



SUMMON!

Immediately exhaust an adventurer card, then replace this card with the top card from the UnHallowed deck. Put this card in the Graveyard.

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FOREST GIANT

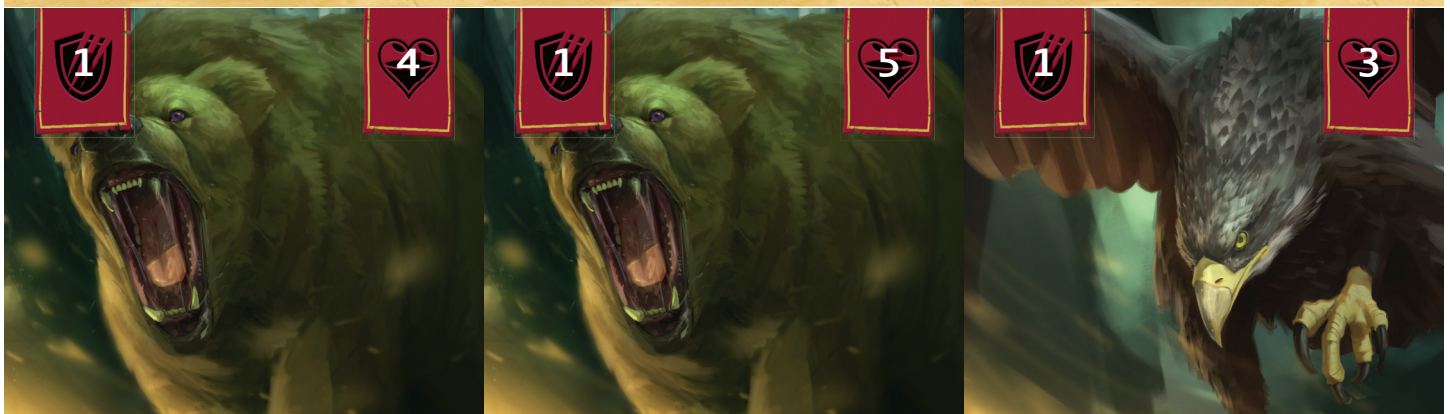
ONGOING: Giant's Health is always combined with the creature's behind it. Reveal the next creature in line if necessary.

Giant

FOREST GIANT

ONGOING: Giant's Health is always combined with the creature's behind it. Reveal the next creature in line if necessary.

Giant



BEAR

BEAR

EAGLE

Forest Creature

Forest Creature

Forest Creature



EAGLE

Forest Creature



WOLF

Forest Creature



WOLF

Forest Creature



FAE

FIRST POSITION:



Fairy



FAE

FIRST POSITION:



Fairy



EMBER DRAKE

FIRST POSITION: Exhaust two adventurer cards



and

Dragon



EMBER DRAKE

FIRST POSITION: Exhaust two adventurer cards



and

Dragon



ACOLYTE

REVEAL: Draw a creature and add it to the Horde.

FIRST POSITION: Reshuffle a Summoned card back into the draw deck if there is one in the Graveyard.

Human



ACOLYTE

REVEAL: Draw a creature and add it to the Horde.

FIRST POSITION: Reshuffle a Summoned card back into the draw deck if there is one in the Graveyard.

Human



10

FELL BEAST

FIRST POSITION: Draw another creature and place it in front of Fell Beast (activate only once).

Fire Demon



11

FELL BEAST

FIRST POSITION: Draw another creature and place it in front of Fell Beast (activate only once).

Fire Demon

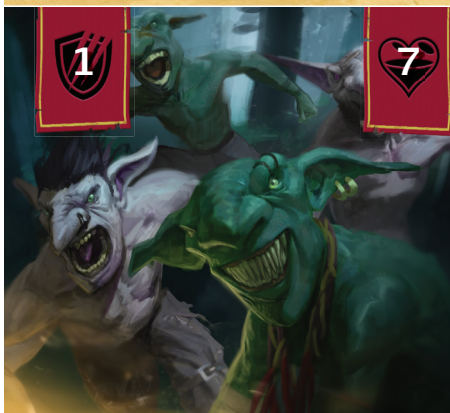


6

GOBLINS

REVEAL: Move Goblins to first position.

Goblin



7

GOBLINS

REVEAL: Move Goblins to first position.

Goblin



6

WYVERN

FIRST POSITION:



Dragon



7

WYVERN

FIRST POSITION:



Dragon



7

BANDIT

FIRST POSITION: The Bandit steals one available die of the group's choosing.

Human



7

BANDIT

FIRST POSITION: The Bandit steals one available die of the group's choosing.

Human



8

METAL GOLEM

No direct attacks can be assigned to creatures in the line behind the Metal Golem.

Golem



METAL GOLEM

No direct attacks can be assigned to creatures in the line behind the Metal Golem.

Golem

SKELETONS

If Skeletons are on top of the Graveyard at end of round put them at the start of the line next round.

Undead

SKELETONS

If Skeletons are on top of the Graveyard at end of round put them at the start of the line next round.

Undead



VAMPIRE

REVEAL: Steal the highest available die to become this card's health value.

Undead

VAMPIRE

REVEAL: Steal the highest available die to become this card's health value.

Undead

ZOMBIE HORDE

ONGOING: Zombie Horde's Health is always combined with the creature card on top of the Graveyard.

Undead



ZOMBIE HORDE

ONGOING: Zombie Horde's Health is always combined with the creature card on top of the Graveyard.

Undead

TREANT

DEFEATED: +2

Earth Elemental

TREANT

DEFEATED: +2

Earth Elemental



2 **9**

 **NECROMANCER**

REVEAL: Place the top two undead creatures in the graveyard in front of the Necromancer in line; weakest first.

Unhallowed



3 **10**

 **LICH**

No card powers can affect any creatures behind the Lich in line.

Unhallowed



3 **11**

 **WARLORD**

ONGOING: All other creatures are 2 greater in Health.

Unhallowed



1 **9**

 **PYROMANCER**

REVEAL: Place this card at the end of the line.
ONGOING: Every creature that goes to the Graveyard before Pyromancer burns a wood from the fire.

Unhallowed



2 **12**

 **WRAITH LORD**

DEFEATED: Exhaust an adventurer card.

Unhallowed



2 **12**

 **WYVERN RIDER**

REVEAL: All Wyverns in the Graveyard are placed behind the Rider in line.

Unhallowed



3 **11**

 **WEREWOLF**

ONGOING: All Forest Creatures in the line are double in health.

Unhallowed



2 **8**

 **GOBLIN CHIEF**

REVEAL: Add all Goblins from the creature and graveyard deck to the front of the line.

Unhallowed