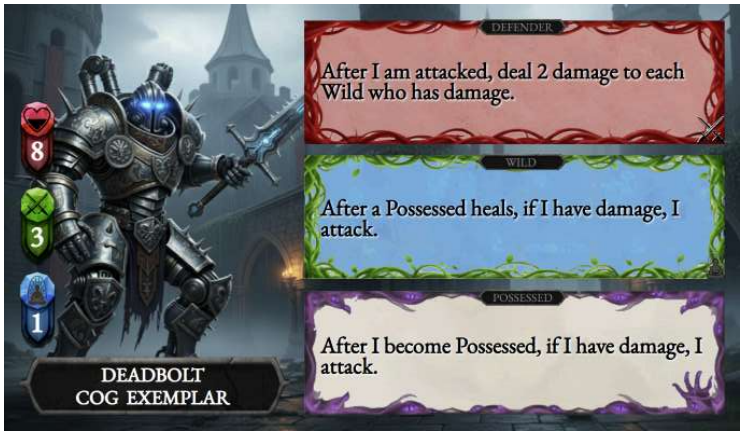
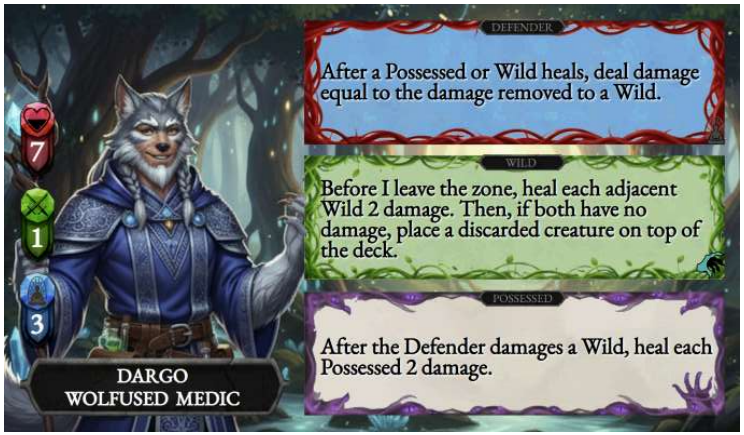

8
3
1
DEADBOLT
COG EXEMPLAR
DEFENDER
After I am attacked, deal 2 damage to each Wild who has damage.
WILD
After a Possessed heals, if I have damage, I attack.
POSSESSED
After I become Possessed, if I have damage, I attack.

7
2
3
EMBER
ANGEL COMMANDER
DEFENDER
After a Wild is healed or revealed, they deal damage equal to their damage to your Possessed.
WILD
After a creature trades places, if I am adjacent to the face down Wild, they heal 1 damage.
POSSESSED
After I become Possessed, if I have no damage, soothe.


7
1
3
DARGO
WOLFUSED MEDIC
DEFENDER
After a Possessed or Wild heals, deal damage equal to the damage removed to a Wild.
WILD
Before I leave the zone, heal each adjacent Wild 2 damage. Then, if both have no damage, place a discarded creature on top of the deck.
POSSESSED
After the Defender damages a Wild, heal each Possessed 2 damage.

6
3
1
ECHINO
GIANT STARFISH
DEFENDER
After I am attacked, deal 2 damage to a Wild.
WILD
After I trade places, if I have damage, deal 1 damage to the other creature.
POSSESSED
After a Wild is revealed, deal 1 damage to them and the defender.

7
3
1
BEZIG
RETTOCURU ACROBAT
DEFENDER
After I am attacked, deal 2 damage to each Wild adjacent to the face down Wild.
WILD
After an attack, deal 1 damage to each other Wild adjacent to the face down Wild.
POSSESSED
After I soothe and after a Possessed is revealed, turn a Wild face down.

7
3
2
DRATHNAZ
DEMON LEADER
DEFENDER
After I am attacked, deal 1 damage to each Possessed and the face down Wild.
WILD
After I trade places and become adjacent to the face down Wild, deal 2 damage to the Defender.
POSSESSED
After I attack, deal 1 damage to each Wild adjacent to the face down Wild.

7
2
1
GIANT SCORPION
DEFENDER
After a Possessed or Wild is revealed, deal 1 damage to them.
WILD
After a creature trades places, deal 1 damage to them. Then if they have 3 or more damage, deal 1 damage to the Defender.
POSSESSED
After the Defender takes damage from a Wild, deal 1 damage to the Defender.

6
2
1
FRANK
SHIFTER TRICKSTER
DEFENDER
After a Possessed trades places, replace me.
WILD
After a Possessed is revealed, replace me.
POSSESSED
Before I trade places, replace me with a discarded creature.

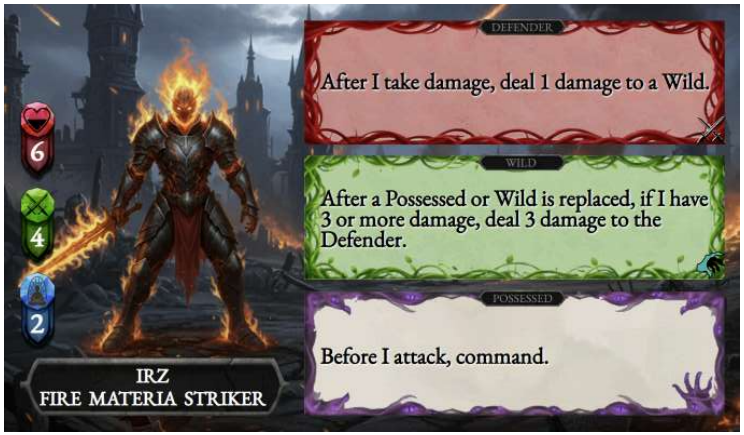
6
1
4
FAL
FLORA HEALER
DEFENDER
When a Possessed or Wild would heal damage, they heal 2 less and I heal damage equal to the amount reduced.
WILD
After I am revealed, heal 1 creature 3 damage.
POSSESSED
After I become Possessed, heal 2 creatures each 2 damage.

7
4
1
GROG
TROLL COACH
DEFENDER
Before I take damage, deal 2 damage to the face down Wild.
WILD
After I trade places, if I am adjacent to the face down Wild, I attack.
POSSESSED
After I soothe, heal each Wild adjacent to the face down Wild 2 damage.

8
2
3
GOK
FROGFUSED IMPEDER
DEFENDER
After a creature trades places, deal 1 damage to them.
WILD
After I trade places, if I have damage, replace the Defender Support with a discarded creature.
POSSESSED
After I attack or am revealed, replace the Defender Support with a discarded creature.

8
1
3
GILK
GNOME TINKERER
DEFENDER
After a creature who has no damage becomes Possessed, they deal damage to a Wild equal to their Nurture.
WILD
After I take damage, if I am adjacent to the face down Wild, replace the Defender Support.
POSSESSED
After I soothe or am revealed, replace the Defender Support.

6
2
2
KAHL
FATED HALFING
DEFENDER
After I am attacked, deal damage to the attacker equal to their Nurture.
WILD
After I trade places, deal 1 damage to a Wild.
POSSESSED
After I soothe, deal damage to the Defender equal to the damage removed.


6
4
2
IRZ
FIRE MATERIA STRIKER
DEFENDER
After I take damage, deal 1 damage to a Wild.
WILD
After a Possessed or Wild is replaced, if I have 3 or more damage, deal 3 damage to the Defender.
POSSESSED
Before I attack, command.

8
2
4
HEVLIR
DWARF DEFENDER
DEFENDER
After I am attacked, deal 1 damage to each Wild who is not adjacent to the face down Wild.
WILD
After a Wild is replaced, replace the Defender Support.
POSSESSED
If a Wild would take damage, it is dealt to me instead.

8
2
4
LAMAR
ANCIENT HYDRA
DEFENDER
After I take damage, deal 2 damage to a Wild twice.
WILD
After a Wild is replaced, if I have 3 or more damage, deal 1 damage to the Defender twice.
POSSESSED
When I attack, I deal my damage twice.

7
4
1
KARATH
ORC CRUSDAER
DEFENDER
After a Possessed heals or is revealed, deal 3 damage to a Wild.
WILD
Before I leave the zone, if I am adjacent to the face down Wild, I attack.
POSSESSED
After I damage the Defender, I deal 2 damage to a Wild.

6
3
2
KAMLAK
GNOME WARMAGE
DEFENDER
After a Possessed or Wild is replaced, deal 2 damage to the replacement.
WILD
After I take damage, I trade places with an adjacent Wild, then deal 1 damage to the Defender.
POSSESSED
Before I leave the zone or a Wild takes damage, deal 1 damage to the Defender.

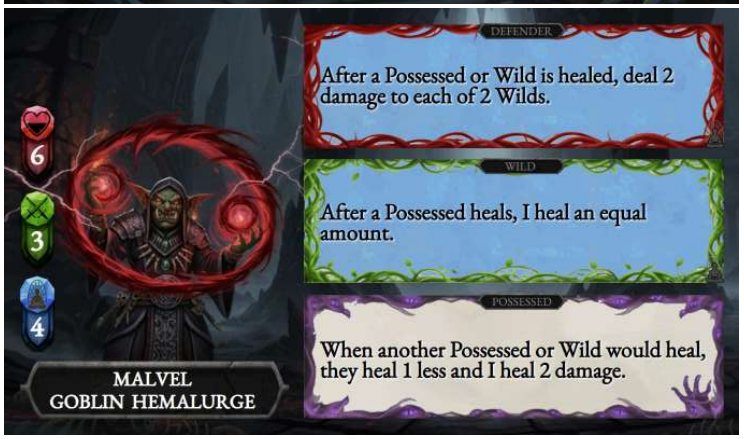
7
3
1
LYTRIL
DIRE WOLF
DEFENDER
After a creature trades places, if they have no damage, deal 2 damage to them.
WILD
As a Possessed would take damage, reduce the damage by 2. The damage reduced is dealt to me.
POSSESSED
Before I attack or leave the zone, command.

7
1
3
LYS
ELVEN WATCHER
DEFENDER
After a Possessed or Wild is replaced, I heal 1 damage and deal 1 damage to a Wild.
WILD
After I trade places, if I have 3 or more damage, I soothe.
POSSESSED
After I command, I heal 2 damage.

7
1
4
LIRK
ARCHMEDIC
DEFENDER
After a creature is replaced, I heal 2 damage and deal 2 damage to each Possessed.
WILD
After I heal, heal each adjacent Wild the same amount.
POSSESSED
After I become Possessed, heal a Wild 3 damage.

6
2
1
SCUR
MOUSEFUSED SCOUT
DEFENDER
After I take damage, deal 2 damage to each Possessed and replace me.
WILD
After I am revealed, replace the Defender Support.
POSSESSED
After I attack or am revealed, replace the Defender Support with a Wild, adding their damage to the Defender. Then place a new Wild as if replacing a Wild.

6
2
1
NORK
TELEPORTING IMP
DEFENDER
After a Possessed becomes Wild, deal 2 damage to them and they trade places with an adjacent Wild.
WILD
After a Possessed attacks, if I have 3 or more damage, replace me.
POSSESSED
After I take damage from a Possessed or Wild, I trade places with a Wild.


6
3
4
MALVEL
GOBLIN HEMALURGE
DEFENDER
After a Possessed or Wild is healed, deal 2 damage to each of 2 Wilds.
WILD
After a Possessed heals, I heal an equal amount.
POSSESSED
When another Possessed or Wild would heal, they heal 1 less and I heal 2 damage.

7
2
1
STEVE
ZEALOUS SOLDIER
DEFENDER
After a Possessed or Wild heals, deal 1 damage to them and they attack.
WILD
After I trade places, if I have 3 or more damage, I attack.
POSSESSED
After I become Possessed or am healed by another creature, I attack.

6
3
1
SINEL
PIXIE SORCERER
DEFENDER
After a Possessed or Wild is replaced, deal 3 damage to the face down Wild.
WILD
After I take damage while I am adjacent to the face down Wild, I deal equal damage to the Defender.
POSSESSED
When I attack, Wilds cannot be damaged by the Defender this turn.

7
3
2
SEIAN
MOON ELF ARCHER
DEFENDER
After I am attacked, deal 2 damage to each Wild adjacent to the face down Wild.
WILD
After I trade places and become adjacent to the face down Wild, I attack.
POSSESSED
When I attack, I cannot be damaged by the Defender this turn.

8
4
1
TZARLIM
FIRE DRAGON
DEFENDER
After a Possessed or Wild is revealed, deal 2 damage to them.
WILD
After I am revealed, deal 2 damage to another Wild and the Defender.
POSSESSED
After a Wild deals damage to the Defender, deal 2 damage to the Defender.

8
3
1
THERAM
CYCLOPS WRANGLER
DEFENDER
After I am damaged by a Wild, I heal 1 damage and deal 2 damage to another Wild.
WILD
Before I leave the zone, I heal 2 damage and replace an adjacent Wild.
POSSESSED
Before I attack, deal 2 damage to the face down Wild, then turn a Wild face down.

8
1
2
TEC
CENTAUR TRAVELER
DEFENDER
After a Wild is revealed, deal 1 damage to them and they trade places with an adjacent Wild.
WILD
After I take damage, I trade places with an adjacent Wild and deal 1 damage to the defender.
POSSESSED
After I am healed and you have less than 3 cards in your hand, place a discarded creature into your hand.

TURN

Draw: Draw 1 card if holding less than 3.

Play: May replace your Possessed, a Wild, or the Defender Support with a card from your hand.

Action: Your Possessed uses an action.

Swap: Discard 2 cards or your Possessed trades places with a Wild not adjacent to the face down Wild.

ACTIONS

Attack: Hit Defender with Might. They hit back.

Command: Swap 2 adjacent Wilds.

Soothe: Heal self or a Wild equal to Nurture. Defender heals themself.

TRIGGERS

- Attacking and damage
- Healing and revealing
- Trading places
- Leaving and replacing

KEYWORDS

Escape: Wild or Possessed has damage that reaches Endure. Then Defender heals 2 damage.

Heal: Remove damage unless there is none.

Replace: Discard and place a new card.

Reveal: Played from hand or deck or turned face up.