



**DEADBOLT
COG EXEMPLAR**

DEFENDER
After I am attacked, deal 2 damage to each damaged Wild. Before this causes a Wild to escape, place a discarded creature on the bottom of the deck.

WILD
After a Possessed heals, I attack.

POSSESSED
Damage against me is reduced by 1.
After I become Possessed, I attack.

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**EMBER
ANGEL COMMANDER**

DEFENDER
After a Wild heals or is revealed, deal 1 damage to your Possessed.

WILD
After a creature trades places, they heal 1 damage.

POSSESSED
After I soothe or attack, replace a Wild.
After I become Possessed, gain 1 Glory.

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**DARGO
WOLFUSED MEDIC**

DEFENDER
After a Possessed or Wild heals, deal damage equal to the damage removed to another Possessed or Wild.

WILD
Before I leave the zone, heal each adjacent Wild 3 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.

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**ECHINO
GIANT STARFISH**

DEFENDER
After I am attacked, deal 2 damage to the attacker.

WILD
After I trade places, deal 1 damage to the other creature.

POSSESSED
After I become Possessed, I attack.
After a Wild is revealed, deal 2 damage to them.

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**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.
Before I am replaced, replace a Wild.

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**DRATHNAZ
DEMON LEADER**

DEFENDER
After I am attacked, deal 1 damage to each Possessed and the face down Wild.

WILD
After I trade places, deal 1 damage to the Defender.

POSSESSED
After I attack, deal 1 damage to each Wild adjacent to the face down Wild.
Before I soothe, replace a Wild.

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After I am revealed, discard 1 card from your hand.
After the Defender takes damage from a Wild, deal 2 damage to the Defender.

After a creature swaps, deal 1 damage to them.

As a creature would heal, they instead take that much damage.

GIANT SCORPION



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Before I take damage, deal 2 damage to the face down Wild.

After I trade places, replace the other creature with a discarded creature.

After I soothe, heal each Wild adjacent to the face down Wild 2 damage.
After I replace a Possessed, I attack.

GROG TROLL COACH



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After a Possessed trades places, replace me.

After a Possessed is revealed, replace me.

Before I trade places, gain 2 Glory.
Before I am replaced, lose 1 Glory.

FRANK SHIFTER TRICKSTER



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After a creature trades places, deal 2 damage to them.

After I trade places, replace the Defender Support with a discarded creature.

Skip your Swap Phase.
After I am attack or am revealed, replace the Defender Support with a discarded creature.

GOK FROGFUSED IMPEDER



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When a Possessed or Wild would heal damage, they heal 2 less and I heal damage equal to the amount reduced.

After I am revealed, heal 1 creature 3 damage.

Before I soothe or am replaced, heal 2 creatures each 2 damage.
After I become Possessed, heal 2 creatures each 2 damage.

FAL FLORA HEALER



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After a Possessed is replaced, replace the Defender Support. Then deal damage to a Wild equal to the Might of the replacement.

After I take damage, replace the Defender Support.

After I soothe or am revealed, replace the Defender Support.
Before I leave the zone, heal a Wild 2 damage.

GILK GNOME TINKERER



**KAHL
FATED HALFING**

DEFENDER
After I am attacked, deal damage to the attacker equal to their Nurture.

WILD
After I trade places, gain 1 Glory and deal 1 damage to a Wild.

POSSESSED
After I attack, replace me.
After I soothe, place a discarded creature who has 2 or less Might into your hand.



**IRZ
FIRE MATERIA STRIKER**

DEFENDER
After I take damage, deal 1 damage to a Wild.

WILD
After a Possessed or Wild is replaced, deal 2 damage to the Defender.

POSSESSED
After a Possessed is revealed, replace a Wild.
Before I attack, command.



**HEVLIR
DWARF DEFENDER**

DEFENDER
After I am attacked, deal 2 damage to each Wild adjacent to the face down Wild.

WILD
After the Defender Support is replaced, replace a Wild.

POSSESSED
Reduce damage I take by 2.
Damage against other Possessed is reduced by 1.



**LAMAR
ANCIENT HYDRA**

DEFENDER
After I take damage, deal 2 damage to a Wild twice.

WILD
After a Wild is replaced, deal 1 damage to the Defender twice.

POSSESSED
After I take damage, if my total damage is an odd number, I heal 3 damage.
When I attack, I deal my damage twice.



**KARATH
ORC CRUSADER**

DEFENDER
After a Possessed heals or is revealed, deal 3 damage to a Wild.

WILD
Before I leave, I attack.

POSSESSED
After I damage the Defender, I deal equal damage to a Wild.
After I become Possessed, deal 2 damage to the Defender.



**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 and deal 1 damage to the Defender.

POSSESSED
Before I attack, deal 2 damage to a Wild, then they trade places with an adjacent Wild.
Before I leave the zone, deal 1 damage to the Defender.



DEFENDER

After a creature trades places, if they have no damage, deal 3 damage to them. Otherwise, deal 1 damage to them.

WILD

As a Possessed would take damage, reduce the damage by 2. The damage reduced is dealt to me. If this causes me to escape, place a discarded creature into your hand.

POSSSESSED

After I attack and before I leave the zone, command.

After I soothe, gain 1 Glory.

**LYTRIL
DIRE WOLF**



DEFENDER

After a Possessed or Wild is replaced, I heal 1 damage and deal 1 damage to a Wild.

WILD

After I trade places, place a discarded creature who has Might lower than the damage on the other creature on the bottom of the deck.

POSSSESSED

After I command, I heal 2 damage.

Before I leave the zone, command.

**LYS
ELVEN WATCHER**



DEFENDER

After a creature is replaced, I heal 2 damage.

Before the Defender Bonus is replaced, deal 2 damage to each Possessed.

WILD

After I heal, heal each adjacent Wild the same amount.

POSSSESSED

After I heal, heal a Wild the same amount.

After I become Possessed, heal a Wild 3 damage.

**LIRK
ARCHMEDIC**



DEFENDER

After I take damage, deal 2 damage to each Possessed and replace me.

WILD

After I am revealed, replace the Defender Support.

POSSSESSED

After I attack or am revealed, I trade places with a Wild.

Before I leave the zone, replace the Defender Support with a discarded creature.

**SCUR
MOUSEFUSED SCOUT**



DEFENDER

After I attack and before I leave, command.

After I take damage from a Possessed or Wild, replace me.

WILD

After a Possessed attacks, replace me.

POSSSESSED

After a Possessed swaps, replace a Wild. Deal 2 damage to the replacement and swap them with an adjacent Wild.

**NORK
TELEPORTING IMP**



DEFENDER

As a Possessed would heal, they heal 2 less.

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.

POSSSESSED

After I attack, I heal 2 damage.

When another Possessed soothes, they heal 1 less and I heal 1 damage.

**MALVEL
GOBLIN HEMALURGE**



STEVE ZEALOUS SOLDIER

DEFENDER
After a Possessed or Wild heals, they attack. Increase the damage I deal to them by 1.

WILD
After I trade places, I attack. If the attack causes me to escape, place me to the bottom of the deck.

POSSSESSED
After I become Possessed or am healed by another creature, I attack.

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SINEL PIXIE SORCERER

DEFENDER
After a Possessed or Wild is replaced, deal 3 damage to the face down Wild.

WILD
After I take damage for the first time in a turn, I deal equal damage to the Defender.

POSSSESSED
Before I attack, the Defender cannot damage Wilds this turn.
After I soothe, command.

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SELAN 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, I attack. If the attack causes me to escape, first place a discarded creature into your hand.

POSSSESSED
I take no damage from the Defender when I attack.
After I become Possessed, I attack.

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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.

POSSSESSED
After I attack or become Possessed, deal 2 damage to each of 2 Possessed or Wilds.
After a Wild deals damage to the Defender, deal 2 damage to the Defender.

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THERAM CYCLOPS WRANGLER

DEFENDER
After I take damage from a Wild, I heal 1 damage and deal 2 damage to another Wild.

WILD
Before I leave the zone, replace an adjacent Wild. If they had no damage, place them into your hand.

POSSSESSED
Before I attack, deal 2 damage to the face down Wild, then turn a Wild face down.

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TEC CENTAUR TRAVELER

DEFENDER
After a Wild is revealed, they trade places with an adjacent Wild. If this causes a Wild to become adjacent to the face down Wild, deal 3 damage to them.

WILD
After I take damage, I trade places with an adjacent Wild. If I become adjacent to the face down Wild, place a discarded creature on the top of the deck.

POSSSESSED
After I have damage removed by soothe, place a discarded creature into your hand and lose 1 Glory.

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VIAL ACIDIC OOZE

DEFENDER
After a Wild is replaced, deal 2 damage to each Possessed.

WILD
Before I leave the zone, I heal 2 damage.
After a Wild is replaced, deal 2 damage to each Wild adjacent to me.

POSSESSED
Before I attack, prevent all effects of other cards this turn.
Before I escape, place a discarded creature with 3 or more Nurture into your hand.



VAMPIRE SPAWN

DEFENDER
After I am attacked, I heal 1 damage.
After I am damaged by a Wild, deal 2 damage to them.

WILD
After a Wild heals, the Defender heals 1 damage. If this has already occurred twice this turn, instead place a discarded creature on the bottom of the deck.

POSSESSED
After I attack, I heal 1 damage.
After I soothe, replace a Wild and gain 1 Glory if they had no damage.



UNSEEN GHOST

DEFENDER
After I am attacked, deal 2 damage to the face down Wild and they trade places with an adjacent Wild.

WILD
After I replace a Wild, heal your Possessed 1 damage and replace me.

POSSESSED
I take no damage.
My actions do not trigger the Defender or Defender Support effect.

TURN: Draw -> Play -> Action -> Swap

ACTIONS
Attack: Hit defender with Might. They hit back.
Command: Swap 2 adjacent Wilds.
Rest: Heal self or a Wild equal to Nurture. Defender heals themselves.

TRIGGERS
X Attacking and damage
A Healing and revealing
P Trading places
L Leaving and replacing

SCORING
Damage the Defender: +1
Heal another player's Possessed or a Wild: +1
A Wild escapes: -2
A Possessed escapes: -3

KEYWORDS
Escape: Have damage that reaches Endure.
Heal: Remove damage. Fails if none to remove.
Replace: Discard and place a new card.
Reveal: Played from hand or deck or turned face up.



ZY MANTISFUSED DRUID

DEFENDER
After a creature heals and has no damage left, replace them.

WILD
Before I trade places, I heal 2 damage.

POSSESSED
Before I escape, place 1 discarded creature on top of the deck.
Before I leave the zone, heal a Wild 2 damage.



VOID SHADOW

DEFENDER
After a Possessed is replaced, the replacement cannot attack or command this turn.
After a Wild is replaced, deal 1 damage to them and I heal 1 damage.

WILD
After I take damage, deal an equal amount of damage to an adjacent Wild, then heal an adjacent Wild an equal amount.

POSSESSED
Damage from me does not gain Glory.
After I take damage, replace a Wild with a discarded creature.