

FORCES OF NATURE

STARTING DECKS

WIZARD

Dispel	x1
Arcane Spark	x1
Arcane Armor	x2
Grimoire	x1
Alchemy	x3

DRUID

Dispel	x1
Air Totem	x1
Spirit Totem	x1
Spirit Link	x5

SORCERESS

Dispel	x1
Ice Nova	x1
Ice Wall	x1
Dark Crystal	x5

ARCHMAGE

Greater Dispel	x1
Depth Golem	x1
Storm Golem	x1
Core Golem	x1
Æther Link	x4

FATE DECK

AGRO

Chain Lightning	x3
Fireball	x2
Fire Totem	x1
Guardian Bear	x2
Spectral Blast	x2
Lava Burst	x1
Tornado	x1

CONTROL

Ravens	x3
Ice Nova	x2
Water Totem	x1
Owl Familiar	x1
Water Shield	x2
Transcendence	x1
Earth Construct	x1
Blizzard	x1

SUPPORT

Wolves	x3
Spirit of Nature	x2
Earth Totem	x1
Overgrowth	x2
Entangle	x2
Rebirth	x1
The Eagles	x1

SLAVES & GENERALS

STARTING DECKS

GLADIATOR

Notoriety	x1
Bread & Circus	x1
Prowess	x2
Blood and Sand	x4

LEGIONNAIRE

Notoriety	x1
Vigilance	x1
Call to Arms	x1
Imperial Decree	x2
Milites	x3

GAMEKEEPER

Notoriety	x1
Bread & Circus	x1
Lions	x2
Dominate	x4

EMPEROR

Notorious	x1
Centurions	x3
Bread and Circus	x4

FATE DECK

AGRO

Prowess	x3
Lions	x4
Centurions	x2
Frenzy	x1
Blood sport	x1
Fatality	x1

CONTROL

Armor	x3
Victory or Death	x3
Shield Formation	x2
Lion's Den	x1
Praetorian	x2
Clear the Arena	x1

SUPPORT

Milites	x3
Win the Crowd	x3
Warrior's Wager	x2
Martyrs of the Games	x2
Pit Fighting	x1
Coliseum	x1

THE DARK ARTS

STARTING DECKS

NECROMANCER

Graveyard x5
 Skeleton x3

WARLOCK

Dispel x1
 Prince of the Air x1
 Glimpse into the Abyss x1
 Dark Portal x5

LICH

Dispel x1
 Syphon Soul x1
 Forbidden Tome x1
 Unholy Shield x1
 Sustaining Essence x4

HELLSPAWN

Greater Dispel x1
 Chaos Storm x1
 Reanimate x1
 Ritual of Chüd x5

FATE DECK

AGRO

Skeleton x2
 Corpse Explosion x2
 Zombie x2
 Lesser Demon x2
 Unholy Curse x2
 Corruption x1
 Lord of the Inferno x1

CONTROL

Skeleton x2
 The Quick and the Dead x3
 Bone Armor x2
 Mortal Coil x2
 Temple of the Damned x2
 Serpent of the Abyss x1

SUPPORT

Skeleton x2
 Altar to the Undying x2
 Vile Ritual x2
 Warlocks of the Coast x1
 Drain Life x3
 Unleash Hell x1
 Insurgent of the Earth x1

ROGUE'S GALLERY

STARTING DECKS

ASSASSIN

Notoriety	x1
Bounty	x1
Assassinate	x2
Extortion	x4

HUNTER

Notoriety	x1
Bounty	x1
Bounty Hunters	x2
Fur Trade	x4

THIEF

Notoriety	x1
Stealth	x1
Concealed Blade	x1
Bounty	x1
Pickpocket	x4

CRIMELORD

Notorious	x1
Show of Force	x1
Ambition	x1
Slave Trade	x5

FATE DECK

AGRO

Marksmanship	x3
Wound	x2
Royal Guard	x2
Coup De Gras	x1
Hunting Dogs	x2
Recurve Bow	x1
Unseen Assailant	x1

CONTROL

Executioner	x3
Complacent Official	x2
Hide in Shadows	x2
Signal the Others	x1
Show of Force	x1
Eyes of the City	x2
Den of Thieves	x1

SUPPORT

Informant	x3
Weapons Dealer	x2
Mercenaries	x2
Master Trainer	x1
Falcon Hunter	x2
Contract Kill	x1
City of Shadow	x1

CHAMPIONS OF FAITH

STARTING DECKS

PRIEST

Shrine of Light	x1
Holy Light	x1
Dispел	x1
Ordained	x5

CLERIC

Dispел	x1
Smite	x1
Holy Shield	x1
Hero Quest	x5

PALADIN

Dispел	x1
Vigilance	x1
White Knight	x1
Exalted	x5

TEMPLAR

Greater Dispел	x1
Clairvoyance	x1
Exile	x2
Crusade	x4

FATE DECK

AGRO

Blade of Exile	x2
Radiance	x3
Knights	x2
Spectral Axe	x2
White Wizard	x1

CONTROL

Smite	x2
Foreknowledge	x3
Sanctified	x2
Unyielding	x1
Charge	x1
Divine Intervention	x1

SUPPORT

Reinforcements	x2
Blessed Covenant	x2
Clairvoyance	x1
Heal	x3
Revive	x1
Sanctuary	x1

AURA

Insight Aura	x1
Lightning Aura	x1
Lifeforce Aura	x1
Providence Aura	x1
Purity Aura	x1
Spectral Aura	x1