

Name	Card Type/ Trait	Text and special abilities	Att	Def	Cost	Piece Type	Power Score	Quality/MH
Air (Spells)								
Air-Energized Lightning	Fast Cast (Damage)	Deal X Air damage to target troop.			X			E/4
Air-Flying	Sorcery (Mvmt)	This turn target troop can move over other troops. Kings and Pawns may move an additional square this turn as normal. +1 Att			1			C/1
Air-Forked Bolt	Fast Cast (Damage)	Deal 2 Air damage each to target troop and 1 troop adjacent to target.			2			U/2
Air-Gale Force Winds	Sorcery (Mvmt)	Move target troop 1 square in any direction.			1			C/1
Air-Gift of Flight	Aura	This troop can move over other troops. Kings and Pawns may move an additional square each turn as normal. +1 Att			2			U/2
Air-Gust Guardian	Aura	Enemy troops must pay 1 mana to move into or through a square adjacent to this troop. Physical Resist 1 (Reduce physical damage taken by 1)			2			U/2
Air-Hurricane Winds	Enchant	Effect: Gale 1 (May move target friendly troop 1 square in any direction.)			3			R/3
Air-Lightning Storm	Sorcery (Damage)	Deal 3 Air damage to target troop and 1 to all troops adjacent to target.			4			R/3
Air-Lightning Strike	Fast Cast (Damage)	Deal 2 Air damage to target troop.			1			C/1
Air-Shocking Field	Curse	Effect: Shock 1 (Target takes 1 Air damage.) Can be cast on unrevealed troops. If this damages an unrevealed troop, they become revealed. When casting this curse on a target with an attached aura, pay X to remove that aura. X=aura's cost			1			U/2
Air-Spark	Fast Cast (Damage)	Deal 1 Air damage to target troop. Whenever this card would be placed in the nether, instead place it at the bottom of your deck (no shuffle).			0			C/1
Air-Symbol of Air	Enchant	Your fast cast and sorcery Air damage spells do 1 more damage. Your Air spells cost 1 less mana to cast.			3			R/3
Air-Winds of Victory	Fast Cast (Mvmt)	Can only cast after winning a battle. You may move target troop 1 square in any direction. Draw a card.			0			C/1
Arcane (Spells)								
Arcane-Absorption	Fast Cast (Counter)	Counter target spell and gain its cost in mana.			3			U/2
Arcane-Arcane Denial	Fast Cast (Counter)	Counter target spell			2			C/1
Arcane-Arcane Eye	Sorcery (Utility)	Reveal target troop. Draw a card (if less than 10 in hand).			1			U/2
Arcane-Confuse	Fast Cast (Discard)	Target player discards a random card from their hand.			1			C/1
Arcane-Deny Thy Enemy	Channeled (Mdrain)	Remove 3 mana from target player's mana counter.			2			U/2
Arcane-Enfeeble	Sorcery (Discard)	Target player discards 3 random cards from their hand.			3			U/2
Arcane-Luck of the Draw	Sorcery (Draw)	Target player rolls D6 and then draws that many cards (can exceed 10 in hand).			2			U/2
Arcane-Mindwipe	Sorcery (Discard)	Target player discards X random cards from their hand.			X			E/4
Arcane-Movement of the Bishop	Sorcery (Mvmt)	This turn target troop moves and attacks like a Bishop.			2			U/2
Arcane-Movement of the Knight	Sorcery (Mvmt)	This turn target troop moves and attacks like a Knight.			1			C/1
Arcane-Movement of the Queen	Sorcery (Mvmt)	This turn target troop moves and attacks like a Queen.			3			R/3
Arcane-Movement of the Rook	Sorcery (Mvmt)	This turn target troop moves and attacks like a Rook.			2			U/2

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Arcane-Neutralize your Foe	Channeled (Mdrain)	Remove X mana from target player's mana counter.			X			E/4
Arcane-No Place Like Home	Fast Cast	Return target friendly troop to an open starting square for its piece type on its controller's side of the board. If used in combat as a defender, the opponent takes the space after this spell resolves.			2			U/2
Arcane-Overload	Sorcery (Removal)	Destroy target permanent spell. X=target's cost			X			C/1
Arcane-Power Geyser	Enchant	Effect: Power Up 1 (Gain 1 mana.)			3			E/4
Arcane-Power Through Sacrifice	Channeled (Mana)	At the start of your main phase, gain 3 mana and end your turn immediately.			0			C/1
Arcane-Redirect	Fast Cast (Counter)	Change target of a spell. If no other target is available, counter target spell.			3			R/3
Arcane-Rust in Peace	Fast Cast (Removal)	Destroy target armor and weapon.			3			R/3
Arcane-Spell Find	Sorcery (Draw)	Target player looks through their deck for 1 card and adds it to their hand, then shuffles their deck (can exceed 10 in hand).			1			U/2
Arcane-Spell Purge	Sorcery (Removal)	Destroy target permanent spell.			2			U/2
Arcane-Spell Recycle	Sorcery (Draw)	Target player draws X cards, then shuffles X cards from their hand back into their deck (can exceed 10 in hand).			X			E/4
Arcane-Steelshatter	Sorcery (Removal)	Destroy target armor or weapon.			2			U/2
Arcane-Symbol of the Arcane	Enchant	Your Arcane spells cost 1 less mana to cast.			3			R/3
Arcane-Wild Energy Currents	Enchant	Effect: Roll 2 D6. For each even result gain 1 mana.			3			R/3
Arcane-Wild Mana Corruption	Channeled (Mdrain)	Roll D6 and remove this much mana from target player's mana counter.			2			C/1
Arcane-Wild Mana Ritual	Channeled (Mana)	Target player rolls D6 and gains this much mana.			2			U/2
Death (Spells)								
Death-Blood Banner	Enchant	+1 Att/+1 Def to Zuk Gar troops in your army			3			R/3
Death-Death Armor	Fast Cast (Prot)	Prevent 2 damage to target troop.			2			U/2
Death-Deathblast	Fast Cast (Damage)	Deal 2 Death damage each to target troop and 1 troop adjacent to target.			2			U/2
Death-Deathbolt	Fast Cast (Damage)	Deal 2 Death damage to target troop.			1			C/1
Death-Deathflicker	Fast Cast (Damage)	Deal 1 Death damage to target troop. Whenever this card would be placed in the nether, instead place it at the bottom of your deck (no shuffle).			0			C/1
Death-Greater Death Armor	Fast Cast (Prot)	Prevent 3 damage to target troop.			3			R/3
Death-Life Steal	Channeled (Ldrain)	Deal X Death damage to target troop and remove 1/2 X damage (rounded down) from a friendly troop.			X			E/4
Death-Locust Swarm	Sorcery (Damage)	Deal 3 Death damage to target troop and 1 to all troops adjacent to target.			4			R/3
Death-Minor Death Armor	Fast Cast (Prot)	Prevent 1 damage to target troop.			1			C/1
Death-Plague Cloud	Curse	Effect: Plague 1 (Target and 1 enemy troop adjacent to target take 1 Death damage.) Can be cast on unrevealed troops. If this damages an unrevealed troop, they become revealed. When casting this curse on a target with an attached aura, pay X to remove that aura. X=aura's cost			2			R/3
Death-Poison Cloud	Curse	Effect: Poison 1 (Target takes 1 Death damage.) Can be cast on unrevealed troops. If this damages an unrevealed troop, they become revealed. When casting this curse on a target with an attached aura, pay X to remove that aura. X=aura's cost			1			C/1
Death-Powered Death Armor	Fast Cast (Prot)	Prevent X damage to target troop.			X			E/4

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Death-Raise the Dead	Channeled (Resurrect)	Bring target troop from your crypt back to life. They gain the trait Zombie and evil alignment. X=1/2 troop's Def (rounded up) and they are placed on any open starting square for their piece type on your side of the board.			X			R/3
Death-Siphon Health	Channeled (Ldrain)	Deal 2 Death damage to target troop and remove 1 damage from a friendly troop.			2			U/2
Death-Total Eclipse	Enchant	+1 Att/+1 Def to Evil troops in your army			3			R/3
Death-Vile Mushroom Totem	Enchant	+1 Att/+1 Def to Deepdark troops in your army			3			R/3
Earth (Spells)								
Earth-Binding Roots	Curse	Target troop cannot move, attack or be moved by spells, effects or abilities. Can be cast on unrevealed troops. When casting this curse on a target with an attached aura, pay X to remove that aura. X=aura's cost			2			U/2
Earth-Earth Barrier	Fast Cast (Prot)	Prevent 2 damage to target troop.			2			U/2
Earth-Earthen Aura	Aura	Resist All 2 (Reduce damage taken by 2.)			1			C/1
Earth-Greater Earth Barrier	Fast Cast (Prot)	Prevent 3 damage to target troop.			3			R/3
Earth-Minor Earth Barrier	Fast Cast (Prot)	Prevent 1 damage to target troop.			1			C/1
Earth-Obsidian Stone Shield	Fast Cast (Counter)	This spell reflects a damage spell back upon its caster's own troop during combat. X=cost of the damage spell			X			R/3
Earth-Powered Earth Barrier	Fast Cast (Prot)	Prevent X damage to target troop.			X			E/4
Earth-Rock Guard	Aura	Physical Resist 2 (Reduce physical damage taken by 2.)			1			U/2
Earth-Stone Pillars	Enchant	All friendly troops gain +2 Def.			3			U/2
Earth-Strength of Stone	Aura	Effect: Juggernaut (This troop is immune to negative movement effects.) Brace 1 (Reduce damage taken by 1 when defending.) Physical Resist 1 (Reduce physical damage taken by 1.)			2			R/3
Earth-Symbol of Earth	Enchant	Your Earth Barrier spells prevent 1 more damage. Your Earth spells cost 1 less mana to cast.			3			R/3
Earth-Tripping Vines	Curse	Target troop's movement is limited to 1 square. No spell effect or ability can increase this troop's movement. Can be cast on unrevealed troops. When casting this curse on a target with an attached aura, pay X to remove that aura. X=aura's cost			1			C/1
Earth-Tunnel	Sorcery (Mvmt)	Target troop moves underground (may move through other troops). Kings and Pawns may move an additional square this turn as normal. Cast for free on any Miner troop. Physical Resist 1 (Reduce physical damage taken by 1.)			1			C/1
Equipment								
Equipment-Axe	Equipment/Weapon	Reforge 1 (During your main phase discard to gain 1 mana to immediately use to attach another equipment. If on a troop the new equipment must go on the same troop.)	2	0	2			C
Equipment-Brudakian Arcanostaff	Equipment/Weapon	Costs 1 less mana to equip on a Human. Main: Arcane Bolt 1 (Deal 1 Arcane damage to adjacent target troop.) Reforge 2 (During your main phase discard to gain 2 mana to immediately use to attach another equipment. If on a troop the new equipment must go on the same troop.)	3	0	3			R

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Equipment-Brudakian Magemail	Equipment/Armor	Costs 1 less mana to equip on a Human. Reforge 1 (During your main phase discard to gain 1 mana to immediately use to attach another equipment. If on a troop the new equipment must go on the same troop.) Spell Resist 1 (Reduce non curse spell damage taken by 1.)	0	2	2			U
Equipment-Goblin Berserker Claws	Equipment/Weapon	Costs 1 less mana to equip on a Goblin. Berserk 1 (Deal 1 damage to self to gain +1 Att.) This can be used multiple times but cannot reduce Def to 0. Reforge 1 (During your main phase discard to gain 1 mana to immediately use to attach another equipment. If on a troop the new equipment must go on the same troop.)	2	0	2			R
Equipment-Goblin Bone Armor	Equipment/Armor	Costs 1 less mana to equip on a Goblin. Reforge 2 (During your main phase discard to gain 2 mana to immediately use to attach another equipment. If on a troop the new equipment must go on the same troop.) Bully 1 (+1 Att vs troops with less Att)	0	3	3			R
Equipment-Chain Mail	Equipment/Armor	Reforge 2 (During your main phase discard to gain 2 mana to immediately use to attach another equipment. If on a troop the new equipment must go on the same troop.)	0	3	3			U
Equipment-Cloth Armor	Equipment/Armor	Reforge 1 (During your main phase discard to gain 1 mana to immediately use to attach another equipment. If on a troop the new equipment must go on the same troop.)	0	1	1			C
Equipment-Dagger	Equipment/Weapon	Reforge 1 (During your main phase discard to gain 1 mana to immediately use to attach another equipment. If on a troop the new equipment must go on the same troop.)	1	0	1			C
Equipment-Hide Armor	Equipment/Armor	Reforge 1 (During your main phase discard to gain 1 mana to immediately use to attach another equipment. If on a troop the new equipment must go on the same troop.)	0	2	2			C
Equipment-Kevetni Leather Armor	Equipment/Armor	Costs 1 less mana to equip on an Elf. Reforge 1 (During your main phase discard to gain 1 mana to immediately use to attach another equipment. If on a troop the new equipment must go on the same troop.) Life Affinity 1 (Your Life spells cost 1 less mana when cast on this troop or used in battle with this troop.)	0	2	2			U
Equipment-Kevetni Spear	Equipment/Weapon	Costs 1 less mana to equip on an Elf. Spearthrow 1 (Deal 1 physical damage to adjacent target troop) Reforge 2 (During your main phase discard to gain 2 mana to immediately use to attach another equipment. If on a troop the new equipment must go on the same troop.)	4	0	4			R
Equipment-Leather Armor	Equipment/Armor	Reforge 1 (During your main phase discard to gain 1 mana to immediately use to attach another equipment. If on a troop the new equipment must go on the same troop.)	0	2	2			C

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Equipment-Longsword	Equipment/Weapon	Reforge 2 (During your main phase discard to gain 2 mana to immediately use to attach another equipment. If on a troop the new equipment must go on the same troop.)	4	0	4			U
Equipment-Mace	Equipment/Weapon	Reforge 2 (During your main phase discard to gain 2 mana to immediately use to attach another equipment. If on a troop the new equipment must go on the same troop.)	3	0	3			U
Equipment-Morning Star	Equipment/Weapon	Reforge 2 (During your main phase discard to gain 2 mana to immediately use to attach another equipment. If on a troop the new equipment must go on the same troop.)	3	0	3			U
Equipment-Plate Mail	Equipment/Armor	Reforge 3 (During your main phase discard to gain 3 mana to immediately use to attach another equipment. If on a troop the new equipment must go on the same troop.)	0	5	5			R
Equipment-Shortsword	Equipment/Weapon	Reforge 2 (During your main phase discard to gain 2 mana to immediately use to attach another equipment. If on a troop the new equipment must go on the same troop.)	2	0	2			C
Equipment-Stoneborn Battle Axe	Equipment/Weapon	Costs 1 less mana to equip on a Dwarf. Physical Resist 1 (Reduce physical damage taken by 1.) Reforge 2 (During your main phase discard to gain 2 mana to immediately use to attach another equipment. If on a troop the new equipment must go on the same troop.)	4	0	4			R
Equipment-Stoneborn Plate Mail	Equipment/Armor	Costs 1 less mana to equip on a Dwarf. Reforge 2 (During your main phase discard to gain 2 mana to immediately use to attach another equipment. If on a troop the new equipment must go on the same troop.) Brace 1 (Reduce damage taken by 1 when defending.)	0	4	4			R
Equipment-Strap Armor	Equipment/Armor	Reforge 1 (During your main phase discard to gain 1 mana to immediately use to attach another equipment. If on a troop the new equipment must go on the same troop.)	0	1	1			C
Equipment-Surictavi Kudu Armor	Equipment/Armor	Costs 1 less mana to equip on a Surictavi Reforge 2 (During your main phase discard to gain 2 mana to immediately use to attach another equipment. If on a troop the new equipment must go on the same troop.) Resist All 1 (Reduce non curse damage taken by 1.)	0	3	3			R
Equipment-Surictavi Sling	Equipment/Weapon	Costs 1 less mana to equip on a Surictavi Main: Stonethrow 1 (Deal 1 physical damage to adjacent target troop.) Reforge 1 (During your main phase discard to gain 1 mana to immediately use to attach another equipment. If on a troop the new equipment must go on the same troop.)	2	0	2			U

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Equipment-Zuk Gar Greatsword	Equipment/Weapon	Costs 1 less mana to equip on an Orc/Ogre. Reforge 2 (During your main phase discard to gain 2 mana to immediately use to attach another equipment. If on a troop the new equipment must go on the same troop.) Bloodrage (+1 Att for each damaged troop within 2 squares of this troop, including self.)	4	0	4			R
Equipment-Zuk Gar Scale Armor	Equipment/Armor	Costs 1 less mana to equip on an Orc/Ogre. Reforge 2 (During your main phase discard to gain 2 mana to immediately use to attach another equipment. If on a troop the new equipment must go on the same troop.) Death Affinity 1 (Your Death spells cost 1 less mana when cast on this troop or used in battle with this troop.)	0	4	4			R
Fire (Spells)								
Fire-Bolt of Fire	Fast Cast (Damage)	Deal 2 Fire damage to target troop.			1			C/1
Fire-Circle of Flame	Aura	Effect: Inferno 1 (Deal 1 Fire damage to adjacent enemy troops.) +1 Att			2			U/2
Fire-Cloak of Flame	Aura	Enemy troops take 1 Fire damage when attacking this troop. +1 Att			1			C/1
Fire-Ember	Fast Cast (Damage)	Deal 1 Fire damage to target troop. Whenever this card would be placed in the nether, instead place it at the bottom of your deck (no shuffle).			0			C/1
Fire-Fiery Punishment	Curse	Effect: Burn 1 (Target takes 1 Fire damage.) Can be cast on unrevealed troops. If this damages an unrevealed troop, they become revealed. When casting this curse on a target with an attached aura, pay X to remove that aura. X=aura's cost			1			U/2
Fire-Fire Fan	Fast Cast (Damage)	Deal 2 Fire damage each to target troop and 1 troop adjacent to target.			2			U/2
Fire-Fire Rain	Sorcery (Damage)	Deal 3 Fire damage to target troop and 1 to all troops adjacent to target.			4			R/3
Fire-Fireball	Fast Cast (Damage)	Deal X Fire damage to target troop.			X			E/4
Fire-Fists of Flame	Aura	Add 2 Fire damage to this troop's attacks.			1			U/2
Fire-Melt Metal	Fast Cast (Removal)	Destroy target weapon or armor.			2			C/1
Fire-Smoldering Flames	Curse	Deal 1 Fire damage to this troop for each square it moves. Can be cast on unrevealed troops. If this damages an unrevealed troop, they become revealed. When casting this curse on a target with an attached aura, pay X to remove that aura. X=aura's cost			1			C/1
Fire-Symbol of Fire	Enchant	Your fast cast and sorcery Fire damage spells do 1 more damage. Your Fire spells cost 1 less mana to cast.			3			R/3
Fire-Volcanic Eruptions	Enchant	Effect: Fiery Lava 1 (Deal 1 Fire damage to target troop.) This damage ignores all resistances.			3			R/3
Life (Spells)								
Life-Banner of the Arcaneer	Enchant	+1 Att/+1 Def to Brudakian troops in your army			3			R/3
Life-Banner of the Forest	Enchant	+1 Att/+1 Def to Kevetni troops in your army			3			R/3
Life-Blazing Sun	Enchant	+1 Att/+1 Def to Good troops in your army			3			R/3
Life-Embrace of the Light	Aura	+1 Att/+2 Def			2			C/1

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Life-Greater Healing Star	Channeled (Heal)	Remove 3 damage from target troop.			3			R/3
Life-Greater Light Guard	Fast Cast (Prot)	Prevent 3 damage to target troop.			3			R/3
Life-Healing Blast	Channeled (Heal)	Remove 3 damage from target troop and 1 damage from all friendly troops adjacent to target.			4			R/3
Life-Healing Star	Channeled (Heal)	Remove 2 damage from target troop.			2			U/2
Life-Light Guard	Fast Cast (Prot)	Prevent 2 damage to target troop.			2			U/2
Life-Might of the Light	Aura	+2 Att/+1 Def			2			U/2
Life-Minor Healing Star	Channeled (Heal)	Remove 1 damage from target troop.			1			C/1
Life-Minor Light Guard	Fast Cast (Prot)	Prevent 1 damage to target troop.			1			C/1
Life-Powered Healing Star	Channeled (Heal)	Remove X damage from target troop.			X			E/4
Life-Powered Light Guard	Fast Cast (Prot)	Prevent X damage to target troop.			X			E/4
Life-Purify Essence	Fast Cast (Removal)	Remove a curse or heal 1 damage from target troop. Whenever this card would be placed in the nether, instead place it at the bottom of your deck (no shuffle).			0			C/1
Life-Reincarnate	Channeled (Resurrect)	Bring a target troop from your crypt back to life. (Troop placed on a starting square for their piece type on your side of the board.) X=1/2 troop's Def (rounded up)			X			R/3
Neutral (Spells)								
Neutral-Stoneborn Battle Flag	Enchant	+1 Att/+1 Def to Stoneborn troops in your army			3			R/3
Neutral-Totem of the Mob	Enchant	+1Att/+1 Def to Surictavi troops in your army			3			R/3
Water (Spells)								
Water-Greater Ice Shield	Fast Cast (Prot)	Prevent 3 damage to target troop.			3			R/3
Water-Greater Soothing Mist	Channeled (Heal)	Remove 3 damage from target troop.			3			R/3
Water-Healing Rain	Enchant	Effect: Heal 1 (Remove 1 damage from target troop.)			3			R/3
Water-Ice Barrier	Aura	Resist All 2 (Reduce damage taken by 2.)			2			C/1
Water-Ice Shield	Fast Cast (Prot)	Prevent 2 damage to target troop.			2			U/2
Water-Minor Ice Shield	Fast Cast (Prot)	Prevent 1 damage to target troop.			1			C/1
Water-Minor Soothing Mist	Channeled (Heal)	Remove 1 damage from target troop.			1			C/1
Water-Powered Ice Shield	Fast Cast (Prot)	Prevent X damage to target troop.			X			E/4
Water-Powered Soothing Mist	Channeled (Heal)	Remove X damage from target troop.			X			E/4
Water-Shroud of Mist	Aura	Effect: Regenerate 1 (Remove 1 damage from self) Curse Invulnerability (This troop cannot be targeted by curse spells.) When casting this aura on a target with a curse attached, remove that curse.			2			U/2
Water-Soothing Mist	Channeled (Heal)	Remove 2 damage from target troop.			2			U/2
Water-Symbol of Water	Enchant	Your Soothing Mist spells remove 1 more damage. Your Water spells cost 1 less mana to cast.			3			R/3
Water-Water Cloak	Aura	Effect: Healer 1 (Remove 1 damage from self or adjacent troop.) Does not need to reveal to use this ability.			1			U/2
Brudakian (Human Troops) - Good								
Troop-The Arcaneer	Human Mage/Eng- <i>Unique</i>	Spell Resist 1 (Reduce non curse spell damage taken by 1.) Main: Arcane Bolt 2 (Deal 2 Arcane damage to adjacent target troop.) Spellshatter (When targeted by a spell roll D6. If the result is even, counter that spell.)	11	11		K	26	L
<i>Highly intelligent but very eccentric, no one is unclear on the immense power he wields.</i>								
Troop-Dian	Human Mage/Warrior- <i>Unique</i>	Charge 1 (+1 Att when attacking) Resist All 1 (Reduce non curse damage taken by 1.) Effect: Regenerate (Remove D2 damage from self.)	9	9		Q	21	E
<i>The strong arm of the Arcaneer, she is a physical champion like her father.</i>								

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Troop-Defendermage Khirha	Human Mage- Unique	Spell Shield (When targeted by a non curse damage spell, prevent D3 spell damage) Brace 1 (Reduce damage taken by 1 when defending.)	7	8		R	17	E
<i>She weaves spells of defense and practices absorbing and dispelling magical attacks.</i>								
Troop-Brudakian Mageblade	Human Mage/Warrior	Spell Resist 1 (Reduce non curse spell damage taken by 1.) Arms 1 (Attach weapons for 1 less mana.)	7	7		R	16	U
<i>Trained to fight with spell and sword they form the elite martial corp of the Brudakian forces.</i>								
Troop-Brudakian Windmage	Human Mage	Mobility 1 (+1 Att or reduce damage taken by 1 when in combat) Air Affinity 1 (Your Air spells cost 1 less mana when cast on this troop or used in battle with this troop.) Cavalry (Return to starting square after a failed attack.)	5	6		KN	13	R
<i>Master of air spells, she can travel on the currents of the wind.</i>								
Troop-Brudakian Heavy Calvary	Human Warrior	Mobility 1 (+1 Att or reduce damage taken by 1 when in combat) Spell Resist 1 (Reduce non curse spell damage taken by 1.) Cavalry (Return to starting square after a failed attack.)	5	5		KN	12	U
<i>Heavily armed and armored on steeds purchased from the Centaurs, their charge is earthshaking and devastating.</i>								
Troop-Arcano Priest Miloseba	Human Mage/Priest- Unique	Effect: Healer 1 (Remove 1 damage from self or adjacent troop.) Does not need to reveal to use this ability. Effect: Wild Mana 1 (Roll D6. If the result is even, gain 1 mana.)	3	4		B	9	E
<i>Famous mage priest of Brudak who has a special talent for channeling mana.</i>								
Troop-Brudakian Lightmage	Human Mage/Priest	Effect: Prime Healer (Remove D3 damage total from self or any adjacent troops divided in any way.) Does not need to reveal to use this ability.	4	4		B	9	U
<i>More priest than mage but trained in the arcane as wells as the healing arts.</i>								
Troop-Brudakian Magemaster	Human Mage	Command 1 (Gain +1 Att for each adjacent friendly troop.)	3	4		P	8	R
<i>They form the council that advises the Arcaneer and train the apprentice mages.</i>								
Troop-Brudakian Blastmage	Human Mage	Main: Scorch 1 (Deal 1 Fire damage to adjacent target troop.)	3	2		P	6	U
<i>Mages of fire and lightning who specialize in spells of destruction.</i>								
Troop-Brudakian Soldier	Human Warrior	Spell Resist 1 (Reduce non curse spell damage taken by 1.)	2	3		P	6	U
<i>The foot soldiers of the city, they keep the peace and form the bulk of the army.</i>								
Troop-Brudakian Watershaper	Human Mage	Main: Ice Bolt 1 (Deal 1 Water damage to adjacent target troop.) Scout (Reveal all adjacent enemy troops.) Does not need to reveal to use this ability.	2	1		P	5	C
<i>The eyes of the Arcaneer, they travel the coast searching for threats to Brudak.</i>								
Troop-Brudakian Conscript	Human Warrior	Comradery 1 (Gain +1 Att/Reduce damage taken by 1 if next to a friendly troop of the same race.)	1	2		P	4	C
<i>In times of emergency every citizen is expected to fight in defense of Brudak.</i>								
Troop-Brudakian Apprentice	Human Mage	Sustenance 1 (When this troop is killed add 1 mana to your counter.)	1	1		P	3	C
<i>Mages on the rise studying the arcane and the machines their great city is known for.</i>								
Kevetni (Elf Troops) - Good								
Troop-Druid Queen Zenala	Elf Mage/Priest- Unique	Main: Starstrike 2 (Deal 2 Life damage to adjacent target troop.) Druid Forms (In combat, choose 1): Panther (+1 Att/may move 1 square in any direction after combat ends) Treat (Reduce non curse damage taken by 1/heal D3 damage after combat ends)	11	11		K	26	L
<i>Beautiful, majestic and powerful she is the elven embodiment of the Kevetni forest.</i>								

Name	Card Type/ Trait	Text and special abilities	Att	Def	Cost	Piece Type	Power Score	Quality/MH
Troop-Oshara	Elf Assassin- Unique	Bushwhack 1 (+1 Att vs troops with less Def than this troop's Att) Dodge (When targeted by a damage spell/effect roll D6. If the result is even, take no damage.) Orc Slayer 1 (+1 Att/Reduce damage taken by 1 vs Orcs)	10	8		Q	21	E
<i>The enemies of the forest are her enemies too and they do not last for long.</i>								
Troop-Kevetni Treant	Treant Warrior	Effect: Regrowth 1 (Remove 1 damage from self.) Physical Resist 1 (Reduce physical damage taken by 1.) Juggernaut (This troop is immune to negative movement effects.)	6	8		R	17	R
<i>The living tree protectors of the forest, they answer the call of the Druid Queen when needed.</i>								
Troop-Kevetni Blademaster	Elf Warrior	Weapon Master 2 (+2 Att if a weapon is attached to this troop.) Arms 1 (Attach weapons for 1 less mana.)	7	7		R	17	U
<i>These highly skilled swordsmen guard the Druid Queen of the Kevetni.</i>								
Troop-Panther Lord Shadowfang	Beast Cat- Unique	Mobility 1 (+1 Att or reduce damage taken by 1 when in combat) Pounce (When attacking gain +1 Att and negate target troop's text abilities in combat) Cavalry (Return to starting square after a failed attack.)	6	6		KN	14	E
<i>He is one of only a handful of these powerful cats. They have a strength that the warriors of the Kevetni elves try to emulate.</i>								
Troop-Kevetni Unicorn Rider	Elf Warrior	Mobility 1 (+1 Att or reduce damage taken by 1 when in combat) Death Immune (Cannot take damage from Death spells) Cavalry (Return to starting square after a failed attack.)	5	5		KN	12	U
<i>Only warriors of the purest heart ride these majestic and magical steeds.</i>								
Troop-Kevetni Moonpriestess	Elf Priest	Effect: Healer 1 (Remove 1 damage from self or adjacent troop.) Does not need to reveal to use this ability. Main: Starstrike 1 (Deal 1 Life damage to adjacent target troop.)	3	5		B	10	R
<i>The spiritual leaders of the Kevetni, they channel the forces of life to heal and protect the elves.</i>								
Troop-Kevetni Wood Sage	Elf Priest	Effect: Prime Healer (Remove D3 damage total from self or any adjacent troops divided in any way.) Does not need to reveal to use this ability.	4	4		B	9	U
<i>Keepers of lore and knowledge, the sages remember the histories and advise the Druid Queen.</i>								
Troop-Shaharra	Beast Cat- Unique	Pounce (When attacking gain +1 Att and negate target troop's text abilities in combat)	4	4		P	9	E
<i>Sleek and powerful, she glides effortlessly through the forest like a shadow in the moonlight.</i>								
Troop-Kevetni Captain	Elf Warrior	Command 1 (Gain +1 Att for each adjacent friendly troop.)	3	3		P	7	U
<i>Skilled and seasoned, these elves lead the forces of the Kevetni.</i>								
Troop-Kevetni Spearman	Elf Warrior	Main: Spearthrow 1 (Deal 1 physical damage to adjacent target troop.)	3	2		P	6	U
<i>The strong right arm of the Druid Queen.</i>								
Troop-Kevetni Woodguard	Elf Warrior	Brace 1 (Reduce damage taken by 1 when defending.)	2	3		P	6	C
<i>These warriors defend the Kevetni capital from all enemies.</i>								
Troop-Kevetni Scout	Elf Hunter	Main: Bowshot 1 (Deal 1 physical damage to adjacent target troop.) Scout (Reveal all adjacent enemy troops.) Does not need to reveal to use this ability.	2	1		P	5	C
<i>They rival the forest panther in their stealth ability as they scout the forest for any danger.</i>								
Troop-Kevetni Infantry	Elf Warrior	Resupply 1 (When this troop is killed draw a card.)	1	1		P	3	C
<i>These elves fight with a weapon in each hand using the trees as shields.</i>								

Name	Card Type/ Trait	Text and special abilities	Att	Def	Cost	Piece Type	Power Score	Quality/MH
Deepdark (Goblin Troops) - Evil								
Troop-Zookus Darkruler	Goblin Warrior- Unique	Bully 2 (+2 Att vs troops with less Att) Evasion (When targeted by a damage spell/effect roll D6. If the result is odd, take no damage.) Effect: Ruthless (Sacrifice a friendly troop to remove damage on self equal to their Def.)	11	11		K	26	L
<i>His ridiculous furs conceal a cunning and brutally fierce war leader.</i>								
Troop-Meevus Murder Mother	Goblin Assassin- Unique	Bushwhack 1 (+1 Att vs troops with less Def than this troop's Att) Main: Poison Strike 1 (Deal 1 Death damage to adjacent target troop.) Effect: Stealth (This troop may unreveal and be turned face down again.)	9	9		Q	21	E
<i>Her armor is stained and hardened by the blood of her many victims.</i>								
Troop-Razormaw	Beast Worm- Unique	Burrow (Can move under other troops) Consume (Remove D3 damage from self if this troop kills another troop.)	8	7		R	17	E
<i>Maker of a lot of the tunnels the goblins use and sometimes the goblins drive him towards their enemies.</i>								
Troop-Deepdark Bully	Goblin Warrior	Bully 1 (+1 Att vs troops with less Att) Bushwhack 1 (+1 Att vs troops with less Def than this troop's Att)	7	7		R	16	U
<i>Taskmasters to the miners who enjoy dispensing punishment.</i>								
Troop-Slimeserpent Destroyer	Beast Lizard	Mobility 1 (+1 Att or reduce damage taken by 1 when in combat) Main: Slimestrike 1 (Deal 1 Death damage to adjacent target troop.) Cavalry (Return to starting square after a failed attack.)	6	5		KN	13	R
<i>If you are not a slimeserpent or a goblin this thing just considers you a meal.</i>								
Troop-Slimeserpent Rider	Goblin Warrior	Mobility 1 (+1 Att or reduce damage taken by 1 when in combat) Main: Slimestrike 1 (Deal 1 Death damage to adjacent target troop.) Cavalry (Return to starting square after a failed attack.)	5	5		KN	12	U
<i>The goblins ride these monsters to great effect as cavalry in and above the ground.</i>								
Troop-Witchdoctor Nokturnis	Goblin Priest- Unique	Effect: Healer 1 (Remove 1 damage from self or adjacent troop.) Does not need to reveal to use this ability. Main: Voodoo flame 1 (Deal 1 Death or Fire damage to adjacent target troop.)	4	5		B	11	E
<i>Pagan priest of the tribe, he wears ritual masks and conducts ceremonies of fire and death.</i>								
Troop-Deepdark Cave Matron	Goblin Priest	Effect: Prime Healer (Remove D3 damage total from self or any adjacent troops divided in any way.) Does not need to reveal to use this ability.	4	4		B	9	U
<i>They heal the goblin tribe and enjoy a position of safety among the violence.</i>								
Troop-Deepdark Savage	Goblin Warrior	Berserk 1 (Deal 1 damage to self to gain +1 Att.) This can be used multiple times but cannot reduce Def to 0.	3	3		P	7	R
<i>These maniacs will slash anyone within range once the fight begins.</i>								
Troop-Deepdark Raid Leader	Goblin Warrior	Command 1 (Gain +1 Att for each adjacent friendly troop.)	3	3		P	7	U
<i>The strongest and smartest of goblin warriors.</i>								
Troop-Juvenile Slimeserpent	Beast Lizard	Main: Slimestrike 1 (Deal 1 Death damage to adjacent target troop.)	2	3		P	6	U
<i>Try to pet one of these little guys and you will draw back a stump.</i>								
Troop-Deepdark Tunneler	Goblin Miner	Physical Resist 1 (Reduce physical damage taken by 1.)	2	2		P	5	C
<i>They carve the underground kingdom and never get any reward except the gems they steal on the job.</i>								
Troop-Deepdark Scavenger	Goblin Hunter	Main: Bowshot 1 (Deal 1 physical damage to adjacent target troop.) Scout (Reveal all adjacent enemy troops.) Does not need to reveal to use this ability.	2	1		P	5	C

Name	Card Type/ Trait	Text and special abilities	Att	Def	Cost	Piece Type	Power Score	Quality/MH
<i>They scour the tunnels for food and enemies. Good at not being seen.</i>								
Troop-Deepdark Footfodder	Goblin Peon	Resupply 1 (When this troop is killed draw a card.)	1	1		P	3	C
<i>The weaker goblins are handed a weapon and herded to the enemy first.</i>								
Zuk Gar (Orc Troops) - Evil								
Troop-Warlord Gorus	Orc Warrior- Unique	Charge 2 (+2 Att when attacking) Crusher (In combat ignore an enemy troop's armor) Resist All 1 (Reduce non curse damage taken by 1.)	12	10		K	26	L
<i>He has ruled the Zuk Gar for many years despite the efforts of his usurpers.</i>								
Troop-Korganoth	Orc Assassin- Unique	Bushwhack 1 (+1 Att vs troops with less Def than this troop's Att) Ambush 1 (+1 Att when unrevealed before combat starts) Elf Slayer 1 (+1 Att/Reduce damage taken by 1 vs Elves)	10	8		Q	21	E
<i>The enemies of the warlord have a habit of disappearing.</i>								
Troop-Zuk Gar Cave Brute	Orc Warrior	Intimidate 1 (Lower an opponent's Att by 1 in combat.) Dwarf Slayer 1 (+1 Att/Reduce damage taken by 1 vs Dwarves)	8	6		R	16	R
<i>Monstrous orcs trained for strength to fight the immovable dwarves in the underground.</i>								
Troop-Zuk Gar Ogre	Ogre Warrior	Brace 1 (Reduce damage taken by 1 when defending.) Physical Resist 1 (Reduce physical damage taken by 1.)	7	7		R	16	U
<i>Giant brutes used as guards with their massive shields.</i>								
Troop-Alpha Wolf Volkir	Beast Wolf- Unique	Mobility 1 (+1 Att or reduce damage taken by 1 when in combat) Bloodrage (+1 Att for each damaged troop within 2 squares of this troop, including self) Cavalry (Return to starting square after a failed attack.)	6	6		KN	14	E
<i>There can be only one and he devours all who challenge his leadership.</i>								
Troop-Zuk Gar Wolf Rider	Orc Warrior	Mobility 1 (+1 Att or reduce damage taken by 1 when in combat) Main: Spearthrow 1 (Deal 1 physical damage to adjacent target troop.) Cavalry (Return to starting square after a failed attack.)	5	5		KN	12	U
<i>Terrifying wolf riders who rejoice at running down and skewering their enemies by spear!</i>								
Troop-Zuk Gar Blood Priest	Orc Priest	Effect: Healer 1 (Remove 1 damage from self or adjacent troop.) Does not need to reveal to use this ability. Soulsteal 1 (If this troop kills another troop gain +1 Att/+1 Def permanently.)	4	4		B	10	R
<i>Orcish necromancers who steal their foe's life force to increase their power.</i>								
Troop-Zuk Gar Shaman	Orc Priest	Effect: Prime Healer (Remove D3 damage total from self or any adjacent troops divided in any way.) Does not need to reveal to use this ability.	4	4		B	9	U
<i>They heal and guide the clan in their constant battles.</i>								
Troop-Rammer Grokk	Ogre Warrior- Unique	Battering Ram (+D3 Att when attacking)	4	4		P	9	E
<i>The orcs use these big uglies to smash down doors, walls and any unfortunate victims in their path and he is the meanest of the lot.</i>								
Troop-Zuk Gar War Leader	Orc Warrior	Command 1 (Gain +1 Att for each adjacent friendly troop.)	3	3		P	7	U
<i>Through fear and example, these skilled warriors lead into battle.</i>								
Troop-Savage Wolf	Beast Wolf	Bloodhunt 1 (+1 Att if there is a damaged troop within 2 squares of this troop, including self)	3	2		P	6	U
<i>The orcs breed these monster wolves as mounts and hunting companions. They have 2 modes-asleep and mean.</i>								

Name	Card Type/ Trait	Text and special abilities	Att	Def	Cost	Piece Type	Power Score	Quality/MH
Troop-Zuk Gar Trapper	Orc Hunter	Beast Slayer 1 (+1 Att/Reduce damage taken by 1 vs Beasts) Main: Bowshot 1 (Deal 1 physical damage to adjacent target troop.)	2	2		P	6	U
<i>They feed the clan. Masters of setting traps and the bow.</i>								
Troop-Zuk Gar Stalker	Orc Hunter	Main: Bowshot 1 (Deal 1 physical damage to adjacent target troop.) Scout (Reveal all adjacent enemy troops.) Does not need to reveal to use this ability.	2	1		P	5	C
<i>They roam alone spying and hunting for the clan.</i>								
Troop-Zuk Gar Shocktrooper	Orc Warrior	Resupply 1 (When this troop is killed draw a card.)	1	1		P	3	C
<i>The orcish infantry first into the fray.</i>								
Stoneborn (Dwarf Troops) - Neutral								
Troop-Stoneking Rognarr	Dwarf Warrior- Unique	Brace 2 (Reduce damage taken by 2 when defending.) Crushing Hammer (In combat roll D6. If the result is even, disable 1 text ability on the opponent troop.) Resist All 1 (Reduce damage taken by 1.)	10	12		K	26	L
<i>He rules justly with the strength and durability of the mountain.</i>								
Troop-Battle Brawler Bronn	Dwarf Warrior- Unique	Charge 1 (+1 Att when attacking) Main: Axe Throw 2 (Deal 2 physical damage to adjacent target troop) Intimidate 1 (Lower an opponent's Att by 1 in combat.)	9	9		Q	22	E
<i>A savage fighter whose insults are the only thing that hits harder than his axe.</i>								
Troop-Stoneborn Stoneguard	Dwarf Warrior	Brace 1 (Reduce damage taken by 1 when defending.) Resist All 1 (Reduce damage taken by 1.)	6	8		R	16	R
<i>Highly skilled and battle tested, these are Rognarr's kingsguard.</i>								
Troop-Stoneborn Rocksoldier	Dwarf Warrior	Shieldspear (+1 Att when attacking or reduce damage taken by 1 when defending) Physical Resist 1 (Reduce physical damage taken by 1.)	7	7		R	16	U
<i>Masters of the shieldspear, they revel and excel in close combat mayhem.</i>								
Troop-Bull Varanu	Beast Lizard- Unique	Mobility 1 (+1 Att or reduce damage taken by 1 when in combat) Venom (If this troop damages an enemy troop in combat, deal D3 Death damage.) Cavalry (Return to starting square after a failed attack.)	5	7		KN	14	E
<i>The strongest of the chasm lizards, he charges into battle biting, slashing and poisoning his foes.</i>								
Troop-Stoneborn Cavalry	Dwarf Warrior	Mobility 1 (+1 Att or reduce damage taken by 1 when in combat) Stampede 1 (Reduce enemy troop's Def by 1 when attacking.) Cavalry (Return to starting square after a failed attack.)	5	5		KN	12	U
<i>Sometimes dwarves need to move faster than a rumbling jog!</i>								
Troop-Stonebreaker Priest	Dwarf Priest	Effect: Healer 1 (Remove 1 damage from self or adjacent troop.) Does not need to reveal to use this ability. Main: Stonestrike 1 (Deal 1 Earth damage to adjacent target troop.)	4	4		B	10	R
<i>They heal their dwarven allies and smite their enemies with the power of the stone.</i>								
Troop-Stonespeaker Priest	Dwarf Priest	Effect: Prime Healer (Remove D3 damage total from self or any adjacent troops divided in any way.) Does not need to reveal to use this ability.	3	5		B	9	U
<i>The spiritual leaders and primary healers of the Stoneborn.</i>								
Troop-Gate Captain Brudus	Dwarf Warrior- Unique	Command 1 (Gain +1 Att for each adjacent friendly troop.)	3	5		P	9	E
<i>The uncompromising leader of the warriors that guard the entrances of the citadel.</i>								

Name	Card Type/ Trait	Text and special abilities	Att	Def	Cost	Piece Type	Power Score	Quality/MH
Troop-Stoneborn Artillerydwarf	Dwarf Warrior	Main: Axe Throw 1 (Deal 1 physical damage to adjacent target troop)	3	3		P	7	U
<i>Who needs a catapult when you have a dwarf spinning a massive wickedly sharp axe on a chain at your enemy!</i>								
Troop-Stoneborn Forgemaster	Dwarf Blacksmith	Effect: Gear 1 (Pay 1 mana. Look through your deck for 1 equipment card and add it to your hand, then shuffle your deck and discard 1 card from your hand.)	3	3		P	7	U
<i>The master blacksmiths of the kingdom, they forge the amazing weapons and armor of the dwarves.</i>								
Troop-Stoneborn Tunnel Scout	Dwarf Hunter	Main: Bowshot 1 (Deal 1 physical damage to adjacent target troop.) Scout (Reveal all adjacent enemy troops.) Does not need to reveal to use this ability.	2	3		P	7	U
<i>Stealthy (for a dwarf) and masters of the crossbow, they protect the miners and search the tunnels for any threats.</i>								
Troop-Stoneborn Miner	Dwarf Miner	Physical Resist 1 (Reduce physical damage taken by 1.)	2	2		P	5	C
<i>Carvers of the earth, they revere their precious stone and it is said they gain clues from tasting their pickaxes.</i>								
Troop-Stoneborn Infantrydwarf	Dwarf Warrior	Resupply 1 (When this troop is killed draw a card.)	1	2		P	4	C
<i>The backbone of the army, they are tough, powerful and usually drunk when not fighting.</i>								
Surictavi (Meerkat Troops) - Neutral								
Troop-Mob Mother Rikka	Surictavi Warrior- Unique	Resist All 2 (Reduce non curse damage taken by 2.) Effect: Surictavi Healer 1 (Remove 1 damage from self or adjacent Surictavi troop.) Dodge (When targeted by a damage spell/effect roll D6. If the result is even, take no damage.)	10	12		K	26	L
<i>Her speed and agility are only surpassed by her love for the mob.</i>								
Troop-Consort Tavvo	Surictavi Warrior- Unique	Charge 1 (+1 Att when attacking) Disarm (Remove an enemy troop's weapon until combat is over.) Resist All 1 (Reduce non curse damage taken by 1.)	8	10		Q	21	E
<i>The strongest warrior of the mob and companion to Rikka</i>								
Troop-Den Guard Keero	Surictavi Warrior- Unique	Mob Might (+1 Att for each revealed friendly Surictavi troop, including self) Max +5 Att Mob Protector (Prevent D3 damage to an adjacent friendly Surictavi troop in combat)	7	8		R	17	E
<i>He commands the full time armed and armored protectors of the mob.</i>								
Troop-Surictavi Wizard	Surictavi Mage	Spell Resist 1 (Reduce non curse spell damage taken by 1.) Air Affinity 1 (Your Air spells cost 1 less mana when cast on this troop or used in battle with this troop.) Windwalking (Can move over other troops)	7	7		R	17	R
<i>She is a master of the power of air.</i>								
Troop-Giant Wolverine	Beast Wolverine	Mobility 1 (+1 Att or reduce damage taken by 1 when in combat) Berserk 1 (Deal 1 damage to self to gain +1 Att.) This can be used multiple times but cannot reduce Def to 0. Cavalry (Return to starting square after a failed attack.)	5	6		KN	13	R
<i>The toughest beast for its size in Lytharia and these are huge</i>								
Troop-Surictavi Wolverine Knight	Surictavi Warrior	Mobility 1 (+1 Att or reduce damage taken by 1 when in combat) Fearless 1 (+1 Att vs troops with a higher Att) Cavalry (Return to starting square after a failed attack.)	4	6		KN	12	U
<i>Elite warriors of the mob ride these monsters in time of war.</i>								

Name	Card Type/ Trait	Text and special abilities	Att	Def	Cost	Piece Type	Power Score	Quality/MH
Troop-Elder Tikka	Surictavi Priest- Unique	Effect: Healer 1 (Remove 1 damage from self or adjacent troop.) Does not need to reveal to use this ability. Effect: Seer 1 (Pay 1 mana. Look through your deck for 1 card and add it to your hand, then shuffle your deck and discard 2 cards from your hand.)	3	4		B	9	E
<i>Ancient and wise, she keeps the histories of the Surictavi tribes.</i>								
Troop-Surictavi Mender	Surictavi Priest	Effect: Prime Healer (Remove D3 damage total from self or any adjacent troops divided in any way.) Does not need to reveal to use this ability.	3	5		B	9	U
<i>A master of healing and bandaging the wounded of the mob</i>								
Troop-Surictavi Ranger	Surictavi Warrior	Main: Stonethrow 1 (Deal 1 physical damage to adjacent target troop.) Scout (Reveal all adjacent enemy troops.) Does not need to reveal to use this ability.	3	4		P	9	R
<i>They roam the hills steadfastly defending the mob against danger.</i>								
Troop-Surictavi Slinger	Surictavi Warrior	Main: Stonethrow 2 (Deal 2 physical damage to adjacent target troop.)	3	3		P	8	U
<i>The Surictavi are naturally inclined and deadly accurate with their slings and these are the slinger elite.</i>								
Troop-Surictavi Badger	Beast Badger	Vicious 2 (+2 Att when defending)	2	3		P	7	U
<i>Friends to the Surictavi but tough and vicious if cornered by an enemy.</i>								
Troop-Surictavi Forager	Surictavi Hunter	Main: Stonethrow 1 (Deal 1 physical damage to adjacent target troop.) Scout (Reveal all adjacent enemy troops.) Does not need to reveal to use this ability.	2	2		P	6	C
<i>The fastest members of the mob scour the hills and plains for food and materials.</i>								
Troop-Surictavi Fisherman	Surictavi Hunter	Water Affinity 1 (Your Water spells cost 1 less mana when cast on this troop or used in battle with this troop.)	2	1		P	4	C
<i>Surictavi love fish and these guys claim them by net and spear.</i>								
Troop-Surictavi Builder	Surictavi Worker	Sustenance 1 (When this troop is killed add 1 mana to your counter.)	1	1		P	3	C
<i>The Surictavi are natural tunnelers and these members design and reinforce the homes and tunnels.</i>								