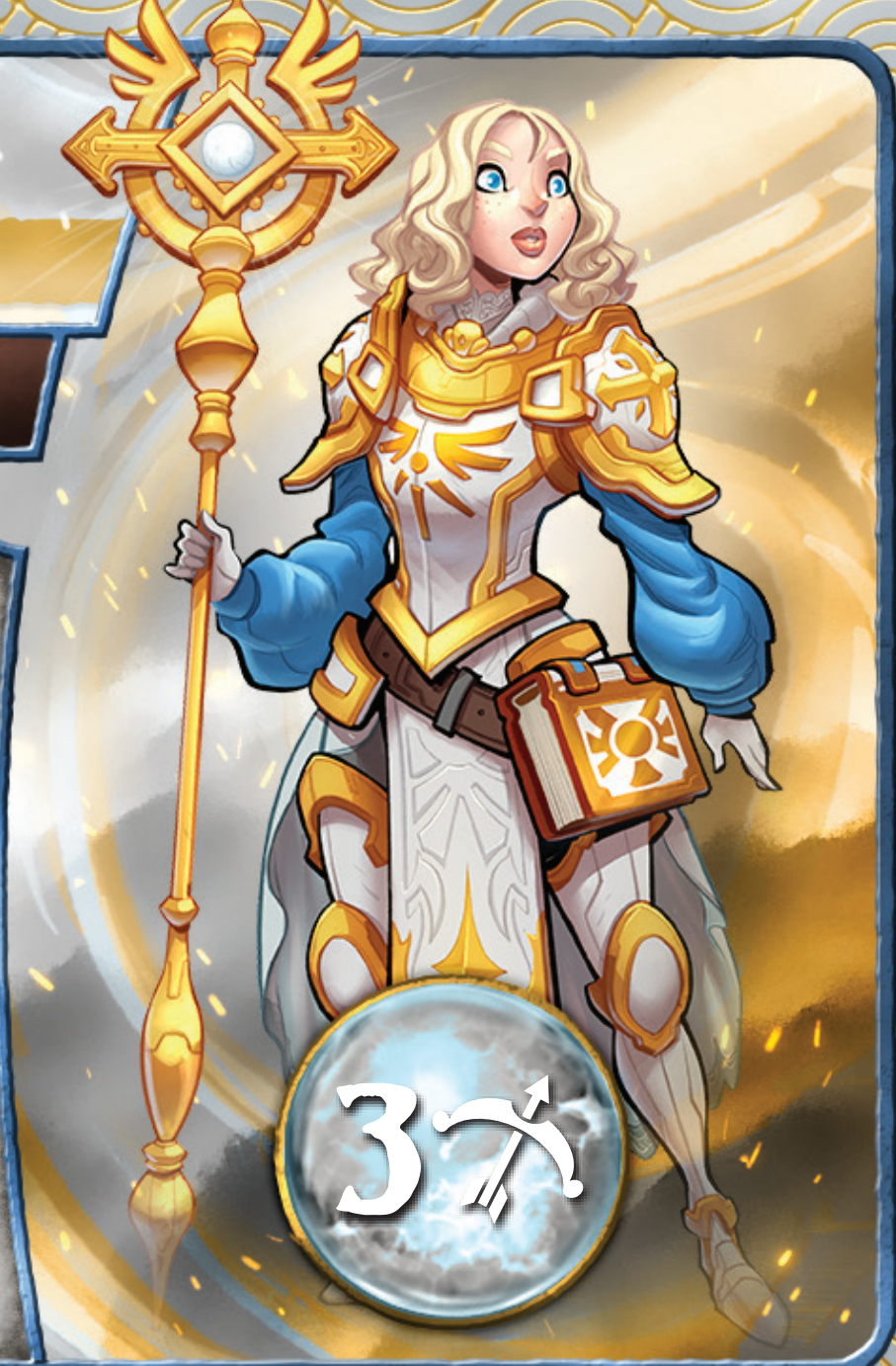
Sera Eldwyn

Summoner Unit • Vanguards

12

The Citadel's Might

After this unit attacks an enemy unit, if there are 1 or more friendly Citadel units on the battlefield, you may retrieve a Citadel unit from your discard pile, reveal it, and add it to your hand.



Ice Ram

Epic Event • Summon Phase

0

ACTIVE

After moving or forcing a friendly structure, you may target a common or champion adjacent to that structure. Add 1 damage to the target. You may force the target 1 space.



Ice Ram

Epic Event • Summon Phase

0

ACTIVE

After moving or forcing a friendly structure, you may target a common or champion adjacent to that structure. Add 1 damage to the target. You may force the target 1 space.



Kuldak

Summoner Unit • Fungal Dwarves

12



Blood Bloom

After each time a friendly unit within 2 spaces of this unit is destroyed, boost all friendly units that were within 2 spaces of this unit at that time.

Queen Maldaria

Summoner Unit • Phoenix Elves

9

Call Protection

At the end of your Attack Phase, if this unit attacked an enemy card this turn, it may target a friendly unit. Place the target adjacent to this unit.

Save the Queen

Friendly adjacent units cannot be attacked through or forced.



Hekateia

Summoner Unit • Deepwood Groaks

12

Momentum

Once per turn, after this unit attacks an enemy unit, boost this unit.

Arcane Brew

Once per turn, during your Magic Phase, this unit may target a friendly unit within 3 spaces. Move any number of boost from the target to this unit or from this unit to the target.





Starting Units: Bloom Mystic (▲) & Mind Warden (■)

Epic Event: Wither Potion x2

Abua Shi

Summoner Unit • Savanna Elves

10

Spirit Bond

After this unit moves, you may target a friendly unit within 3 spaces. Boost the target and move all boost from this unit to the target.





Starting Units: Border Archer (▲) & Lioness (■)

Epic Event: Chant of Power x2

Ret-Talus

Summoner Unit • Fallen Kingdom

14

Raise the Dead

Once per turn, during your Summon Phase, you may add 2 damage to this unit to retrieve an Undead common from your discard pile and place it adjacent to this unit.



Gul-Dass

Champion Unit • Fallen Kingdom

6 9

Spawn

You may summon commons adjacent to this unit. After summoning a common adjacent to this unit, add 1 damage to this unit.

Wrath

This unit has +1 strength for each damage it has.



Blood Summon

Standard Event • Summon Phase

0

Resolve the following effect up to 3 times:

Target a friendly unit. Choose an Undead or Cultist common in your hand and place it adjacent to the target. If you do, add 2 damage to the target.



Blood Summon

Standard Event • Summon Phase

0

Resolve the following effect up to 3 times:

Target a friendly unit. Choose an Undead or Cultist common in your hand and place it adjacent to the target. If you do, add 2 damage to the target.



Jacob Eldwyn

Champion Unit • Vanguards

3 5

Radiant Shot

This unit has +1 strength for every 2 magic you have.

Bow Captain

After this unit attacks an enemy unit, the next common that attacks this turn has +1 strength during that attack.



Mass Heal

Standard Event • Any Phase

0

Remove 2 damage from each friendly common and champion within 2 spaces of your summoner.



Mass Heal

Standard Event • Any Phase

0

Remove 2 damage from each friendly common and champion within 2 spaces of your summoner.

