

Shield of Dawn 5



1 2

Skill: +1 Defense to all adjacent ally creatures.

Illus. Joshua Raphael

Ice Paladin 5

Paladin Family



2 2

Illus. Inna Vyuchanina

Ice Paladin 5

Paladin Family



2 2

Illus. Inna Vyuchanina

Ice Paladin 5

Paladin Family



2 2

Illus. Inna Vyuchanina

Paladin of the Guard 8

Paladin Family



2 2

INITIATIVE

Illus. Aaron Florento

Snow Griffin 9



2 1

FLIGHT

Skill: all adjacent enemy creatures with the Swarm Attribute, lose that attribute.

Illus. Aaron Florento

Snow Griffin 9



2 1


FLIGHT

Skill: all adjacent enemy creatures with the Swarm Attribute, lose that attribute.

Illus. Aaron Florento

Gabriel 11/10

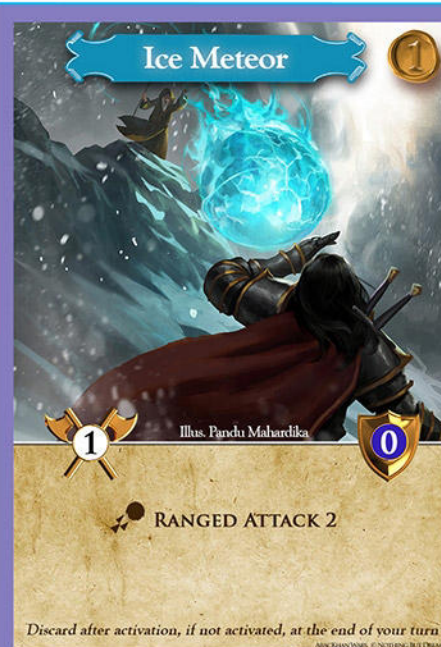
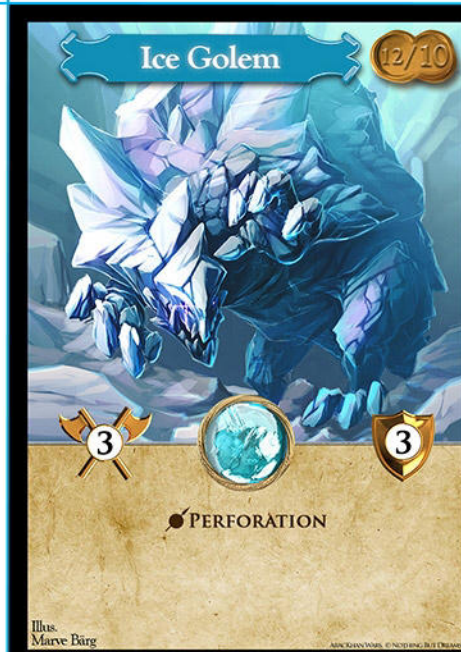
Paladin Family



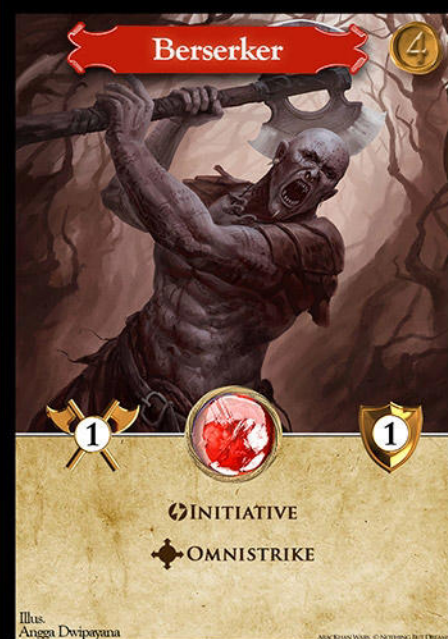
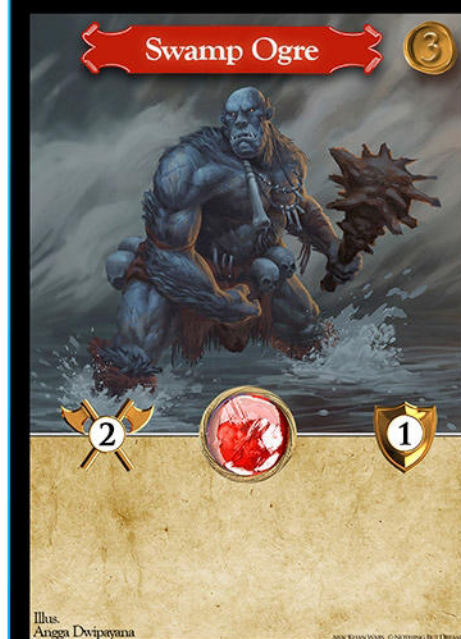
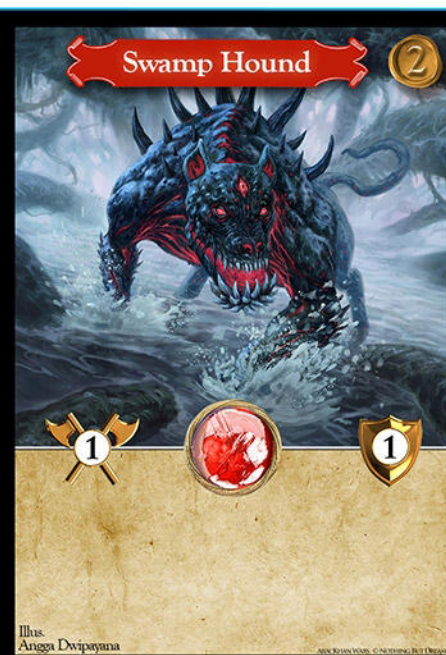
3 2

INITIATIVE

Illus. Andrew Chou









Abominable Hydra (11/10)



3 2

OMNISTRIKE

Illus. Narendra B Adl

Child Eater (12/10)



4 2

PERFORATION

Weakness: when the *Child Eater* attacks, if he fails to defeat all creatures and all lands, destroy the *Child Eater*.

Illus. Narendra B Adl

Fire Storm (3)



Illus. Le Rautava

0

Effect: -1 Attack & -1 Defense to all adjacent enemy creatures.

Discard at the end of the round

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Fire Lightning (3)



Illus. Robert E. Palmer III

2 0

RANGED ATTACK 3

Discard after activation, if not activated, at the end of your turn

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The Fear (6)



Illus. Marve Bärge

1

Effect: all adjacent enemy creatures are deactivated.
(When an enemy creature is no longer adjacent to The Fear, or when The Fear is destroyed, enemy creatures become active again.)

Discard at the end of the round

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Forced Exile (8)



Illus. Narendra B Adl

1 2

INITIATIVE

Action: move an enemy creature to an adjacent border of another card on the Battlefield.

Discard after activation, if not activated, at the end of your turn

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Western Forge (11/10)



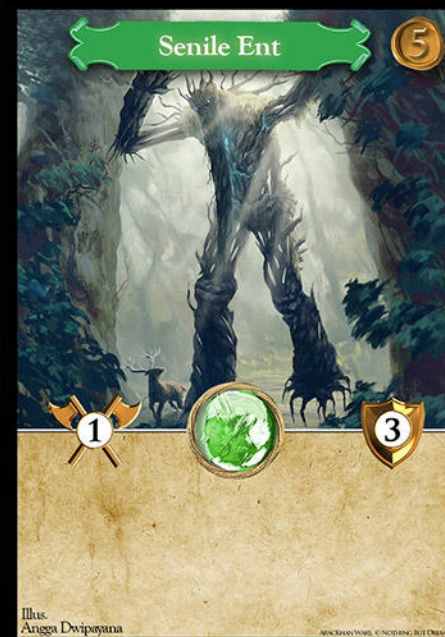
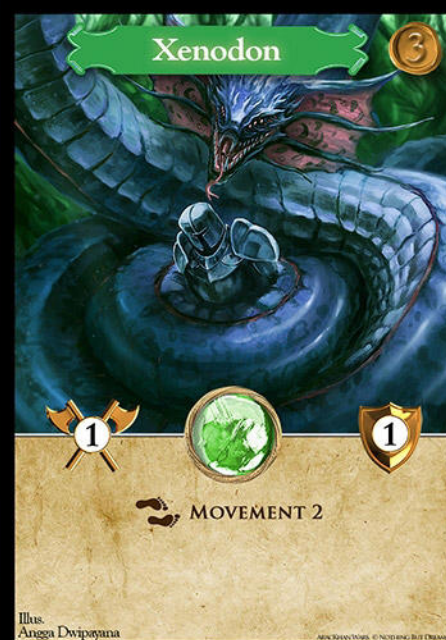
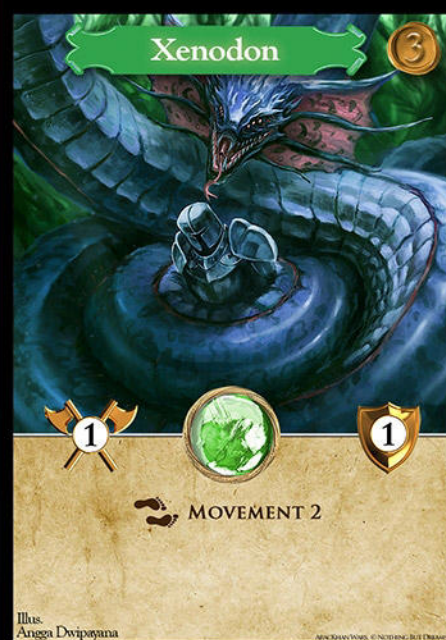
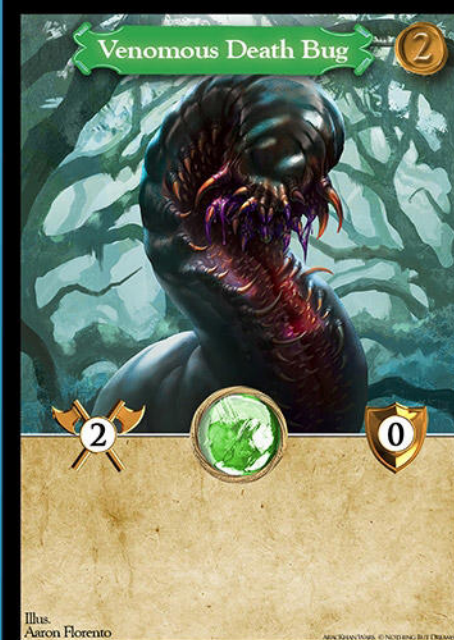
Illus. Ferdinand Ladera

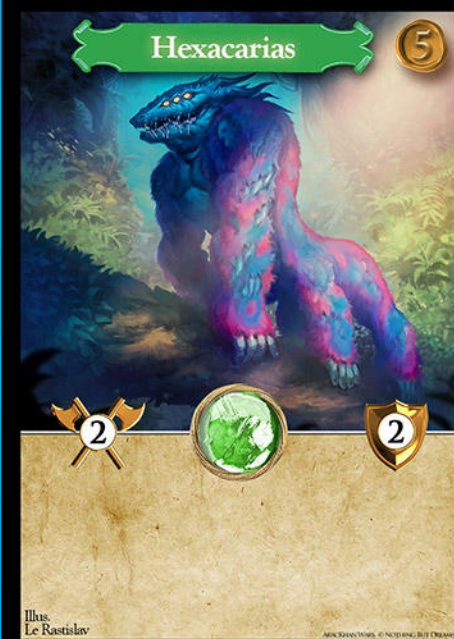
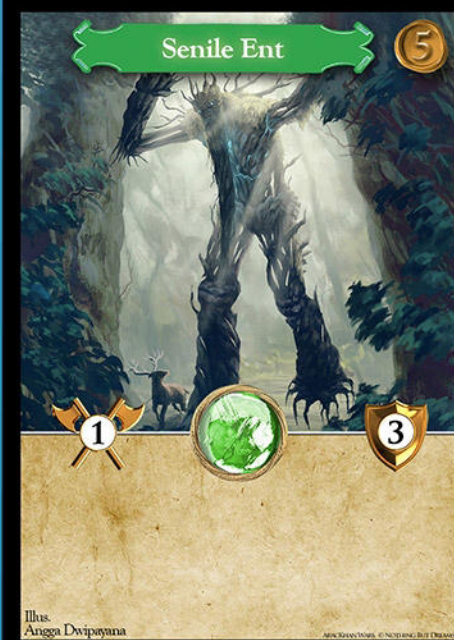
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Benefit: +2 Attack to all adjacent ally creatures.

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Drunk Knight 1

1 1

Weakness: the *Drunk Knight* cannot attack enemy's cards with an even value.

Illus. Andrew Chou

Infantryman 3
6th Legion Family

1 1

Skill: +1 Attack to all adjacent ally 6th Legion Creatures.

Illus. Aranga Dwipanyana

Infantryman 3
6th Legion Family

1 1

Skill: +1 Attack to all adjacent ally 6th Legion Creatures.

Illus. Aranga Dwipanyana

Infantryman 3
6th Legion Family

1 1

Skill: +1 Attack to all adjacent ally 6th Legion Creatures.

Illus. Aranga Dwipanyana

Phalanx 3
6th Legion Family

1 1

Skill: +1 Defense to all adjacent ally 6th Legion Creatures.

Illus. Aaron Florento

Phalanx 3
6th Legion Family

1 1

Skill: +1 Defense to all adjacent ally 6th Legion Creatures.

Illus. Aaron Florento

Phalanx 3
6th Legion Family

1 1

Skill: +1 Defense to all adjacent ally 6th Legion Creatures.

Illus. Aaron Florento

Phalanx 3
6th Legion Family

1 1

Skill: +1 Defense to all adjacent ally 6th Legion Creatures.

Illus. Aaron Florento

