Aurora Polaris

Hero

HP 15

At the start of your minion phase, put one freeze counter on Aurora Polaris and remove one freeze counter from each opposing minion.

Choose one:

- remove 2 freeze counters from Aurora Polaris to put two freeze counters on target minion
- remove 3 freeze counters from Aurora Polaris to put two freeze counter on two target minions

Opposing minions with freeze counters are frozen and get -1DOM. Minions can't have negative dominance.

Counter

Aurora Polaris

Deal 2DMG to the opposing hero, then choose one:

- Exhaust two minions
- Silence target minion

Icy Winds

Attack - Aurora Polaris

2DMG Fast

Exhausts minion.

Icicle Barrage

Attack - Aurora Polaris

5DMG Strong

Excess damage is dealt to the opposing hero.

Aurora Beam

Power - Aurora Polaris

2DMG Fast

You may remove a damage counter from Aurora Polaris or target minion.

Blizzard

Power - Aurora Polaris

1DMG Strong

Targets all opposing minions and exhausts them.

Aurora Polaris PnP

Avalancher

Epic Minion - Aurora Polaris

HP 4 DOM 1

Whenever your opponent summons a minion, if that player has strong attacks, put one freeze counter on that minion. If that player has strong powers, put two freeze counters on that minion instead.

Dissipationists

Epic Minion - Aurora Polaris

HP 4 DOM 1

Frozen minions lose activate, triggered, and ongoing abilities.

Snowballin'

Epic Minion - Aurora Polaris

HP 4 DOM 2

Exhaust this minion and put a freeze counter on target unfrozen minion your opponent controls.

Arctic Embracer

Minion - Aurora Polaris

HP 3 DOM 2

Put two freeze counters on this minion.

Whenever freeze counters would be removed from opposing minions, you may remove a freeze counter from this minion to prevent all instances.

Chilling Chimp

Minion - Aurora Polaris

HP 3 DOM 1

Exhaust target frozen minion and this minion gains +1DOM this turn.

Frigidizer

Minion - Aurora Polaris

HP 3 DOM 2

This minion gains +XDOM, where X is equal to the number of frozen minions.

Frostbite Brandisher

Minion - Aurora Polaris

HP 3 DOM 1

Deal XDMG to target minion, where X is equal to the number of frozen minions.

Glacial Wall

Minion - Aurora Polaris

HP 5 DOM 1

Whenever an opposing minion ability targets a minion you control, this minion must be one of the targets if this minion is ready.

Hailclouds

Minion - Aurora Polaris

HP 3 DOM 2

Deal 1DMG to target frozen minion.

Hydrogen Extractor

Minion - Aurora Polaris

HP 3 DOM 3

You may remove all freeze counters from target frozen minion. If you do, remove all damage counters from each minion you control.

Ice Nibbler

Minion - Aurora Polaris

HP 3 DOM 1

For each frozen minion, deal XDMG to it, where X is equal to the number of freeze counters on it.

Polaris Bear

Minion - Aurora Polaris

HP 3 DOM 1

Put three freeze counters on target minion.

Snowstorm Skua

Minion - Aurora Polaris

HP 1 DOM 1

Put a freeze counter on all opposing minions.

Steelfrost Sentinel

Minion - Aurora Polaris

HP 5 DOM 5

If your opponent controls fewer than three frozen minions, kill this minion.

Tundra Yeti

Minion - Aurora Polaris

HP 2 DOM 2

If your opponent controls two or more frozen minions, deal 5DMG to target frozen minion.

Wintry Mixer

Minion - Aurora Polaris

HP 2 DOM 2

Exhaust all frozen minions.

Felix Sylkstaff PnP

Felix Sylkstaff

Hero

HP 15

- Whenever you summon a minion, you may summon it face-down as a cocoon instead.
- If you have strong powers you may:
  - summon a cocoon, or
  - hatch a ready cocoon that wasn't summoned this turn
- Whenever you hatch a cocoon, it triggers that minion's hatched ability. Hatched cocoons are not considered to be summoned.

= Hatched

Cocoon

Minion – Felix Sylkstaff

HP 2 DOM 0

Hatch this cocoon if this minion wasn't summoned this turn and is ready. Doing so replaces your summon a minion action.
(Remove all damage counters from it and flip it over)

Counter

Felix Sylkstaff

Deal 2DMG to the opposing hero, then choose one:

- Exhaust two minions
- Silence target minion

Staffspyn

Attack – Felix Sylkstaff

2DMG Fast

Exhausts minion.

Staff Surge

Attack – Felix Sylkstaff

5DMG Strong

Excess damage is dealt to the opposing hero.

Sudden Growth

Power – Felix Sylkstaff

2DMG Fast

Felix Sylkstaff gains +2DOM this turn.

Sylkstaff Bomb

Power – Felix Sylkstaff

6DMG Strong

Must target a minion. Excess damage is dealt to the opposing hero.

Cocoon

Minion – Felix Sylkstaff

HP 2 DOM 0

Hatch this cocoon if this minion wasn't summoned this turn and is ready. Doing so replaces your summon a minion action.
(Remove all damage counters from it and flip it over)

Cocoon

Minion – Felix Sylkstaff

HP 2 DOM 0

Hatch this cocoon if this minion wasn't summoned this turn and is ready. Doing so replaces your summon a minion action.
(Remove all damage counters from it and flip it over)

Cocoon

Minion – Felix Sylkstaff

HP 2 DOM 0

Hatch this cocoon if this minion wasn't summoned this turn and is ready. Doing so replaces your summon a minion action.
(Remove all damage counters from it and flip it over)

Dryad of Eternal Slumber

Epic Minion - Felix Sylkstaff

HP	DOM
3	3

- Cocoons gain +1DOM.
- This minion gains +2DOM this turn.

Invigorvines

Epic Minion - Felix Sylkstaff

HP	DOM
4	2

- Whenever you hatch another cocoon, exhaust target minion.
- This minion gains +2DOM this turn.

Primordial Cocoon

Epic Minion - Felix Sylkstaff

HP	DOM
4	1

- Whenever you summon another cocoon, deal 1DMG to target minion.
- This minion is a cocoon.
- This minion gains +2DOM this turn.

Blastula Bullfrog

Minion - Felix Sylkstaff

HP	DOM
2	2

- If you control two or more cocoons, you may deal 5DMG to target minion.
- If you control two or more cocoons, deal 5DMG to target minion and this minion gains +2DOM this turn.

Cragged Guardian

Minion - Felix Sylkstaff

HP	DOM
5	1

- Whenever an opposing minion ability targets a minion you control, this minion must be one of the targets if this minion is ready.
- This minion gains +2DOM this turn.

Damage Hatchling

Minion - Felix Sylkstaff

HP	DOM
2	2

- Deal 1DMG to target minion.
- Deal 5DMG to target minion.

Dominance Hatchling

Minion - Felix Sylkstaff

HP	DOM
3	2

- This minion gains +1DOM this turn for each cocoon you control.
- This minion gains +2DOM this turn for each cocoon you control.

Effecient Birthpods

Minion - Felix Sylkstaff

HP	DOM
4	1

- If you control two or more cocoons, deal 1DMG to target minion.
- This minion gains +2DOM this turn.

Explosive Birthpods

Minion - Felix Sylkstaff

HP	DOM
4	1

- Whenever you hatch a cocoon, deal 2DMG to target minion.
- Deal 2DMG to target minion.

Gemstone Hatchling

Minion - Felix Sylkstaff

HP	DOM
3	3

This minion gains +1DOM for each cocoon you control.

If you control two or more cocoons, you may deal 2DMG to target minion.

Life Hatchling

Minion - Felix Sylkstaff

HP	DOM
2	1

You may hatch one ready cocoon.

You may hatch up to two ready cocoons.

Reversion Shaman

Minion - Felix Sylkstaff

HP	DOM
2	3

You may turn one non-cocoon minion you control into a cocoon. Remove all damage counters from it. That cocoon is considered summoned this turn.

You may turn up to two non-cocoon minions you control into cocoons. Remove all damage counters from them. Those cocoons are considered summoned this turn.

Rotten Bileborn

Minion - Felix Sylkstaff

HP	DOM
3	2

Whenever you summon a cocoon, this minion gains +2DOM this turn.

You may turn one non-cocoon minion you control into a cocoon. If you do, remove all damage counters from it and hatch a different ready cocoon.

Stasis Nymphs

Minion - Felix Sylkstaff

HP	DOM
1	1

Exhaust X target minions, where X is equal to the number of cocoons you control.

Deal XDMG to target minion and exhaust X target minions, where X is equal to the number of cocoons you control.

Vapor Wisp

Minion - Felix Sylkstaff

HP	DOM
1	1

Summon the top minion from your minion deck as a face-down cocoon.

Summon the top two minions from your minion deck as face-down cocoons.

Verdant Eldar-Oak

Minion - Felix Sylkstaff

HP	DOM
2	2

Exhaust target minion.

Silence target minion.

Ghastis Brinnar

Hero

HP 15

- Put an ignite counter on Ghastis Brinnar or target ready pyromaniac.
- If Ghastis Brinnar or a pyromaniac has ignite counters on it equal to its ignite ability number, remove them to activate their ignite ability.
  = Ignite
- 2 Deal 1DMG to target minion.

Counter

Ghastis Brinnar

Deal 2DMG to the opposing hero, then choose one:

- Exhaust two minions
- Silence target minion

Quicklash

Attack – Ghastis Brinnar

2DMG Fast

Exhausts minion.

Cindersear

Attack – Ghastis Brinnar

5DMG Strong

Excess damage is dealt to the opposing hero.

Spitfire

Power – Ghastis Brinnar

3DMG Fast

Molten Outbreak

Power – Ghastis Brinnar

4DMG Strong

Distribute damage amongst any number of targets.

Ghastis Brinnar PnP

Aggressive Torcher

Epic Minion - Ghastis Brinnar

HP	DOM
4	1

Pyromaniac

- Put an ignite counter on target ready pyromaniac that you haven't put an ignite counter on this minion phase, then exhaust it.
- (2) This minion gains +3DOM this turn.

Hellmaw Echoflare

Epic Minion - Ghastis Brinnar

HP	DOM
3	3

- The first time Ghasits Brinnar or a pyromaniac ignites this minion phase, put an ignite counter on Ghastis Brinnar or target minion.

Magmahide Monster

Epic Minion - Ghastis Brinnar

HP	DOM
4	1

- Whenever Ghastis Brinnar or a pyromaniac you control ignites, put an ignite counter on this minion.
- This minion gains +1DOM for each ignite counter on it.

Agony Admirer

Minion - Ghastis Brinnar

HP	DOM
3	1

Pyromaniac

- Each time a minion your opponent controls is damaged during your minion phase, this minion gains +2DOM this turn.
- (2) Deal 1DMG to target minion and exhaust it.

Choke-Hold Serpent

Minion - Ghastis Brinnar

HP	DOM
3	2

Pyromaniac

- (2) Silence target minion.

Ember Mammoth

Minion - Ghastis Brinnar

HP	DOM
5	1

- Whenever an opposing minion ability targets a minion you control, this minion must be one of the targets if this minion is ready.

Emboldened Imp

Minion - Ghastis Brinnar

HP	DOM
3	2

- Whenever Ghastis Brinnar or a pyromaniac you control ignites, this minion gains +2DOM this turn.

Executive Executioner

Minion - Ghastis Brinnar

HP	DOM
3	2

Pyromaniac

- (3) Deal 5DMG to target minion.

Fiery Torturer

Minion - Ghastis Brinnar

HP	DOM
2	2

Pyromaniac

- (1) Exhaust target minion.

Flame Stoker

Minion - Ghastis Brinnar

HP 2 | DOM 1

Pyromaniac

- Put an ignite counter on Ghastis Brinnar or another target ready pyromaniac.
- (1) Deal 1DMG to target minion.

Heatwave Slime

Minion - Ghastis Brinnar

HP 3 | DOM 2

- Pyromaniacs with an ignite counter on them gain +2DOM.

Hellyena

Minion - Ghastis Brinnar

HP 2 | DOM 2

- Put an ignite counter on Ghastis Brinnar or target ready pyromaniac you control. Deal 1DMG to target minion.

Loogey Lobbin' Goblin

Minion - Ghastis Brinnar

HP 3 | DOM 2

Pyromaniac

- (2) Deal 3DMG distributed amongst up to three target minions.

Makeshift Lava Bomb

Minion - Ghastis Brinnar

HP 1 | DOM 4

Pyromaniac

- (2) Kill this minion and deal 5DMG divided amongst any number of target minions.

Soul Feeder

Minion - Ghastis Brinnar

HP 2 | DOM 1

- This minion gains +XDOM, where X is equal to twice the highest number of damage counters on a minion your opponent controls.

Wound Patron

Minion - Ghastis Brinnar

HP 3 | DOM 2

Pyromaniac

- This minion gains +XDOM, where X is equal to the number of damaged minions your opponent controls.
- (2) Exhaust all opposing damaged minions.

Lilith Grimoire

Hero

HP 15

Put a blight counter on each abomination you control.

Abominations you control gain +1DOM for each blight counter on them.

When an abomination has blight counters placed on it equal to its implode ability number, kill it and activate its implode ability.

= Implode

Counter

Lilith Grimoire

Deal 2DMG to the opposing hero, then choose one:

- Exhaust two minions
- Silence target minion

Blighted Touch

Attack – Lilith Grimoire

2DMG Fast

Exhausts minion.

Plague Blast

Attack – Lilith Grimoire

5DMG Strong

Excess damage is dealt to the opposing hero.

Curse

Power – Lilith Grimoire

2DMG Fast

Deal 1DMG to the opposing hero.

Vanquish

Power – Lilith Grimoire

3DMG Strong

Choose two targets.

Lilith Grimoire PnP

Blightbrook Haggler

Epic Minion - Lilith Grimoire

HP	DOM
3	1

- Move a blight counter from an abomination you control to this minion.
- When this minion has three blight counters on it, remove them and deal 5DMG to target minion.

Recurring Nightmare

Epic Minion - Lilith Grimoire

HP	DOM
4	0

ABOMINATION

- Whenever you put a blight counter on this minion, put another blight counter on it.
- (6) Summon this minion from discard.

Unholy Channeler

Epic Minion - Lilith Grimoire

HP	DOM
3	2

- Whenever you summon an abomination or an abomination you control implodes, deal 1DMG to target minion.

Disobedient Atrocity

Minion - Lilith Grimoire

HP	DOM
2	1

- You may summon an abomination from discard.

Doomsday Prophet

Minion - Lilith Grimoire

HP	DOM
4	2

- Whenever an abomination you control implodes, put a blight counter on this minion.
- This minions gains +1DOM for each blight counter on it.

Fearsome Abomination

Minion - Lilith Grimoire

HP	DOM
3	1

ABOMINATION

- (4) Exhaust all opposing minions.

Flesh Garmenter

Minion - Lilith Grimoire

HP	DOM
4	2

ABOMINATION

- (3) Deal 2DMG to target minion and exhaust it.

Imposing Abomination

Minion - Lilith Grimoire

HP	DOM
4	2

ABOMINATION

- Whenever another abomination implodes, abominations gain +1DOM this turn.
- (3) Target minion gains +3DOM this turn.

Insatiable Ogre

Minion - Lilith Grimoire

HP	DOM
3	2

ABOMINATION

- (4) Deal 5DMG to target minion.

Mutated Abomination

Minion - Lilith Grimoire

HP	DOM
3	4

Abomination

2 — Exhaust target minion.

Necromancer of the Abyss

Minion - Lilith Grimoire

HP	DOM
1	5

Abomination

Deal 1DMG to target minion.

1 — Deal 3DMG to target minion.

Necrosis Alchemist

Minion - Lilith Grimoire

HP	DOM
2	1

For each abomination you control, you may put or remove one blight counter from them.

Skeletal Blockade

Minion - Lilith Grimoire

HP	DOM
5	1

Whenever an opposing minion ability targets a minion you control, this minion must be one of the targets if this minion is ready.

Skinrot Viscous

Minion - Lilith Grimoire

HP	DOM
2	5

Abomination

1 — Deal 5DMG to target minion.

Soul Annuler

Minion - Lilith Grimoire

HP	DOM
2	3

Abomination

2 — Silence target minion.

Vile Scourge

Minion - Lilith Grimoire

HP	DOM
2	2

Abomination

Deal XDMG to target minion, where X is equal to the number of blight counters on target abomination you control.

3 — Exhaust target minion.

Vanessa Groovesong PnP

Duet Diva

Epic Minion - Vanessa Groovesong

HP 4 DOM 2

Whenever a musician you control solos, put a harmony counter on this minion.

This minion gains +1DOM for each harmony counter on it.

Harmony Seeker

Epic Minion - Vanessa Groovesong

HP 3 DOM 2

MUSICIAN - 1

Put a harmony counter on target musician.

3 Exhaust two target minions and deal 1DMG to them.

Roving Volumizer

Epic Minion - Vanessa Groovesong

HP 4 DOM 2

Musicians are summoned with an additional harmony counter.

Axe Shredder

Minion - Vanessa Groovesong

HP 3 DOM 2

Whenever you jam, this minion gains +XDOM, where X is equal to the number of minions you control that jammed this turn.

Banjo Bizarro

Minion - Vanessa Groovesong

HP 5 DOM 1

Whenever an opposing minion ability targets a minion you control, this minion must be one of the targets if this minion is ready.

DJ Sampletta

Minion - Vanessa Groovesong

HP 3 DOM 1

Whenever a musician you control solos, you may exhaust this minion to repeat the solo ability.

Whenever musicians you control jam, so does this minion.

Drummer Guy

Minion - Vanessa Groovesong

HP 3 DOM 1

MUSICIAN - 2

1 Deal 2DMG to target minion.

Exalted Psalterist

Minion - Vanessa Groovesong

HP 3 DOM 1

Remove a harmony counter from a musician you control to deal 1DMG to target minion.

Musicians without harmony counters gain +1DOM.

Heavy Metal Master

Minion - Vanessa Groovesong

HP 2 DOM 2

MUSICIAN - 2

2 Deal 5DMG to target minion.

K-Pop Idol

Minion - Vanessa Groovesong

HP 4 | DOM 1

Musician - 3

2: Silence target minion.

Manic Pianist

Minion - Vanessa Groovesong

HP 3 | DOM 2

Musician - 3

Whenever you jam, deal 1DMG to target minion.

1: Deal 1DMG to target minion.

Power Chord Punk

Minion - Vanessa Groovesong

HP 3 | DOM 1

Musician - 2

Replenish harmony counters on all musicians you control.

1: Exhaust target minion.

Rappa' G-Town

Minion - Vanessa Groovesong

HP 3 | DOM 1

Musician - 3

2: Musicians you control jam for free.

Rewind Rhythmix

Minion - Vanessa Groovesong

HP 3 | DOM 1

Target ready musician solos for free.

Soundwave Conductor

Minion - Vanessa Groovesong

HP 3 | DOM 2

Musician - 4

3: Deal XDMG to target minion, where X is equal to the number of musicians you control.

Wubba Dubba

Minion - Vanessa Groovesong

HP 3 | DOM 1

Musician - 3

Musicians you control jam for free.

1: Exhaust target minion.

Wulfric Relogun

Hero

HP 15

Whenever you win combat, you may Unload – remove an ammo counter from target ready marine to activate its Fire ability. You may activate multiple different Fire abilities, as long as the activated Fire ability numbers total 2 or less.

= Fire

Remove an ammo counter from target ready marine you control to activate its Alt Fire ability. If you do, you can't Unload this turn.

When a marine is summoned, put ammo counters on it equal to the number beside the marine sub-type.

Counter

Wulfric Relogun

Deal 2DMG to the opposing hero, then choose one:

- Exhaust two minions
- Silence target minion

Lock-On

Attack – Wulfric Relogun

2DMG Fast

Exhausts minion.

Grenade

Attack – Wulfric Relogun

5DMG Strong

Excess damage is dealt to the opposing hero.

Flashbang

Power – Wulfric Relogun

1DMG Fast

Targets two minions. Exhaust them.

Fire at Will

Power – Wulfric Relogun

2DMG Strong

Targets the opposing hero. When you unload, all marines you control may fire.

Wulfric Relogun PnP

Duskade-N1 Skybase

Epic Minion - Wulfric Relogun

HP	DOM
6	0

- Remove an ammo counter from target marine and this minion gains +2DOM this turn.
- Whenever an opposing minion ability targets a minion you control, this minion must be one of the targets if this minion is ready.

Munitions Expert

Epic Minion - Wulfric Relogun

HP	DOM
3	1

- Marines are summoned with an additional ammo counter.
- Marines gain +1DOM.

Sergeant Major Nero

Epic Minion - Wulfric Relogun

HP	DOM
3	1

Marine - 3

- Whenever a marine fires or alt fires, this minion gains +1DOM this turn.
- 1: Deal 2DMG to target minion.
- Alt: Deal 1DMG to target minion.

Assault Strikers

Minion - Wulfric Relogun

HP	DOM
2	1

- Target ready minion may alt fire up to three times. *(You must remove an ammo counter for each use).*

Corporal Frewill

Minion - Wulfric Relogun

HP	DOM
2	2

Marine - 3

- 1: Deal 1DMG to all opposing minions.
- Alt: Deal 1DMG to target minion.

Duskade-N1 Supply Ship

Minion - Wulfric Relogun

HP	DOM
2	2

- Replenish ammo counters on all marines you control. Deal 1DMG to target minion.

Firing Squad

Minion - Wulfric Relogun

HP	DOM
3	1

- Each ready marine you control may alt fire. *(You must remove an ammo counter for each use).*

First Sergeant Augustus

Minion - Wulfric Relogun

HP	DOM
3	1

Marine - 1

- 2: Deal 5DMG to target minion.
- Alt: Deal 2DMG to target minion.

Gunnery Sergeant Vance

Minion - Wulfric Relogun

HP	DOM
2	2

Marine - 2

- 2: Exhaust two target minions and deal 1DMG to them.
- Alt: Exhaust target minion and deal 1DMG to it.

Lance Corporal Linwood

Minion - Wulfric Relogun

HP	DOM
3	2

Marine - 3

1	Deal 2DMG to the opposing hero.
Alt	Deal 1DMG to the opposing hero.

Master Sergeant Brutus

Minion - Wulfric Relogun

HP	DOM
2	2

Marine - 1

2	Deal 4DMG to target minion.
Alt	Deal 2DMG to the opposing hero.

Private First Class Dirk

Minion - Wulfric Relogun

HP	DOM
3	2

Marine - 3

1	Silence target minion.
Alt	Exhaust target minion.

Sergeant Malcolm

Minion - Wulfric Relogun

HP	DOM
3	2

Marine - 2

2	Silence target minion and deal 2DMG to it.
Alt	Exhaust target minion and deal 1DMG to it.

Spider Tank Omega

Minion - Wulfric Relogun

HP	DOM
4	1

Marine - 2

	Protector
1	Exhaust two target minions.
Alt	Exhaust target minion.

Staff Sergeant Jacinto

Minion - Wulfric Relogun

HP	DOM
3	2

Marine - 2

2	Deal 2DMG to all opposing minions.
Alt	Deal 1DMG to two target minions.

Wumothian Warmage

Minion - Wulfric Relogun

HP	DOM
4	2

	Whenever you unload, you may activate multiple different fire abilities, as long as the activated fire ability numbers total 3 or less instead.

Strong Attacks

Your attack is strong and your power is fast this turn.

2ND

Strong Powers

Your power is strong and your attack is fast this turn.

1ST

Strong Attacks

Your attack is strong and your power is fast this turn.

2ND

Strong Powers

Your power is strong and your attack is fast this turn.

1ST

Strong Attacks

Your attack is strong and your power is fast this turn.

2ND

Strong Powers

Your power is strong and your attack is fast this turn.

1ST

Pressure

After dominance has been determined, your hero takes 1DMG for each pressure card attached to it.

Discard all pressure cards when you win dominance.

If your hero has 1HP, discard all pressure cards attached to your hero.

Pressure

After dominance has been determined, your hero takes 1DMG for each pressure card attached to it.

Discard all pressure cards when you win dominance.

If your hero has 1HP, discard all pressure cards attached to your hero.

Pressure

After dominance has been determined, your hero takes 1DMG for each pressure card attached to it.

Discard all pressure cards when you win dominance.

If your hero has 1HP, discard all pressure cards attached to your hero.

Pressure

After dominance has been determined, your hero takes 1DMG for each pressure card attached to it.

Discard all pressure cards when you win dominance.

If your hero has 1HP, discard all pressure cards attached to your hero.

Pressure

After dominance has been determined, your hero takes 1DMG for each pressure card attached to it.

Discard all pressure cards when you win dominance.

If your hero has 1HP, discard all pressure cards attached to your hero.

Pressure

After dominance has been determined, your hero takes 1DMG for each pressure card attached to it.

Discard all pressure cards when you win dominance.

If your hero has 1HP, discard all pressure cards attached to your hero.