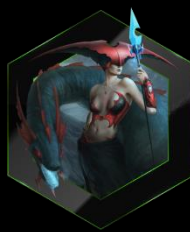


DRAGON WAKE THE VEIL

SEASON III



SERPENT-BORNE

.....2



TRIBES OF
DISCORD

.....3



RISE OF THE
THRONG

.....4



FEUDAL
WARRIORS

.....5



PRACTITIONERS
OF BLACK MAGIC

.....6



SERPENT-BORNE

STARTING DECKS

DRAGON RIDER

Notoriety	x1
Patrol	x5
Conquest	x1
Silver Dragon	x1



BEAST MASTER

Notoriety	x1
Pacify	x5
Capture	x2



ROOKERY MOTHER

Notoriety	x1
Breeder	x5
Hatchling	x2



ELDER WYRM

Notorious	x1
Dredge	x4
Poison Breath	x3



FATE DECK

Ferocity	x2
Fire Breath	x2
Hatchling	x3
Mayhem	x2
Detonate	x2
Red Dragon	x1
Dragon Scales	x3
Flight	x2
Horde	x2
Dragon Sight	x1
Guard	x2
Draconian Curse	x1
Black Dragon	x1
Dragon Egg	x3
Bite	x2
Refuge	x2
Drake	x3
Feed	x1
Green Dragon	x1



TRIBES OF DISCORD

STARTING DECKS

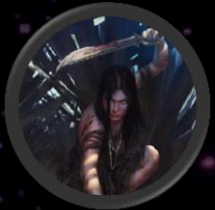
BARBARIAN

Notoriety	x1
Inner Strength	x5
Alpha Wolf	x1
Warhammer	x1



AMAZON

Notoriety	x1
Hunting Grounds	x5
Ensnare	x2



RANGER

Notoriety	x1
Multishot	x2
Survivalism	x2
Herbalism	x3



WARLORD

Notorious	x1
Fortress	x5
Marauder	x2



FATE DECK

Inner Strength	x2
Wolves	x2
Eviscerate	x2
Pierce	x2
Marauder	x2
Wolves	x2
Warhammer	x2
Dragon Slayer	x2
Alliance	x1
Snipe	x2
Stronghold	x1
Multishot	x3
Wolves	x2
Tracking	x2
Tomb of the Ancients	x1
Bowmen	x2
Poison Arrow Trap	x3
Pit Trap	x1
Beast Trap	x2



RISE OF THE THRONG

STARTING DECKS

CHIEFTAIN

Notoriety	x1
Intimidate	x1
Goblin Poison Taster	x1
Goblin Treasurer	x5



CONJURER

Dispel	x1
Molten Orb	x2
Debris Shield	x2
Conjure	x2
Accursed Aura	x1



GOBLIN KING

Notoriety	x1
Goblin Hunter	x3
Goblin Soldier	x4



EGREGORE

Notorious	x1
Black Guard	x3
Overlord	x1
Incarnate	x2
Immolation	x1



FATE DECK

Goblin Soldier	x3
Bloodlust	x2
Orc Savage	x2
Besiege	x2
Cleave	x2
Head Hunter	x1
Goblin Hunter	x3
Dark Sight	x1
Reinforce	x3
Black Guard	x2
Goblin Mage	x2
White Dragon	x1
Goblin Rider	x3
War Horn	x2
Orc Berserker	x2
Goblin Grabbler	x2
Troll	x2
Mage Hunter	x1



STARTING DECKS

SAMURAI

Notoriety x1
Nobility x5
Will of the Warrior x2



NINJA

Notoriety x1
Farm Hand x5
Quick Strike x2



MONK

Notoriety x1
Centering x5
Parry x2



SHOGUN

Notorious x1
Daimyo x4
Heavy Cavalry x3



FATE DECK

Fist of Seven Fires x2

Shinobi x2

Blind Fighting x2

Enchanted Blade x2

Blade Master x1

Counterstrike x1

Ronin x2

Dodge x2

Heavy Cavalry x3

Eternals x2

Blue Dragon x1

Temperance x3

Inner Peace x2

Chi x2

Sacred Village x2

One With All Things x1

Concentration Aura x2

Serenity Aura x2

Tranquility Aura x2



STARTING DECKS

SHAMAN

Dispel	x1
Skeleton Mage	x1
Poison Grasp	x1
Shrine of Shadow	x1
Consult the Bones	x4



ENCHANTRESS

Dispel	x1
Entrance	x5
Giant Snake	x1
Petrify	x1



DRYAD

Dispel	x1
Green Faye	x3
Red Faye	x3
Grove Keeper	x1



DEATH KNIGHT

Notorious	x1
Wraith	x1
Necronomicon	x3
Soul Harvest	x1
Necrotic Council	x1
Skeleton Warriors	x1



FATE DECK

Rats	x2
Lightning Totem	x1
Skeleton Archer	x2
Vampire Bats	x2
Colossal Spider	x2
Spirit Bomb	x1
Lull	x2
Death Totem	x1
Spirit Bear	x2
Spirit Missile	x2
Giant Snake	x2
Council of Night	x1
Skeleton	x2
Cycle of Life	x2
Plant Medicine	x2
Forest Totem	x1
Thicket	x1
Skeleton Warriors	x1
Bone Dragon	x1
Specter	x1
Will O' the Wisp	x1
Thorns	x1
Darkness Aura	x1
Ice Aura	x1
Blight Aura	x1