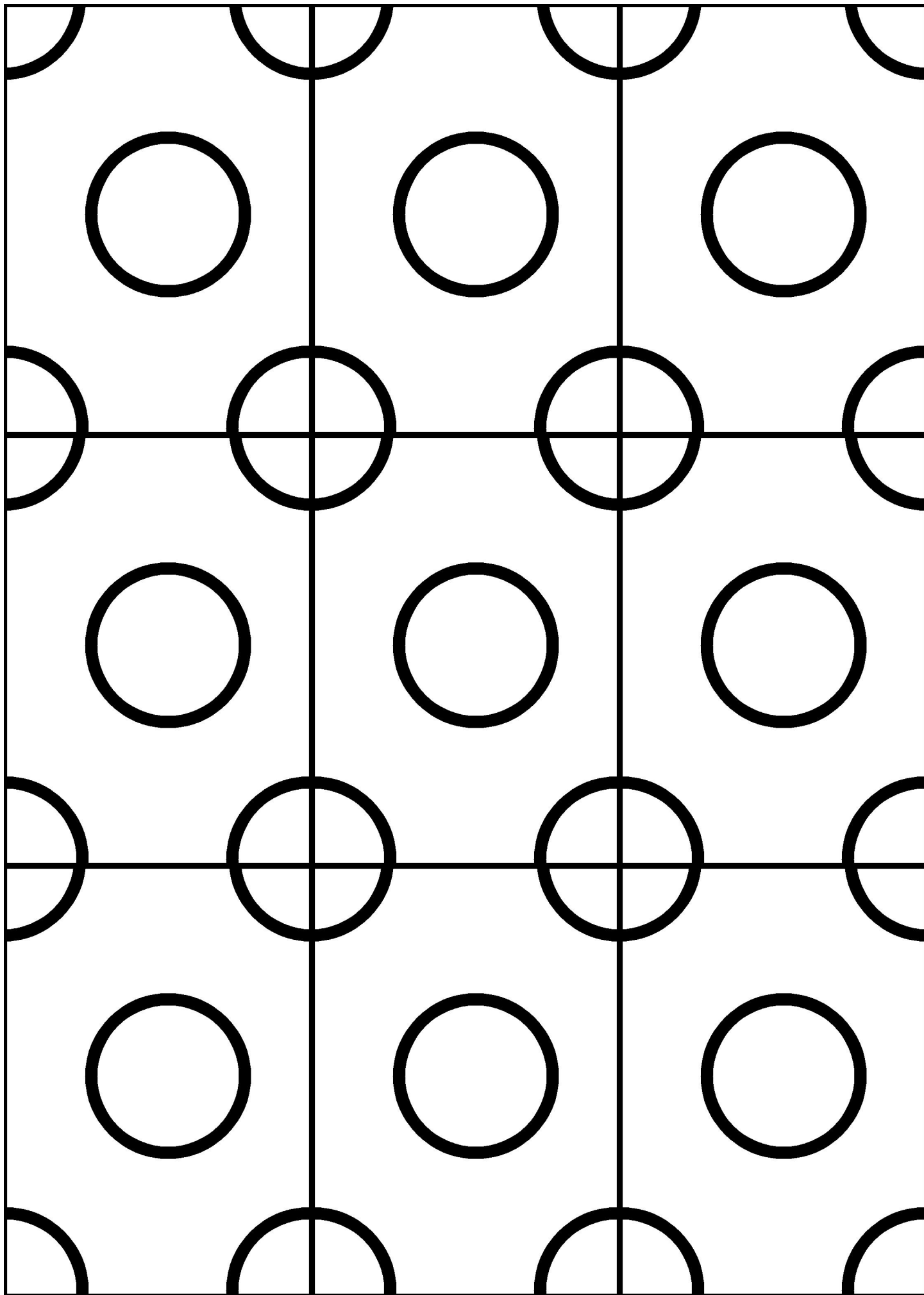
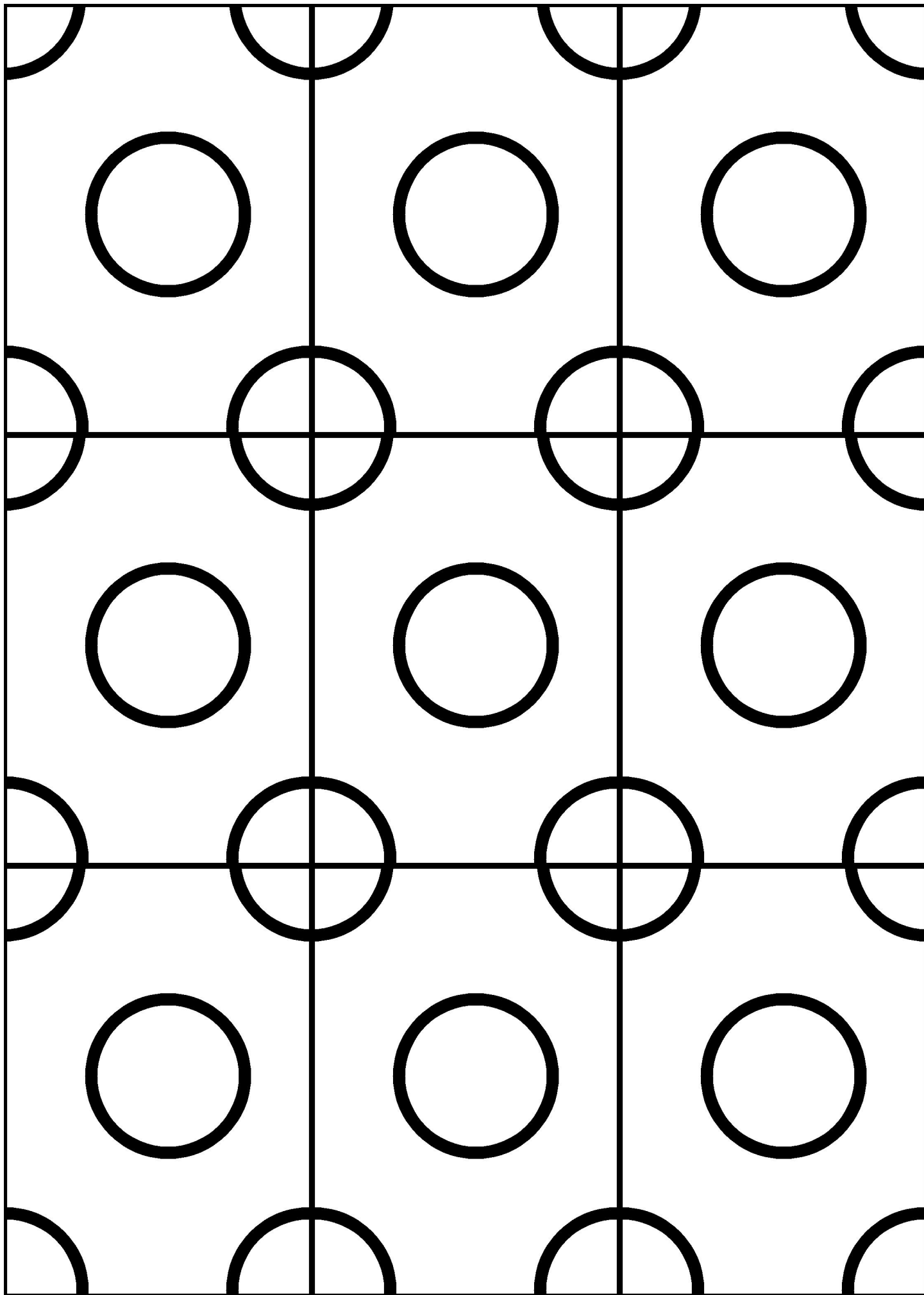


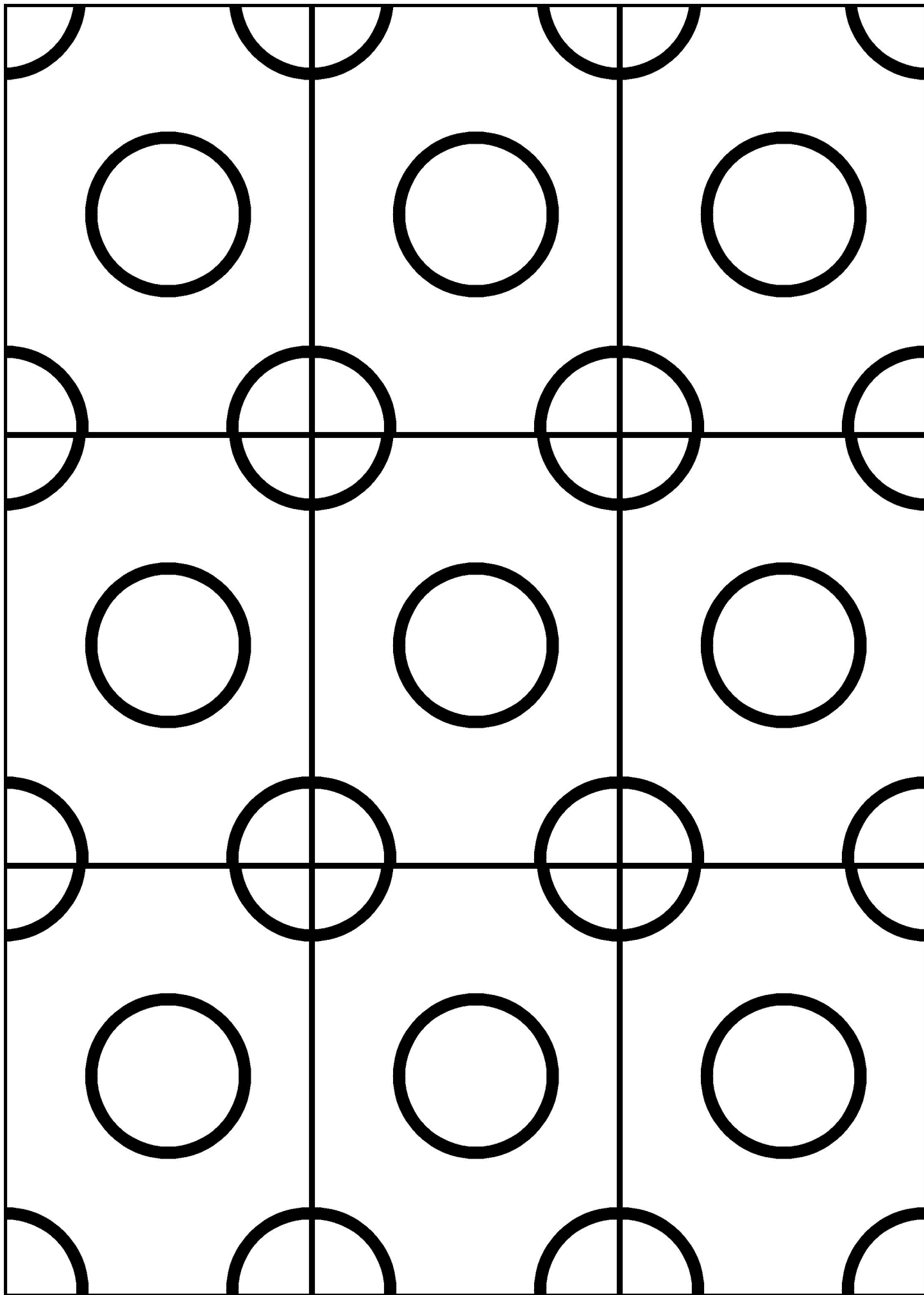
<div>2</div> <div>Changeling</div> <div>Creature</div> <div></div> <div>This creature counts as all factions and categories.</div> <div> <div>2</div> <div>1</div> <div>2</div> </div> <div>2</div> <div>Changeling</div> <div>Creature</div> <div></div> <div>This creature counts as all factions and categories.</div> <div> <div>2</div> <div>1</div> <div>2</div> </div> <div>3</div> <div>Archers</div> <div>Creature</div> <div></div> <div>This creature gets +2 Attack against flying creatures.</div> <div> <div>2</div> <div>1</div> <div>2</div> </div> <div>2</div> <div>Changeling</div> <div>Creature</div> <div></div> <div>This creature counts as all factions and categories.</div> <div> <div>2</div> <div>1</div> <div>2</div> </div> <div>2</div> <div>Changeling</div> <div>Creature</div> <div></div> <div>This creature counts as all factions and categories.</div> <div> <div>2</div> <div>1</div> <div>2</div> </div> <div>2</div> <div>Changeling</div> <div>Creature</div> <div></div> <div>This creature counts as all factions and categories.</div> <div> <div>2</div> <div>1</div> <div>2</div> </div>	<div>2</div> <div>Changeling</div> <div>Creature</div> <div></div> <div>This creature counts as all factions and categories.</div> <div> <div>2</div> <div>1</div> <div>2</div> </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> <div>3</div> <div>1</div> <div>3</div> </div> <div>3</div> <div>Archers</div> <div>Creature</div> <div>Knight</div> <div>This creature gets +2 Attack against flying creatures.</div> <div> <div>2</div> <div>1</div> <div>2</div> </div> <div>2</div> <div>Changeling</div> <div>Creature</div> <div></div> <div>This creature counts as all factions and categories.</div> <div> <div>2</div> <div>1</div> <div>2</div> </div> <div>2</div> <div>Changeling</div> <div>Creature</div> <div></div> <div>This creature counts as all factions and categories.</div> <div> <div>2</div> <div>1</div> <div>2</div> </div>	<div>2</div> <div>Changeling</div> <div>Creature</div> <div></div> <div>This creature counts as all factions and categories.</div> <div> <div>2</div> <div>1</div> <div>2</div> </div> <div>3</div> <div>Archers</div> <div>Creature</div> <div>Knight</div> <div>This creature gets +2 Attack against flying creatures.</div> <div> <div>2</div> <div>1</div> <div>2</div> </div> <div>2</div> <div>Changeling</div> <div>Creature</div> <div></div> <div>This creature counts as all factions and categories.</div> <div> <div>2</div> <div>1</div> <div>2</div> </div> <div>2</div> <div>Changeling</div> <div>Creature</div> <div></div> <div>This creature counts as all factions and categories.</div> <div> <div>2</div> <div>1</div> <div>2</div> </div>
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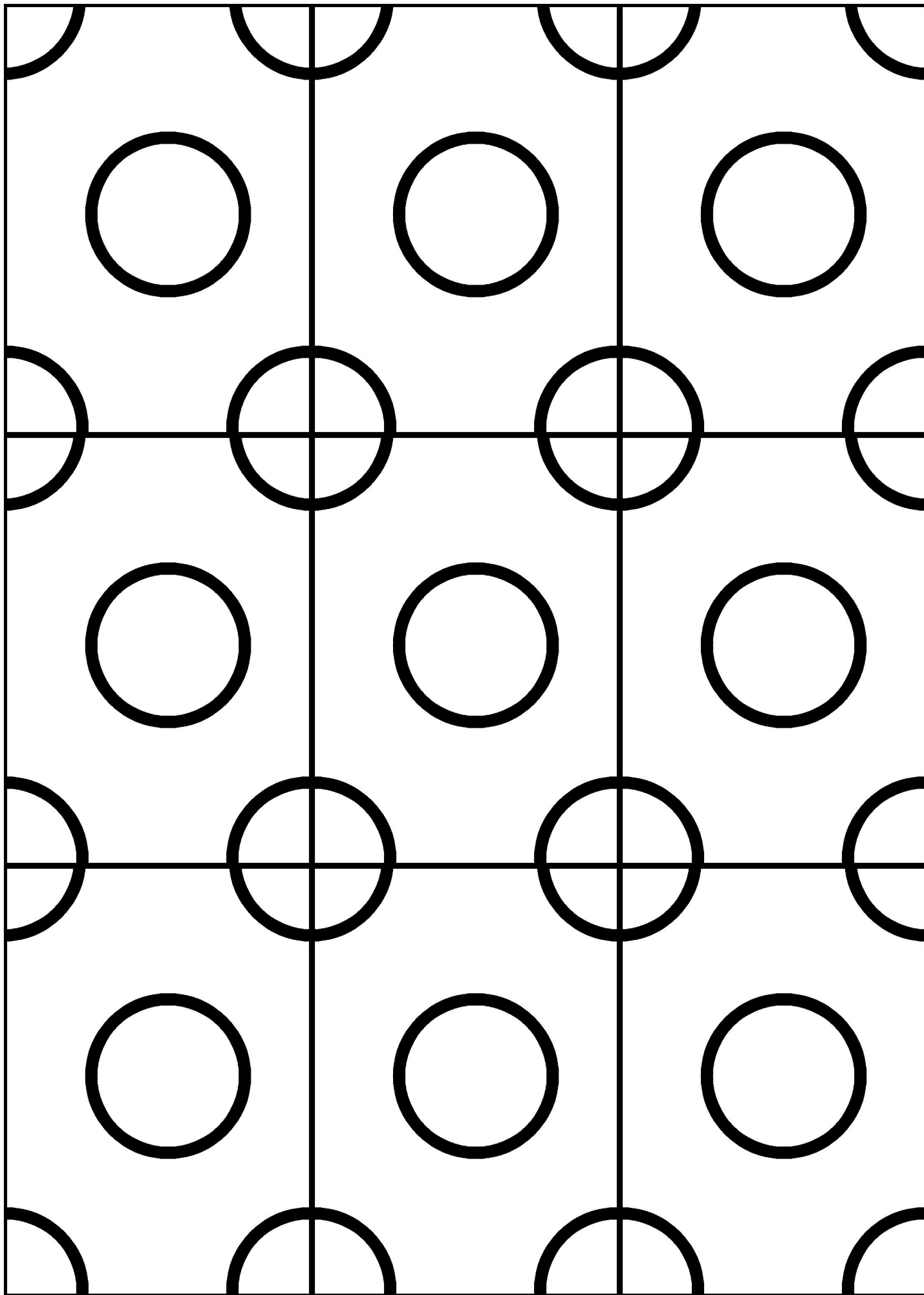
5	Bannerlord	3	Spire Knights	3	Spire Knights
	Creature		Creature		Creature
	Champion		Knight		Knight
Knights in the same group as this creature get +1 Attack and +1 Defense.					
3	2	3	3	2	3
3	Spire Knights	3	Spire Knights	2	Swamp Lurker
	Creature		Creature		Creature
	Knight		Knight		Muck
3	2	3	3	2	3
2	Swamp Lurker	2	Swamp Lurker	2	Swamp Lurker
	Creature		Creature		Creature
	Muck		Muck		Muck
2	1	2	2	1	2



4	Silver Knight	4	Silver Knight	3	Trapsetter			
	Creature		Creature		Creature			
	Knight		Knight		Champion			
				You do not need to discard traps to resolve their effects.				
4	2	4	4	2	4	1	2	1
4	Silver Drake	4	Silver Drake	4	Silver Drake			
	Creature		Creature		Creature			
	Flying		Flying		Flying			
3	2	3	3	2	3	3	2	3
5	Silver Dragon	3	Glittering Shaft	3	Glittering Shaft			
	Creature		Spell		Spell			
	Dragon, Flying		Light		Light			
		Either repair one damage from an outpost or deal one damage to a creature.		Either repair one damage from an outpost or deal one damage to a creature.				
5	3	5						



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	0	Quest of the Eternal Flame
	Spell		Spell		Quest
					Fire
	Repair one damage from an outpost.		Repair one damage from an outpost.		At the end of the game, if you only have Fire cards in play, reveal a secret card



0 Quest of Nine Oceans	0 Quest of Endless Verdance	0 Quest of the Four Winds
Quest	Quest	Quest
Water	Earth	Air
At the end of the game, if you only have Water cards in play, reveal a secret card	At the end of the game, if you only have Earth cards in play, reveal a secret card	At the end of the game, if you only have Air cards in play, reveal a secret card
0 Quest of the Shardi	1 Skyhook	1 Skyhook
Quest	Upgrade	Upgrade
	Trap	Trap
At the end of the game, if you have four or more Shard cards in play, reveal a secret card	Discard this card to remove Flying from all of your opponent's flying creatures until the end of the turn.	Discard this card to remove Flying from all of your opponent's flying creatures until the end of the turn.
5 Tree of Many Leaves	5 Mana Vault	5 Mana Vault
Upgrade	Upgrade	Upgrade
Tree		
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.	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.

