







The Queen's Chamber

3 1

Epic
Bows for 2 gold.

Summer: Search your deck for a quest. Reveal it and put it into your hand. Shuffle your deck. Bury this card.

1

Training Grounds

0 0

Bows for 1 gold.

React: After an opposing unit engages, before determining immunity, reduce the damage of the engagement by 1.

Bury this card.

1

Valiant Squire

0 0

Holden • Advisor
Bows for 1 gold.

Summer: Bury this card. Place a target quest from your discard pile into your hand.

2

Colonel Baker

5 4 13 3

Displaced • Duelist • Champion Unique • Raid +2 • Carry +1

React: After a tactic card is played at the current battle, cancel its effects.

5

Jerrin Strongblade

2 3 1 6 0

Displaced • Wizard

When this card is assigned to raid, do not play a stealth card on him until after any defending hero has been assigned. The defending hero's stealth card must be played face up.

Lawrence Lovoy BamaCon Tourney

2

Sergant Ware

3 2 2 7 1

Displaced • Renowned

This card gains +2S while defending.

2

Siter'Ath Jones

1 3 2 5 1

Displaced • Renowned • Questor

Autumn: This unit raids. (No other units raid. This does not replace your normal raid. You may use this action if you have already raided this turn.)

David Moyer Monroeville Zom-Con

2

"Skeeter" Malloy

3 2 3 8 2

Displaced • Unique • Carry +1 Raid Master

Raid: If you have no units in the current raid, move this unit into the current raid and play a stealth card on him.

3

The Chaplain

4 2 10 2

Displaced • Holy Unique • Raid +1

If this card takes a castle's last food token in a raid, bury that castle.

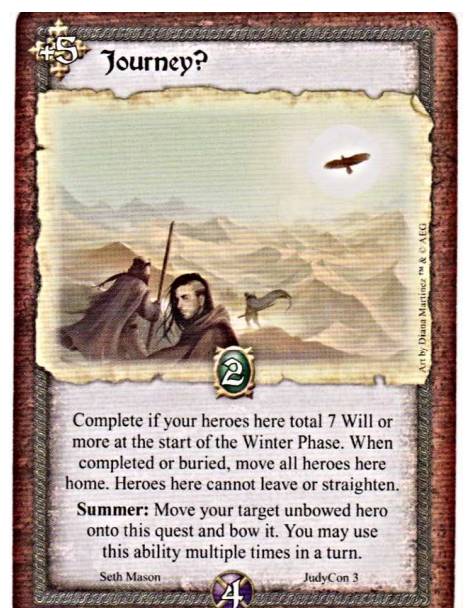
4













#10 The fallen Outcast!



Completed Quest • Token

Summer: Straighten your target hero.

David Bourke

Tournament Here in Melbourne

4

At Your Command



Battle: Add +2S to a target attacking hero.

Battle: Double the Strength of a target cohort attached to your Malchior hero. Engage that cohort. Bury that cohort after the end of the battle.

2

Aura of fear



Battle: Target an opposing hero. That hero's player may choose to discard food tokens equal to the hero's food cost. If that player does not, bow the hero.

1

Blitzkrieg



React: Play after the attacker chooses a battle to resolve, but before the defender's first action. The attacker performs the first action in the current battle instead of the defender.

Tara "Quickshuffle" Hill

Fifth Pennsylvucky Invitational

2

Blight



Battle: Engage your target unbowed opposed hero. Discard a card. Increase the damage by the card's Fate value.

React: After an opposing hero engages but before determining immunity, discard a card. Decrease the damage by the card's Fate value.

1

Bountiful Harvest



Summer/Autumn, 1 gold: Add 1 food token to one of your castles.

1

Brutal Screams in the Night



Autumn: Target a hero with one or more food tokens. Replace each of those food tokens with a -1W marker.

[name redacted]

All-night marathon that ended with no pants, and a lot of questions

2

Burn the Crops



Summer: Target your unbowed hero and another player's hero with equal or lower Will. That player may choose to discard 2 food tokens. If that player does not, then that player bows his or her targeted hero.

2

Captain Greya's Maneuver



React, 1 food: Play after a tactic is played during a battle. Bury your target unbowed property. Negate all effects of the tactic.

Damian Roderick Danforth IV

ORBCOn II

2

Caught!



Raid: Target your defending hero. Create a battle at this castle with this raid's unit(s) assigned. Other heroes cannot move into this battle. After the battle ends, the attacker does not bow and go home. Instead, resume the raid.

2

Consistent Tactics



Epic

Summer, 3 food: Use one Summer ability on a target tactic in your discard pile. Bury this card. Bury that tactic.

2

Death from Above



Battle: Engage your target defending hero, and any cohorts in that unit you wish, for at least 1 damage. The attacking player cannot declare any cards immune to this damage.

1

Feast of the Damned



Battle, 1 food: If, in the current battle, you have more Undead heroes in your army than the total number of heroes in the opposing army, the opposing player must bury a hero in the battle.

2

Leadership



Battle: Your target cohort gains Strength equal to the Will of its hero. Engage that cohort.

3

Lost to the Nexus



Battle, 1 gold: Send one target attacking unit home from the current battle, bowed.

3

Mano a Mano



If you use this card as your stealth card, play it face up and draw a card.

4

Negotiation



Summer: Bow your target hero. Bow a target hero with a lower Glory.

2

Plague of Locusts



Summer/Autumn, X gold: Bury this card. Bury a target non-Epic property. X is equal to twice the printed gold cost of that property or 1, whichever value is greater.

1

Safeguard



Battle: Bow your target unbowed defending hero. Move 2 food tokens from the current battle's castle to your hero. *(Food tokens on heroes cannot be used to absorb damage.)*

1

Slip Behind the Veil



Summer: Your target hero cannot be targeted by other players until your hero engages or the Autumn Phase ends.

2

Snow in Summer



Battle: Send a target hero without cohorts home from the current battle. If you are the defender, you can play this at a battle where you have no units.

1

Soul of a Dragon



React, 1 food: Play after your target hero absorbs damage from an engagement. That hero absorbs all damage from that engagement.

1

Tactical Acumen



Battle: Move your target hero with at least 3 Will from the current battle to an unresolved battle at another castle.

3

Testing Corfald's Cards



Summer: Bow your target unbowed hero. Discard a card from your hand face up. Target another player. That player discards a card from his or her hand or the top of his or her deck. If your card's Fate value is higher, that player places three food tokens from his or her castles onto your hero; otherwise bury your hero.

1

That Which Does Not Kill Us



Summer: Target another player's hero. Discard the top card of that player's deck. If the card's Fate value exceeds the hero's Fate value, bury the hero; otherwise, the hero gains a +2S/+2W marker.

2

The Oracle's Answer



6

The Tree of Life Blooms



If you discard this card to absorb damage, or because of another player's card effect, draw two cards.

3



