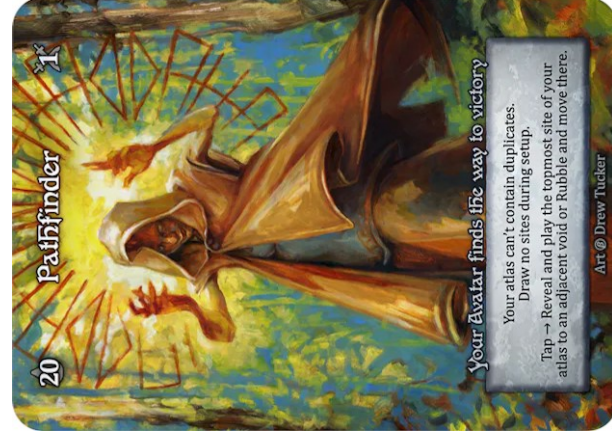
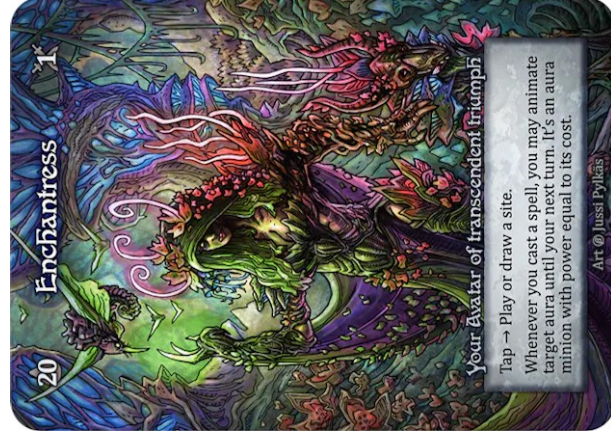
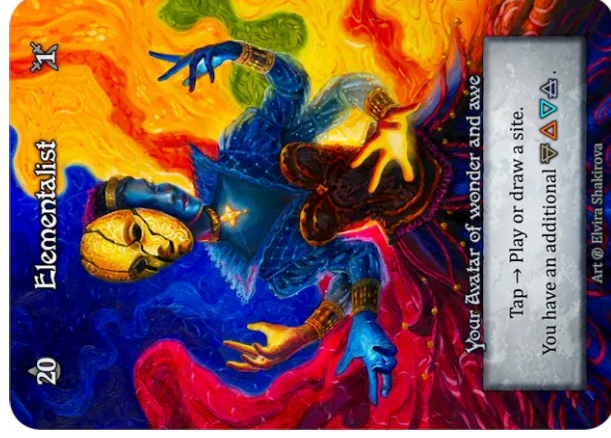
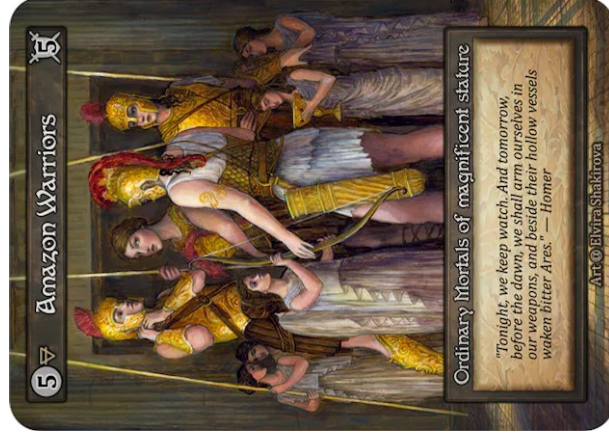
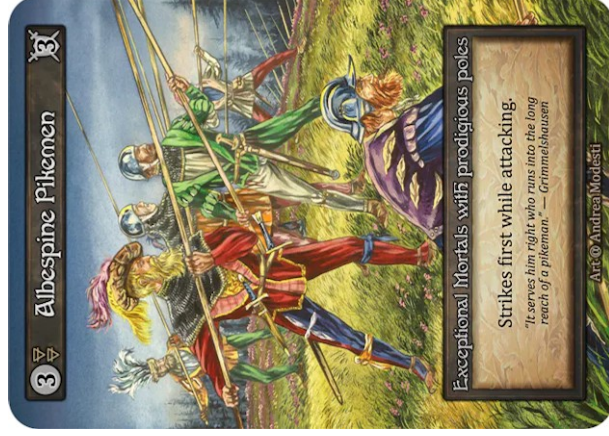
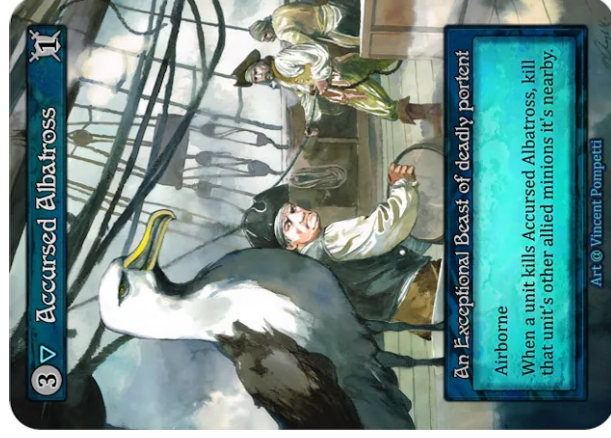
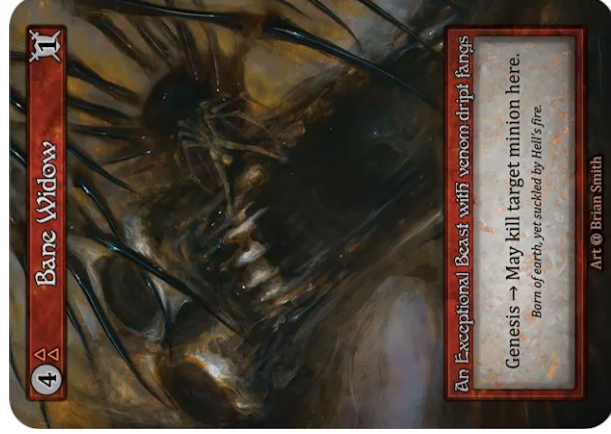
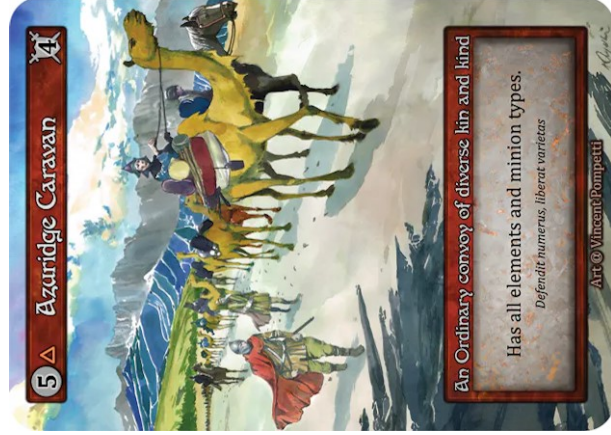
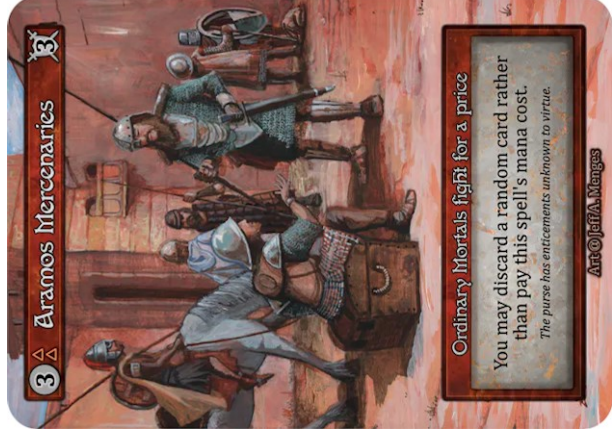
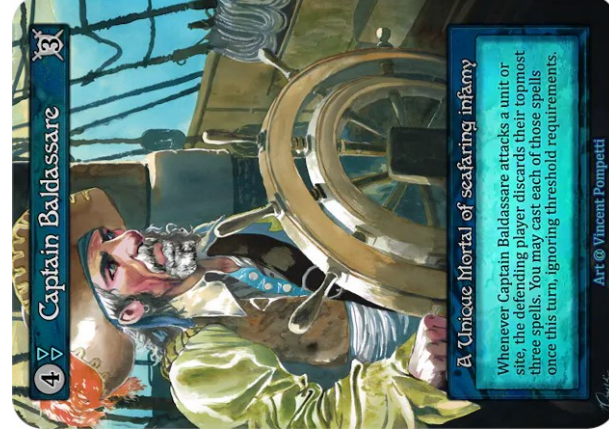
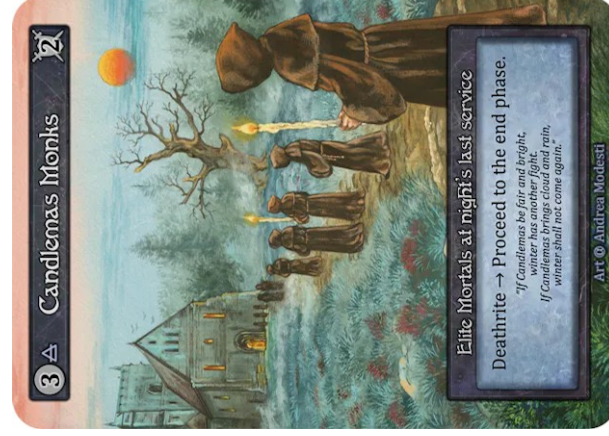
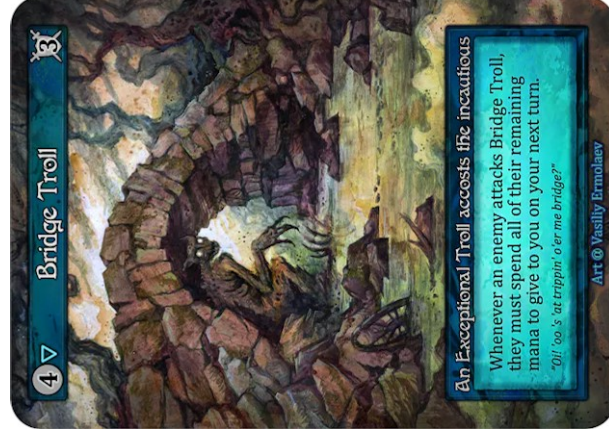
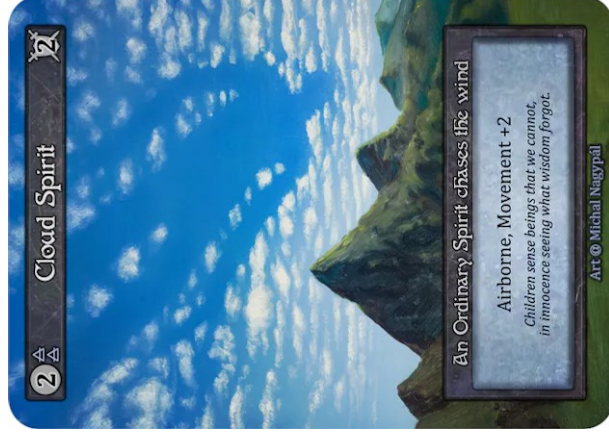
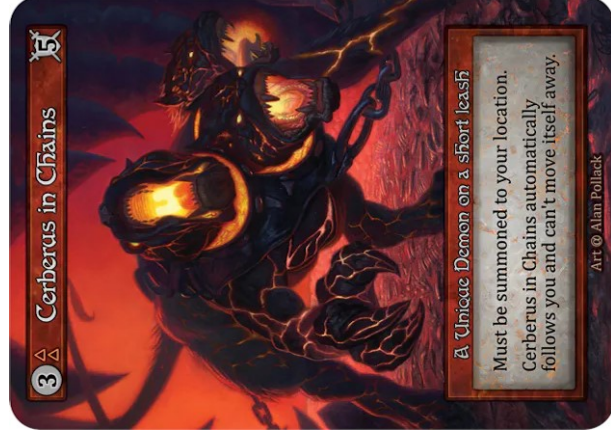
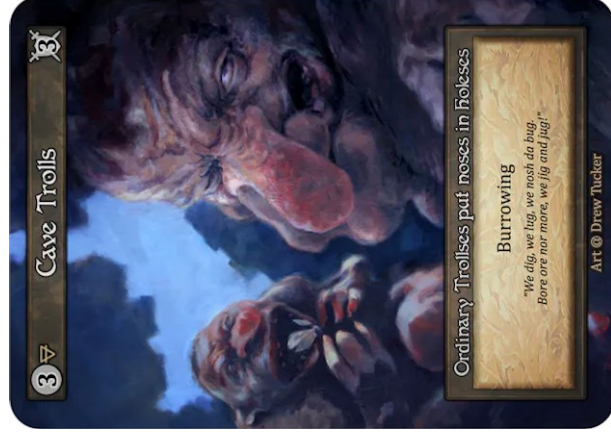


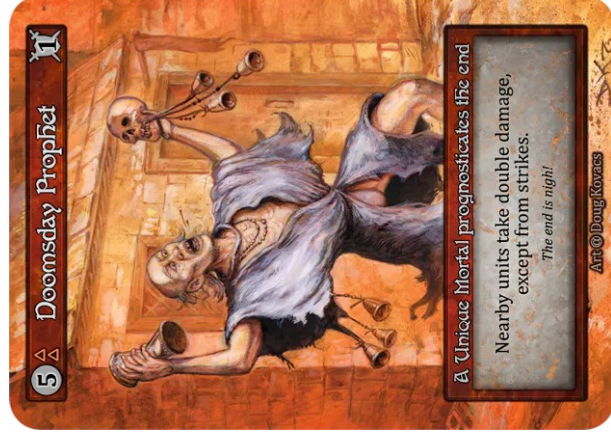
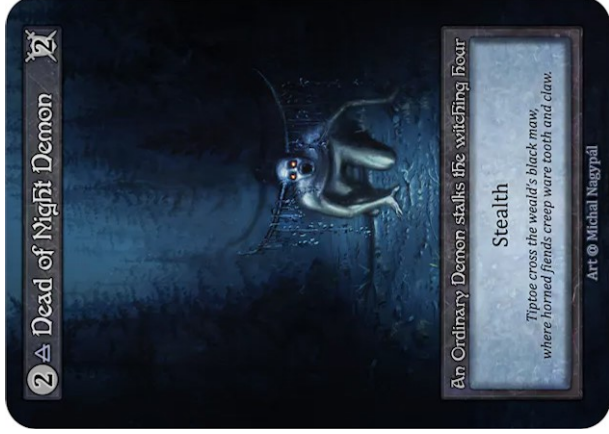
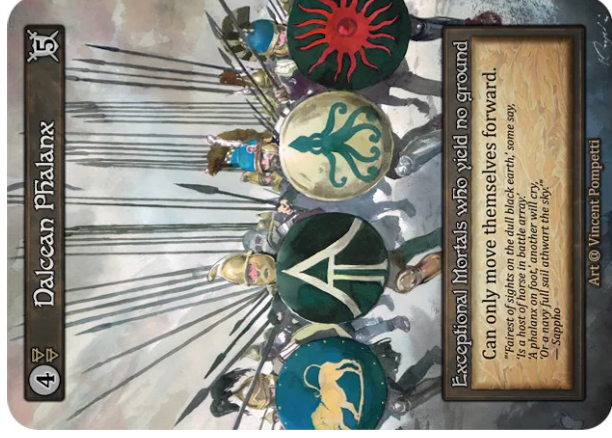


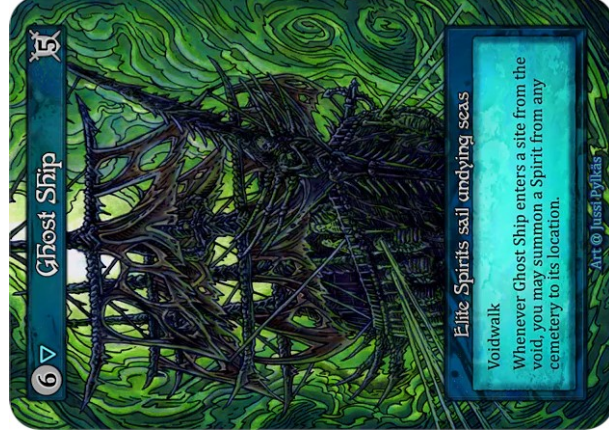
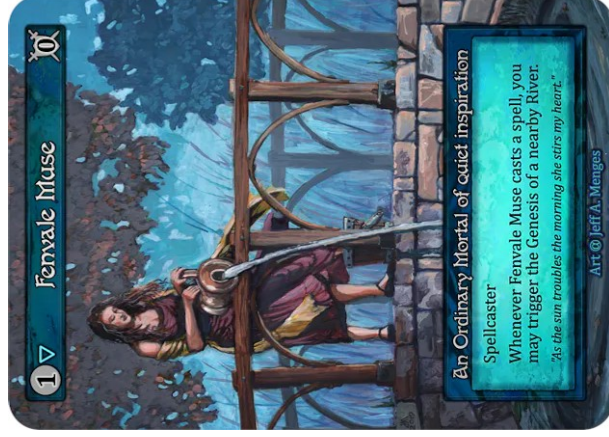


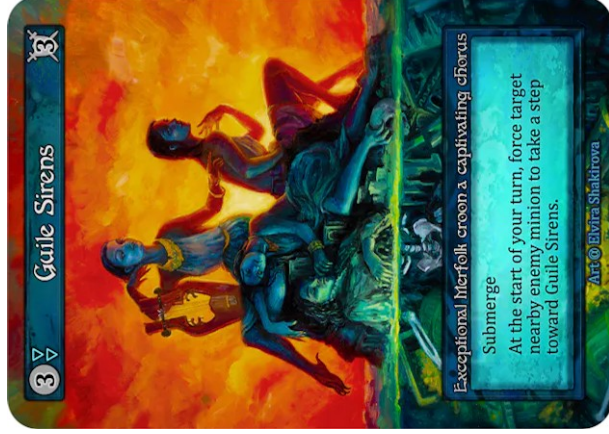


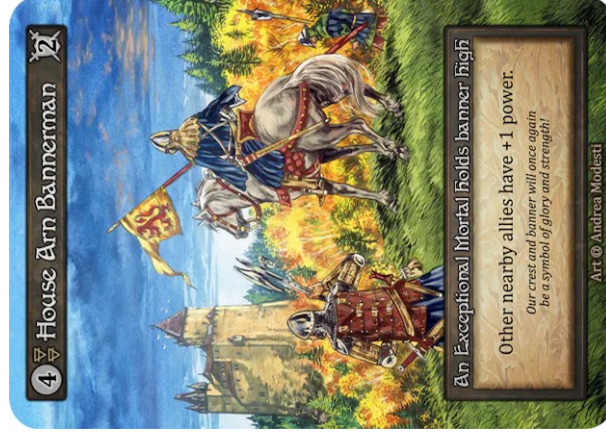
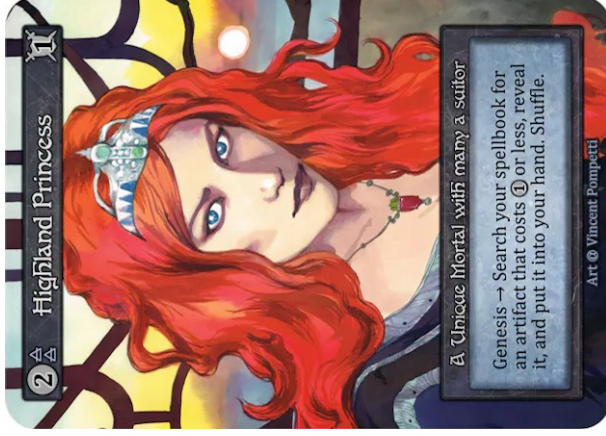
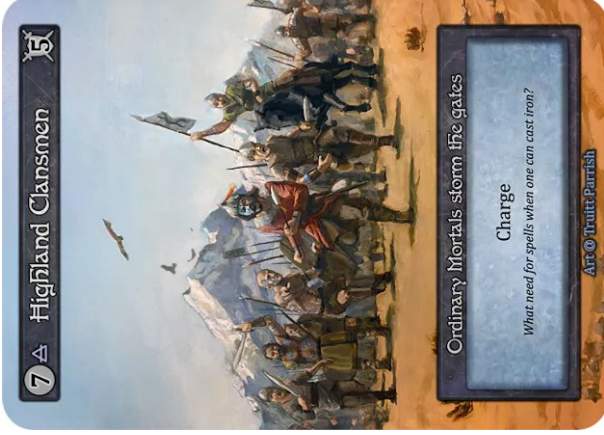




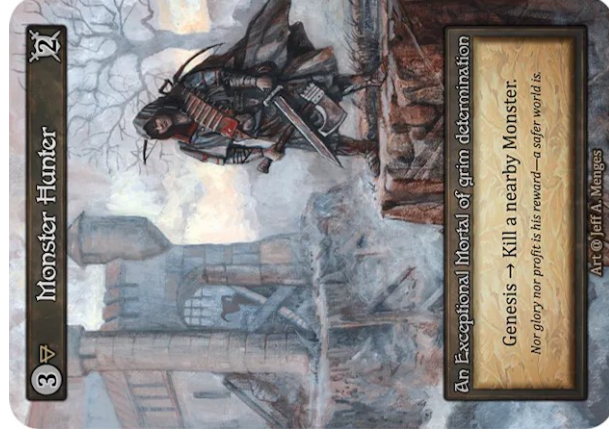
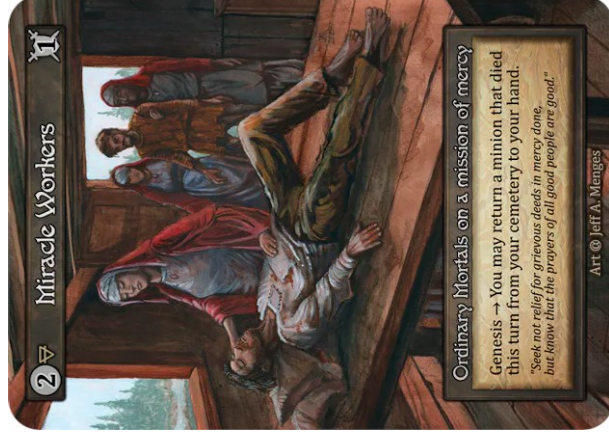
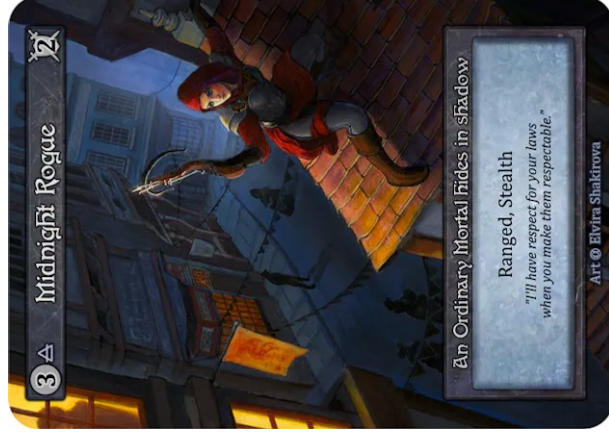


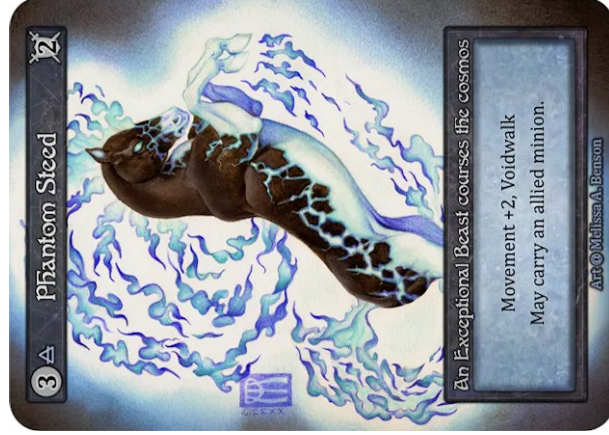














1 Pit Vipers

A terrifying tangle of Ordinary Beasts

Burrowing, Lethal

*Always look before you leap,
for snakes among the hollows creep.*

Art © Michel Nougayrol



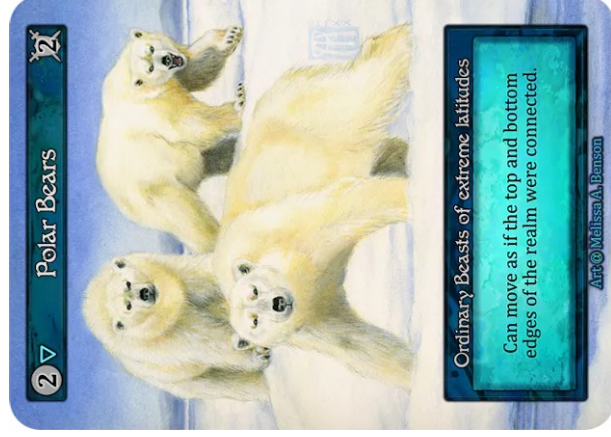
3 Plumed Pegasus

An Ordinary Beast of extraordinary extravagance

Airborne

*"Thereupon I could not breathe, but sighs were pardoned
unto me. To see the pegasus fly is to feel the spirit soar."*

Art © Melissa A. Pearson

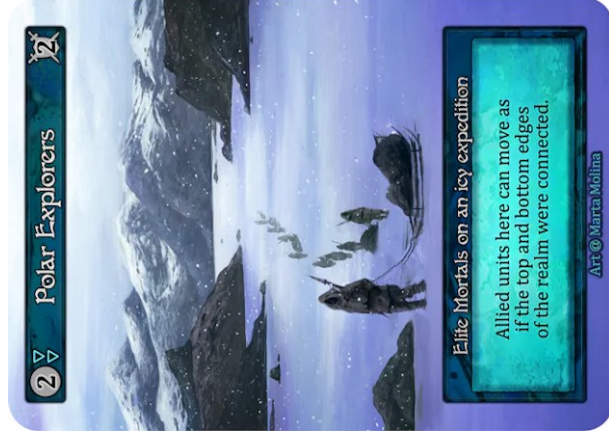


2 Polar Bears

Ordinary Beasts of extreme latitudes

Can move as if the top and bottom
edges of the realm were connected.

Art © Melissa A. Pearson

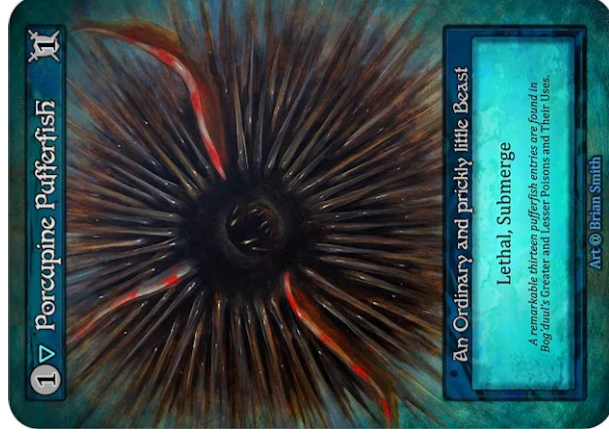


2 Polar Explorers

Elite Mortals on an icy expedition

Allied units here can move as
if the top and bottom edges
of the realm were connected.

Art © Maria Molina



1 Porcupine Pufferfish

An Ordinary and prickly little Beast

Lethal, Submerge

*A remarkable thirteen porcupine entries are found in
Bag O'ual's Greater and Lesser Poisons and Their Uses.*

Art © Brian Smith



4 Pudge Butcher

An Exceptional Demon of rampant gluttony

Immobile

Tap → Shoot a projectile. If it hits a unit,
drag it to this location. Pudge may fight it.

Art © Brian Smith



6 Puppet Master

An Elite Spirit pulls the strings

Airborne

Genesis → Gain control of all tapped minions
here until Puppet Master leaves the realm.

Art © Liz Danforth



3 Quarrelsome Kobolds

Exceptional Goblins raise a ruckus

At the end of your turn, Quarrelsome
Kobolds strike themselves or another
target adjacent unit.

"He started it!" — The one that started it

Art © Alan Pollack

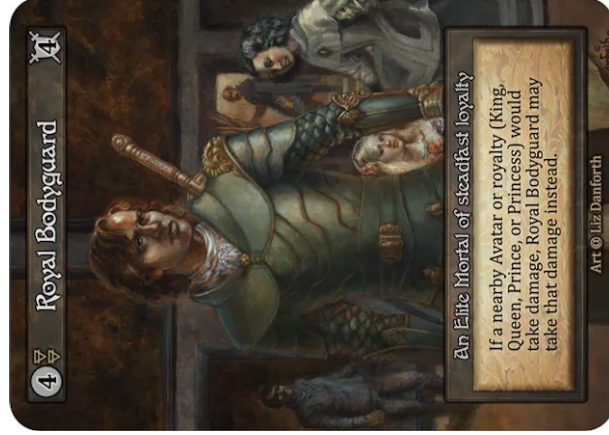
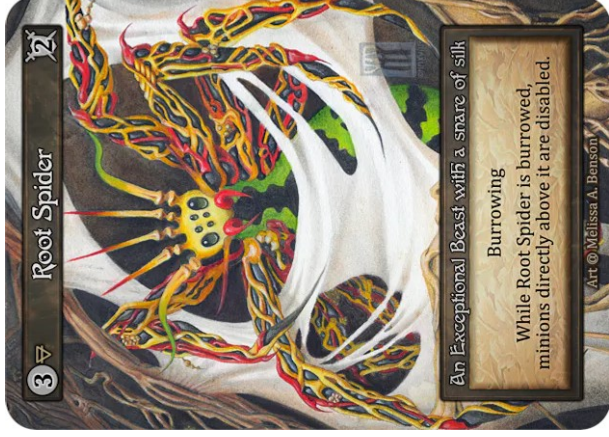
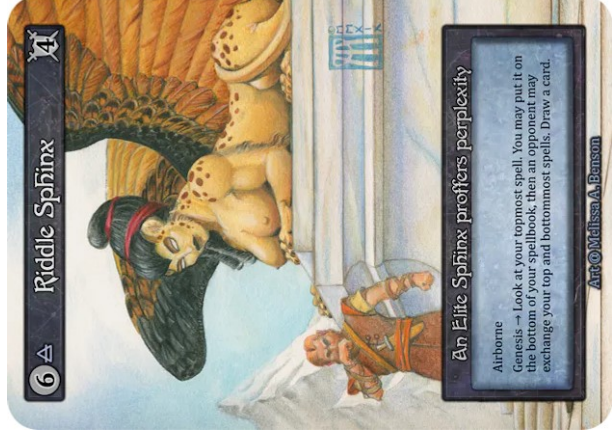


5 Queen of Midland

A Unique Mortal, comely and covetous

After an opponent draws a card,
if they have more cards than you,
you may draw a card.

Art © Séverine Pineaux





4 Δ Sand Worm

2 ∇ Scent Hounds

An Ordinary Beast swims seas of sand

Burrowing, Landbound

Only a soft susurrus betrays the passing of these desert leviathans for beneath your feet.

Art © Vincent Pompetti

An Exceptional Demon rummages refuse

Genesis → Conjure a broken artifact to this location.

Art © Dan Seagrave



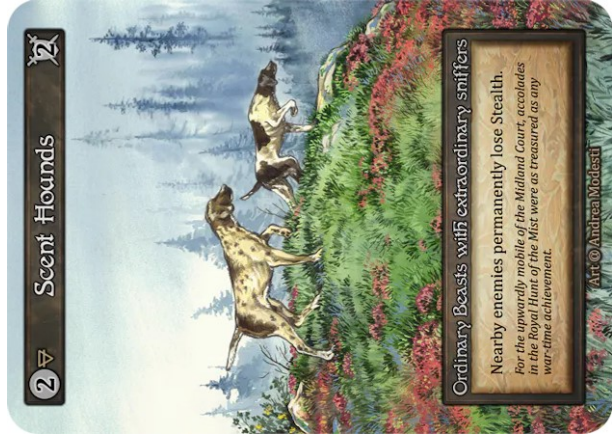
4 Δ Scavenging Fiend

2 ∇ Scent Hounds

Ordinary Beasts with extraordinary sniffers

Nearby enemies permanently lose Stealth.
For the upwardly mobile of the Midland Court, accolades in the Royal Hunt of the Mist were as treasured as any war-time achievement.

Art © Andrea Medassi



4 ∇ Scourge Zombies

3 ∇ Sea Raider

Ordinary Undead of recent vintage

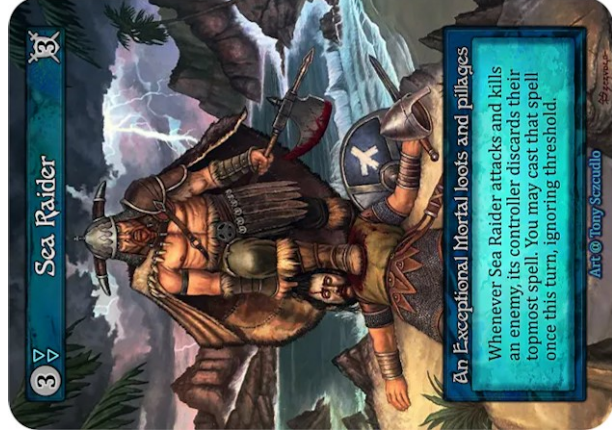
Whenever an allied Mortal dies on land, you may summon Scourge Zombies from your cemetery to its location, tapped.

Art © Mattias Frisk

An Exceptional Mortal loots and pillages

Whenever Sea Raider attacks and kills an enemy, its controller discards their topmost spell. You may cast that spell once this turn, ignoring threshold.

Art © Tony Szeaulo



4 ∇ Sea Serpent

An Ordinary Beast bestrides life ocean

Submerge, Waterbound

The study of sea serpents advances one funeral at a time.

Art © Vincent Pompetti



2 Δ Seasoned Sellsword

1 ∇ Sedge Crabs

An Elite Mortal serves the highest bidder

Avatars nearby have "Discard a card → Gain control of Seasoned Sellsword."

Art © Lindsey Grummett



Ordinary Beasts that scrape and sidle

Can only move themselves sideways.
"One will never make the crab walk straight."
— Aristophanes

Art © Ossi Hiekkala



6 ∇ Seirawan Hydra

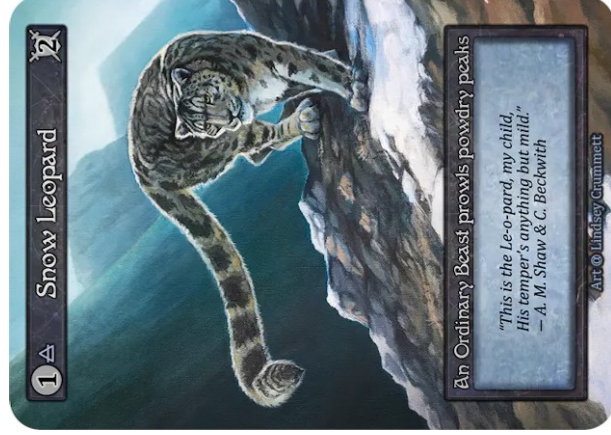
An Elite Monster of multifarious might

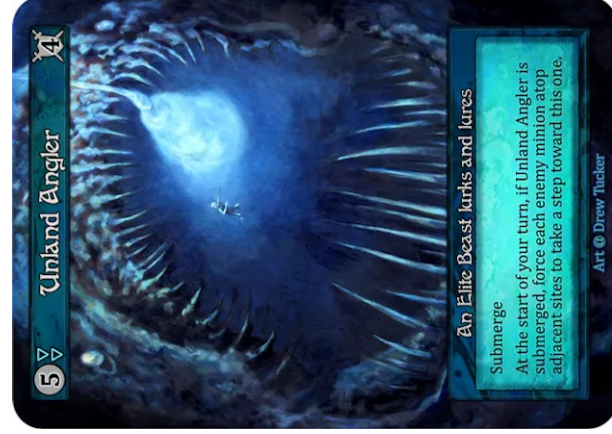
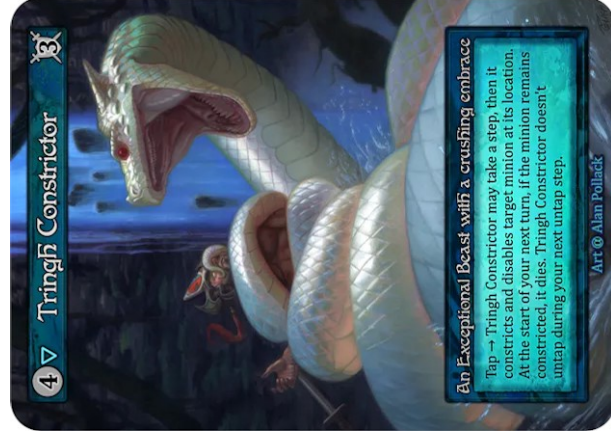
Immune to non-lethal damage.

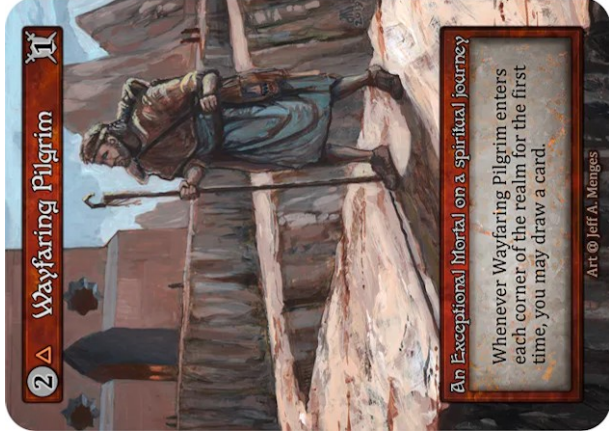
"Fell the tree, and the branches are soon cut off."
— Francis Quarles

Art © Melissa A. Benson

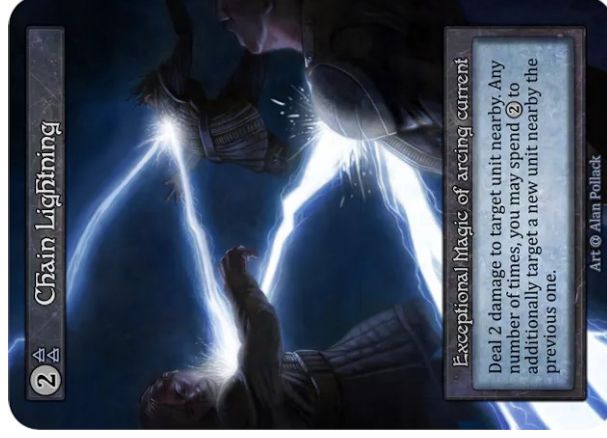
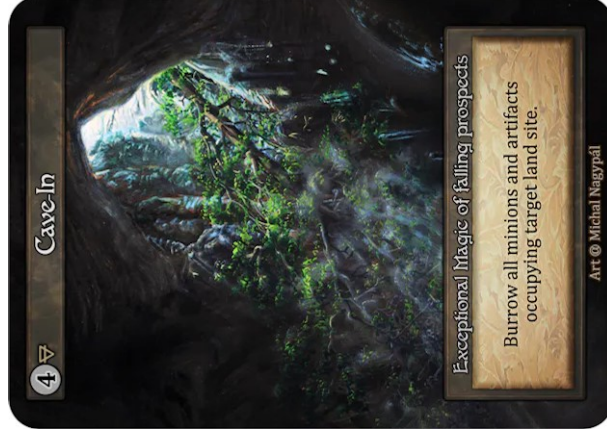


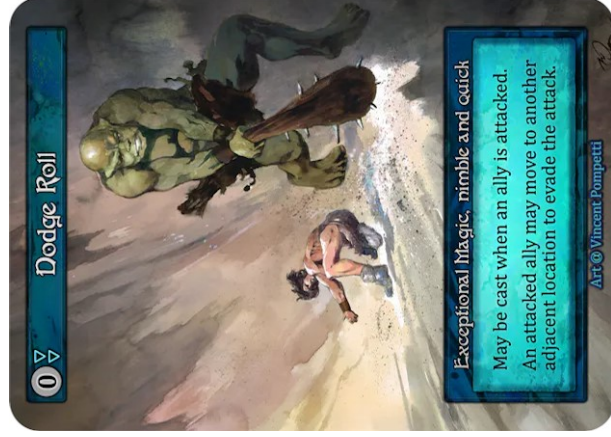
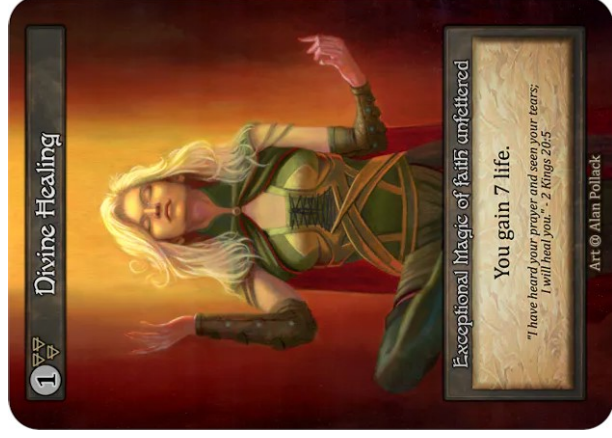


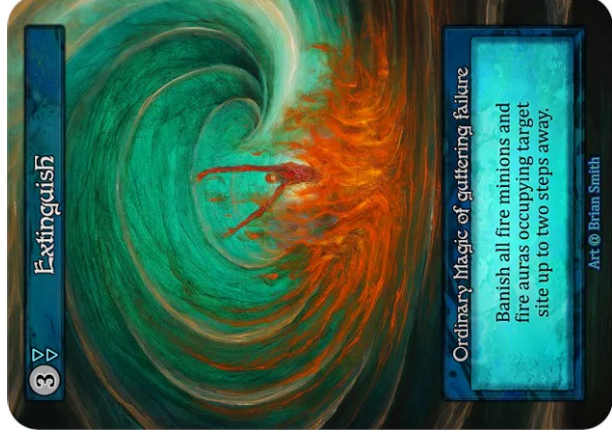


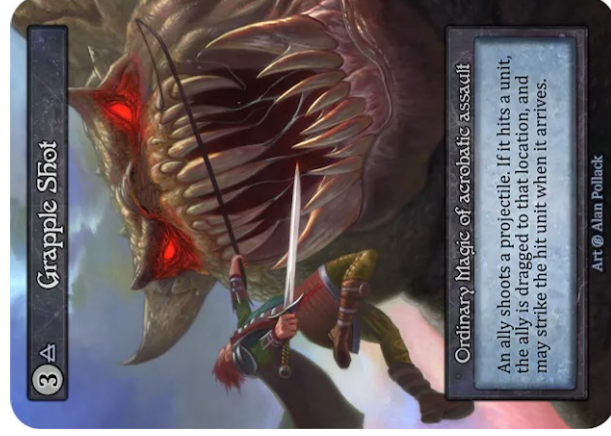
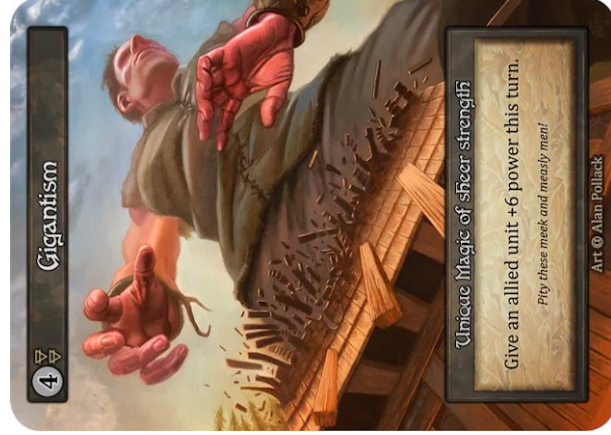
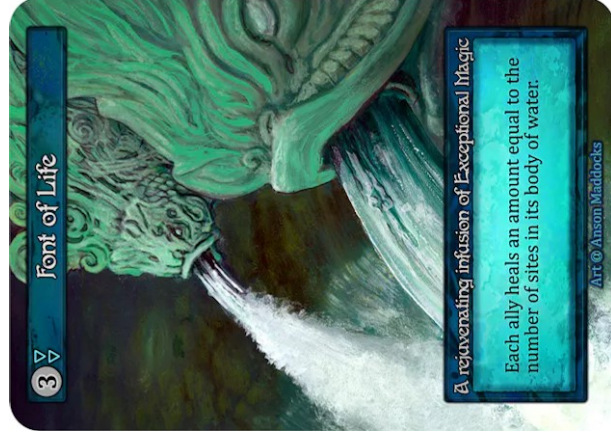












4
△

Infiltrate

Sophisticated Magic for Elite access

Gain control of target enemy minion until it deals damage, and tap it. It gains Stealth.

Art © Elwira Pawlikowska

4
△

Leap Attack

Exceptional Magic of savage salvation

An ally may take a step, and then it strikes each enemy at its location.

Art © Gábor Dúró

2
△

Lightning Bolt

Ordinary Magic of shocking uncertainty

Deal 3 damage to a random unit at target location.

Art © Ossi Heikkala

2
△

Mad Dash

Ordinary Magic of utmost urgency

Draw a card, then give an ally Movement +1 this turn.
Guaranteed delivery in one month or less, or your money back!

Art © Drew Tucker

7
△

Major Explosion

A tremendous blast of Elite Magic

Target a location up to two steps away.

3	5	3
5	7	5
3	5	3

Deal damage to each unit at locations in the area of effect.

Art © Tony Secaullo

2
▽

Marine Voyage

Exceptional Magic for the shrewd seafarer

This turn, your units can move between any sites in a chosen body of water as if they were adjacent.

Art © Maria Medina

9
△
△

Meteor Shower

Elite Magic of otherworldly destruction

Target three sites that share no borders.

3	5	3	2
5	7	5	2
3	5	3	3

Deal damage to each unit atop sites in each area of effect.

Art © Michal Nagypál

2
▽

Minecart Madness

A rickety ride of Exceptional Magic

This turn, your units can move between any sites in a chosen span of land as if they were adjacent.

Art © Matt James

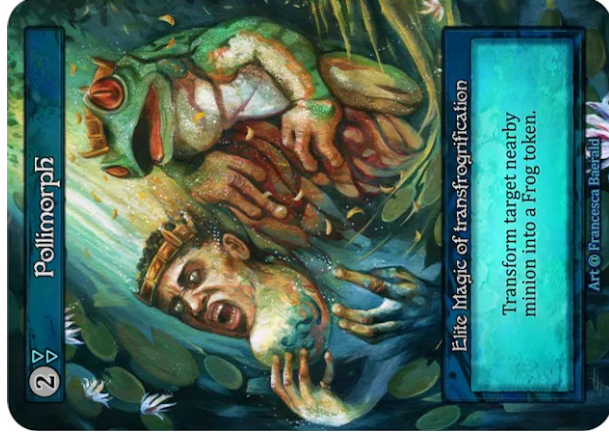
3
△

Minor Explosion

Ordinary Magic of proximal plosion

Deal 3 damage to each unit at target location up to two steps away.

Art © Matias Frisk





4  

Raise Dead

Exceptional Magic of unsettling necromancy

Summon a random dead minion.

"The living need the dead far more than the dead need the living." — Thomas Laqueur

Art © Tony Strazullo

4230540



2  

Recall

Exceptional Magic of last resort

Teleport any number of allied minions to the caster's location.

Art © Ossi Hiekka



2 

Riptide

Ordinary Magic to catch life unwary

Target water site pulls in an aboveground unit it's adjacent to. Draw a card.

Art © Maria Molina



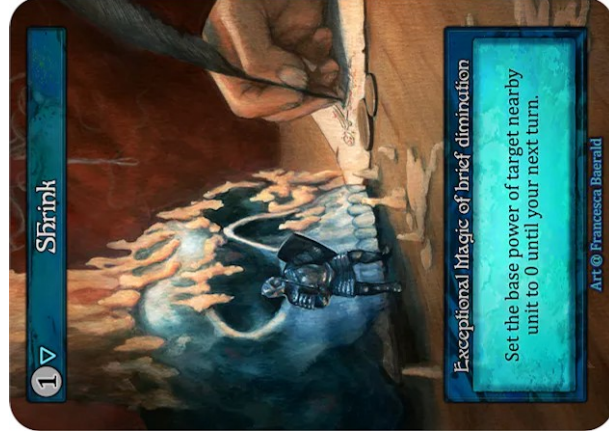
3 

Scorched Earth

Elite Magic of dire desperation

Choose any number of sites you control. Destroy each of those sites and everything there.

Art © Dan Seagrave



1 

Shrink

Exceptional Magic of brief diminution

Set the base power of target nearby unit to 0 until your next turn.

Art © Francesca Baerald



2 

Replication

Elite Magic of counterfeit conjuring

Conjure a copy of an artifact carried by the caster.

"A great sorcerer does not imitate; he plagiarizes."

Art © Francesca Baerald



3 

Shield Wall

Exceptional Magic of unflinching formation

Until your next turn, each ally takes 1 less damage for each other ally it's nearby.

Art © Andrea Modesti



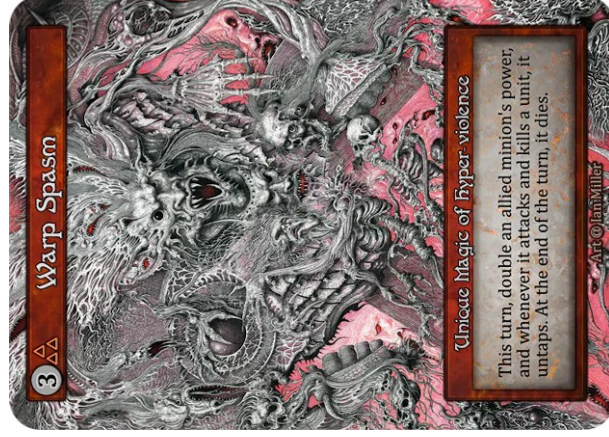
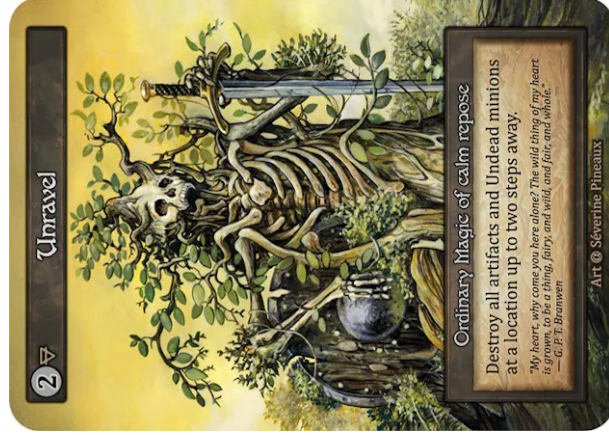
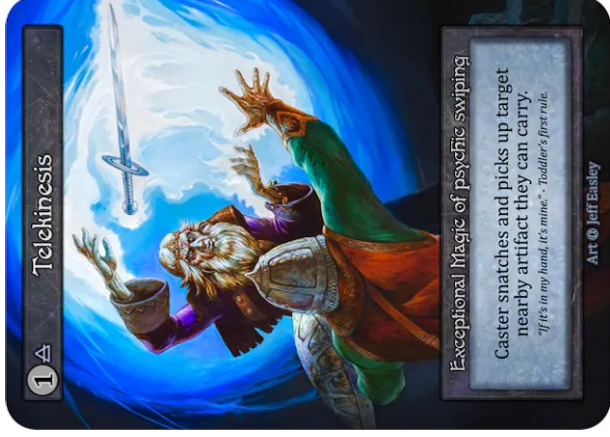
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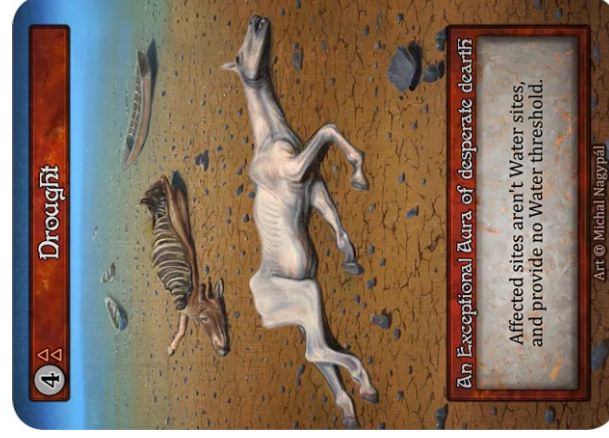
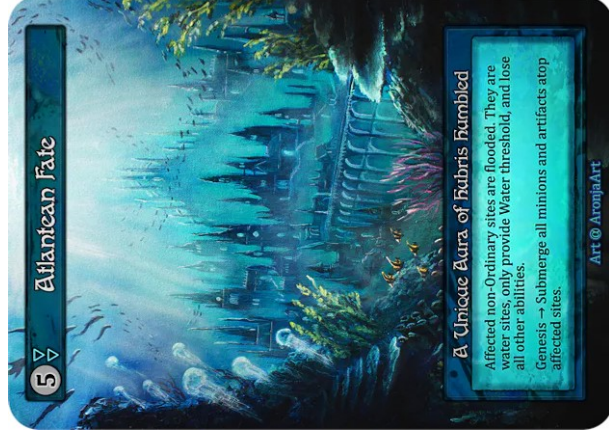
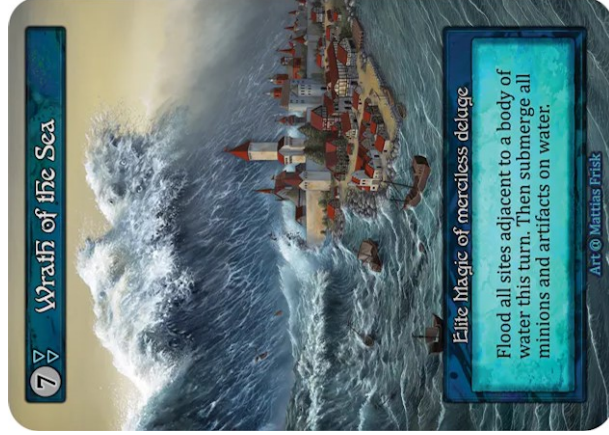
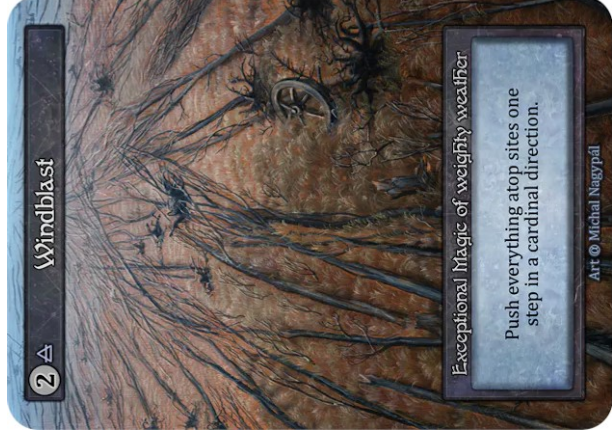
Spin Attack

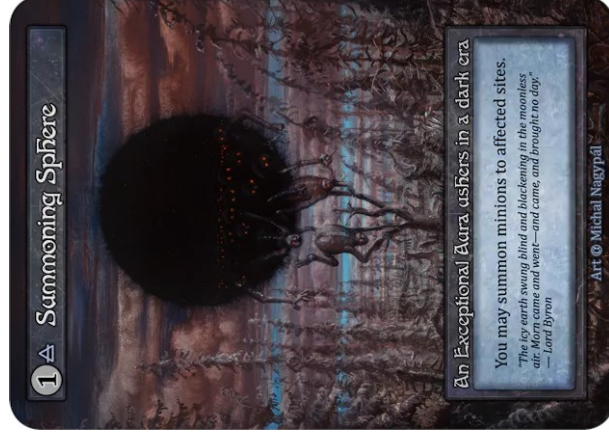
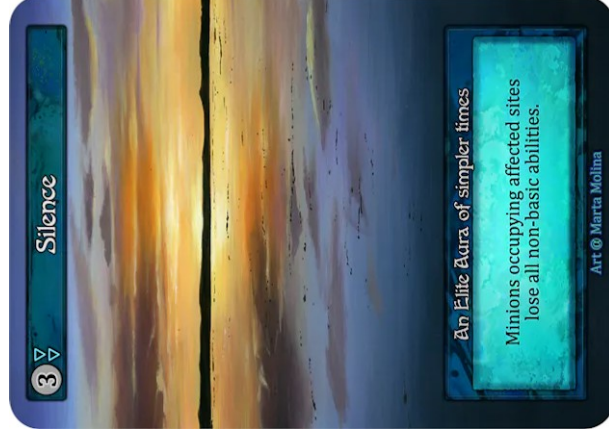
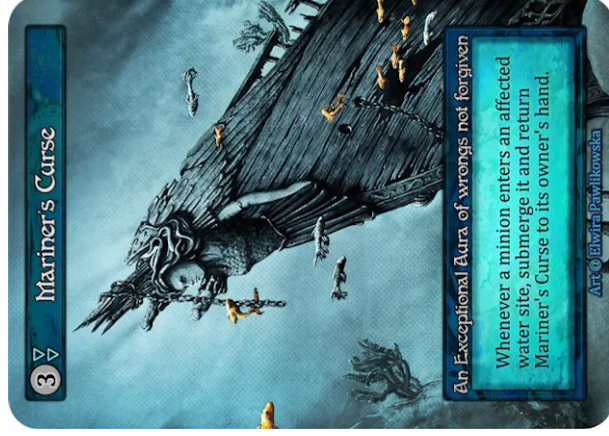
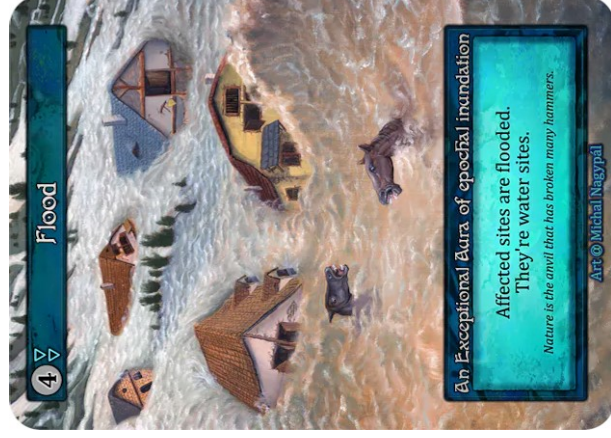
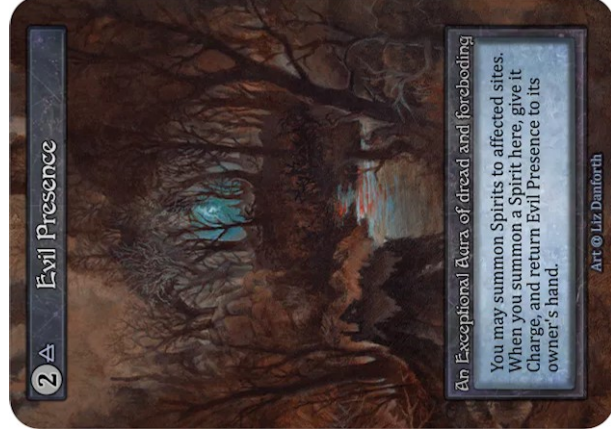
Ordinary Magic of radial violence

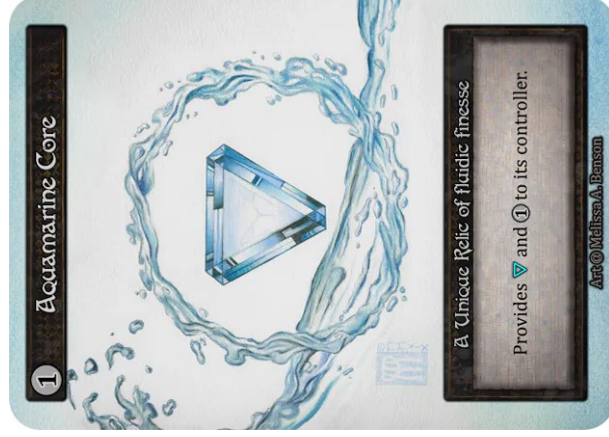
An ally strikes each enemy at its location.

Art © Truitt Parrish











2 Battering Ram

An Exceptional Device pummels and pounds
Units here have "Tap → Destroy
target adjacent Wall or Monument."

Art © Elvira Pawlikowska



3 Befry

An Elite Monument to common conviction
At the end of your turn,
untap all nearby allies.

Art © Drew Tucker



3 Black Obelisk

An Elite Monument of ominous aspect
Black Obelisk's site has "At the
start of your turn, lose 2 life
and gain @ this turn."

Art © Dan Seagrave



3 Blasted Oak

A Unique Monument to grim persistence
If a spell or non-basic ability can target
—in order of precedence—Blasted Oak,
its site or location, or anything else at its
site or location, it must.

Art © Dan Seagrave



3 Buried Treasure

X marks the spot for these Exceptional Relics
If cast, conjure this under an allied land site of
an opponent's choice.
When Buried Treasure is carried to the surface,
its controller sacrifices it and draws two cards.

Art © Jeff A Menges



4 Chains of Prometheus

An Elite Monument to life arrogance of man
Whenever a player draws a card, that player
taps their strongest untapped minion.
*"Be sure of this, O young ambition, all mortal
greediness is but disease." — Herman Melville*

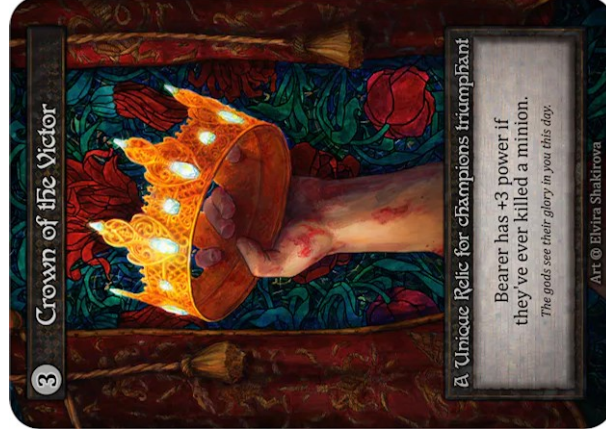
Art © Dan Seagrave



4 Crave Golem

An Exceptional Automaton of insatiable Hunger
At the start of each player's turn, Crave Golem
attacks a random minion within its range of motion,
or takes a step toward the closest minion if it can't.
*As emity gave way to unity, we soon found we'd created far
worse than a monster: a machine.*

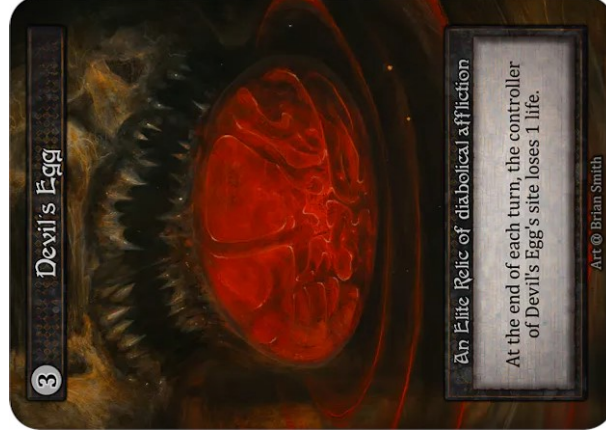
Art © Brian Smith



3 Crown of the Victor

A Unique Relic for champions triumphant
Bearer has +3 power if
they've ever killed a minion.
The gods see their glory in you this day.

Art © Elvira Shkistrova



3 Devil's Egg

An Elite Relic of diabolical affliction
At the end of each turn, the controller
of Devil's Egg's site loses 1 life.

Art © Brian Smith



5 Drums of Doom

Elite Instruments of mass percussion

Damage dealt to minions nearby is lethal.

*A rapid pulse, a throbbing bloodpour'd passion,
and life's spark seemed to each one about them lost.*

Art © Alan Pollack

2 Gilded Aegis



Unique Armor and bulwark against death
If bearer is a minion and would die, instead fully heal it and banish Gilded Aegis.

Art © Dan Seagrave

1

KyFiera Mechanism

A Unique Relic of preternatural providence

Bearer's controller determines
all random outcomes.

All winds are favorable when the destination is unknown.

Art © Séverine Pineaux

4

Land Deed

An Elite Document of indisputable claim

Bearer has "You control this site."
Possession is nine tenths of the law.

Art © Elwira Pawlikowska

An illustration of a man with a pale, distressed face and wide eyes, wearing a yellow robe, sitting in a wooden chair. He is looking towards the viewer with a pained expression. Behind him is a large, ornate red and gold cabinet or altar with intricate carvings. The scene is dimly lit with warm, golden light, creating a somber and dramatic atmosphere.

