The King's Crown



P&P

This creature can counterattack even when they are set.

Divine Destruction



P&P

Combat Phase: Add 5 points of damage to any single attack or counterattack.

Lithriel's Berries



P&P

If your creature is destroyed, it immediately revives itself. One use only.

Warrior's Bane



P&P

This creature cannot be counterattacked this turn.

Training Camp



P&P

Set Phase: Replace one item on any creature with another item from your hand.

Tactical Advance



P&P

Set Phase: Look at the top three cards of your support deck. Place 1 into your hand.

A Pirate's Life



P&P

Play this card at any time. Immediately draw 2 replacement support cards.

Whispering Winds



P&P

Combat Phase: Prevent any opponent card from counterattacking this combat phase.



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Cut at the corner marks. For single-sided sleeves, print odd PDF pages only and sleeve with spare cards.

Road Sanctuary



P&P

Set Phase: Replace 1 field creature with 1 from your bench. Discard attached equipment.

Nature's Blessing



P&P

Add +3 defense to any creature.

+3

Seer's Tome



P&P

Add +1 defense to any creature. If magic type, add +3 defense.

+1

+3

Plate of the Dawn



P&P

Add +2 defense to any creature. If range type, add +3 defense.

+2

+3

Bone Axe



P&P

+2

+4

Add +2 attack to any creature. If melee type, add +4 attack.

Bone Dagger



P&P

+1

+3

Add +1 attack to any creature. If melee type, add +3 attack.

Change of Destiny



P&P

Combat Phase: Change the attack type of one of your creatures for this combat phase.

Dawnshard Bow



P&P

+1

+3

Add +1 attack to any creature. If range type, add +3 attack.

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Dawnshard Shield



P&P

-2

+5

Remove -2 attack from any creature. add +5 defence.

Divinity Dagger



P&P

+1

+3

Add +1 attack to any creature. If range type, add +3 attack.

Grandseer's Staff



P&P

+3

Add +3 attack to any magic creature.

Recovery



P&P

+3

Add +3 defense to any creature.

Rider's Defense



P&P

+2

+3

Add +2 defense to any creature. If melee, add +3 defense.

The Seer's Light



P&P

+2

+3

Add +2 attack to any creature. If magic type, add +3 attack.

Ranger's Spear



P&P

+2

+3

Add +2 attack to any creature. If range type, add +3 attack.

Dawnshard Daggers



P&P

+2

+3

Add +2 attack to any creature. If melee type, add +3 attack.



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Ranger's Gloves



P&P

Add +1 defense to any creature. If range type, add +3 defense.

+1
+3

Ranger's Vest



P&P

Add +1 defense to any creature. If range type, add +3 defense.

+1
+3

Ranger's Tunic



P&P

Add +1 defense to any creature. If range type, add +2 defense.

+1
+2

Poisoned Tip



P&P

+1
+3

Add +1 attack to any creature. If range type, add +3 attack.

Silversong



P&P

+2
+4

Add +2 attack to any creature. If melee type, add +4 attack.

Midway Camp



P&P

Combat Phase: You receive half damage in a chosen lane this combat phase.

Resting Fortress



P&P

Combat Phase: Redirect an opponent's attack to a lane of your choice.

Reforge



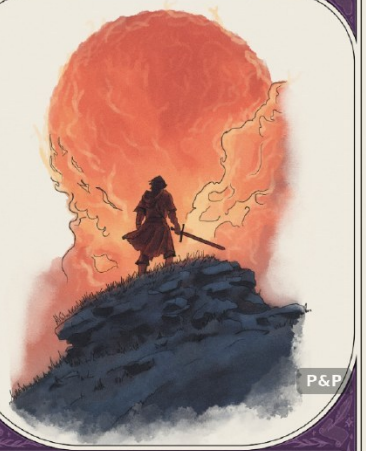
P&P

Set Phase: Search your creature deck, then swap one with your bench.



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Recreance



P&P

Set Phase: After playing this card, discard your hand and redraw 5.

The Beastmaster 12



P&P

13 +4 | When played, prevent counterattack on first combat phase. | 12 +1

Dragonblood 15



P&P

15 +3 | When played, has type advantage on first combat phase. | 15 +3

Eldric Windrider 12



P&P

14 +3 | On death, deal 5 damage to the opponent's morale. | 13 +1

Willow 15



P&P

13 +3 | On death, deal 10 damage to the opponent's morale. | 15 +2

Traghrim 20



P&P

17 +3 | When played, add 1 creature to your bench or field. | 15 +3

Ole Fenwick 15



P&P

15 +3 | When played, draw 2 cards from your support deck. | 12 +2

Lunar Wolves 10



P&P

14 +4 | On death, deal 10 damage to the opponent's morale. | 10 +1



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High King Arenor
20
P&P
15
+3
When played, add 1 creature to your bench or field.
17
+3


Soerin's Guard
15
P&P
13
+4
On death, remove 1 item from the attacking creature.
12
+2


Lithriel
15
P&P
15
+2
When played, has type advantage on first combat phase.
12
+3


Dawn Seers
15
P&P
13
+2
When played, choose 1 opposing card to set.
10
+4


Everdawn
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