Boneyard Portal

With a battalion on the edge of a boneyard hex, teleport to any boneyard center on the map. This does not count as a move.
Cost: 1 reserve

37

Wanderer's Castle

Build a castle on an empty grass hex without the need of a battalion. This must be next to one of your castles.
Cost: 4 reserves

38

Overcharge

Choose two opponent's spells to be discarded.
Cost: 2 reserves

39

Conquered from Within

Convert an empty enemy's castle to your color with your battalion currently contesting it.
Cost: 2 reserves

40

Grounded Harpoon

With three of your battalions next to an enemy dragon, kill it and sacrifice 1 card from each of them.
Cost: none

41

Wizards' Apocolypse

All face up spells get discarded including this one.
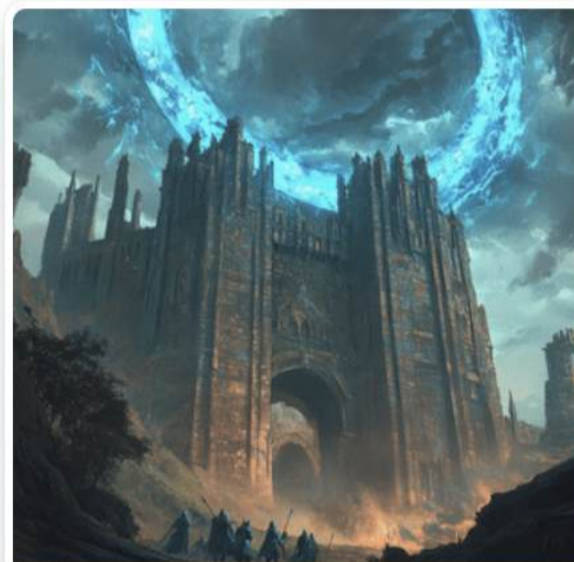Cost: none

42

Forest Assassin

All enemy battalions currently in the center of a forest discard one random card.
Cost: 1 reserve

43

Force Repel

Move one space all enemy battalions currently contesting any of your castles.
Cost: 1 reserve

44

Righteous Vindication

At the start of battle, set aside a card. Count and set aside every one of your defeated cards this battle. Once you play that card, if victorious, opponent must discard that many additional cards from their battalion.
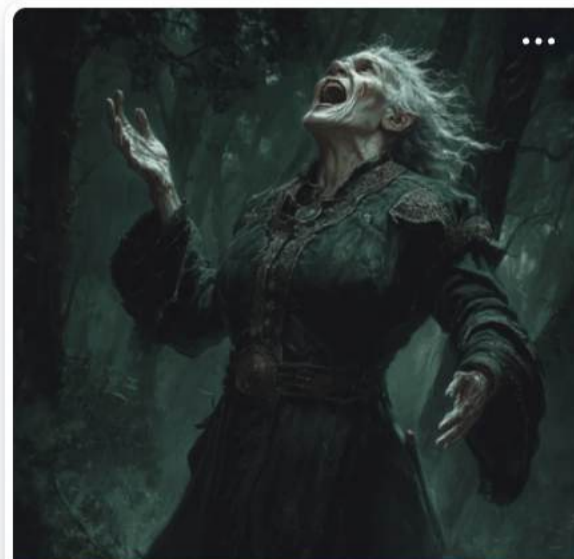Cost: 2 reserves

Castle Mirage

Move your castle to a different location. Do not include battalion if there is one on it.
Cost: 1 reserve

Instant retrain

Discard up to 3 unused soldiers in a battalion and draw the same number of soldier cards. Immediately deploy them to the same battalion.
No reserve cost

Demonic Incantation

Correctly predict and draw the type of soldier card in an enemy battalion next to one of yours and destroy it. If you are incorrect, you lose one soldier from that battalion.
Cost: 1 reserve

Soul Preservation

When summoning a dragon, deliver your soul stone to your reserves instead of discarding it.
Cost: 2 reserves

49

Soul Purge

Discard a Soul Stone to force all Soul Stones to the discard pile, including ones not yet drawn. Shuffle deck after searching for them. Discard this card after one use.
No reserve cost

50

Defy Fate

"Play during step 1, or step 3"
Look at the next 5 soldier cards and discard any of them you choose.
Cost: 1 reserve

51

Second Wind

On your next dragon attack, if opponent plays shield wall against your claw, gain a second attack.
No reserve cost

52

Flash of Light

Destroy the last card of an enemy battalion anywhere on the map. You must have a Soul Stone in your reserves to do this.
Cost: 1 reserve

53

Rain Fire

Select one random card from every enemy battalion within a 7 tile "super-hex", including the border spaces. Discard all of the most common type. If there is a tie, opponent chooses.
Cost: 2 reserves

54

Stalwart Bastion

If you have a castle not adjacent to any other of your castles, draw 1 card and deploy it to any battalion.
No reserve cost

55

Fatal Wounds

During a battle, force opponent to discard most recently played victorious card.
Cost: 1 reserve

56

Apex Predator

Empower your dragon so when it fights another dragon, yours survives.
No reserve cost

Wormhole

Switch the battalion square markers between two card stacks. Do not pick up or switch any of the cards around.
Cost: 1 reserve

Famine

All players lose half their reserves rounding up.
Cost: 1 reserve

Fair Trade

"Must play during Step 1"
Instead of your normal income during step 1, Take the income equivalent of an opponent at the end of your turn.
No reserve cost

Regroup Battalion

Switch any number of cards between two adjacent battalions. You may remove a battalion from the map. This does not count as a move.
No reserve cost

61

Castle Delist

Take any cards from a battalion on a castle and put it on reserves.
No reserve cost

62

Champion's Challenge

The next round of battle, If you win, the entire enemy battalion is sent back to their reserves. If you lose, continue the battle normally.
Cost: 1 reserve

63

Eye for an Eye

For the remainder of the battle, all ties result in both soldiers defeated.
Cost: 1 reserve

64

Binding Curse

Reveal and discard one of your reserves. Then pick 2 random cards from an enemy battalion and if either matches your reserve card type, discard them both.
No (additional) reserve cost

65

Defector

After a round of battle you lose, take control of the victorious soldier card and place into your attacking battalion's used pile.
Cost: 2 reserves

66

Heroic Sacrifice

Discard one card from a battalion and allow that same battalion to move again after an attack.
No reserve cost

67

Raise Undead

Every card you lose during the next battle goes to your reserves.
Cost: 3 reserves

68

Long Spears

After killing a knight with a spearman, play this card and enemy must discard one extra card from their defending battalion.
No reserve cost

Cunning Resourcefulness

Draw the most recently discarded spell card.
Cost: 1 reserve

Battering Ram

When attacking a battalion on a castle, opponent must discard one random card.
Cost: 1 reserve

Efficient Spellcaster

Exchange 1 used spell to draw a new spell.
No reserve cost

Precise Claws

On your next dragon attack, you pick the discarded soldiers if it is a claw versus ballista.
No reserve cost

73

Castle Ramparts

When attacking from a castle, archers win a tie for the rest of the battle.
No reserve cost

74

Battle Cry

For the entire battle, if you kill a soldier with the same soldier type twice in a row, opponent must discard one more from that battalion.
Cost: 1 reserve

75

Heavy Ballista

Kill an enemy dragon next to one of your castles.
Cost: 2 reserves

76

Re-form Rank

Switch the battalion number of one or more on the map with a battalion number not currently in use.
No reserve cost

77

The Warwolf

Destroy an enemy castle from one space away, even if there is a battalion defending it. The battalion is unaffected.
Cost: 3 reserves

78

Rapid Builders

Build a castle on the center of a grass hex with a battalion one space away.
Cost: 1 reserve

79

Fire Trap

Destroy half (round up) a battalion contesting at least two of your castles simultaneously.
Cost: 2 reserves

80

Hurried Deployment

Deploy any of your battalions adjacent to a castle instead of directly on it.
No reserve cost

Diversion

Discard one soldier card from your battalion and pass over an adjacent enemy battalion one space any direction.
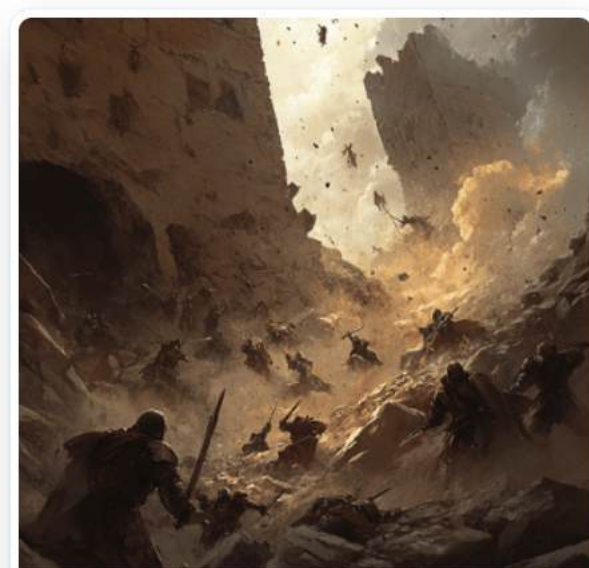No reserve cost

Thunderous Wings

Move any enemy battalions next to your dragon one space 180° away from it, if possible. This does not count as a move.
No reserve cost

Split Battalion

Create a new battalion next to an existing one and move any number of cards into it from the original battalion. This counts as a move for both battalions.
No reserve cost

Massive Earthquake

All battalions on the map on the corner of a hex must discard 1 card.
Cost: 1 reserve

85

Cloak and Dagger

Before the next round of battle, opponent must guess what card you are holding, ready to play. If they are correct, yours dies, if they are incorrect, they discard one from their defending battalion.
No reserve cost

86

Urgent Deployment

Deploy soldier cards during step 3 to one battalion on a castle this turn.
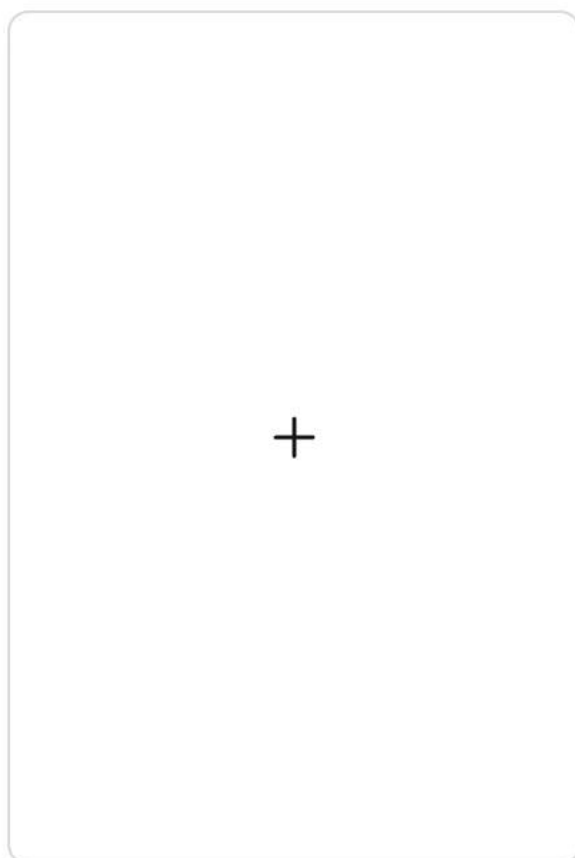Cost: 1 reserve

87

Tactical Shift

Move a single battalion regardless of its number at any point during step 3.
No reserve cost

88

Soul Pact

Trade your Soul Stone with five random cards from an opponent's battalion next to your battalion with that Soul Stone in it. Put these new cards in your reserves.
Cost: 1 reserve

+

Castle Network

Move a battalion on a castle to any uncontested castle you own. Does not count as a move.
Cost: none

25

Misdirect Battalion

Move an opponent's battalion one space.
Cost: 1 reserve

26

Extra Battalion

Deploy another battalion regardless of your current allowance.
Cost: 1 reserve

27

Defensive Siege Weapons

Discard one random card from an enemy battalion currently contesting any your castles.
Cost: 1 reserve

28

Summon Reinforcements

To your battalion on a contested castle, summon a battalion from another castle and merge them. This counts as a move.
Cost: 1 reserve

29

Global Deployment

Deploy soldier cards from your reserves to any single battalion on the map. This counts as a move.
Cost: 2 reserves

30

Haste

Move one battalion an extra space. This can not be used to attack.
Cost: 2 reserves

31

Explosive Device

Destroy any single castle you currently have a battalion on.
Cost: 1 reserve

32

Devastating Plague

All battalions on the map lose 1 soldier card for every 5.
Cost: 1 reserve

Fireball

Destroy two randomly picked cards from an enemy battalion one space from your battalion. This battalion must have a Soul Stone in it.
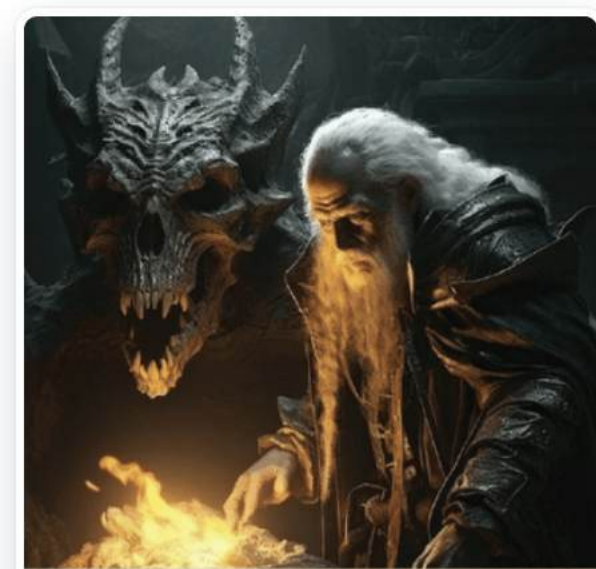Cost: 2 reserves

Thievery

Steal 1 random cards from an opponent's reserve stack.
Cost: 1 reserve

Mass Teleport

Freely exchange cards between all battalions on your uncontested castles and reserves. This does not count as a move.
No reserve cost

Possess Enemy Dragon

Use your opponent's dragon as if it is your own for one turn. Attacking your own battalion with the dragon is not allowed.
Cost: 2 reserves

13

Double Fury

Your Dragon gets two actions this turn.
Cost: 1 reserve

14

Tyrant's Grip

Control one enemy battalion this turn. Soldiers you lose are returned to the player's reserves (including SS), but soldiers you kill are discarded.
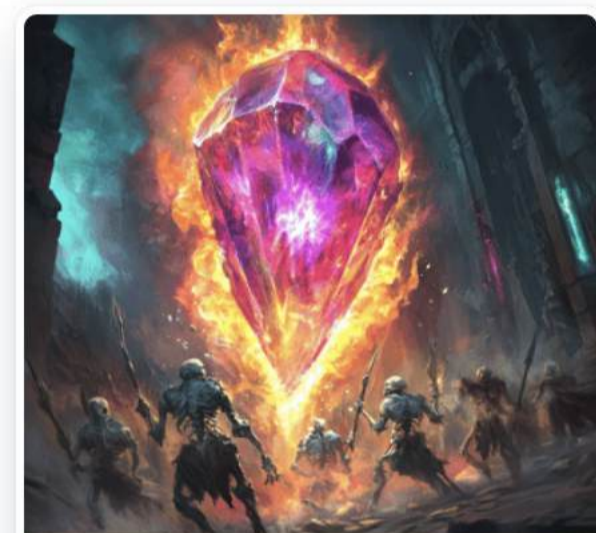Cost: 2 reserves

15

Spell Steal

Steal a face-up spell from one of your opponents. Keep it face up.
Cost: 1 reserve

16

Draconic Sacrifice

When you bring a Soul Stone to the center of a boneyard, instead of a dragon, draw the 6 most recent soldier cards from the discard pile and add them to your reserves.
No reserve cost

17

Spell Addict

Sacrifice the final soldier card in a battalion to instantly gain 3 more spell cards. This card must be discarded after a single use.
No reserve cost

18

Strategic Maneuvering

Switch the location of two of your adjacent battalions. This does not count as a move.
No reserve cost

19

Spyglass

Reveal all the cards from two enemy battalions.
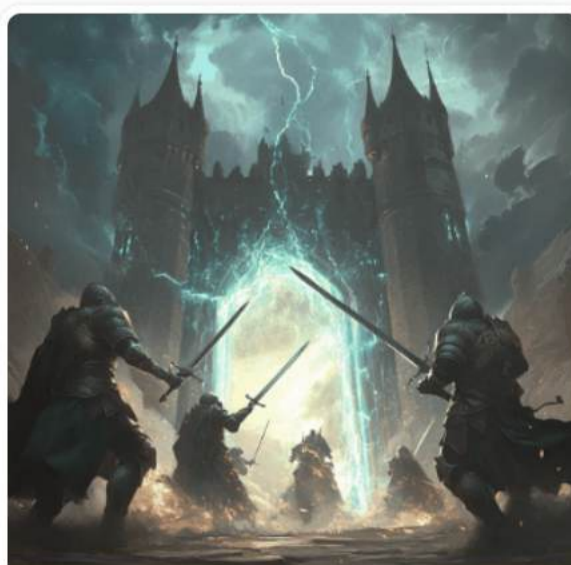Cost: 1 reserve

20
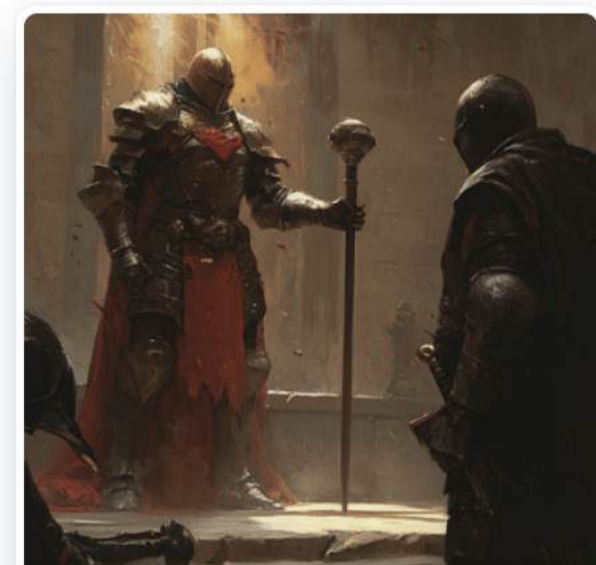
Global Delist

Return 1 card from one of your battalions to the reserve tab.
Cost: none

Revive Dragon

Use a Soul Stone to instantly summon a Dragon without bringing the soul stone to a boneyard.
Cost: none

Hastened Garrison

Move a battalion two spaces away from your castle into it. This does not count as a move.
Cost: none

Teleport Home

Bring a battalion on the map to a castle. This does not count as a move.
Cost: 1 reserve

Spell Card Rules

Unholy Might

Empower your next soldier card so that the attack kills both yours and your opponent's soldier card.
Cost: 1 reserve

Dark Ritual

Discard a soldier from a battalion before an attack. For every kill with that soldier type, your opponent discards one extra card from their battalion.
No reserve cost

Invigorate

Enable one used soldier to be able to attack once more.
No reserve cost

Knights' Charge

When attacking to or from center of a grass tile with no castle on it, discard a knight and enemy must discard 2 cards.
No reserve cost

Volley of Arrows

When attacking from a castle, discard an archer from that battalion and enemy must discard 2 cards from theirs.
No reserve cost

Resurrect Dead

During battle, take the most recently defeated soldier, and deploy it to your current battalion, ready to use.
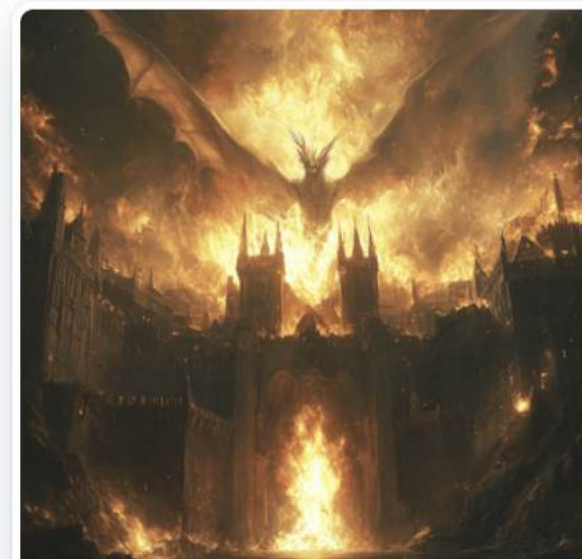Cost: 1 reserve

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Zealous Betrayal

Any soldiers you kill during the next battalion battle are added to your reserves tab.
Cost: 2 reserves

Vicious Claws

Your next dragon attack this turn with claws kills 2 soldiers if the defender plays shield wall.
Cost: 1 reserve

White Fire

Empower your dragon to be able to attack a battalion that is in a castle.
Cost: none