest</div>	<div>5</div> <div>Silver Dragon</div> <div>Creature</div> <div>Dragon, Flying</div> <div> <div>5</div> <div>3</div> <div>5</div> </div> <div>Quest</div>	<div></div> <div>Quest</div> <div> <p>When you draft this card, replace it with one of the Quests or with a Questor creature. If two or more players drafted a Quest, resolve them in turn order.</p> </div> <div>Quest</div> <div> <p>When you draft this card, replace it with one of the Quests or with a Questor creature. If two or more players drafted a Quest, resolve them in turn order.</p> </div> <div>Quest</div>
<div>3</div> <div>Glittering Shaft</div> <div>Spell</div> <div>Light</div> <div> <p>Either repair one damage from an outpost or deal one damage to a creature.</p> </div>	<div>3</div> <div>Glittering Shaft</div> <div>Spell</div> <div>Light</div> <div> <p>Either repair one damage from an outpost or deal one damage to a creature.</p> </div>	<div>0</div> <div>Mana Surge</div> <div>Spell</div> <div></div> <div> <p>Gain one mana.</p> </div>

0	Mana Surge	0	Mana Surge	0	Mana Surge
	Spell		Spell		Spell
	Gain one mana.		Gain one mana.		Gain one mana.
1	Mana Draw	2	Repair	2	Repair
	Spell		Spell		Spell
	Gain three mana.		Repair one damage from an outpost.		Repair one damage from an outpost.
2	Repair	2	Repair	1	Skyhook
	Spell		Spell		Upgrade
					Trap
	Repair one damage from an outpost.		Repair one damage from an outpost.		Discard this card to remove Flying from all of your opponent's flying creatures until the end of the turn.

1 Skyhook	5 Tree of Many Leaves	3 Mana Vault
Upgrade	Upgrade	Upgrade
Trap	Tree	
Discard this card to remove Flying from all of your opponent's flying creatures until the end of the turn.	At the start of your turn, gain one mana.	Once per turn, you may spend one mana to place a token on this card. Once per turn, you may discard a token from this card to gain one mana.
3 Mana Vault	0 Quest of the Eternal Flame	0 Quest of Nine Oceans
Upgrade	Quest	Quest
Once per turn, you may spend one mana to place a token on this card. Once per turn, you may discard a token from this card to gain one mana.	At the end of the game, if you only have Fire cards in play (except this card), reveal a Fire secret card.	At the end of the game, if you only have Water cards in play (except this card), reveal a Water secret card.
0 Quest of Endless Verdance	0 Quest of the Four Winds	0 Quest of the Shardi
Quest	Quest	Quest
At the end of the game, if you only have Earth cards in play (except this card), reveal a Earth secret card.	At the end of the game, if you only have Air cards in play (except this card), reveal a Air secret card.	At the end of the game, if you have four or more Shard cards in play, reveal a Shard secret card

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Quest of Ancient Metals

Quest

At the end of the game, if
you have five or more
Silver cards in play, reveal
a Silver secret card.