

FIRE CARDS



Goblin Berserker

Fire creature, cost 1
Attack 4, life 16
At the beginning of its owners turn, Goblin Berserker deals 2 damage to its neighboring creatures.



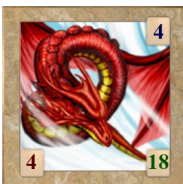
Wall of Fire

Fire creature, cost 2
Attack 0, life 5
When Wall of Fire is summoned it deals 5 damage to each of the opponent's creatures.



Priest of Fire

Fire creature, cost 3
Attack 3, life 13
Priest of Fire increases the growth of its owner's Fire power by 1.



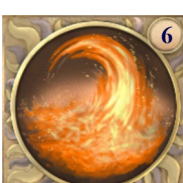
Fire Drake

Fire creature, cost 4
Attack 4, life 18
Fire Drake attacks the turn it enters play.



Orc Chieftain

Fire creature, cost 5
Attack 3, life 17
Orc Chieftan increases the attack of its neighboring creatures by 2 (except walls).



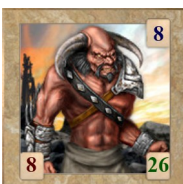
Flame Wave

Fire spell, cost 6
Flame Wave deals 9 damage to each of the opponent's creatures.



Minotaur Commander

Fire creature, cost 7
Attack 6, life 20
Minotaur Commander increases by 1 the attack of all other owner's creatures (except walls).



Bargul

Fire creature, cost 8
Attack 8, life 26
When Bargul is summoned it deals 4 damage to each other creature.



Inferno

Fire spell, cost 9
Inferno deals 18 damage to target opponent's creature and 10 damage to each of the opponent's other creatures.



Fire Elemental

Fire creature, cost 10, attack is equal to its owner's Fire power, life 37+'
When Fire Elemental is summoned it deals 3 damage to the opponent and to each of the opponent's creatures.
Fire Elemental increases the growth of its owner's Fire power by 1.



Armageddon

Fire spell, cost 11
Armageddon deals (8 + its caster's Fire power) damage to the opponent and to each creature.



Dragon

Fire creature, cost 12
Attack 9, life 40
Dragon increases the damage its owner's spells deal by 50% (total damage will be rounded up).

WATER CARDS



Meditation

Water spell, cost 1
Meditation increases its caster's
Fire, Air and Earth powers by 1.



Merfolk Apostate

Water creature, cost 3
Attack 3, life 10
When Merfolk Apostate is summoned
it increases its owner's Fire power by 2.



Merfolk Elder

Water creature, cost 5
Attack 3, life 16
Merfolk Elder increases the growth
of its owner's Air power by 1.



Giant Turtle

Water creature, cost 7
Attack 5, life 16
Damage dealt to Giant Turtle
is reduced by 5.



Merfolk Overlord

Water creature, cost 9
Attack 7, life 35
Merfolk Overlord allows creatures
in its neighboring slots to attack
the turn they enter play.



Mind Master

Water creature, cost 11
Attack 6, life 23
Mind Master increases the growth
of each of its owner's powers by 1.



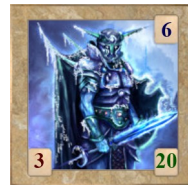
Sea Sprite

Water creature, cost 2
Attack 5, life 22
At the beginning of its owner's turn,
Sea Sprite deals 2 damage to its owner.



Ice Golem

Water creature, cost 4
Attack 4, life 12
Ice Golem receives no damage
from spells and abilities.



Ice Guard

Water creature, cost 6
Attack 3, life 20
Ice Guard reduces all damage
dealt to its owner by 50%
(total damage will be rounded up).



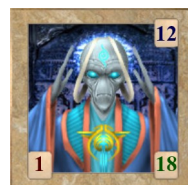
Acidic Rain

Water spell, cost 8
Acidic Rain deals 15 damage to each
creature, then decreases each
of the opponent's powers by 1.



Water Elemental

Water creature, cost 10, attack is equal
to its owner's Water power, life 37
When Water Elemental is summoned
it heals 10 life to its owner.
Water Elemental increases the growth
of its owner's Water power by 1.



Astral Guard

Water creature, cost 12
Attack 1, life 18
Astral Guard decreases the growth
of each of the opponent's powers by 1.

AIR CARDS



Faerie Apprentice

Air creature, cost 1
Attack 4, life 12
Faerie Apprentice increases the damage its owner's spells deal by 1.



Call to Thunder

Air spell, cost 3
Call to Thunder deals 6 damage to target opponent's creature and 6 damage to the opponent.



Wall of Lightning

Air creature, cost 5
Attack 0, life 28
At the beginning of its owner's turn, Wall of Lightning deals 4 damage to the opponent.



Phoenix

Air creature, cost 7
Attack 7, life 16
Each time Phoenix dies, if its owner's Fire power is 10 or greater, it rebirths (another Phoenix is put into the same slot). Phoenix cannot rebirth if a card says that it is "destroyed".



Lightning Cloud

Air creature, cost 9
Attack 4, life 20
Lightning Cloud's attack damages the opponent and each of the opponent's creatures.



Air Elemental

Air creature, cost 11, attack is equal to its owner's Air power, life 44
When Air Elemental is summoned it deals 8 damage to the opponent.
Air Elemental increases the growth of its owner's Air power by 1.



Griffin

Air creature, cost 2
Attack 3, life 15
When Griffin is summoned, if its owner's Air power is 5 or more, it deals 5 damage to the opponent.



Faerie Sage

Air creature, cost 4
Attack 4, life 19
When Faerie Sage is summoned it heals an amount of life to its owner equal to its owner's Earth power, but not more than 10.



Lightning Bolt

Air spell, cost 6
Lightning Bolt deals (5+its caster's Air power) damage to the opponent.



Chain Lightning

Air spell, cost 8
Chain Lightning deals 9 damage to the opponent and to each of the opponent's creatures.



Tornado

Air spell, cost 10
Destroy target opponent's creature.



Titan

Air creature, cost 12
Attack 9, life 40
When Titan is summoned it deals 15 damage to the creature in the opposing slot.

EARTH CARDS



Elven Healer

Earth creature, cost 1
Attack 2, life 12
At the beginning of its owner's turn,
Elvish Healer heals 3 life to its owner.



Nature's Ritual

Earth spell, cost 2
Nature's Ritual heals 8 life
to target caster's creature
and to its caster.



Forest Sprite

Earth creature, cost 3
Attack 1, life 22
Forest Sprite's attack damages
the opponent and each of
the opponent's creatures.



Rejuvenation

Earth spell, cost 4
Rejuvenation heals an amount of life
to its caster equal to twice
its caster's Earth power.



Elf Hermit

Earth creature, cost 5
Attack 1, life 13
Elf Hermit increases the growth
of its owner's Earth power by 2.



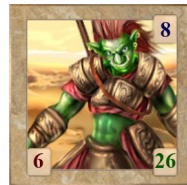
Nature's Fury

Earth spell, cost 6
Nature's Fury deals an amount of damage
to the opponent equal to the total
attack of its caster's two creatures
with the highest attack.



Giant Spider

Earth creature, cost 7
Attack 4, life 24
When Giant Spider is summoned,
it puts a 2/11 Forest Spider into
each of its empty neighboring slots.



Troll

Earth creature, cost 8
Attack 6, life 26
At the beginning of its owner's turn,
Troll heals 4 life to itself.



Stone Rain

Earth spell, cost 9
Stone Rain deals 25 damage
to each creature.



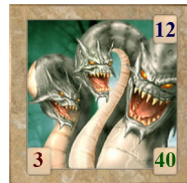
Earth Elemental

Earth creature, cost 10, attack is equal
to its owner's Earth power, life 50
Earth Elemental increases the growth
of its owner's Earth power by 1.



Master Healer

Earth creature, cost 11
Attack 3, life 34
At the beginning of its owner's turn,
Master Healer heals 3 life to its owner
and to each of its owner's creatures.



Hydra

Earth creature, cost 12
Attack 3, life 40
Hydra's attack damages the opponent
and each of the opponent's creatures.
At the beginning of its owner's turn,
Hydra heals 4 life to itself.

DEATH CARDS



Dark Ritual

Death spell, cost 1
Dark Ritual deals 3 damage to the opponent's creatures, then heals 3 life to each of its caster's creatures.



Banshee

Death creature, cost 3
Attack 4, life 21
When Banshee is summoned it deals damage to the creature in the opposing slot equal to half of that creature's life (rounded up).



Blood Ritual

Death spell, cost 5
Destroy target caster's creature.
Blood Ritual deals X damage to each of the opponent's creatures, where X is equal to the life of the destroyed creature, but not more than 32.



Drain Souls

Death spell, cost 7
Kill all creatures. Drain Souls heals an amount of life to its caster equal to twice the number of creatures killed by this spell. When Drain Souls is cast it is replaced by the Rage of Souls spell card.



Cursed Fog

Death spell, cost 2
Cursed Fog deals 12 damage to each creature and 3 damage to the opponent.



Emissary of Dorlak

Death creature, cost 4
Attack 7, life 48
Emissary of Dorlak must be summoned onto another of its owner's creatures. That creature is destroyed.



Keeper of Death

Death creature, cost 6
Attack 7, life 35
Each time an opponent's creature dies Keeper of Death increases its owner's Death power by 1.



Master Lich

Death creature, cost 8
Attack 8, life 46
When Master Lich is summoned it deals 8 damage to each of the opponent's creatures. Each time Master Lich deals damage to the opponent, it increases its owner's Death power by 2.

HOLY CARDS



Paladin

Holy creature, cost 1
Attack 4, life 9
When Paladin is summoned it heals 4 life to each of its owner's creatures.



Monk

Holy creature, cost 2
Attack 4, life 13
When Monk dies it increases its owner's Holy power by 2.



Holy Guard

Holy creature, cost 3
Attack 4, life 23
Holy Guard decreases all damage dealt to its neighboring creatures by 2.



Divine Justice

Holy spell, cost 4
Divine Justice heals 12 life to target caster's creature and deals 12 damage to each other creature.



Divine Intervention

Holy spell, cost 5
Divine Intervention increases its caster's Fire, Water, Air and Earth powers by 2, then heals 10 life to its caster.



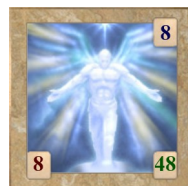
Wrath of God

Holy spell, cost 6
Wrath of God deals 12 damage to each of the opponent's creatures, then increases its caster's Holy power by 1 for each of the opponent's creatures that did not die.



Angel

Holy creature, cost 7
Attack 8, life 42
When Angel is summoned it increases its owner's Holy power by 3.



Archangel

Holy creature, cost 8
Attack 8, life 48
When Archangel is summoned it completely heals each of its owner's creatures.

MECHANICAL CARDS



Overtime

Mechanical spell, cost 0
Overtime increases its caster's
Mechanics power by 1.



Dwarven Craftsman

Mechanical creature, cost 3
Attack 2, life 17
Dwarven Craftsman increases the growth
of its owner's Mechanics power by 1.



Steel Golem

Mechanical creature, cost 5
Attack 6, life 20
Steel Golem receives no damage from
spells and abilities. Damage dealt
to Steel Golem is reduced by 1.



Cannonade

Mechanical spell, cost 7
Cannonade deals 19 damage
to each of the opponent's creatures.



Dwarven Rifleman

Mechanical creature, cost 2
Attack 4, life 17
Each time the opponent summons
a creature Dwarven Rifleman deals
4 damage to that creature.



Ornithopter

Mechanical creature, cost 4
Attack 4, life 24
At the beginning of its owner's turn,
Ornithopter deals 2 damage to
each of the opponent's creatures.



Cannon

Mechanical creature, cost 6
Attack 8, life 29
At the beginning of its owner's turn,
Cannon deals 8 damage to the opponent's
creature with the most life.



Steam Tank

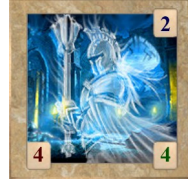
Mechanical creature, cost 8
Attack 6, life 52
When Steam Tank is summoned
it deals 12 damage to each
of the opponent's creatures.

ILLUSION CARDS



Madness

Illusion spell, cost 1
Madness deals damage to each
of the opponent's creatures equal
to the attack of that creature.



Phantom Warrior

Illusion creature, cost 2
Attack 4, life 4
Damage dealt to Phantom Warrior
is reduced to 1.



Hypnosis

Illusion spell, cost 3
The two opponent's creatures with
the highest attack immediately
attack the opponent.



Wall of Reflection

Illusion creature, cost 4
Attack 0, life 20
Each time Wall of Reflection receives
damage it deals an equal amount
of damage to the opponent, but not more
than the life lost by Wall of Reflection.



Spectral Assassin

Illusion creature, cost 5
Attack 6 life 22
When Spectral Assassin is summoned
it deals 12 damage to the opponent.



Spectral Mage

Illusion creature, cost 6
Attack 7 life 34
When Spectral Mage is summoned it deals
damage to each of the opponent's creatures
equal to the cost of that creature.



Oracle

Illusion creature, cost 7
Attack 8, life 41
At the beginning of its owner's turn,
Oracle deals damage to the opponent
equal to its owner's Illusion power.



Hypnotist

Illusion creature, cost 8
Attack 5 life 39
When Hypnotist is summoned it deals
5 damage to the opponent and to each
of the opponent's creatures.
Hypnotist increases the growth
of its owner's Illusion power by 1.

CONTROL CARDS



Goblin Shaman

Control creature, cost 1
Attack 4, life 12
Goblin Shaman increases the cost of all of the opponent's spells by 1.



Weakness

Control spell, cost 2
Weakness decreases each of the opponent's powers by 1, then deals 3 damage to the opponent.



Damping Tower

Control creature, cost 3
Attack 0, life 17
Damping Tower increases the cost of all of the opponent's cards by 1.



Ancient Horror

Control creature, cost 4
Attack 5, life 25
During the opponent's attack, each of their creatures with cost less than Ancient Horror's owner's Control power skip their attack.



Poisonous Cloud

Control spell, cost 5
Poisonous Cloud decreases all of the opponent's powers by 1, then deals damage to each of the opponent's creatures equal to half of its life (rounded up).



Ancient Witch

Control creature, cost 6
Attack 4, life 18
When Ancient Witch is summoned, it decreases each of the opponent's powers by 2.



Mindstealer

Control creature, cost 7
Attack 8, life 36
Each time a creature in the opposing slot performs its attack, it deals damage to itself instead of Mindstealer.



Ancient Giant

Control creature, cost 8
Attack 8, life 49
When Ancient Giant is summoned it forces opponent to skip their next turn.

CHAOS CARDS



Insanian Peacekeeper

Chaos creature, cost 1
Attack 4, life 11
At the beginning of its owner's turn, Insanian Peacekeeper heals 1-6 life to its owner.



Insanian Berserker

Chaos creature, cost 2
Attack 4, life 14
At the beginning of its owner's turn, Insanian Berserker deals 1-6 damage to the opponent.



Doom Bolt

Chaos spell, cost 3
Doom Bolt deals 25 damage to a random opponent's creature.



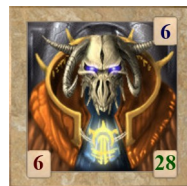
Chaotic Wave

Chaos spell, cost 4
Chaotic Wave deals 2-12 damage to each of the opponent's creatures, then heals 2-12 life to each of its caster's creatures.



Insanian Shaman

Chaos creature, cost 5
Attack 3, life 25
At the beginning of its owner's turn, Insanian Shaman decreases a random opponent's power by 2.



Insanian Lord

Chaos creature, cost 6
Attack 6, life 28
At the beginning of its owner's turn, Insanian Lord increases a random owner's power by 2.



Insanian Catapult

Chaos creature, cost 7
Attack 6, life 38
At the beginning of its owner's turn, Insanian Catapult deals 10 damage to a random opponent's creature.



Insanian King

Chaos creature, cost 8
Attack 6, life 46
At the end of its owner's turn, Insanian King puts a 4/15 Soldier into a random empty slot.

DEMONIC CARDS



Lemure

Demonic creature, cost 1
Attack 4, life 8
When Lemure dies it is replaced by a 3/6 Scrambled Lemure.



Explosion

Demonic spell, cost 2
Destroy target caster's creature.
Explosion deals 28 damage to the creature in the opposing slot.



Power Chains

Demonic spell, cost 3
Power Chains deals 12 damage to target opponent's Fire, Water, Air or Earth Creature, then decreases that opponent's power by 3.



Ergodemon

Demonic creature, cost 4
Attack 6, life 23
When Ergodemon dies, it decreases each of the opponent's powers by 1.



Demon Quartermaster

Demonic creature, cost 5
Attack 2, life 21
Demon Quartermaster increases the growth of its owner's Demonic power by 1.
When Demon Quartermaster dies it is replaced by a 6/20 Enraged Quartermaster.



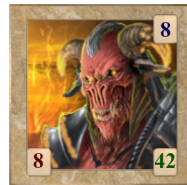
HellFire

Demonic spell, cost 6
Hellfire deals 13 damage to each of the opponent's creatures, then increases its caster's Fire power by 1 for each creature killed by this spell.



Three-headed demon

Demonic creature, cost 7
Attack 3, life 30
Three-headed Demon's attack damages the opponent and each of the opponent's creatures. When Three-headed Demon dies it is replaced by a 2/25 Demon Apostate.



Greater Demon

Demonic creature, cost 8
Attack 8, life 42
When Greater Demon is summoned it deals an amount of damage to the opponent and to each of the opponent's creatures equal to its owner's Fire power, but not more than 10.

SORCERY CARDS



Healing Spray

Sorcery spell, cost 1
Healing Spray heals 9 life to target caster's creature and 6 life to its neighboring creatures.



Fireball

Sorcery spell, cost 2
Fireball deals 9 damage to target opponent's creature and 6 damage to its neighboring creatures.



Steal Essence

Sorcery spell, cost 3
Steal Essence deals 5 damage to target creature. If the creature is killed by this spell, its caster's Sorcery power is increased by 4.



Sacrifice

Sorcery spell, cost 4
Destroy target caster's creature.
Sacrifice increases its caster's Fire, Water, Air and Earth powers by 3.



Ritual of Glory

Sorcery spell, cost 5
Ritual of Glory completely heals each of its caster's creatures, then increases their attack by 3 until end of turn (except walls).



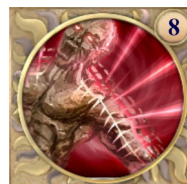
Mana Burn

Sorcery spell, cost 6
Mana Burn deals an amount of damage to each of the opponent's creatures equal to the opponent's highest power type, then decreases that opponent's power by 3.



Sonic Boom

Sorcery spell, cost 7
Sonic Boom deals 11 damage to the opponent and to each of the opponent's creatures. Those creatures skip their attack next turn.



Disintegrate

Sorcery spell, cost 8
Destroy target opponent's creature.
Disintegrate deals 11 damage to each of the opponent's other creatures.

BEAST CARDS



Magic Hamster

Beast, cost 1, attack 3, life 9
When Magic Hamster is summoned it heals 10 life to each of its neighboring creatures.
Activated ability (cost 3)
Magic Hamster heals 18 life to all of its owner's creatures.



Wolverine

Beast, cost 3, attack 6, life 25
Activated ability (cost 2)
Wolverine completely heals itself and its attack is increased by 2 permanently.



Death Falcon

Beast, cost 5, attack 7, life 45
Activated ability (cost 1)
Death Falcon moves to target empty slot and deals 4 damage to each of the opponent's creatures.



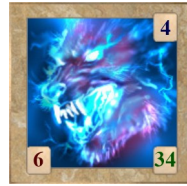
Basilisk

Beast, cost 7, attack 6, life 54
At the end of its owner's turn Basilisk deals 4 damage to each of the opponent's creatures with 8 or less life.
Activated ability (cost 0)
Deals 6 damage to target creature.



Scorpion

Beast, cost 2, attack 5, life 18
When Scorpion is summoned it causes the creature in the opposing slot to skip its attack next turn. '+'
Activated ability (cost 2)
Scorpion deals 14 damage to target opponent's creature.



Energy Beast

Beast, cost 4, attack 6, life 34
Activated ability (cost 1)
Energy Beast increases its owner's Fire, Water, Air and Earth powers by 1.



White Elephant

Beast, cost 6, attack 8, life 40
All damage that would be dealt to its owner is dealt to White Elephant instead.
Activated ability (cost 0)
White Elephant increases its owner's Beast power by 1.



Ancient Dragon

Beast, cost 8, attack 8, life 45
When Ancient Dragon is summoned it increases each of its owner's powers by 1.
Activated ability (cost 3)
Ancient Dragon deals 10 damage to the opponent and to each of the opponent's creatures.

BEAST'S ABILITIES



Natural Healing

Hamster's ability, cost 3
Magic Hamster heals 18 life to all of its owner's creatures.



Enrage

Wolverine's ability, cost 2
Wolverine completely heals itself and its attack is increased by 2 permanently.



Move Falcon

Falcon's ability, cost 1
Death Falcon moves to target empty slot and deals 4 damage to each of the opponent's creatures.



Gaze

Basilisk's ability, cost 0
Deals 6 damage to target creature.



Poison

Scorpions's ability, cost 2
Scorpion deals 14 damage to target opponent's creature.



Pump Energy

Energy Beast's ability, cost 1
Energy Beast increases its owner's Fire, Water, Air and Earth powers by 1.



Trumpet

Elephant's ability, cost 0
White Elephant increases its owner's Beast power by 1.



Breathe Fire

Dragon's ability, cost 3
Ancient Dragon deals 10 damage to the opponent and to each of the opponent's creatures.

GOBLIN'S CARDS



Rescue operation

Goblin's spell, cost 0
Move target creature to a random empty slot. If that creature is owned by this spell's caster, Rescue Operation heals 5 life to it.



Goblin Saboteur

Goblin, cost 2
Attack 5, life 20
Each time Goblin Saboteur deals damage to the opponent, the opponent loses the cheapest card of a random power type.



Portal Jumper

Goblin, cost 4
Attack 5, life 28
At the end of its owner's turn Portal Jumper stuns the creature in the opposing slot, preventing it from attacking for one turn, then moves to a random slot.



Goblin Raider

Goblin, cost 6
Attack 4, life 24
When Goblin Raider is summoned, it puts two other Goblin Raiders into random empty slots.



Goblin Hero

Goblin, cost 1
Attack 3, life 14
Goblin Hero's attack is increased by 2 for each neighbouring creature.
Each time the opponent summons a creature in the opposing slot, Goblin Hero moves to a random empty slot.



Army of Rats

Goblin's spell, cost 3
Army of Rats deals 12 damage to each of the opponent's creatures, then deals 12 damage to a random caster's creature.



Goblin Looter

Goblin, cost 5
Attack 5, life 28
Each time any creature dies Goblin Looter increases a random power of its owner by 1.



Ratmaster

Goblin, cost 7
Attack 7, life 47
At the beginning of its owner's turn Ratmaster deals 6 damage to each of the opponent's creatures and decreases a random owner's power by 3.

FOREST CARDS



Crazy Squirrel

Forest creature, cost 1

Attack 2, life 2

When Crazy Squirrel is summoned it deals 8 damage to the creature in the opposing slot.



Forest Wolf

Forest creature, cost 2, life 24

Forest Wolf must be summoned onto Magic Rabbit. Magic Rabbit is killed. The attack of Forest Wolf is equal to the attack of the killed Rabbit.



Vindictive Raccoon

Forest creature, cost 3

Attack 4, life 14

When Vindictive Raccoon is summoned it deals damage to the opponent equal to the attack of the creature in the opposing slot.



Enraged Beaver

Forest creature, cost 4

Attack 3, life 10

When Enraged Beaver is summoned it deals X damage to the opponent and to each of the opponent's creatures where X is equal to the attack of Magic Rabbit.



Ritual of the Forest

Forest spell, cost 5

Ritual of the Forest heals X+5 life to its caster and to each of its caster's creatures where X is equal to the attack of Magic Rabbit.



Treefolk Protector

Forest creature, cost 6

Attack 4, life 25

Treefolk Protector decreases by 3 damage dealt by the opponent's spells.



Bee Queen

Forest creature, cost 7

Attack 3, life 14

When Bee Queen is summoned it puts a 2/8 Bee Soldier into each of its empty neighbouring slots. When Bee Queen or a Bee Soldier dies it deals 3 damage to the opponent.



Angry Angry Bear

Forest creature, cost 8

Attack 5, life 30

Each time Angry Angry Bear receives damage its attack increases by 1 permanently.

TIME CARDS



Chrono Hunter

Time creature, cost 1
Attack 4, life 11
Each time Chrono Hunter kills an opponent's creature it increases its owner's Time power by 2.



Hasten

Time spell, cost 3
Target caster's creature with attack 9 or less immediately attacks the opponent and all the opponent's creatures.



Timeweaver

Time creature, cost 5
Attack 5, life 24
When Timeweaver is summoned its owner is able to cast an additional spell this turn. Timeweaver decreases the cost of its owner's spells by 1.



Chrono Engine

Time creature, cost 7
Attack 3, life 33
Chrono Engine allows its owner to use an additional card each turn. Each time its owner skips a turn Chrono Engine increases its owner's Time power by 1.



Timeblazer

Time creature, cost 2
Attack 5, life 17
When Timeblazer is summoned each of its neighbouring creatures attack the opponent this turn instead of the creature in the opposing slot.



Time Stop

Time spell, cost 4
Time Stop deals 4 damage to each of the opponent's creatures and forces the opponent to skip their next turn.



Priestess of Moments

Time creature, cost 6
Attack 4, life 35
Priestess of Moments performs an additional attack in each of its owner's turns, and allows its owner's other creatures to attack the turn they enter play.



Time Dragon

Time creature, cost 8
Attack 8, life 40
When Time Dragon is summoned its owner may use an additional card this turn. Time Dragon attacks the turn it enters play.

SPIRIT CARDS



Crusader

Holy creature, cost 1
Attack 4, life 15
When Crusader is summoned it heals 2 life to each of its owner's creatures.



Holy Avenger

Holy creature, cost 2
Attack 4, life 23
Each time a neighboring creature dies, Holy Avenger's attack increases by 2 permanently.



Templar

Holy creature, cost 3
Attack 4, life 26
Each time its owner summons a creature into a neighboring slot, Templar deals 4 damage to the opponent.



Divine Justice

Holy spell, cost 4
Divine Justice heals 12 life to target caster's creature and deals 12 damage to each other creature.



Divine Meddling

Holy spell, cost 5
Divine Meddling increases its caster's Fire, Water, Air and Earth powers by 2, then deals 10 damage to the opponent.



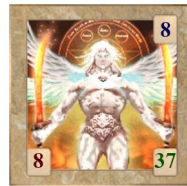
Rage of God

Holy spell, cost 6
Rage of God deals 12 damage to each of the opponent's creatures, then deals 3 damage to the opponent for each of the opponent's creatures that did not die.



Angel

Holy creature, cost 7
Attack 8, life 42
When Angel is summoned it increases its owner's Holy power by 3.



Angel of War

Holy creature, cost 8
Attack 8, life 37
When Angel of War is summoned it deals 8 damage to each of the opponent's creatures and heals 8 life to each of its owner's creatures.

VAMPIRIC CARDS



Blood Boil

Blood spell, cost 1 blood`2 and 2 life`2
Blood Boil deals 4 damage to each of the opponent's creatures, then increases its owner's Blood power by 1 for each creature killed by this spell.



Devoted Servant

Blood creature, cost 3 blood`2 and 6 life`2
Attack 1, life 19
'+'At the beginning of its owner's turn, Devoted Servant's attack increases by 1 permanently. When Devoted Servant dies it increases its owner's Blood power by an amount equal to its attack.



Justicar

Blood creature, cost 5 blood`2 and 10 life`2
Attack 3, life 49
The opposing creature receives double damage from all sources.
While Justicar is unblocked all damage done to the opponent is increased by 2.



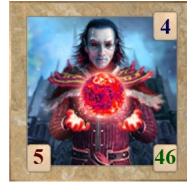
Vampire Elder

Blood creature, cost 7 blood`2 and 14 life`2
Attack 5, life 27
When Vampire Elder is summoned it puts a 5/14 Initiate into each of its empty neighboring slots. While Vampire Elder is in play Initiates receive no damage.



Ghoul

Blood creature, cost 2 blood`2 and 4 life`2
Attack 4, life 25
Each time an opponent's creature dies Ghoul's attack increases by 1 permanently.



Vampire Mystic

Blood creature, cost 4 blood`2 and 8 life`2
Attack 5, life 46
Each time the opponent receives damage, Vampire Mystic's attack increases by 2 until end of turn.



Chastiser

Blood creature, cost 6 blood`2 and 12 life`2
Attack 9, life 51
Each time its owner receives damage Chastiser's attack increases by 2 until after its next attack.



Magister of Blood

Blood creature, cost 8 blood`2 and 16 life`2
Attack 8, life 33
When Magister of Blood is summoned it deals 16 damage to the opponent and to each of the opponent's blocked creatures.

CULT CARDS



Fanatic

Cult creature, cost 1
Attack 4, life 26
Fanatic receives double damage from the opponent's spells.



Call to Ancient Spirits

Cult spell, cost 2
Call to Ancient Spirits deals 10 damage to each of the opponent's creatures, then deals 5 damage to each of its caster's creatures.



Zealot

Cult creature, cost 3
Attack 3, life 42
At the beginning of its owner's turn, Zealot's attack increases by 2 permanently. Each time Zealot deals damage it loses an equal amount of life.



Monument to Rage

Cult creature, cost 4
Attack 0, life 63
Owner's creatures perform an additional attack each turn. Each time an owner's creature deal damage by attacking, Monument to Rage loses an equal amount of life.



Cursed Unicorn

Cult creature, cost 5
Attack 6, life 53
While Cursed Unicorn is blocked, it lose 5 life each turn but all spell damage done to Cursed Unicorn is redirected to the opposite creature.



Blind Prophet

Cult creature, cost 6
Attack 5, life 27
Blind Prophet increases the growth of its owner's Fire, Water, Air and Earth powers by 1 and decreases the growth of its owner's Worship power by 1.



Reaver

Cult creature, cost 7
Attack 8, life 56
All damage that would be dealt to its owner's other creatures is redirected to Reaver instead. While Reaver is in play, its owner can't cast spells.



Greater Bargul

Cult creature, cost 8
Attack 13, life 58
When Greater Bargul is summoned it deals 20 damage to each other creature. At the beginning of its owner's turn Greater Bargul deals 3 damage to its owner.

GOLEM CARDS



Golem's Frenzy

Golem spell, cost 1
Golem's Frenzy deals 3 damage to each of the opponent's creatures. For each creature killed by this spell, Golem's attack is increased by 3 until end of turn.



Golem's Justice

Golem spell, cost 3
Golem's Justice deals 4 damage to each of the opponent's creatures, then heals 4 life to Golem's neighbours.



Golem Instructor

Golem creature, cost 5, attack is equal to number of owner's creatures, life 22
Golem Instructor increases Golem's attack by 2.



Golem Guide

Golem creature, cost 7
Attack 7, life 32
When Golem Guide is summoned it swaps positions with Golem and increases Golem's attack by 3 until end of turn.



Guardian Statue

Golem creature, cost 2
Attack 4, life 10
Guardian Statue receives no damage until it performs its first attack.



Army Upgrade

Golem spell, cost 4
Army Upgrade heals 3 life to each of its caster's creatures. Golem's attack is increased by 2 permanently; this bonus remains even after Golem is killed.



Dark Sculptor

Golem creature, cost 6
Attack 2, life 8
When Dark Sculptor is summoned it deals X damage to each of the opponent's creatures, where X is equal to the number of creatures in play.



Golem Handler

Golem creature, cost 8
Attack 5, life 40
While Golem Handler is in play, Golem performs an additional attack during each of its owner's turns.

OTHER CARDS



Rage of Souls

Death spell, cost 7
Deals (9 + caster's Death power) damage to each of opponent's creatures.
Caster gains 2 life for each creature killed by this spell.



Enraged Quartermaster

Demonic creature, cost 5
Attack 6, life 20



Magic Rabbit

Forest creature, cost 3
Attack 1, life 10
Each turn Mad Hermit summons Magic Rabbit as a passive class ability.
There can be only one Magic Rabbit in play.
At the beginning of its owner's turn Magic Rabbit's attack increases by 1 permanently.



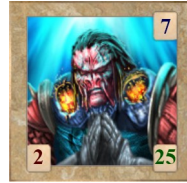
Initiate

Blood creature, cost 0
Attack 5, life 14
While Vampire Elder is in play
Initiates receive no damage.



Scrambled Lemure

Demonic creature, cost 1
Attack 3, life 6



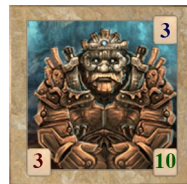
Demon Apostate

Demonic creature, cost 7
Attack 2, life 25
At the beginning of its owner's turn
Demon Apostate heals 2 life to its owner
and to each of its owner's creatures.



Bee Soldier

Forest creature
Attack 2, life 8
When Bee Soldier dies
it deals 3 damage to opponent.



Golem

Creature, cost 3
Attack 3, life 10
Golem receives no damage from spells and abilities. When Golem dies Golem is put into another random empty slot (with full life) and its owner loses 10 life.