



Skitterbone
Level 1

7
6
0
1
2
2




Skitterbone Level 1 is a large, pale, skeletal crab-like creature with multiple legs and a skull-like face, standing in a swampy, green environment.




Skitterbone
Level 1

7
6
0
1
2
2



Skitterbone Level 1 is a large, pale, skeletal crab-like creature with multiple legs and a skull-like face, standing in a swampy, green environment.



Equip only
to:

Extreme Heat
Equipment Level 1



Extreme Heat Equipment Level 1 is a glowing, ethereal fire effect with a central pillar of orange and yellow flames, surrounded by wisps of blue and green energy.

+2 Pierce and +1 Attack

Equip only
to:

Extreme Heat
Equipment Level 1



Extreme Heat Equipment Level 1 is a glowing, ethereal fire effect with a central pillar of orange and yellow flames, surrounded by wisps of blue and green energy.

+2 Pierce and +1 Attack

Evil Knight
Level 2

6
8
0
1
3
4



Evil Knight Level 2 is a dark, armored knight riding a black horse, holding a long spear, set against a dark, gothic cityscape under a stormy sky.




Evil Knight
Level 2


6
8
0
1
3
4






Evil Knight Level 2 is a dark, armored knight riding a black horse, holding a long spear, set against a dark, gothic cityscape under a stormy sky.







♥ 6	Graveyard Base
♠ 0	
♣ 0	
♠ 0	
♠ 0	
♣ 3	

♥ 6	Graveyard Base
♠ 0	
♣ 0	
♠ 0	
♠ 0	
♣ 3	

♥ 6	Graveyard Base
♠ 0	
♣ 0	
♠ 0	
♠ 0	
♣ 3	


♥ 7	Skitterbone Level 1	
♠ 6		
♣ 0		
♠ 1		
♠ 2		
♣ 2		
		

♥ 7	Skitterbone Level 1	
♠ 6		
♣ 0		
♠ 1		
♠ 2		
♣ 2		
		


♥ 7	Skitterbone Level 1	
♠ 6		
♣ 0		
♠ 1		
♠ 2		
♣ 2		
		

Menacing Shape
Level 1

6
2
0
1
2
4




+2 Attack for every other Menacing Shape within range 1




Menacing Shape
Level 1

6
2
0
1
2
4




+2 Attack for every other Menacing Shape within range 1




Menacing Shape
Level 1

6
2
0
1
2
4




+2 Attack for every other Menacing Shape within range 1




Menacing Shape
Level 1

6
2
0
1
2
4




+2 Attack for every other Menacing Shape within range 1






Menacing Shape
Level 1

6
2
0
1
2
4







+2 Attack for every other Menacing Shape within range 1



♥ 8	Misshapen Spawn Level 1
♠ 6	
♣ 0	
♠ 1	
♣ 1	
♠ 2	
Every time it destroys a creature, heal this card by 2	
	



♥ 8	Misshapen Spawn Level 1
♠ 6	
♣ 0	
♠ 1	
♣ 1	
♠ 2	
Every time it destroys a creature, heal this card by 2	
	

♥ 8	Misshapen Spawn Level 1
♠ 6	
♣ 0	
♠ 1	
♣ 1	
♠ 2	
Every time it destroys a creature, heal this card by 2	
	

♥ 8	Misshapen Spawn Level 1
♠ 6	
♣ 0	
♠ 1	
♣ 1	
♠ 2	
Every time it destroys a creature, heal this card by 2	
	



♥ 4	Grim Level 1
♠ 5	
♣ 1	
♠ 1	
♣ 2	
♠ 3	
	

♥ 4	Grim Level 1
♠ 5	
♣ 1	
♠ 1	
♣ 2	
♠ 3	
	



♥ 1	Steed Creature Equipment Level 1
♠ 5	
♣ 0	
♠ 1	
♣ 4	
♠ 2	
<p>May attach as equipment to a creature you control within range 1, give them +1 Move When dropped, this card becomes a creature again</p>	
<p>Equip only to: </p>	

♥ 4	Grim Level 1
♠ 5	
♣ 1	
♠ 1	
♣ 2	
♠ 3	
<p>Equip only to:  </p>	

♥ 6	Fort Structure Level 1
♠ 0	
♣ 0	
♠ 0	
♣ 0	
♠ 3	
<p>A creature may occupy the same space as this card That creature has +1 Defense</p>	


♥ 1	Steed Creature Equipment Level 1
♠ 5	
♣ 0	
♠ 1	
♣ 4	
♠ 2	
<p>May attach as equipment to a creature you control within range 1, give them +1 Move When dropped, this card becomes a creature again</p>	
<p>Equip only to: </p>	

♥ 4	Grim Level 1
♠ 5	
♣ 1	
♠ 1	
♣ 2	
♠ 3	
<p>Equip only to:  </p>	

Equip only to: 	Master Crafted Armor Equipment Level 2
	
<p>+2 Defense and +1 Health</p>	

Equip only to:


Master Crafted Armor
Equipment Level 2



+2 Defense and +1 Health

5

Seeker of Strength
Level 1




5

1

1

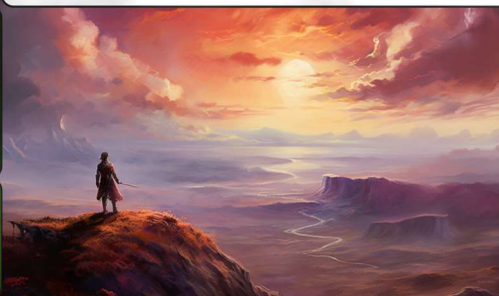
2

3



5

Seeker of Strength
Level 1




5

1

1

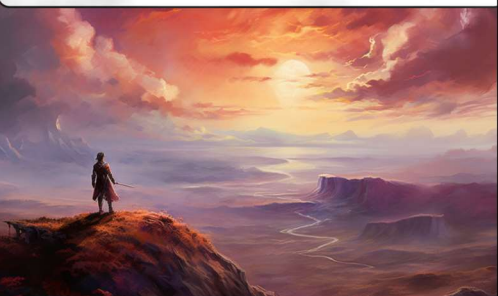
2

3



5

Seeker of Strength
Level 1




5

1

1


2

3



1

Steed
Creature Equipment Level 1



5

0


1

4

2


May attach as equipment to a creature you control within range 1, give them +1 Move
When dropped, this card becomes a creature again

Equip only to:



1

Steed
Creature Equipment Level 1



5

0


1

4

2

May attach as equipment to a creature you control within range 1, give them +1 Move
When dropped, this card becomes a creature again

Equip only to:



 9	Power from Experience Consumable Creature Level 2
 7	
 1	
 1	
 2	
 3	
Destroy a Seeker of Strength you control that is within range 2 of an enemy base card, then play this card on the tile that Seeker of Strength was occupying	
	

Equip only to:	Lucky Hat Equipment Level 1
Creatures	
+4 Health	

Equip only to:	Lucky Hat Equipment Level 1
Creatures	
+4 Health	

Equip only to:	Lucky Hat Equipment Level 1
Creatures	
+4 Health	

Equip only to:	Lucky Hat Equipment Level 1
Creatures	
+4 Health	

Equip only to:	Lucky Hat Equipment Level 1
Creatures	
+4 Health	

Inner Strength
Consumable Level 1



Choose a creature, it gains +7 Attack this turn

Inner Strength
Consumable Level 1



Choose a creature, it gains +7 Attack this turn

Wrong Location
Consumable Level 1



Choose an opponent's card within range 1 of a structure you control. Move it to any available space on the board

Wrong Location
Consumable Level 1



Choose an opponent's card within range 1 of a structure you control. Move it to any available space on the board

Wrong Location
Consumable Level 1



Choose an opponent's card within range 1 of a structure you control. Move it to any available space on the board

Inner Strength
Consumable Level 1



Choose a creature, it gains +7 Attack this turn

 6	Castle Base
 0	
 0	
 0	
 0	
 3	
	

 6	Castle Base
 0	
 0	
 0	
 0	
 3	
	

 6	Castle Base
 0	
 0	
 0	
 0	
 3	
	