







DREAMBLADE

ENCYCLOPEDIA

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Valor



Spawn Cost	Count
2	3
3	9
4	11
5	9
6	11
7	8
8	10
9	6
10	7
11	4
12	1
13	—



TOWER OF UNQUENCHED FLAME

🔥: Whenever a player would skip his or her spawn phase, if that player controls a local creature, he or she doesn't skip his or her spawn phase this turn.

The tower withstands all.

2 **XXX** Location

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ZUNGAR BLADEMASTER

Defender — This creature can't move into an enemy-occupied cell when you shift.

Are they a race that could have been but never was?

2 **X** 2 5/5

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RUNETAGGED INITIATE

None shall pass.

2 **XXX** 1 4/4

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ARDENT ZUNGAR

♂: Stalwart — Deal +X damage this combat, where X is the number of local enemies.

Are they the shades of a lost race here to protect us from their fate?

3 **X** 2 3/4

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PEARLTHORN CASTLE

🕒: Move target adjacent ally into this cell.

The castle is a safe haven in a land of doubt.

3 **XXX** Location

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RUNETAGGED BRAWLER

"Only a fool thinks me unarmed."

3 **X** 2 5/5

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CLAWCLAN SCOUT

Bloodcut

B

♂: Skirmish — You may move target engaged ally one cell.

He is committed to killing the Stitched as many times as it might take.

3 **X** 2 4/5

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SERAPH

👁️: **Advance** — You may move target unengaged ally one cell.

She covers herself not out of modesty but compassion. Her beauty would sear your soul.

3 **X** 2 3/4

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THRICE-CROWNED ANDROGYNE

Janus

J

👁️: **Exile** — If target local enemy becomes disrupted this combat, you may place it in an occupied nonlocal cell.

Their majesties are not amused.

3 **X** 1 4/4

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BLIND ENVOY

Ambition 1 — If this creature claims a scoring cell this turn, score +1 conquest point.

"Victory is the only thing I see."

3 **XXX** 1 3/4

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ZUNGAR SHIELDSWORN

Disarm 4 — Whenever an opponent chooses this cell for combat, target local enemy with spawn cost 4 or less can't attack that combat.

Are they the vanguard of a new age or a remnant of a destroyed dream?

3 **X** 1 3/4

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ANGELSTAR SHRINE

Overpower 1 — Your local and adjacent regular attacks deal +1 damage for each ♠ you roll.

Only in the dreamscape would such a peaceful place be the site of so many battles.

3 **XXX** Location

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INSPIRED SAMURAI

Bodyguard — Opponents may not assign damage to your local allies without Bodyguard until enough damage has been assigned to disrupt or destroy each of your local creatures with Bodyguard.

4XX 1 5|8

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SCARAB WARCHARM

Advance — You may move target unengaged ally one cell.
Skirmish — You may move target engaged ally one cell.

The secrets of victory are etched into its skin.

4XX 2 6|7

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STEELBORN LION

Bloodcut

Reinforce Bloodcut — You may spawn this creature in any cell that contains a Bloodcut ally.

Where there was one Bloodcut, now there are two.

4XXX 3 4|5

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ARCH OF TRIUMPH

During your spawn phase, you may spawn creatures in this cell if there are no local enemies. *(You can't break the stacking limit with this ability.)*

The Arch of Triumph was first discovered by Sir Glorious of the Janus Legion.

4XXX Location 2|60

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HONOR GUARD

Janus

He watches his own back.

4XX 3 5|6

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VIRTUOUS MAIDEN

Enrage 1 — Until end of turn, this creature has "Enrage 1 — Your local and adjacent allies have +1 power."

Bask in her beauty and be rewarded.

4XXX 2 5|6

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WHIRLING KNIFEDANCER

Crit 1 — Deal +1 damage this combat.

The pain of his foes is the only applause that this dancer seeks.

4XXX 3 4|5

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MASK DANCER

Defender — This creature can't move into an enemy-occupied cell when you shift.

Attract — You may pull target ally one cell. *(“Pulling” means moving a creature closer.)*

4XX 3 6|7

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KNIGHT OF DUSK AND DAWN

Janus

Advance Janus 2 — You may move up to two target unengaged Janus allies one cell.

Behind her, defeat. Before her, loss. Beside her, hope.

4XXX 2 5|6

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SOULWASH TEMPLE

When you spawn this location in a cell, you may ignore the one-location stacking limit of that cell.

*****: Destroy target local location.

Crit 1 — Deal +1 damage this combat.

4XXXX Location 10|60

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ZUNGAR WAYFINDER

Alert 1 — Add +1 to your initiative roll. (Abilities that alter initiative rolls don't alter the number of spawn points each player gets each turn, or whether the spawn phase is skipped.)

Seeing the path is not the same as knowing the way.

4XX 2 5|8

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FALCON SOLDIER

Crit 2 — Deal +2 damage this combat.

A bird of prey, whatever its guise, glories in the hunt.

5XX 2 4|6

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KNIGHT OF STRIFE AND JOY

Janus

♣: Skirmish 2 — You may move up to two target engaged allies one cell each.

Defender — This creature can't move into an enemy-occupied cell when you shift.

5X 4 6/7

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♣ 8/96



KNIGHT OF TOMORROW

♣: Skirmish — You may move target engaged ally one cell.

"I know what tomorrow brings."

5X 2 7/8

©2006 Wizards. Made in China.

♣ 9/96



TWILIGHT SCOUT

Bloodcut

♣: Advance — You may move target unengaged ally one cell.

He leads the charge, but not by much.

5X 3 5/7

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♣ 22/96



NAGA BROODQUEEN

♣: Rush — You may move each ally in target cell one cell.

Lady of rubies, baroness of gold, princess of pearls.

5X 2 7/8

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♣ 7/60



RAVENCLOAK VISIONARY

Somehow ahead, the future is always sharp and black. That's the part she sees.

5X 3 6/7

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♣ 7/60



BAST'S HANDMAID

♣: Mighty Stride — If you control the creature with the highest power, you may move that creature one cell.

From strength, freedom.

5X 3 6/7

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♣ 2/60 ★



FIREMAN

♣: Advance — You may move target unengaged ally one cell.

♣: Stalwart — Deal +X damage this combat, where X is the number of local enemies.

Some like it hot.

5XX 2 6/7

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♣ 6/60



ANIMATED STANDARDS

Janus

♣: Advance Madness — You may move target unengaged Madness ally one cell.

♣: Skirmish Madness — You may move target engaged Madness ally one cell.

These standards need no bearer.

5X 3 4/7

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♣ 3/60



EAGLE-FEATHER WARRIOR

Reinforce Valor — You may spawn this creature in any cell that contains a Valor ally.

Enemies don't see her coming and don't live to see her leave.

6XX 3 6/6

©2006 Wizards. Made in China.

♣ 3/96



LUNAR HANDMAIDEN

♣, ♣: Advance — You may move target unengaged ally one cell.

Her commands are soft as moonlight but must be obeyed.

6XX 3 7/9

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♣ 11/96



MIRRORMAN

Janus

Janus creatures are here to guard and protect . . . something.

6X 3 8/9

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♣ 12/96



SIR GLORIOUS

Janus

Unique Glorious — You can't spawn this creature if you already control a creature with Unique Glorious.

Bolster Janus +2 — Your other local and adjacent Janus have +2 defense.

6X 3 6/8

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♣ 19/96 ★



STAG ZEALOT
Bloodcut B

☞: Crit 3 — Deal +3 damage this combat.

His act of self-sacrifice inspires his allies to greater efforts.

6 **XX** **0** **8/9**

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AKIZA CHAMPION

⓪: Twin of Akiza Guardian — You may exchange this creature with an Akiza Guardian in your reserves.

Rejoinder 2 — This creature's power is equal to twice the number of local enemies.

6 **X** ***** **6/6**

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AKIZA GUARDIAN

⓪: Twin of Akiza Champion — You may exchange this creature with an Akiza Champion in your reserves.

Bodyguard — Opponents can't assign damage to your local allies without Bodyguard until enough damage has been assigned to disrupt or destroy each of your local creatures with Bodyguard.

6 **X** **2** **6/7**

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BATTLEWEAVER
Janus J

☞: Advance & Skirmish — You may move target unengaged ally one cell and may move target engaged ally one cell in either order.

An army of two.

6 **X** **3** **7/7**

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DREAMWATCH SPHINX

☞: Teleport Ally — You may put target ally into target nonportal cell.

We are all pawns on its board.

6 **XX** **2** **5/6**

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ANCIENT VALKYRIE

⓪: Valor Beacon — You may spawn a creature with an aspect cost that contains XX in this cell. That creature costs 1 less to spawn.

They have lain frozen for eons in preparation for the Great Reckoning.

6 **XX** **2** **5/6**

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ZUNGAR WINDDANCER

Etherdance 3 — Whenever you spawn a 3-power creature, if this creature is unengaged, you may move it one cell.

Charge 5 — Whenever this creature enters an enemy-occupied cell, make a 5-power attack against target local enemy.

The time for questions has ended. The time for answers has begun.

6 **XX** **1** **5/7**

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HAWK-EYED INSTIGATOR

☞: Advance — You may move target unengaged ally one cell.

Courage is a blessing better shared than hoarded.

7 **XX** **4** **8/8**

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SAVANNAH DREAMHUNTER

☞: Crit 1 — Deal +1 damage this combat.

A diet of blood and a life of courage.

7 **X** **3** **8/9**

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KITSUNE
Bloodcut B

⓪: Attract Bloodcut — You may pull target Bloodcut ally one cell. ("Pulling" means moving a creature closer.)

Where she goes, trouble is sure to follow.

7 **X** **4** **7/9**

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MUJINA
Bloodcut B

☞: Skirmish Self — If this creature is engaged, you may move it one cell.

For the mujina, one battle is never enough.

7 **XX** **3** **6/6**

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LION RAMPANT

☞: Mass Wound 2 — Deal 2 damage to each local enemy.

At first glance a noble beast... you don't get a second glance.

7 **X** **3** **6/7**

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SAVANNAH HARROWER

There is a never-ending supply of enemies for the harrowers to kill.

7X 3 9|10

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ARMADILLO SHIELDBEARER

Bloodcut

♣: **Bodyguard** — Opponents can't assign damage to your local allies without Bodyguard until enough damage has been assigned to disrupt or destroy each of your local creatures with Bodyguard.

♣♣: **Crit 1** — Deal +1 damage this combat.

7X 2 7|9

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KNIGHT OF THE BRONZE HORN

♠: **Lead Valor** — If there are no local enemies, move this creature and up to one target local Valor ally into target adjacent cell.

Where I lead, you follow.

7X 4 7|8

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BRIGHTHAMMER AVENGER

Bloodcut

Charge 6 — Whenever this creature enters an enemy-occupied cell, it makes a 6-power attack against target enemy in that cell.

It arrives with the sound of beating wings and pain.

8X 0 8|10

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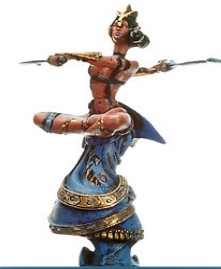
SAINT OF ROSES

Defender — This creature can't move into an enemy-occupied cell when you shift.

Sainthood can also be seized.

8X 5 9|11

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WHIRLWIND DERVISH

♣: **Teleport Self** — Move this creature into target nonportal cell.

She moves as she wills.

8XX 4 8|9

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GREEN CRUSADER

When the stakes are high enough, even the forest goes to war.

8X 4 9|10

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SIGHTLESS EUNUCH

♣: **Advance** — You may move target unengaged ally one cell.

He sees nothing but victory and desires nothing but triumph.

8X 4 8|10

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TEMPLE LION

Protect — Local allies can't be disrupted. If this creature is disrupted or destroyed, local allies can't be disrupted this phase.

Temple lions, sometimes known as shishi, have protected dreamers for thousands of years.

8X 4 7|7

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VALKYRIE MOONRIDER

Reinforce Valor — You may spawn this creature in any cell that contains a Valor ally.

♣: **Cleanse** — Remove target creature in an opponent's graveyard from the game.

8X 4 7|8

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ZUNGAR STANDARDBEARER

*: **Skirmish** — You may move target engaged ally one cell.

Are they the hope of what could be, here to dream themselves into existence?

8XXX 4 8|9

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ZUNGAR ENVOY

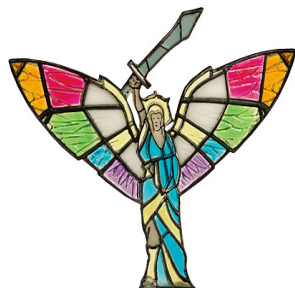
♣: **Glory 2** — Score +2 conquest points this turn.

Ambition 2 — If this creature claims a scoring cell this turn, score +2 conquest points.

Are they harbingers of hope or desperation?

8XXXX 3 6|7

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STAINED-GLASS ANGEL

Reinforce Valor — You may spawn this creature in any cell that contains a Valor ally.

Reserves, *Manifest* — Spawn this creature in any cell that contains a Valor ally without paying its cost. (Activate this ability only if this creature is in your reserves.)

Hallelujah!

9XXX 3 8|8

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LOYAL SCRAGGLEMAW

Once you meet a scragglemaw in your dreams, it will always return to you. For some, that's good news, but not for all.

9X 4 11|12

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ZUNGAR BODYGUARD

Bodyguard — Opponents may not assign damage to your local allies without Bodyguard until enough damage has been assigned to disrupt or destroy each of your local creatures with Bodyguard.

9XX 3 6|10

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RAGING VANGUARD

Bloodcut



Unstoppable — This creature can move when you shift, even if it's engaged.

If you want to stop him, just kill him.

9XX 4 10|10

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SHIMMERSWORD MERC

Twin of Shimmersword Sergeant — You may exchange this creature with a Shimmersword Sergeant in your reserves.

Loner — This creature can't attack with other creatures.

Two bodies . . .

9X 5 11|12

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SHIMMERSWORD SERGEANT

Twin of Shimmersword Merc — You may exchange this creature with a Shimmersword Merc in your reserves.

Crit 1 — Deal +1 damage this combat.

. . . one soul.

9X 3 9|10

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SIR WOLVEN

Dream Lord

Advance All — You may move any number of target unengaged allies one cell.

Skirmish Local All — You may move any number of target local allies one cell.

9XXXX 2 9|10

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INSCRIBED AXEBEAST

Janus

Vengeance 3 — This creature can be spawned only if an opponent has won three or more turns.

It loves only victory.

10X 6 11|13

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STEELBORN GRIFFIN

Reinforce Valor — You may spawn this creature in any cell that contains a Valor ally.

Where there was need, there is hope.

10XX 4 9|9

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PEARLTHORN GARGOYLE

Flux Ward — This creature has +X defense and +X life, where X is the conquest-point value of the local cell.

The more flux it taps into, the more real it becomes.

10X 5 9|11

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WAR TOLLER

Heroics 4 — If you control fewer local creatures than target opponent, deal +4 damage this combat.

Ask not for whom the bell tolls . . .

10X 5 9|11

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WAR EAGLE

✳: **Teleport Ally** — You may put target ally into target nonportal cell.

All of the dreamscape is their battlefield.

10 XXX 2 10|11

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BLOODCUT MARTYR

Bloodcut



♣: **Stalwart** — Deal +X damage this combat, where X is the number of local enemies.

♣: **Glory 1** — Score +1 conquest point this turn.

She treats every fight as her last... and one day it will be.

10 X 4 10|12

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TOTEM LORD

♣: **Bodyguard** — Opponents can't assign damage to your local allies without Bodyguard until enough damage has been assigned to disrupt or destroy each of your local creatures with Bodyguard.

Never did I find justice, until I decided to create it.

10 XXX 5 10|11

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ANGEL OF SUNRISE

✳: **Haste Gambit 2** — You may have each opponent advance one turn on the victory track. If you do, move each ally up to two cells.

When she rises, armies fall.

11 XXX 5 11|12

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PEARLTHORN DRAGON KNIGHT

Janus



②: **Rally 2** — You may move up to two target adjacent allies into this cell. (You can't break the stacking limit with this ability.)

True dragons see this Janus creation as an insult.

11 XX 6 11|11

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ARCHANGEL TOMMY

Reinforce Valor — You may spawn this creature in any cell that contains a Valor ally.

♣♣: **Mass Wound 4** — Deal 4 damage to each local enemy.

An angel of death, one bullet at a time.

11 XX 4 8|8

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ELITE GLADIATOR

Bladestrike 6 — Whenever this creature attacks, you may roll 6 fewer dice. If you do, deal +6 damage and gain ♣.

"You call it luck. I call it preparation."

11 X 6 10|12

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NOBLE DRAGON

♣: **Payback** — Deal +X damage this combat, where X is the power of target local enemy.

Dragons claim to have dreamed themselves into existence.

12 X 6 11|12

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Madness



Spawn Cost	Count
2	2
3	7
4	10
5	12
6	13
7	8
8	11
9	7
10	4
11	3
12	1
13	1



GATEWAY TO PSYCHOSIS

Each local creature has -1 life. (A creature's life can't be less than 1.)

When you find the limits of sanity, you have not yet found the limits of the dreamscape.

Location

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SPELLBOUND SCISSORS
Janus

Regenerate — If this creature would be destroyed, banish it instead. (A creature you control that is regenerated doesn't make a deathblow, generate bonus spawn points, or score conquest points for your opponents.)

2 2 2 2 2 | 2 2 | 5

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BLOATED PARASITE

Fight Passion +2 — While there is a local Passion enemy, this creature has +2 power.

It wouldn't have to spend so much time looking for hosts if it didn't kill them so quickly.

3 2 2 2 | 2 2 | 5

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PICK-PICK

A quick nightmare to tide you over.

3 2 2 | 2 3 | 7

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CHAOS PUPPETEER

Vortex — At the same time, move each creature in a noncentral key cell one cell clockwise around the central key cell. (Abilities that trigger as a result of this movement do so after all the creatures have moved.)

3 2 2 | 2 3 | 6

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TATTOOED SQUASHBUG
Hiveling

Shapechange — Whenever you would spawn a creature in a nonlocal cell, you may sacrifice this creature to spawn that creature here instead.

Think of it as a big, squishy present.

3 2 2 | 1 4 | 8

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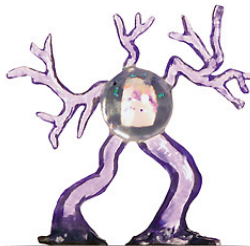
MADHOUSE

Vortex: Whenever your creatures make a regular attack, if there are no enemies in this cell, you may reroll X dice, where X is the conquest-point value of this cell.

The door is always open.

Location

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CHRONOSPHERE

Rewind — During the initiative phase, you may sacrifice this creature after both players have rolled initiative. If you do, reroll your initiative and use the new result for all purposes.

It's a dream lord's best friend.

3 2 2 2 | 2 3 | 6

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ESCAPE ARTIST

Swap — You may exchange this creature's position with target nonlocal ally.

He twists space as well as flesh.

3 2 2 | 2 3 | 6

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ASYLUM ESCAPEE

Swap — You may exchange this creature's position with target non-local ally.

In his mind, he is free.

4 2 2 | 2 4 | 8

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BOOK OF NOTHING

Warpstrike 3 — Make a 3-power attack against target nonlocal enemy.

"Look into the book and see what you are."

4 2 2 2 2 | 1 1 | 4

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DOCTOR APE

Raise — Put target creature from your graveyard into your reserves.

"He's only mostly dead."

4 2 2 2 2 | 1 3 | 8

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JACK-IN-THE-BOX *Janus*

Fade — If this creature attacks, banish it at the end of that combat (*unless it has been destroyed*).

A jack-in-the-box is scary once, which is enough.

4 2 6 3/9

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SKINLESS

When he finds a suit of skin that fits, maybe he'll stop killing. Maybe.

4 2 3 3/8

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CANIS HORRIBILIS *Stitched*

♠: Deathform 5 — You may exchange this creature with target creature in your graveyard with spawn cost 5 or less.

Loyal unto death and beyond.

4 2 3 3/7

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CHAIN SERVANT

Shackle 1 — Whenever this creature is disrupted and removed from its cell, choose up to one target enemy from that cell. Put that target in the same cell as this creature. There can be no combat in this cell this phase.

4 2 2 2/6

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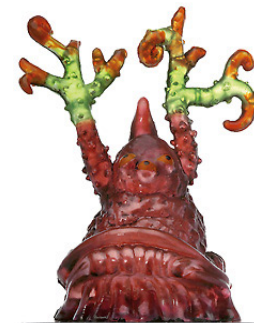
DREAMSCAPE PROPHET

♠: Mindcrit 4 — If you have more miniatures in your reserves than your opponent, deal +4 damage this combat.

♠: Raise — Put target creature from your graveyard into your reserves.

4 2 2 1/8

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MR. FRIEND

Reinforce Madness — You may spawn this creature in any cell that contains a Madness ally.

Figment — At the end of each turn, banish this creature.

Flummox 2 — Local enemies have **♠: Fumble 2** — Deal -2 damage this combat.

4 2 3 4/9

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CRYPT KOI

♠: Raise Fear — Put target Fear creature from your graveyard into your reserves.

Many koi are hand fed, but few do so literally.

4 2 2 3/7

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DREAMSTUFF ENTITY

Geomancy 1 — For each location you control in its column, this creature has +1 power, +1 defense, and +1 life.

As the dreamscape takes shape around it, the dreamstuff entity becomes more real.

5 2 2 3 3/7

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EGO CANNIBAL

Copy Enemies — While there is a local enemy, this creature has the blade abilities of each local enemy.

Food for thought has a literal meaning in the dreamscape.

5 2 2 5/10

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RELENTLESS EVISCERATOR

Regenerate — If this creature would be destroyed, banish it instead. (*A creature you control that is regenerated doesn't make a deathblow, generate bonus spawn points, or score conquest points for your opponents.*)

5 2 3 4/9

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CYCLOPEAN SPRITE

♠: Whisper Gambit 6 — You may have each opponent advance one turn on the scoring track. If you do, banish enemies of your choice whose total spawn costs add up to 6 or less.

She doesn't grant wishes. She denies dreams.

5 2 2 4/9

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GENT *Stitched*

♠: Edgemaker — Activate target local ally's blade ability as if ♠ were assigned to it. (*Abilities that work only during combat can't be activated with this ability.*) His gears turn, your will bends.

5 2 3 3/7

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TOWER OF FACES

W: **Warpstrike 7** — Make a 7-power attack against target nonlocal enemy. (When your local creatures make a regular attack, you can assign their blades to this location to activate this blade ability.)

6 2 2 Location

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ILLUMINATI PYRAMID

If this cell is a scoring cell for a player, its conquest-point value increases by 3 for that player.

It sees all, knows all, is all.

6 2 2 Location

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PROBABILITY WALKER

Janus

T: **Transpose Enemies** — Exchange the positions of two target enemies.

$$H(t)|\psi(t)\rangle = i\hbar\frac{\partial}{\partial t}|\psi(t)\rangle$$

6 2 2 3|6

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SKITTERING SMEECH

Smeeches harvest "parts" for Baxar the Soulstitcher. He pays them with leftover skins.

6 2 3 2|12

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FALLING MAN

Spl 5 — At the end of each initiative phase, if a player would skip his or her spawn phase, you may sacrifice this creature. If you do, make a separate 5-power attack against each local and adjacent enemy.

6 2 2 4|8

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FEMME FATALE

Lost

D: **Duel 4** — If there are no allies and only one enemy in this cell, deal +4 damage this combat.

Three is an unwelcome crowd.

6 2 3 4|8

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SOUL SLICER

S: **Suppress** — Choose target miniature in your opponent's reserves. Miniatures with that name can't be spawned this turn.

She carves each blade from the bones of her victims.

6 2 2 3 4|7

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DARKHEART COTTAGE

For each unengaged creature you control, each attack your creatures make in this cell has +1 power.

The soil is rich with spilled blood.

6 2 2 2 Location

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GUN-POSSESSED KILLER

W: **Warpstrike 4** — Make a 4-power attack against target nonlocal enemy.

The guns control the man.

6 2 2 3 2|7

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MISBEGOTTEN MUTANT

C: **Crit 5** — Deal +5 damage this combat.
F: **Fumble 5** — Deal -5 damage this combat.

Hope for peace is forever beyond the mutant's ken.

6 2 3 3|9

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NEVRET SCREAMTROOPER

If you meet a nevret, it's best to humor it. Pretend that you don't really exist, either.

6 2 4 4|11

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NEVRET WARMASTER

F: **Fortunate 5** — Whenever this creature attacks, reroll up to five attack dice.

Luck is a matter of perspective.

6 2 2 3|7

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OOKTOLOK

♣: Stray Warpstrike 7 — Target opponent chooses target nonlocal creature he or she controls. Make a 7-power attack against that creature.

"Someone's gonna pay!"

6♣ 2♣ 2♣ 2 4/8

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ARSONIST

♣: Unmake — Banish target local or adjacent location that an opponent controls.

Arson is his vocation. Self-immolation is just for fun.

6♣ 2♣ 2 5/11

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AVIAX COWBOY

X: Mindlock — Take control of target local creature with spawn cost X until end of turn. (You can't break the stacking limit with this ability.)

"Giddyup!"

6♣ 2♣ 2 2/6

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SWORDSTRIDER

Lost

Mimic — Whenever this creature is chosen as an attacker, its power that combat is equal to the power of target local creature without Mimic.

It never stops learning... or killing.

6♣ 2♣ 0 3/7

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SOUL WARDEN

Eternity — Your local creatures have **Regenerate** — If this creature would be destroyed, banish it instead.

She knows death—and denies it.

6♣ 2♣ 5 3/8

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BUBBLELUDGE

The local ecology of a bubbleludge is fascinating, but no researcher lives long enough to document it.

6♣ 2♣ 3 5/12

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FACELESS DESPERADO

Lost

X: Indisruptable — This creature can't be disrupted.

♣: Transpose Madness/Valor — You may exchange the position of target Madness ally with target Valor ally.

He doesn't need eyes to aim.

6♣ 2♣ 1 4/7

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GIBBERING GIANT

Pacifist — This creature can't make regular attacks.

Some say he was a ferocious warrior before his mind was destroyed by The Sweeper.

6♣ 2♣ 2♣ 8 8/8

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ALL-SEEING MAGE

Janus

♣: Janus Warpstrike — Make an X-power attack against target nonlocal enemy, where X is the number of local and adjacent Janus creatures.

♣: Janus Warpstrike

7♣ 2♣ 3 2/7

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FACELESS STALKER

Lost

Fortunate 2 — Whenever this creature attacks, reroll up to 2 dice.

Beyond knowing, beyond caring, it hunts.

7♣ 2♣ 3 5/12

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DECAPITRIX

Stitched

♣: Warpstrike 2 — Make a 2-power attack against target nonlocal enemy.

She was put together to take you apart.

7♣ 2♣ 2♣ 3 4/9

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OUROBOROS

♣: Fade Ally — Banish target ally.

It lives in the dreams of those about to be born and those about to die.

7♣ 2♣ 5 5/12

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HEADHANDS

Janus



Skirmish Self — If this creature is engaged, you may move it one cell.

Two heads are better than one.

3 2 2 4 5 | 10

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NEVRET FLAMER

Colonize 3 — This cell is worth 3 conquest points for you this turn if you claim it.

"If you can't win, change the rules."

3 2 2 5 6 | 11

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TRAGICOMIC GUNSLINGER

Janus



Insane Warpstrike — Make an X-power attack against target nonlocal enemy, where X is the number of local Madness miniatures you control.

He can make you laugh or cry, but he prefers to just shoot you.

3 2 2 2 4 | 15

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DOOMSINGER

Warpstrike 5 — Make a 5-power attack against target nonlocal enemy.

Her song, and the screams of the dying, echo through the twisting hallways.

3 2 2 4 4 | 10

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IRON THUG

Fumble 2 — Deal -2 damage this combat.

The clatter of chains drowns out the cries of the dying.

3 2 6 6 | 14

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SCREAMANT LUNATIC

Wail — Roll two initiative dice and add their totals together. Banish each creature with exactly that spawn cost.

The visions it endures drive it to carnage.

3 2 2 2 4 7 | 12

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FACELESS KING

Lost



Rally Lost — Whenever a local or adjacent Lost ally is disrupted, you decide which empty cell it goes to instead of your opponent.

He is the king of nothing and his rule is eternal.

3 2 4 5 | 11

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SLAUGHTERWHEEL

Stitched



Deathrip — Choose a single-blade ability of target creature in your graveyard. Until end of phase, this creature has that ability. Activate that ability as if it were assigned to it.

3 2 5 5 | 13

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BRAINGHAST

Mindcrit 3 — If you have more miniatures in your reserves than your opponent, deal +3 damage this combat.

What the sorcerer sows, the brainghast reaps.

3 2 5 6 | 12

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BLISS

Dream Lord
Warpstrike All 5 — Make a 5-power attack against any number of target nonlocal enemies.

Local Blight — Local locations lose their abilities.

Bliss is happiest when she gets to make all the rules.

3 2 2 2 2 4 5 | 12

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UNSPEAKABLE FREAK

Warpstrike 7 — Make a 7-power attack against target nonlocal enemy.

It neither understands nor respects Euclidean geometry.

10 2 2 2 5 5 | 12

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MARIAN, BOUND TO PAIN
Stitched S

Unique Marian

Grave Harvest — Whenever a local or adjacent Stitched ally is destroyed, put a different Stitched creature from your graveyard into your reserves.

10 **2** **5** **6** **14**

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GUN BEHEMOTH

W: **Warpstrike 7** — Make a 7-power attack against target nonlocal enemy.

His blood clots into bullets. He never runs out of ammo.

10 **2** **6** **4** **12**

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TORTURE CHAMBER

X: **Mighty Warpstrike** — Make an X-power attack against target nonlocal enemy, where X is the power of target local ally.

It harvests its occupants' rage to inflict death from afar.

10 **2** **2** **Location**

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DRAKESNAIL
Janus J

W: **Deathrip Enemies** — Choose a single-blade ability of target creature in an opponent's graveyard. Until end of phase, this creature has that ability. Activate that ability as if **W** were assigned to it.

11 **2** **5** **7** **14**

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WINDBORNE BLADEMASTER

W: **Crit 5** — Deal +5 damage this combat.

W: **Dissipate** — Target opponent disrupts this creature.

Victory and loss come and go on the wind.

11 **2** **6** **6** **14**

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OCTORILLA

B: **Brainblast 5** — Make a separate 5-power attack against each nonlocal enemy in this column.

Those who survive the brain blast are never quite the same.

11 **2** **2** **5** **4** **10**

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UNSPEAKABLE BROTHERS
Janus J

W: **Double Warpstrike 6** — Choose two different target nonlocal enemies. Make a 6-power attack against each target.

12 **2** **2** **6** **6** **12**

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WARMONGER

Grand Melee — Whenever this creature makes a regular attack, it gains all the blade abilities of allies in target adjacent cell and gets +X power, where X is the total power of allies in that cell. Damage from this attack may be assigned to enemies in that cell.

13 **2** **2** **7** **4** **10**

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Fear



Spawn Cost	Count
2	3
3	9
4	10
5	11
6	12
7	8
8	12
9	7
10	5
11	2
12	—
13	—



BARBSTRIDER

Inciter 1 — Local enemies have +1 power.

Sometimes fear makes you desperate and desperation makes you strong.

2 3 2/4

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CANNIBAL PARIAH

To break the ultimate taboo brings one power—and exile.

2 2 3/4

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LORD SLOBBER

*: **Appease** — When this creature comes into play, sacrifice a creature.

♣: **Raise** — Put target creature from your graveyard into your reserves.

2 3 3/6

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HIVE PINCER
Hiveling

♣: **Flanking 4** — If you control more creatures in this cell than each opponent, deal +4 damage this combat.

Two's company. Three's real trouble.

3 2 2/3

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SKULL HILL

Local and adjacent enemies have -1 defense. (A creature's defense can't be less than 1.)

The aura of doom spreads beyond the limit of sight.

3 Location

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TREACHEROUS CONCUBINE
Hellbred

♣: **Panic 2** — Local enemies have -2 defense this combat. (A creature's defense can't be less than 1.)

There is no true beauty without an element of the terrifying.

3 2 3/5

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ZOMBIE ENFORCER

When the dead walk, the living run.

3 2 4/6

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BAD KITTY
Stitched

♣: **Venom 2** — Assign 2 venom points to target local creature. Each phase, if a creature is assigned venom points equal to or greater than its spawn cost, destroy it.

3 2 3/5

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BABA YAGA'S HUT

At the beginning of the conquest phase, if you control more creatures in this cell than each opponent, your creatures can claim this cell this turn.

⊙: Move this location one cell.

Home is where the hut is.

3 Location

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SPINE BUG
Hiveling

Hiveling Swarm — This creature's power is equal to the number of local Hivelings you control.

The spine bug eats its host last.

3 * 3/5

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TOXIC SIRROTH

♣: **Double Venom 2** — Choose two different target local enemies. Assign 2 venom points to each target. Each phase, if a creature is assigned venom points equal to or greater than its spawn cost, destroy it.

♣: **Venom 1**

3 2 3/4

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ACOLYTE OF PAIN

I know so much about pain. Shall I teach you?

3 2 4/6

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HELLSHRIEKER
Hellbred

Scare — You may push target unengaged enemy one cell (away from this creature).

Its scream sounds like soul-deep agony, and it's not faking.

4 skulls 1 5|7

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KNIGHT OF PAIN AND SORROW

Nullify Valor — Local Valor creatures can't use blade abilities.

Without fear, there is no courage. Without courage, there is no hope.

4 skulls 2 4|7

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SOUL GRUB

Vessel 3 — When destroyed, this creature generates 3 bonus spawn points instead of 2.

Death is a release for those fed to the soul grub.

4 skulls 2 4|5

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SILHOUETTE

Shadow — This creature can't be the target of abilities.

Not a dream, but the shadow of a dream.

4 skulls 3 4|5

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WALKING WORMS

Offer Self 3 — Sacrifice this creature. Gain +3 spawn points.

It's not so bad, once you get used to the agony.

4 skulls 2 4|7

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CHRYSOTA'S CHAPEL
Hiveling

Venom 4 — Assign 4 venom points to target local enemy. Each phase, if a creature is assigned venom points equal to or greater than its spawn cost, destroy it.

Venom 2

4 skulls Location

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ZIPPERFACE

Zipperfaces breed by making new skins and zipping their screaming victims into them.

4 skulls 3 4|7

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DEAD OF NIGHT

Swarm Crit — Deal +X damage this combat, where X is the number of local allies.

Nightstrike — Sacrifice this location. If you do, deal +X damage this combat, where X is 3 times the number of local allies.

4 skulls Location

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EGGSPEWER
Hiveling

Scare — You may push target unengaged enemy one cell. (Pushing means moving a creature away.)

Even though the Hivelings sacrifice thousands of troops in battle, their numbers never seem to dip.

4 skulls 2 5|7

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GRAVE SPIKER
Stitched

Frightomancy — This creature's power, defense, and life are equal to the number of Fear creatures in your graveyard.

Appease — When this creature comes into play, sacrifice a creature.

Baxar keeps them around as pets.

4 skulls * * *

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ACOLYTE OF LOSS

Nullify — Local creatures can't use blade abilities.

Anyone can see something. It takes discipline to see nothing.

5 skulls 2 6|8

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GENTEEL HUSK

Dominate — This creature claims scoring cells even when they're contested.

Bodies only last a few days before others must be taken.

5 skulls 2 5|6

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JACK OF BLADES

♣: Expel — You may move target engaged enemy one cell.

Three blades left. Three blades right. Three blades slice. Say good night.

5 3 4/7

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CITADEL OF TORTURE

Curse 1 — Whenever one or more local enemies attack, the enemies' controller rerolls one die of your choice.

♣: Torture — Sacrifice a local ally. Gain spawn points equal to its spawn cost.

5 Location 34/60

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CLAWKILLER

Don't wave back.

5 3 5/8

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PALE HORSE

Follower 2 — This creature can attack only if at least two local allies are also attacking.

The pale horse heeds not his rider.

5 5 6/8

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PRINCE OF BLADES

♣: Death Cycle — Destroy target local creature with spawn cost X. That creature's controller may put a creature with spawn cost X or less from his or her reserves into the local cell.

5 2 4/7

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OMEN LOCUST

Hiveling

♣: Clone 1 — Your Omen Locusts cost 1 less to spawn this turn.

♣: Flanking 2 — If you control more creatures in this cell than each opponent, deal +2 damage this combat.

Triplicate — Your second and third Omen Locust miniatures don't count toward your warband's 16-miniature limit.

5 3 3/7

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UNWISHING WELL

At the beginning of each player's spawn phase, that player sacrifices a local creature.

Its hunger is bottomless.

5 Location 38/60

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BLADECAPE VAMPIRE

♣: Pack — Deal +X damage this combat, where X is the number of local and adjacent allies.

He has a love for sharp things.

5 1 5/8

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INFERNAL SHRIEKER

Helbred

Offering Boon 1 — Whenever you sacrifice a creature, this creature has +1 power until end of turn.

It's an indiscriminate killer.

5 2 6/8

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DOOMBALL

Detonate — If this creature attacks, sacrifice it at the end of combat (*unless it has been destroyed*).

The man bears the sphere. The sphere bears your end.

6 7 6/8

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HORRID POLTERGEIST

♣: Scare — You may push target unengaged enemy one cell (*away from this creature*).

♣: Expel — You may move target engaged enemy one cell.

6 3 4/7

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KNIGHT OF AUTUMN GATE

♣: Appease — When this creature comes into play, sacrifice a creature.

Death has a price. Get someone else to pay it.

6 5 7/11

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NIGHT QUEEN
Hiveling

☠️: Purge — Target opponent puts a creature of your choice from his or her reserves into his or her graveyard.

When she catches your dreams in her web, a little bit of you is gone forever.

6☠️☠️☠️ 3 6|9

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BUTCHER
Stitched **S**

***: Corpsebuilt** — Sacrifice this creature unless you put a creature from your reserves into your graveyard.

Baxter built the butchers in his own image.

6☠️ 4 7|10

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SOUL SERPENT

☠️: Venom 3 — Assign 3 venom points to target local creature. Each phase, if a creature is assigned venom points equal to or greater than its spawn cost, destroy it.

☠️: Venom 1

6☠️ 3 5|7

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BACKALLEY SKUNTCH

☠️: Dampen 1 — All creatures cost 1 more to spawn.

He feeds on the energy that makes dreams real.

6☠️☠️ 4 4|6

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BLOOD-ASH ARCHER

The Blood-Ash army has repeatedly stormed and razed Castle Pearlhorn. Valorous dream lords have had to keep bringing it back into existence.

6☠️ 4 6|9

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LUNGTHIEF BEETLE
Hiveling **Hv**

☠️: Deathwish — Sacrifice this creature.

The secret of immortality is carved in its carapace, in runes only the dead can decipher.

6☠️ 4 7|10

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FOUL BEETLE
Hiveling **Hv**

Curse 1 — Whenever one or more local enemies attack, the enemies' controller rerolls one die of your choice.

Foul beetles guard all the entrances to Queen Chryso's hive.

6☠️ 3 4|5

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PLAGUEBROOD LARVA
Hiveling **Hv**

☠️: Deathswarm Hiveling 9 — You may exchange this creature with target creatures in your graveyard with a combined spawn cost of 9 or less.

It's no sacrifice to die for the Queen.

6☠️ 2 5|11

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SCARECLAW SKELETON

☠️: Expel & Scare — You may move target engaged enemy one cell. Then you may push target unengaged enemy one cell. (Pushing eans moving a creauere away.)

Boo!

6☠️ 3 4|8

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BLIGHT RAT
Hellbred

Don't be afraid. It will all be over soon enough.

7☠️ 4 7|10

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CARRION SPIKER

Thanatomancy — This creature's power is equal to the number of creatures in your graveyard.

It feeds not on the dead but on death.

7☠️ * 7|10

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LADY OF THE FANG
Stitched **S**

☠️: Expel — You may move target engaged enemy one cell.

"Hold ssstill. It'sss almosst over."

7☠️ 4 6|9

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MEDUSA

Unique Medusa

☞: Petrify — Target opponent chooses local creature he or she controls. Destroy that creature.

She turns your hopes to stone.

7 ☠ 3 6/8

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ROPESTRUNG SCARECROW

☞: Scare — You may push target unengaged enemy one cell. ("Pushing" means moving a creature away.)

Its victims' blood feeds the eerie crops of the dreamscape.

7 ☠ 3 6/9

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WRITHING SORCERER

Mind Mutch 1 — Whenever a miniature is put from the opponent's reserves into his or her graveyard, you gain +1 spawn point at the beginning of your next spawn phase.

☞: Unknow 5 — Target opponent puts a creature of your choice with spawn cost 5 or less from his or her reserves into his or her graveyard.

7 ☠ 4 6/8

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YAZRAEL, DREADFIEND Hellbred

Unique Yazrael

Soul Harrow — Enemy miniatures can't be spawned in this column.

☞: Scare — You may push target unengaged enemy one cell. ("Pushing" means moving a creature away.)

7 ☠ 2 5/7

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LADY OF THE FLIES Stitched

☞: Transpose Enemy/Ally — You may exchange the position of target enemy with target nonlocal ally.

The lady of the flies takes her tea with blood and sugar.

7 ☠ 3 6/9

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FLESHLESS REAPER

Ambush 6 — Whenever an enemy enters this cell, this creature makes a 6-power attack against that enemy.

It harvests your skin before reaping your soul.

8 ☠ 0 7/10

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THUNDER SULTAN

☞: Expel — You may move target engaged enemy one cell.

When the sultan dances, you must join in.

8 ☠ 5 6/8

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VOODOO MANIPULATOR

☞: Scare — You may push target unengaged enemy one cell (away from this creature).

Your destiny answers to the flick of her cord.

8 ☠ 4 7/9

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GLAIVE SCORPION Hiveling

☞: Venom 4 — Assign 4 venom points to target local creature. Each phase, if a creature is assigned venom points equal to or greater than its spawn cost, destroy it.

☞: Expel — You may move target engaged enemy one cell.

8 ☠ 4 7/10

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WAYWARD SPIKER

Follower — This creature can attack only if at least one local ally is also attacking.

Spikers come in a variety of forms, all of them unusual.

8 ☠ 4 9/13

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INFERNAL PREACHER Hellbred

☞: Frightwave — Roll an initiative die. Push each enemy creature of that spawn cost or less one cell. ("Pushing" means moving a creature away.)

Listen and be forever damned.

8 ☠ 3 9/11

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QUEEN CHRYSOTA
Hiveling Hv

Unique Chrysota
Channel Hiveling 1 — Your Hivelings cost 1 less to spawn.

Hiveling Frenzy — Whenever one or more local or adjacent Hivelings attack, you may reroll all the attack dice.

8 3 5 7

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CARRION HULK
Stitched S

*: **Corpsebuilt** — Sacrifice this creature unless you put a creature from your reserves into your graveyard.

♣: **Grave Crit** — Deal +X damage this combat, where X is the number of creatures in your graveyard.

8 4 7 9

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INFERNAL SCREAMER
Hellbred H

6: **Summon Hellbred 9** — Gain +9 spawn points. These spawn points can be spent only on spawning a single Hellbred miniature.

Once the way is opened, only death can shut it.

8 3 6 8

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PAINSMASH

♣: **Scare** — You may push target unengaged enemy one cell. ("Pushing" means moving a creature away.)

♣: **Fumble 3** — Deal -3 damage this combat.

Laugh while you can.

8 5 6 11

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DEATHHEAD
Hiveling Hv

♣: **Infest 13** — During the conquest phase, if you control at least one creature in each of your scoring cells, score +13 conquest points.

Once the deathhead gets a foothold, nothing can drive it out.

8 4 7 11

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SILHOUETTE OF DEATH
Shadow — This creature can't be the target of abilities.

♣: **Pack Fear** — Deal +X damage this combat, where X is the number of local and adjacent Fear allies.

A shiver down your soul is the only warning of its strike you'll receive.

8 4 6 9

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EKKYON WAYFARER
Hellbred

Unique Ekkyon — You can't spawn this creature if you already control a creature with Unique Ekkyon.

Hell's Fury — Local and adjacent Hellbred allies have ♣: **Crit 2** — Deal +2 damage this combat.

"Come, minions, and feast."

9 5 8 11

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EQUITAR
Stitched S

*: **Corpsebuilt 2** — Sacrifice this creature unless you put two creatures from your reserves into your graveyard.

♣: **Panic 1** — Local enemies have -1 defense this combat. (A creature's defense can't be less than 1.)

9 6 9 12

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BETLEBACK MASS
Hiveling Hv

♣: **Venom 3** — Assign 3 venom points to target local enemy. Each phase, if a creature is assigned venom points equal to or greater than its spawn cost, destroy it.

♣: **Venom 2**

9 5 8 11

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BOOGEYMAN

*: **Gloom** — Move each creature one cell closer to its owner's spawn row. Move the creatures closest to the spawn row first. (You can't break the stacking limit with this ability.)

♣: **Expel** — You may move target engaged enemy one cell.

9 3 5 8

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TOXIC SLUDGER

Blight — Locations lose their abilities while they are local or adjacent to this creature.

The sludger's toxic breath dissolves the dreamscape itself.

9 4 8 12

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BESTIAL SILHOUETTE

Shadow — This creature can't be the target of abilities.

Mire — Creatures can't move during spawn phases.

The dreamscape has its own answers to the Anvilborn.

9 4 5|9

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THE SWEEPER

Dream Lord

Grave Crit — Deal +X damage this combat, where X is the number of creatures in your graveyard.

Grave Crit

Timely Betrayal — Sacrifice a local ally. If you do, damage can't be assigned this combat.

9 3 7|9

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EATER OF HOPE

Appease — When this creature comes into play, sacrifice a creature.

Fear is the opposite of hunger; it's the desire not to be eaten.

10 7 10|15

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BAXAR THE SOULSTITCHER

Unique Baxar

Call — Put a creature with spawn cost X from your graveyard into this cell.

Deathboon — If target local enemy is destroyed this combat, put a creature from your graveyard into your reserves.

10 5 8|11

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DARKBRINGER

Hellbred



Terrify — You may push any number of local enemies one cell.

Only the doomed are allowed to remain in his presence.

10 4 9|13

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DRONING DAMSELFLY

Hiveling



Ambush 5 — Whenever an enemy enters this cell, make a 5-power attack against that enemy.

Expel — You may move target engaged enemy one cell.

10 4 8|11

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DEMON CAPO

Hellbred



Intimidation — Move target unengaged enemy one cell closer to a Passion ally.

Youz gonna wanna come ovah and talk to my friend there.

10 6 8|12

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DREAMMORPH OGRE

Expel — You may move target engaged enemy one cell.

The dreadmorph transformation is sometimes lethal and always surprising.

11 6 10|13

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CRYPT WORM

Hellbred



Haunt Gambit 2 — You may have each opponent advance one turn on the victory track. If you do, move each enemy in target cell up to two cells.

It speaks with the voice of a tomb.

11 6 10|13

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Passion



Spawn	Cost	Count
2		2
3		8
4		9
5		8
6		9
7		8
8		12
9		9
10		4
11		6
12		3
13		1



WARFANG KEEP

Local and adjacent enemies are worth +1 conquest point when destroyed.

The keep's walls are lined with the bones of those who dared assault it.

2 Location

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SOUL MINE

: **Dense Harvest** — At the beginning of each player's spawn phase, that player gains +1 spawn point for each local ally.

Where dreams are mined.

2 Location

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BLOOD WOLF

Bloodcut

: **Bomb 4** — Sacrifice this creature and deal 4 damage to each local enemy.

The blood wolf bears its own doom, and yours.

3 2 2|4

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BLOODTHIRSTY REDCAP

Bloodthirsty — If this creature attacks and no enemy is destroyed by the end of combat, sacrifice this creature.

A mote of murderous mania made manifest.

3 4 3|4

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BONECLAN HUNTER

It is the ancient shade of a thousand cruel dreams.

3 3 2|3

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HEARTSBLOOD TEMPLE

At the beginning of your spawn phase, if there are any local or adjacent enemies, gain +2 spawn points.

As long as the blood flows, the sun shall burn.

3 Location

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HAMMERHEAD

: **Double Stakes** — Remove this creature from the game. The player who wins this turn scores two turns instead.

He's good for helping you nail down a victory.

3 3 1|2

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SUCCULENT CREEPER

: **Lure** — You may pull target unengaged enemy one cell. ("Pulling" means moving a creature closer.)

Its scent is irresistible.

3 2 2|4

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LADY OF THE MANOR

Ragestrike 5•6 — Whenever this creature attacks, you may roll 5 fewer attack dice. If you do, deal +6 damage.

"Kiss me."

3 2 3|5

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MAD MONKEY MONK

Most monks are calm and serene, desiring only peace and harmony. There are exceptions, however.

3 3 2|4

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BLIND SPIKEMAULER

: **Crit 4** — Deal +4 damage this combat.

Vision would only distract it.

4 2 2|4

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RAINFOREST SHAMAN

: **Energize 1** — At the beginning of your spawn phase, gain +1 spawn point.

The shaman walks the unseen paths of the dreamscape.

4 2 3|5

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SHARD TROLL

X: Assault X — Make an X-power attack against target local enemy.

You could call it a force of nature except that forces of nature aren't this cruel.

4 2 3|4

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IMMORTALS' RESTING PLACE

Local and adjacent allies take no damage from deathblows.

To kill the immortal dragon, one must be free of thought.

4 Location

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MAUL RAT

The maul rat has to chew on something to keep its teeth from growing too long. You'll do.

4 4 2|4

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BORG PENITENT

Y1: Provoke — At the beginning of the opponent's first action phase this turn, if there are local enemies, the opponent must strike during that action phase.

The borg penitent prays for death.

4 1 1|2

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WHISPERING IMP

Hellbred



J: Mutation 6 — You may exchange this creature with target creature in your reserves with spawn cost 6 or less.

"I have great plans for you. Just listen."

4 3 2|3

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BLOODTUSK THRONE

Y: At the beginning of each player's spawn phase, if that player controls the local creature with the highest power, then that player makes a 6-power attack against target engaged enemy.

4 Location

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STORMWATCH SIREN

3: Lure — You may pull target unengaged enemy one cell. ("Pulling" means moving a creature closer.)

To hear is to obey.

4 2 2|5

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ALLURING SUCCUBUS

J: Lure — You may pull target unengaged enemy one cell (closer to this creature.)

"Come dally with me... for the rest of your life."

5 4 3|5

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BONEBLADE SERPENT

Hellbred

J: Ferocity — If target local enemy becomes disrupted this combat, destroy it instead.

Carnage is its only pleasure, a fleeting joy that only leaves it wanting more.

5 3 3|5

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BUZZCLAW

***: Spur** — Choose an ally in the same cell as target enemy. Make an X-power attack against that enemy, where X is the chosen ally's power.

Sight is a liability. Buzzclaws are guided by rage.

5 4 3|4

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THIEF OF LAST CHANCES

Bloodcut



J: Daze — Target local enemy doesn't get a deathblow this phase.

He steals ribbons, shiny objects, and your last breath.

5 3 4|6

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HAZARDIN GRENADIER

Deathblast 4 — Whenever this creature is put into your graveyard, make separate 4-power attacks against each enemy that was local to it and destroy target location an opponent controls in that cell.

5 3 2|3

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HUNGRY GHOST

1: **Bloodlust** — If this creature is unengaged, you may move it into an adjacent enemy-occupied cell.

His belly is huge, his mouth is tiny, and his hunger is endless.

5 4 3|4

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IMAGINARY FIEND

Rage of One — If a local or adjacent ally attacks on its own, it gains "**♣: Ferocity** — If target local enemy becomes disrupted this combat, destroy it instead" until end of combat.

It has a lot of rage for a figment of the imagination.

5 3 3|6

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SABREFANG WARRIOR

Bloodcut **B**

1: **Assault 4** — Make a 4-power attack against target local enemy.

Tlamixec himself carved the bloodcut markings into the first of these warriors.

5 3 3|4

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RAGING TUSKER

Bloodcut

♣: Crit 5 — Deal +5 damage this combat.

If it smells bacon on your breath, you're done for.

6 3 3|5

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SKEEVER HATCHLING

Bloodthirsty — If this creature attacks and no enemy is destroyed by the end of combat, sacrifice this creature.

A skeever hatches half-formed and hungry.

6 5 5|8

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MURDEROUS BERSERKER

♣: Flux Crit — Deal +X damage this combat, where X is the conquest-point value of the local cell.

The flux holding the dreamscape together also fuels his rage.

6 4 3|5

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CRAZED MAENAD

♣: Crit 2 — Deal +2 damage this combat.

♣: Mutation 10 — You may exchange this creature with target creature in your reserves with spawn cost **10** or less.

6 3 4|5

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DOCTOR AGONY

"Paging Doctor Agony."

6 5 4|5

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MURDEROUS WIDOW

Loner — This creature can't attack with other creatures.

♣: Crit 1 — Deal +1 damage this combat.

Steadfast — This creature takes no damage from deathblows.

6 6 3|4

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NOSFERATIX

Hellbred **H**

♣: Battle Energize 1 — Gain +1 spawn point at the beginning of your next spawn phase.

♣: Hellbred Crit 4 — If there is a local or adjacent Hellbred ally, deal +4 damage this combat.

6 4 4|6

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STORMRIDER SHAMAN

Bloodcut **B**

♣: Energize Bloodcut 2 — At the beginning of your spawn phase, gain +2 spawn points. These spawn points can be spent only on spawning Bloodcut miniatures or on Bloodcut spawn abilities.

♣: Crit 3 — Deal +3 damage this combat.

6 3 2|3

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RED REAVER

♣: Annihilate 5 — Remove target local enemy with 5 life or less from the game. (An annihilated creature doesn't make a deathblow, generate bonus spawn points, or score conquest points.)

The first step to becoming a Reaver involves tearing out your heart. After that, it gets harder.

6 4 3|5

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BLADEHOUND
Bloodcut

The bladehound protects its pack, its territory, and, last of all, its life.

7 6 4/6

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GREENLIFE DRYAD

Energy: **Energy All 3** — At the beginning of each player's spawn phase, that player gains +3 spawn points.

Her roots tap the deep veins of dreamstuff for all to use.

7 5 5/7

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HEART THIEF

Energy: **Energy Feed** — You don't skip your spawn phase when 1s are rolled for initiative.

If she can't steal your heart, she'll salvage it from your remains.

7 4 4/6

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INFERNAL GOTHIC
Hellbred

Lure: **Lure** — You may pull target unengaged enemy one cell. ("Pulling" means moving a creature closer.)

The devil is in the details.

7 5 5/7

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HIVELING OVERLORD
Hiveling

Hivetunnel: **Hivetunnel** — You may put this creature into a cell that contains a Hiveling ally.

Venom Cloud 3: **Venom Cloud 3** — Assign 3 venom points to each local creature. Each phase, if a creature is assigned venom points equal to or greater than its spawn cost, destroy it.

7 3 5/8

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HULKING BRUTE

Ponderous — This creature can't attack during your second action phase each turn.

Crit 2: **Crit 2** — Deal +2 damage this combat.

7 7 5/6

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BLOOD GOLEM

Bloodletting 4: **Bloodletting 4** — During the conquest phase, if you destroyed more creatures than your opponent this turn, score +4 conquest points.

To keep itself loose and pliable, it must constantly feed on fresh blood.

7 4 4/6

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RELUCTANT BEAST

Valor Might 3: **Valor Might 3** — Whenever a Valor ally comes into play, this creature has +3 power until end of turn.

What it lacks in its desire to fight, it makes up for in its love of poetry.

7 2 6/8

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DREAMREEF MARAUDER

Loner: **Loner** — This creature can't attack with other creatures.

No one cares for a shark's company, not even another shark.

8 7 5/8

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FLAME HARROWER

Assault 5: **Assault 5** — Make a 5-power attack against target local enemy.

The fiercest passion lives in raging flames.

8 5 4/7

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PROWLING LEOPARDMAN

Strikeback 6: **Strikeback 6** — During an opponent's action phase, if local enemies attack and don't disrupt or destroy any creatures, make a 6-power attack against target local enemy.

Your next misstep will be your last.

8 6 4/7

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SLAUGHTER BOOTS

Demolish: **Demolish** — Destroy target local or adjacent location.

They can crush whole castles underfoot.

8 6 4/6

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BLOODHAWK BARAG

☉: Energy Gambit 4 — You may have each opponent advance one turn on the victory track. If you do, gain +4 spawn points.

♂: Crit 2 — Deal +2 damage this combat.

The bloodhawk barag's shriek sounds like shearing steel.

8 6 5/7

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MANGLER

Hellbred **[H]**

♂: Mindstrike 7 — Choose target creature in an opponent's reserves. Roll seven attack dice. If the result is equal to or greater than the target creature's life, put that creature in the opponent's graveyard.

8 7 3/5

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WARLUST SATYR

Bloodcut **[B]**

♂: Battle Energize 1 — Gain +1 spawn points at the beginning of your next spawn phase.

His pipes and the sounds of battle blend in fearful harmony.

8 6 5/6

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BLOODSUCKER

Hiveling **[Hv]**

♂: Crit 3 — Deal +3 damage this combat.

♂: Ferocity — If target local enemy becomes disrupted this combat, destroy it instead.

It harvests blood to feed the queen.

8 4 5/7

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BLOODBOUND SKEEVER

***: Bloodtax** — Players don't score conquest points for claiming cells this turn.

"Only the blood matters."

8 4 3/5

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DEMONIC DANDY

Hellbred **[H]**

Hellthirsty — When this creature attacks and no enemy is destroyed by the end of combat, if there are no local or adjacent Hellbred, sacrifice this creature.

Reckless Hunger 2+4 — Whenever this creature attacks, you may have your opponent score +2 conquest points this turn. If you do, roll 4 extra attack dice this combat.

8 5 5/7

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DEATHWISH DRAGON

♂: Lure & Bomb 8 — You may pull target unengaged enemy one cell. Then sacrifice this creature and deal 8 damage to each local enemy. (Pulling means moving a creature closer.)

8 8 5/7

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FURY HUNTER

Bloodcut **[B]**

Enrage Passion 1 — Your local and adjacent Passion allies have +1 power.

Her rage keeps her warm in the cold wastes.

8 4 5/7

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FORGEBLIND PUNISHER

His hammer is his eyes. To the punisher, everything looks flat.

9 8 4/6

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HEART RENDER

♂: Ferocity — If target local enemy becomes disrupted this combat, destroy it instead.

Within each werewolf is an even crueler werewolf struggling to get out.

9 6 4/6

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SAVAGE OGRE

♂: Crit 2 — Deal +2 damage this combat.

When violence isn't the answer, don't ask an ogre.

9 6 5/7

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TLAMIXEC BATTLELORD

Bloodcut

Unique Tlamixec — You can't spawn this creature if you already control a creature with Unique Tlamixec.

Enrage Bloodcut 1 — Your other local and adjacent Bloodcut have +1 power.

9 5 6/9

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HORNED MARAUDER
Bloodcut



Beasts' Fury — Your local Bloodcut allies can make deathblows during any action phase.

The Bloodcut don't take death lying down.

9 5 5|8

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AVIAX FIREBRAND

War Cry — Choose a local or adjacent cell. Move each creature adjacent to that cell into that cell. (You can't break the stacking limit with this ability.)

Rage answers his call.

9 3 7|9

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ABYSSAL PREDATOR

Loner — This creature can't attack with other creatures.

Spur — Choose an ally in the same cell as target enemy. Make an X-power attack against that enemy, where X is the chosen ally's power.

9 7 6|9

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KENDRA VALE

Dream Lord

Bloodport — If this creature is unengaged, you may put it into target enemy-occupied cell.

Trample — If each local enemy has been assigned enough damage to disrupt or destroy it, you may assign any extra damage to enemies in target adjacent cell.

9 8 8|10

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TEETHMAULER

Pack Passion — Deal +X damage this combat, where X is the number of local and adjacent Passion allies.

You don't want to know where his mouth has been.

9 6 6|8

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DEATHWIND PRIEST

Ragestrike 10•12 — Whenever this creature attacks, you may roll 10 fewer attack dice. If you do, deal +12 damage.

The priesthood believes the body must kill to keep the mind at peace.

10 7 7|9

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BLOODCUT BEHEMOTH
Bloodcut



Loner — This creature can't attack with other creatures.

Last Gasp — This creature can make a deathblow during any action phase.

10 7 7|7

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PRINCESS OF THORNS

Crit 3 — Deal +3 damage this combat.

Bloody Glory 12•3 — Whenever this creature attacks, if your creatures deal 12 or more damage that combat, score +3 conquest points that turn.

10 4 5|7

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BRISTLEBACK BASHER
Bloodcut



Mighty Valor Assault — Make an X-power attack against target local enemy, where X is the power of target local Valor ally.

He's a great weapon to have on your side, as long as he knows you're on his side.

10 7 7|11

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LONE WOLF

Loner — This creature can't attack with other creatures.

Fury knows no friends.

11 8 7|10

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PAINMONGER
Hellbred

Pack Hellbred — This creature deals +X damage this combat, where X is the number of local and adjacent Hellbred you control.

It feeds off its own pain.

11 7 5|8

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OGROL RAGELORD

Parting Shot 7 — Whenever this creature is disrupted and removed from its cell, it makes a 7-power attack against the enemies that were local to it.

Ogrols don't fight fair.

11 7 6|9

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CAGED GRAWLTH

Constrained — This creature can't move into an empty cell when you shift.

Baxar caged it for his own amusement.

11 9 8|10

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WORLD EATER

☞: Crit 2 & Trample — Deal +2 damage this combat. If each local enemy has been assigned enough damage to disrupt or destroy it, you may assign any extra damage to enemies in target adjacent cell.

11 8 6|8

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DRAGONSHIP GOLEM

☞: Annihilate 11 — Remove target local enemy with 11 life or less from the game. (An annihilated creature doesn't make a deathblow, generate bonus spawn points, or score conquest points.)

Like its viking-ship forebears, its arrival in battle usually means destruction for its opponents.

11 6 7|10

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LITTLE CHARMER

Hellbred



☞: Crit 5 — Deal +5 damage this combat.

☞: Crit 3 — Deal +3 damage this combat.

☞: Tantrum — Sacrifice a local creature.

12 7 7|10

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AXEMORPH DEMON

Hellbred

☞: Crit 10 — Deal +10 damage this combat.

It turns a battle into a massacre.

12 6 8|11

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NIGHTFIRE GIANT

Blind Fury — Whenever this creature attacks, local enemies can't be disrupted this combat.

☞: Crit 3 — Deal +3 damage this combat.

I don't fight. I slaughter.

12 10 10|13

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UNSATD RAGEDRAKE

☞: Crit 3 — Deal +3 damage this combat.

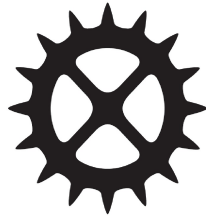
☞: Trample — If each local enemy has been assigned enough damage to disrupt or destroy it, you may assign any extra damage to enemies in target adjacent cell.

13 10 8|11

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ANVILBORN

Aspect-Free Miniatures



Spawn Cost	Count
2	—
3	—
4	—
5	—
6	—
7	1
8	2
9	2
10	2
11	1
12	—
13	—



WICKED CARRIAGE

Swap Drive — At the beginning of your spawn phase, exchange this creature's position with target adjacent ally.

♣: Fracture 4 — Target opponent disrupts this creature. Gain ♣♣♣♣.

7 4 6|8

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BLADEMILLER

Locus Drive — At the beginning of your spawn phase, move this creature one cell closer to the center cell.

⓪: Spark 3 — Gain +3 spawn points. These spawn points can be spent only on spawn abilities.

8 3 7|9

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INFERNAL BOMBER

Chaos Drive — At the beginning of your spawn phase, roll an initiative die. Move this creature one cell forward (on a 1-2), right (3-4), or left (5-6).

Tactics 1 — Whenever a creature you control makes a non-deathblow special attack, roll one extra attack die.

8 4 5|8

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HUNTER-KILLER

Swap Drive — At the beginning of your spawn phase, exchange this creature's position with target adjacent ally.

⓪: Missile 10 — Make a 10-power attack against target creature two cells away. (Don't count diagonally.)

9 6 5|7

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MOBILE COMMAND

Pursuit Drive — At the beginning of your spawn phase, move this creature one cell closer to the enemy with the highest spawn cost.

⓪: Fluctuate — Roll an initiative die. If this cell is a scoring cell for a player, it's worth that many conquest points to that player instead this turn.

9 5 7|11

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BONECARVED IDOL

Locus Drive — At the beginning of your spawn phase, move this creature one cell closer to the center cell.

♣: Nitro 7 — Whenever a 1 is rolled for initiative, treat it as a 7 instead for all purposes.

10 6 6|11

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MANTLET

Intercept Drive — At the beginning of your spawn phase, move this creature one cell closer to the ally with the lowest life.

Shadow Field — Your local creatures can't be the target of abilities.

10 5 9|11

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MALEFIC STEAMROLLER

Blitz Drive — At the beginning of your spawn phase, move this creature one cell forward.

Charge 5 — Whenever this creature enters an enemy-occupied cell, make a 5-power attack against target local enemy.

11 5 9|12

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Night Fusion

Dual-Aspect Miniatures



Spawn Cost	Count
2	1
3	—
4	1
5	1
6	1
7	2
8	3
9	1
10	1
11	1
12	—
13	—



SKULL PUNK
Hellbred [H]

She's willing to carve her way up the Hellbred ranks.

2 [Skull] [Fire] 3 1 | 2

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RUNNER WITH SCISSORS
Janus [J]

Regenerate — If this creature would be destroyed, banish it instead. (A regenerated creature doesn't make a deathblow, generate bonus spawn points, or score conquest points.)

[Scissors]: **Cleanse** — Remove target creature in your opponent's graveyard from the game.

4 [Scissors] [Fire] 4 4 | 5

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TRISKELION
Stitched [S]

Fortunate All — Whenever this creature attacks, reroll any number of attack dice.

[Scissors]: **Reverse Purge** — Your opponent chooses a creature from your reserves. Put that creature into your graveyard.

It's always a step ahead.

5 [Scissors] [Skull] 2 2 | 6

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HIVELING ROYAL GUARD
Hiveling [Hv]

Swarmstorm — This creature's power is equal to the number of local and adjacent allies

There's a good reason Queen Chrysota has never felt threatened.

6 [Skull] [Fire] * 5 | 7

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BEWITCHING ASSASSIN
Hellbred [H]

Ambush 5 — Whenever an enemy enters this cell, this creature makes a 5-power attack against that enemy.

[Scissors]: **Lure** — You may pull target unengaged enemy one cell. (Pulling means moving a creature closer.)

Once you see her for what she is, it's too late.

7 [Skull] [Fire] [Skull] 4 3 | 5

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DEATH CHANTER

*: **Animate Dead 3** — Spawn a creature that has current cost 3 or less from your graveyard as if it were in your reserves without paying its cost.

His call can wake the dead.

7 [Scissors] [Skull] 3 5 | 9

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BLOODCUT CHAMPION
Bloodcut [B]

Passionborn Assault 4 — Whenever you spawn a Passion creature, make a 4-power attack against target local enemy.

Valorborn Advance Self — Whenever you spawn a Valor creature, if this creature is unengaged, you may move it one cell.)

I eat Hellbred for lunch.

8 X X W 4 5 6

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DUALIST
Janus [J]

Bodyguard — Opponents can't assign damage to your local allies without Bodyguard until enough damage has been assigned to disrupt or destroy each of your local creatures with Bodyguard.

Riposte — Whenever this creature is disrupted and put in another cell, you may move it one cell.

8 X X 2 3 6 12

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MASTER PUPPET
Stitched [S]

Mindthief — Your opponent chooses a creature from his or her reserves and puts it into his or her graveyard. Then put target creature from your graveyard into your reserves.

He's got a mind of his own—yours.

8 2 3 7 10

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COPPER BLOODCAT
Bloodcut [B]

Bloodthirsty — If this creature attacks and no enemy is destroyed by the end of combat, sacrifice this creature.

Skirmish Self — If this creature is engaged, you may move it one cell.

9 X W 8 5 7

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SUN TITAN

Advance Self & Bomb 10 — If this creature is unengaged, you may move it one cell. Then sacrifice it and deal 10 damage to each local enemy.

Each titan is powered by a nascent sun waiting to be born.

10 X W 6 10 10

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ONE-MAN ARMY

Deny Victory — While this creature is in your opponent's portal, that player can't gain victory points.

'Be all that you can be' has a very different meaning in the dreamscape.

11 X 2 2 4 6 13

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No-Ability Miniatures

Spawn Cost	Count				
②	1	—	1	—	1
③	1	1	2	2	—
④	1	1	1	1	—
⑤	1	1	1	—	—
⑥	1	2	1	1	—
⑦	1	—	1	1	—
⑧	1	1	—	—	—
⑨	1	—	—	1	—
⑩	—	—	—	—	—
⑪	—	—	—	—	—
⑫	—	—	—	—	—
⑬	—	—	—	—	—



RUNETAGGED INITIATE

None shall pass.

2XX 1 4|4

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CANNIBAL PARIAH

To break the ultimate taboo brings one power—and exile.

2 2 3|4

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SKULL PUNK
Hellbred

She's willing to carve her way up the Hellbred ranks.

2 3 1|2

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RUNETAGGED BRAWLER

"Only a fool thinks me unarmed."

3X 2 5|5

©2006 Wizards. Made in China. 15/96



PICK-PICK

A quick nightmare to tide you over.

3 2 2 3|7

©2006 Wizards. Made in China. 43/96



ZOMBIE ENFORCER

When the dead walk, the living run.

3 2 4|6

©2006 Wizards. Made in China. 72/96



ACOLYTE OF PAIN

I know so much about pain. Shall I teach you?

3 2 4|6

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BONECLAN HUNTER

It is the ancient shade of a thousand cruel dreams.

3 3 2|3

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MAD MONKEY MONK

Most monks are calm and serene, desiring only peace and harmony. There are exceptions, however.

3 3 2|4

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HONOR GUARD
Janus

He watches his own back.

4X 3 5|6

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SKINLESS

When he finds a suit of skin that fits, maybe he'll stop killing. Maybe.

4 2 3 3|8

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ZIPPERFACE

Zipperfaces breed by making new skins and zipping their screaming victims into them.

4 3 4|7

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MAUL RAT

The maul rat has to chew on something to keep its teeth from growing too long. You'll do.

4 4 2|4

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RAVENCLOAK VISIONARY

Somewhere ahead, the future is always sharp and black. That's the part she sees.

6 3 6|7

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SKITTERING SMEECH

Smeeches harvest "parts" for Baxar the Soulstitcher. He pays them with leftover skins.

6 3 2|12

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CLAWKILLER

Don't wave back.

6 3 5|8

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MIRRORMAN

Janus

Janus creatures are here to guard and protect . . . something.

6 3 8|9

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NEVRET SCREAMTROOPER

If you meet a nevrete, it's best to humor it. Pretend that you don't really exist, either.

6 4 4|11

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BUBBLESLUDGE

The local ecology of a bubblesludge is fascinating, but no researcher lives long enough to document it.

6 3 5|12

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BLOOD-ASH ARCHER

The Blood-Ash army has repeatedly stormed and razed Castle Pearlhorn. Valorous dream lords have had to keep bringing it back into existence.

6 4 6|9

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DOCTOR AGONY

"Paging Doctor Agony."

6 5 4|5

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SAVANNAH HARROWER

There is a never-ending supply of enemies for the harrowers to kill.

7 3 9|10

©2007 Wizards. DREAMBLADE™ 9/60



BLIGHT RAT

Hellbred

Don't be afraid. It will all be over soon enough.

7 4 7|10

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BLADEHOUND

Bloodcut

The bladehound protects its pack, its territory, and, last of all, its life.

7 6 4|6

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GREEN CRUSADER

When the stakes are high enough, even the forest goes to war.

8 4 9|10

©2006 Wizards. DREAMBLADE™ 4/60 ♦



MALBORN CROC

The malborn croc can't see straight, but it can't bite straight either, so it all works out.

8 4 5|15

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LOYAL SCRAGGLEMAW

Once you meet a scragglemaw in your dreams, it will always return to you. For some, that's good news, but not for all.

9 4 11|12

©2006 Wizards. Made in China. 10/96 ♦



FORGEBLIND PUNISHER

His hammer is his eyes. To the punisher, everything looks flat.

9 8 4|6

©2006 Wizards. Made in China. 63/96 ♦

Locations

Spawn Cost	Count			
②	1	1	–	2
③	2	1	2	1
④	2	–	2	2
⑤	–	2	2	–
⑥	–	1	–	–
⑦	–	–	–	–
⑧	–	–	–	–
⑨	–	–	–	–
⑩	–	1	–	–
⑪	–	–	–	–
⑫	–	–	–	–
⑬	–	–	–	–



TOWER OF UNQUENCHED FLAME

⚔: Whenever a player would skip his or her spawn phase, if that player controls a local creature, he or she doesn't skip his or her spawn phase this turn.

The tower withstands all.

2 XXXX Location

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GATEWAY TO PSYCHOSIS

Each local creature has -1 life. *(A creature's life can't be less than 1.)*

When you find the limits of sanity, you have not yet found the limits of the dreamscape.

2 2 2 2 Location

©2006 Wizards. Made in China. ♣ 36/96 ♦

WARFANG KEEP

Local and adjacent enemies are worth +1 conquest point when destroyed.

The keep's walls are lined with the bones of those who dared assault it.

2 ♣ ♣ ♣ Location

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SOUL MINE

⚔: **Dense Harvest** — At the beginning of each player's spawn phase, that player gains +1 spawn point for each local ally.

Where dreams are mined.

2 ♣ ♣ ♣ Location

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PEARLTHORN CASTLE

⓪: Move target adjacent ally into this cell.

The castle is a safe haven in a land of doubt.

3 XXX Location

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ANGELSTAR SHRINE

Overpower 1 — Your local and adjacent regular attacks deal +1 damage for each ♡ you roll.

Only in the dreamscape would such a peaceful place be the site of so many battles.

3 XXX Location

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MADHOUSE

⚔: Whenever your creatures make a regular attack, if there are no enemies in this cell, you may reroll X dice, where X is the conquest-point value of this cell.

The door is always open.

3 2 2 Location

©2007 Wizards. DREAMBLADE™ 22/60 ♦

SKULL HILL

Local and adjacent enemies have -1 defense. *(A creature's defense can't be less than 1.)*

The aura of doom spreads beyond the limit of sight.

3 ♣ Location

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BABA YAGA'S HUT

At the beginning of the conquest phase, if you control more creatures in this cell than each opponent, your creatures can claim this cell this turn.

⓪: Move this location one cell.

Home is where the hut is.

3 ♣ ♣ Location

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HEARTSBLOOD TEMPLE

At the beginning of your spawn phase, if there are any local or adjacent enemies, gain +2 spawn points.

As long as the blood flows, the sun shall burn.

3 ♣ ♣ Location

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ARCH OF TRIUMPH

During your spawn phase, you may spawn creatures in this cell if there are no local enemies. *(You can't break the stacking limit with this ability.)*

The Arch of Triumph was first discovered by Sir Glorious of the Janus Legion.

4 XXX Location

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SOULWASH TEMPLE

When you spawn this location in a cell, you may ignore the one-location stacking limit of that cell.

✖: Destroy target local location.

♣: **Crit 1** — Deal +1 damage this combat.

4 XXXX Location

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CHRYSOTA'S CHAPEL
Hiveling Hv

♣: Venom 4 — Assign 4 venom points to target local enemy. Each phase, if a creature is assigned venom points equal to or greater than its spawn cost, destroy it.

♣: Venom 2

4 **Location**

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DEAD OF NIGHT

♣: Swarm Crit — Deal +X damage this combat, where X is the number of local allies.

♣: Nightstrike — Sacrifice this location. If you do, deal +X damage this combat, where X is 3 times the number of local allies.

4 **Location**

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IMMORTALS' RESTING PLACE

Local and adjacent allies take no damage from deathblows.

To kill the immortal dragon, one must be free of thought.

4 **Location**

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BLOODTUSK THRONE

♣: ♣ At the beginning of each player's spawn phase, if that player controls the local creature with the highest power, then that player makes a 6-power attack against target engaged enemy.

4 **Location**

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TOWER OF FACES

♣: Warpstrike 7 — Make a 7-power attack against target nonlocal enemy. (When your local creatures make a regular attack, you can assign their blades to this location to activate this blade ability.)

5 **Location**

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ILLUMINATI PYRAMID

If this cell is a scoring cell for a player, its conquest-point value increases by 3 for that player.

It sees all, knows all, is all.

6 **Location**

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CITADEL OF TORTURE

Curse 1 — Whenever one or more local enemies attack, the enemies' controller rerolls one die of your choice.

♣: Torture — Sacrifice a local ally. Gain spawn points equal to its spawn cost.

5 **Location**

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UNWISHING WELL

At the beginning of each player's spawn phase, that player sacrifices a local creature.

Its hunger is bottomless.

5 **Location**

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DARKHEART COTTAGE

For each unengaged creature you control, each attack your creatures make in this cell has +1 power.

The soil is rich with spilled blood.

6 **Location**

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TORTURE CHAMBER

♣: Mighty Warpstrike — Make an X-power attack against target nonlocal enemy, where X is the power of target local ally.

It harvests its occupants' rage to inflict death from afar.

10 **Location**

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Bloodcut



Spawn Cost	Count		
②	—	—	—
③	1	1	—
④	1	—	—
⑤	1	2	—
⑥	1	2	—
⑦	3	1	—
⑧	1	2	1
⑨	1	2	1
⑩	1	2	—
⑪	—	—	—
⑫	—	—	—
⑬	—	—	—



BLOOD WOLF
Bloodcut

♣: **Bomb 4** — Sacrifice this creature and deal 4 damage to each local enemy.

The blood wolf bears its own doom, and yours.

3 ♣ 2 2/4

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CLAWCLAN SCOUT
Bloodcut



♣: **Skirmish** — You may move target engaged ally one cell.

He is committed to killing the Stitched as many times as it might take.

3 ♣ 2 4/5

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STELBORN LION
Bloodcut

Reinforce Bloodcut — You may spawn this creature in any cell that contains a Bloodcut ally.

Where there was one Bloodcut, now there are two.

4 ♣ 3 4/5

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SABREFANG WARRIOR
Bloodcut



♣: **Assault 4** — Make a 4-power attack against target local enemy.

Tlamixec himself carved the bloodcut markings into the first of these warriors.

5 ♣ 3 3/4

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THIEF OF LAST CHANCES
Bloodcut



♣: **Daze** — Target local enemy doesn't get a deathblow this phase.

He steals ribbons, shiny objects, and your last breath.

5 ♣ 3 4/6

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TWILIGHT SCOUT
Bloodcut

♣: **Advance** — You may move target unengaged ally one cell.

He leads the charge, but not by much.

5 ♣ 3 5/7

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RAGING TUSKER
Bloodcut

♣: **Crit 5** — Deal +5 damage this combat.

If it smells bacon on your breath, you're done for.

6 ♣ 3 3/5

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STAG ZEALOT
Bloodcut



♣: **Crit 3** — Deal +3 damage this combat.

His act of self-sacrifice inspires his allies to greater efforts.

6 ♣ 0 8/9

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STORMRIDER SHAMAN
Bloodcut



♣: **Energize Bloodcut 2** — At the beginning of your spawn phase, gain +2 spawn points. These spawn points can be spent only on spawning Bloodcut miniatures or on Bloodcut spawn abilities.

♣: **Crit 3** — Deal +3 damage this combat.

6 ♣ 3 2/3

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ARMADILLO SHIELDBEARER
Bloodcut



♣: **Bodyguard** — Opponents can't assign damage to your local allies without Bodyguard until enough damage has been assigned to disrupt or destroy each of your local creatures with Bodyguard.

♣: **Crit 1** — Deal +1 damage this combat.

7 ♣ 2 7/9

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BLADEHOUND
Bloodcut

The bladehound protects its pack, its territory, and, last of all, its life.

7 ♣ 6 4/6

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KITSUNE
Bloodcut



♣: **Attract Bloodcut** — You may pull target Bloodcut ally one cell. ("Pulling" means moving a creature closer.)

Where she goes, trouble is sure to follow.

7 ♣ 4 7/9

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MUJINA
Bloodcut



Skirmish Self — If this creature is engaged, you may move it one cell.

For the mujina, one battle is never enough.

7XX 3 6/6

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BLOODCUT CHAMPION
Bloodcut



Passionborn Assault 4 — Whenever you spawn a Passion creature, make a 4-power attack against target local enemy.

Valorborn Advance Self — Whenever you spawn a Valor creature, if this creature is unengaged, you may move it one cell.
I eat Hellbred for lunch.

8XX 4 5/6

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BRIGHTHAMMER AVENGER
Bloodcut



Charge 6 — Whenever this creature enters an enemy-occupied cell, it makes a 6-power attack against target enemy in that cell.

It arrives with the sound of beating wings and pain.

8X 0 8/10

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FURY HUNTER
Bloodcut



Enrage Passion 1 — Your local and adjacent Passion allies have +1 power.

Her rage keeps her warm in the cold wastes.

8 4 5/7

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WARLUST SATYR
Bloodcut



Battle Energize 1 — Gain +1 spawn points at the beginning of your next spawn phase.

His pipes and the sounds of battle blend in fearful harmony.

8 6 5/6

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COPPER BLOODCAT
Bloodcut



Bloodthirsty — If this creature attacks and no enemy is destroyed by the end of combat, sacrifice this creature.

Skirmish Self — If this creature is engaged, you may move it one cell.

9 8 5/7

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TLAMIXEC BATTLELORD
Bloodcut

Unique Tlamixec — You can't spawn this creature if you already control a creature with Unique Tlamixec.

Enrage Bloodcut 1 — Your other local and adjacent Bloodcut have +1 power.

9 5 6/9

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HORNED MARAUDER
Bloodcut



Beasts' Fury — Your local Bloodcut allies can make deathblows during any action phase.

The Bloodcut don't take death lying down.

9 5 5/8

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RAGING VANGUARD
Bloodcut



Unstoppable — This creature can move when you shift, even if it's engaged.

If you want to stop him, just kill him.

9XX 4 10/10

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BLOODCUT BEHEMOTH
Bloodcut



Loner — This creature can't attack with other creatures.

Last Gasp — This creature can make a deathblow during any action phase.

10 7 7/7

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BLOODCUT MARTYR
Bloodcut



Stalwart — Deal +X damage this combat, where X is the number of local enemies.

Glory 1 — Score +1 conquest point this turn.

She treats every fight as her last... and one day it will be.

10X 4 10/12

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BRISTLEBACK BASHER
Bloodcut



Mighty Valor Assault — Make an X-power attack against target local enemy, where X is the power of target local Valor ally.

He's a great weapon to have on your side, as long as he knows you're on his side.

10 7 7/11

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Hellbred



Spawn Cost	Count		
②	—	—	1
③	1	—	—
④	1	1	—
⑤	1	1	—
⑥	—	1	—
⑦	2	1	1
⑧	2	2	—
⑨	1	—	—
⑩	2	—	—
⑪	1	1	—
⑫	—	2	—
⑬	—	—	—



SKULL PUNK
Hellbred



She's willing to carve her way up the Hellbred ranks.

2 3 1 2

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TREACHEROUS CONCUBINE
Hellbred

♫: **Panic 2** — Local enemies have -2 defense this combat. (A creature's defense can't be less than 1.)

There is no true beauty without an element of the terrifying.

3 2 3 5

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HELLSHRIEKER
Hellbred

♫: **Scare** — You may push target unengaged enemy one cell (away from this creature).

Its scream sounds like soul-deep agony, and it's not faking.

4 1 5 7

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WHISPERING IMP
Hellbred



♫: **Mutation 6** — You may exchange this creature with target creature in your reserves with spawn cost 6 or less.

"I have great plans for you. Just listen."

4 3 2 3

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BONEBLADE SERPENT
Hellbred

♫: **Ferocity** — If target local enemy becomes disrupted this combat, destroy it instead.

Carnage is its only pleasure, a fleeting joy that only leaves it wanting more.

5 3 3 5

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INFERNAL SHRIEKER
Hellbred



Offering Boon 1 — Whenever you sacrifice a creature, this creature has +1 power until end of turn.

It's an indiscriminate killer.

5 2 6 8

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NOSFERATIX
Hellbred



♫: **Battle Energize 1** — Gain +1 spawn point at the beginning of your next spawn phase.

♫: **Hellbred Crit 4** — If there is a local or adjacent Hellbred ally, deal +4 damage this combat.

6 4 4 6

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BEWITCHING ASSASSIN
Hellbred



Ambush 5 — Whenever an enemy enters this cell, this creature makes a 5-power attack against that enemy.

♫: **Lure** — You may pull target unengaged enemy one cell. (Pulling means moving a creature closer.)

Once you see her for what she is, it's too late.

7 4 3 5

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BLIGHT RAT
Hellbred

Don't be afraid. It will all be over soon enough.

7 4 7 10

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INFERNAL GOTHIC
Hellbred



♫: **Lure** — You may pull target unengaged enemy one cell. ("Pulling" means moving a creature closer.)

The devil is in the details.

7 5 5 7

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YAZRAEL, DREADFIEND
Hellbred



Unique Yazrael
Soul Harrow — Enemy miniatures can't be spawned in this column.

♫: **Scare** — You may push target unengaged enemy one cell. ("Pushing" means moving a creature away.)

7 2 5 7

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DEMONIC DANDY
Hellbred



Hellthirsty — When this creature attacks and no enemy is destroyed by the end of combat, if there are no local or adjacent Hellbred, sacrifice this creature.

Reckless Hunger 2+4 — Whenever this creature attacks, you may have your opponent score +2 conquest points this turn. If you do, roll 4 extra attack dice this combat.

8 5 5 7

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INFERNAL PREACHER
Hellbred H

1: Frightwave — Roll an initiative die. Push each enemy creature of that spawn cost or less one cell. (*"Pushing"* means moving a creature away.)
Listen and be forever damned.

8 **3** 9|11

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INFERNAL SCREAMER
Hellbred H

6: Summon Hellbred 9 — Gain +9 spawn points. These spawn points can be spent only on spawning a single Hellbred miniature.
Once the way is opened, only death can shut it.

8 **3** 6|8

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MANGLER
Hellbred H

♣: Mindstrike 7 — Choose target creature in an opponent's reserves. Roll seven attack dice. If the result is equal to or greater than the target creature's life, put that creature in the opponent's graveyard.

8 **7** 3|5

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EKKYON WAYFARER
Hellbred

Unique Ekkyon — You can't spawn this creature if you already control a creature with Unique Ekkyon.

Hell's Fury — Local and adjacent Hellbred allies have **♣: Crit 2** — Deal +2 damage this combat.
"Come, minions, and feast."

9 **5** 8|11

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DARKBRINGER
Hellbred H

♣: Terrify — You may push any number of local enemies one cell.
Only the doomed are allowed to remain in his presence.

10 **4** 9|13

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DEMON CAPO
Hellbred H

♣: Intimidation — Move target unengaged enemy one cell closer to a Passion ally.
You gonna wanna come ovah and talk to my friend there.

10 **6** 8|12

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CRYPT WORM
Hellbred H

♣: Haunt Gambit 2 — You may have each opponent advance one turn on the victory track. If you do, move each enemy in target cell up to two cells.
It speaks with the voice of a tomb.

11 **6** 10|13

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PAINMONGER
Hellbred

♣: Pack Hellbred — This creature deals +X damage this combat, where X is the number of local and adjacent Hellbred you control.
It feeds off its own pain.

11 **7** 5|8

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LITTLE CHARMER
Hellbred H

♣: Crit 5 — Deal +5 damage this combat.
♣: Crit 3 — Deal +3 damage this combat.
♣: Tantrum — Sacrifice a local creature.

12 **7** 7|10

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AXEMORPH DEMON
Hellbred

♣: Crit 10 — Deal +10 damage this combat.
It turns a battle into a massacre.

12 **6** 8|11

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Janus



Spawn Cost	Count		
②	—	1	—
③	1	—	—
④	2	1	1
⑤	2	1	—
⑥	3	—	—
⑦	—	1	—
⑧	—	3	1
⑨	—	—	—
⑩	1	—	—
⑪	1	1	—
⑫	—	1	—
⑬	—	—	—



SPELLBOUND SCISSORS
Janus

Regenerate — If this creature would be destroyed, banish it instead. (A creature you control that is regenerated doesn't make a deathblow, generate bonus spawn points, or score conquest points for your opponents.)

2 2 2 2 5

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THRICE-CROWNED ANDROGYNE
Janus

Exile — If target local enemy becomes disrupted this combat, you may place it in an occupied nonlocal cell.

Their majesties are not amused.

3 1 4 4

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HONOR GUARD
Janus

He watches his own back.

4 3 5 6

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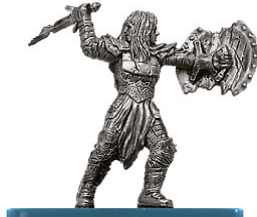
JACK-IN-THE-BOX
Janus

Fade — If this creature attacks, banish it at the end of that combat (unless it has been destroyed).

A jack-in-the-box is scary once, which is enough.

4 2 6 3 9

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KNIGHT OF DUSK AND DAWN
Janus

Advance Janus 2 — You may move up to two target unengaged Janus allies one cell.

Behind her, defeat. Before her, loss. Beside her, hope.

4 2 2 2 5 6

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RUNNER WITH SCISSORS
Janus

Regenerate — If this creature would be destroyed, banish it instead. (A regenerated creature doesn't make a deathblow, generate bonus spawn points, or score conquest points.)

Cleanse — Remove target creature in your opponent's graveyard from the game.

4 2 4 4 5

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ANIMATED STANDARDS
Janus

Advance Madness — You may move target unengaged Madness ally one cell.

Skirmish Madness — You may move target engaged Madness ally one cell.

These standards need no bearer.

6 3 4 7

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KNIGHT OF STRIFE AND JOY
Janus

Skirmish 2 — You may move up to two target engaged allies one cell each.

Defender — This creature can't move into an enemy-occupied cell when you shift.

6 4 6 7

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PROBABILITY WALKER
Janus

Transpose Enemies — Exchange the positions of two target enemies.

$H(t) |\psi(t)\rangle = i\hbar \frac{\partial}{\partial t} |\psi(t)\rangle$

6 2 2 3 6

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BATTLEWEAVER
Janus

Advance & Skirmish — You may move target unengaged ally one cell and may move target engaged ally one cell in either order.

An army of two.

6 3 7 7

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MIRRORMAN
Janus

Janus creatures are here to guard and protect... something.

6 3 8 9

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SIR GLORIOUS
Janus

Unique Glorious — You can't spawn this creature if you already control a creature with Unique Glorious.

Bolster Janus +2 — Your other local and adjacent Janus have +2 defense.

6 3 6 8

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ALL-SEEING MAGE
Janus

J: Janus Warpstrike — Make an X-power attack against target nonlocal enemy, where X is the number of local and adjacent Janus creatures.

J: Janus Warpstrike

7 2 3 2 7

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FREAKAZOID
Janus

J
Flux Fortunate — Whenever this creature attacks, you may reroll up to X attack dice, where X is the conquest-point value of the local cell.

Few oneironauts have clearance, or the nerve, to wield the freakazoid.

8 2 4 5 10

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HEADHANDS
Janus

J
Skirmish Self — If this creature is engaged, you may move it one cell.

Two heads are better than one.

8 2 2 4 5 10

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TRAGICOMIC GUNSLINGER
Janus

J
Insane Warpstrike — Make an X-power attack against target nonlocal enemy, where X is the number of local Madness miniatures you control.

He can make you laugh or cry, but he prefers to just shoot you.

8 2 2 4 15

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DUALIST
Janus

J
Bodyguard — Opponents can't assign damage to your local allies without Bodyguard until enough damage has been assigned to disrupt or destroy each of your local creatures with Bodyguard.

Riposte — Whenever this creature is disrupted and put in another cell, you may move it one cell.

8 X X 2 3 6 12

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INSCRIBED AXEBEAST
Janus

Vengeance 3 — This creature can be spawned only if an opponent has won three or more turns.

It loves only victory.

10 X 6 11 13

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PEARLTHORN DRAGON KNIGHT
Janus

J
Rally 2 — You may move up to two target adjacent allies into this cell. (*You can't break the stacking limit with this ability.*)

True dragons see this Janus creation as an insult.

11 X X 6 11 11

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DRAKESNAIL
Janus

J
Deathrip Enemies — Choose a single-blade ability of target creature in an opponent's graveyard. Until end of phase, this creature has that ability. Activate that ability as if **J** were assigned to it.

11 2 5 7 14

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UNSPEAKABLE BROTHERS
Janus

J
Double Warpstrike 6 — Choose two different target nonlocal enemies. Make a 6-power attack against each target.

12 2 2 6 6 12

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Hiveling



Spawn Cost	Count
②	— — — —
③	1 2 — —
④	— 2 — —
⑤	— 1 — —
⑥	— 3 — 1
⑦	— — 1 —
⑧	1 3 1 —
⑨	— 1 — —
⑩	— 1 — —
⑪	— — — —
⑫	— — — —
⑬	— — — —



HIVE PINCER
Hiveling

♣: Flanking 4 — If you control more creatures in this cell than each opponent, deal +4 damage this combat.

Two's company. Three's real trouble.

3 2 23

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SPINE BUG
Hiveling

Hiveling Swarm — This creature's power is equal to the number of local Hivelings you control.

The spine bug eats its host last.

3 * 35

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TATTOOED SQUASHBUG
Hiveling

Shapechange — Whenever you would spawn a creature in a nonlocal cell, you may sacrifice this creature to spawn that creature here instead.

Think of it as a big, squishy present.

3 2 1 48

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CHRYSOTA'S CHAPEL
Hiveling

♣: Venom 4 — Assign 4 venom points to target local enemy. Each phase, if a creature is assigned venom points equal to or greater than its spawn cost, destroy it.

♣: Venom 2

4 Location

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EGGSPEWER
Hiveling

♣: Scare — You may push target unengaged enemy one cell. (Pushing means moving a creature away.)

Even though the Hivelings sacrifice thousands of troops in battle, their numbers never seem to dip.

4 2 57

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OMEN LOCUST
Hiveling

***: Clone 1** — Your Omen Locusts cost 1 less to spawn this turn.

♣: Flanking 2 — If you control more creatures in this cell than each opponent, deal +2 damage this combat.

Triplicate — Your second and third Omen Locust miniatures don't count toward your warband's 16-miniature limit.

5 3 37

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FOUL BEETLE
Hiveling

Curse 1 — Whenever one or more local enemies attack, the enemies' controller rerolls one die of your choice.

Foul beetles guard all the entrances to Queen Chrysota's hive.

6 3 45

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HIVELING ROYAL GUARD
Hiveling

Swarmstorm — This creature's power is equal to the number of local and adjacent allies.

There's a good reason Queen Chrysota has never felt threatened.

6 * 57

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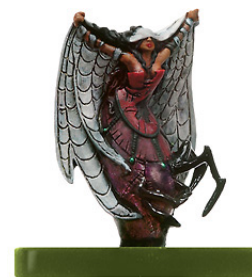
LUNGTHIEF BEETLE
Hiveling

♣: Deathwish — Sacrifice this creature.

The secret of immortality is carved in its carapace, in runes only the dead can decipher.

6 4 710

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NIGHT QUEEN
Hiveling

♣: Purge — Target opponent puts a creature of your choice from his or her reserves into his or her graveyard.

When she catches your dreams in her web, a little bit of you is gone forever.

6 3 69

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PLAGUEBROOD LARVA
Hiveling

♣: Deathswarm Hiveling 9 — You may exchange this creature with target creatures in your graveyard with a combined spawn cost of 9 or less.

It's no sacrifice to die for the Queen.

6 **2** **5** **11**

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HIVELING OVERLORD
Hiveling

♣: Hivetunnel — You may put this creature into a cell that contains a Hiveling ally.

♣: Venom Cloud 3 — Assign 3 venom points to each local creature. Each phase, if a creature is assigned venom points equal to or greater than its spawn cost, destroy it.

7 **3** **5** **8**

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BLOODSUCKER
Hiveling

♣: Crit 3 — Deal +3 damage this combat.

♣: Ferocity — If target local enemy becomes disrupted this combat, destroy it instead.

It harvests blood to feed the queen.

8 **4** **5** **7**

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CHRYSALIS SPINNER
Hiveling

Reincarnate — When this creature is destroyed, put a different creature from your graveyard into your reserves.

"I spin second chances."

8 **5** **6** **12**

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DEATHHEAD
Hiveling

♣: Infest 13 — During the conquest phase, if you control at least one creature in each of your scoring cells, score +13 conquest points.

Once the deathhead gets a foothold, nothing can drive it out.

8 **4** **7** **11**

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GLAIVE SCORPION
Hiveling

♣: Venom 4 — Assign 4 venom points to target local creature. Each phase, if a creature is assigned venom points equal to or greater than its spawn cost, destroy it.

♣: Expel — You may move target engaged enemy one cell.

8 **4** **7** **10**

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QUEEN CHRYSOTA
Hiveling

Unique Chrysota

Channel Hiveling 1 — Your Hivelings cost 1 less to spawn.

Hiveling Frenzy — Whenever one or more local or adjacent Hivelings attack, you may reroll all the attack dice.

8 **3** **5** **7**

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BEETLEBACK MASS
Hiveling

♣: Venom 3 — Assign 3 venom points to target local enemy. Each phase, if a creature is assigned venom points equal to or greater than its spawn cost, destroy it.

♣: Venom 2

9 **5** **8** **11**

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DRONING DAMSELFLY
Hiveling

Ambush 5 — Whenever an enemy enters this cell, make a 5-power attack against that enemy.

♣: Expel — You may move target engaged enemy one cell.

10 **4** **8** **11**

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Stitched



Spawn Cost	Count
②	— — —
③	— 1 —
④	1 — —
⑤	1 — 1
⑥	— 1 —
⑦	2 2 —
⑧	1 1 1
⑨	1 1 —
⑩	1 — —
⑪	— — —
⑫	— — —
⑬	— — —



BAD KITTY

Stitched



V: **Venom 2** — Assign 2 venom points to target local creature. Each phase, if a creature is assigned venom points equal to or greater than its spawn cost, destroy it.

3 2 3/5

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CANIS HORRIBILIS

Stitched



V: **Deathform 5** — You may exchange this creature with target creature in your graveyard with spawn cost 5 or less.

Loyal unto death and beyond.

4 3 3/7

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GENT

Stitched



V2: **Edgemaker** — Activate target local ally's blade ability as if **V** were assigned to it. (Abilities that work only during combat can't be activated with this ability.)

His gears turn, your will bends.

5 3 3/7

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TRISKELION

Stitched



F: **Fortunate All** — Whenever this creature attacks, reroll any number of attack dice.

V: **Reverse Purge** — Your opponent chooses a creature from your reserves. Put that creature into your graveyard.

It's always a step ahead.

5 2 2/6

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BUTCHER

Stitched



*****: **Corpsebuilt** — Sacrifice this creature unless you put a creature from your reserves into your graveyard.

Baxar built the butchers in his own image.

6 4 7/10

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DECAPITRIX

Stitched



V: **Warpstrike 2** — Make a 2-power attack against target nonlocal enemy.

She was put together to take you apart.

7 3 4/9

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HOG FAIRY

Stitched



E: **Edged Fortune** — Whenever this creature attacks, count each 1 as a **V**.

V: **Swap** — You may exchange this creature's position with target nonlocal ally.

7 4 4/11

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LADY OF THE FANG

Stitched



V: **Expel** — You may move target engaged enemy one cell.

"Hold sssstill. It'sss almosst over."

7 4 6/9

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LADY OF THE FLIES
Stitched [S]

♣, ♠: **Transpose Enemy/Ally** — You may exchange the position of target enemy with target nonlocal ally.

The lady of the flies takes her tea with blood and sugar.

7 ♣ 3 6 9

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CARRION HULK
Stitched [S]

*: **Corpsebuilt** — Sacrifice this creature unless you put a creature from your reserves into your graveyard.

♣: **Grave Crit** — Deal +X damage this combat, where X is the number of creatures in your graveyard.

8 ♣ 4 7 9

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GUTSOUP GOLEM
Stitched [S]

♣: **Warpstrike 3** — Make a 3-power attack against target nonlocal enemy.

⊖: **Respawn** — You may spawn this creature from your graveyard as if it were in your reserves without paying its cost.

8 ♣ 4 4 8

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MASTER PUPPET
Stitched [S]

♣: **Mindthief** — Your opponent chooses a creature from his or her reserves and puts it into his or her graveyard. Then put target creature from your graveyard into your reserves.

He's got a mind of his own—yours.

8 ♣ 3 7 10

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EQUITAR
Stitched [S]

*: **Corpsebuilt 2** — Sacrifice this creature unless you put two creatures from your reserves into your graveyard.

♣: **Panic 1** — Local enemies have -1 defense this combat. (A creature's defense can't be less than 1.)

9 ♣ 6 9 12

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SLAUGHTERWHEEL
Stitched [S]

♣: **Deathrip** — Choose a single-blade ability of target creature in your graveyard. Until end of phase, this creature has that ability. Activate that ability as if ♣ were assigned to it.

9 ♣ 5 5 13

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MARIAN, BOUND TO PAIN
Stitched [S]

Unique Marian

Grave Harvest — Whenever a local or adjacent Stitched ally is destroyed, put a different Stitched creature from your graveyard into your reserves.

10 ♣ 5 6 14

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Lost



Spawn Cost	Count
②	—
③	—
④	—
⑤	1
⑥	2
⑦	1
⑧	—
⑨	1
⑩	—
⑪	—
⑫	—
⑬	—



FEMME FATALE
Lost

♣: Duel 4 — If there are no allies and only one enemy in this cell, deal +4 damage this combat.

Three is an unwelcome crowd.

6♣ 3 4|8

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SWORDSTRIDER
Lost

Mimic — Whenever this creature is chosen as an attacker, its power that combat is equal to the power of target local creature without Mimic.

It never stops learning... or killing.

6♣ 0 3|7

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FACELESS DESPERADO
Lost

♣: Indisruptable — This creature can't be disrupted.

♣: Transpose Madness/Valor — You may exchange the position of target Madness ally with target Valor ally.

He doesn't need eyes to aim.

6♣ 1 4|7

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FACELESS STALKER
Lost

Fortunate 2 — Whenever this creature attacks, reroll up to 2 dice.

Beyond knowing, beyond caring, it hunts.

7♣ 3 5|12

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FACELESS KING
Lost

Rally Lost — Whenever a local or adjacent Lost ally is disrupted, you decide which empty cell it goes to instead of your opponent.

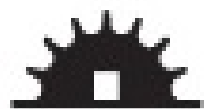
He is the king of nothing and his rule is eternal.

9♣ 4 5|11

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Serrated Dawn

(Unprinted Miniatures)



Spawn Cost	Count				
②	—	1	—	—	—
③	1	1	3	1	1
④	1	3	1	1	1
⑤	2	1	1	2	2
⑥	1	1	3	—	—
⑦	2	1	1	2	3
⑧	1	1	2	2	3
⑨	2	1	1	1	—
⑩	—	1	—	2	2
⑪	1	1	—	1	—
⑫	—	—	—	—	—
⑬	1	—	—	—	—

RAT WOMAN
Bloodcut B

☞: Assisted Strike 3 — If you control an adjacent unengaged ally, deal +3 damage this combat.

Sometimes even the Bloodcut require cunning.

3 **2** **3|3**

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SKYDANCER

☞: Skirmish — You may move target engaged ally one cell.

Skydancer's son. - A dreamscape phrase meaning 'very lucky'.

4 **3** **5|5**

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SOLDIER OF LIGHT AND SHADOW
Janus J

Halo (Unstoppable) — While this creature is unengaged, each adjacent ally has Unstoppable — This creature can move when you shift, even if it's engaged.

The dreamscape is prone to duality.

5 **2** **7|7**

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ZUNGAR CITADEL

Whenever your local or adjacent creatures are assigned damage, reduce that damage by 2.

Who shall protect the protectors?

5 **Location**

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SKYSHIELD EAGLE

☞: Pacify — Damage can't be assigned in target cell this turn.

☞: Protect — Local allies can't be disrupted. If this creature is disrupted or destroyed, local allies can't be disrupted this phase.

Many take refuge under its wings.

6 **2** **6|7**

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CLARION KNIGHT

☞: Skirmish — You may move target engaged ally one cell.

The bell rings to remind all that hope remains.

7 **3** **9|9**

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SCARRED HARBINGER

Fear-Edged Advance — Whenever a local Fear creature you control activates a blade ability, you may move target unengaged ally one cell.

The abyss leaves its mark on all who face it.

7 **4** **6|8**

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FLAGBEARER

Halo (☞: Advance) — While this creature is unengaged, each adjacent ally has ☞: Advance — You may move target unengaged ally one cell.

To victory!

8 **4** **8|10**

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STEELBORN LIONESS
Bloodcut B

Bloodcut Synergy 3 — If you control three or more Bloodcut in the dreamscape and/or in your graveyard, this creature costs 2 less to spawn.

Reinforce Battle — You may spawn this creature in any cell that contains an engaged creature.

☞: Crit 2 — Deal +2 damage this combat.

As the Great Reckoning draws near, the zungars are resolved to not see the dreamscape destroyed again.

9 **3** **8|9**

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ZUNGAR REVENGER

☞: Scare 2 — You may push up to two target unengaged enemies one cell. (Pushing means moving a creature away.)

As the Great Reckoning draws near, the zungars are resolved to not see the dreamscape destroyed again.

9 **4** **9|10**

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ELDER SCRAGGLEMAW

Many compare scragglemaws to a mountain-tough and unyielding. The better comparison, however, is to an avalanche—an unstoppable force that kills you before you can blink.

11 **5** **14|14**

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DRAGON AMBASSADOR

Longstride — At the beginning of your shift phase, if this creature is unengaged, you may move it one cell.

☞: Heroics 6 — If you control fewer local creatures than target opponent, deal +6 damage this combat.

This war will stop. Even if I have to kill every last one of you, it will stop!

13 **5** **12|13**

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LITTLE BED OF HORRORS

2: Transfer Ally — You may put target local ally into a cell that contains a location you control.

After many long years of hiding under the bed, the monster decided it was time to stop playing around.

2 **Location**

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ELECTRIC SHEEP

☞: Mutation 7 — You may exchange this creature with target creature in your reserves with spawn cost 7 or less.

What androids dream of.

3 **1** **3|7**

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BIRTHING FROG
Stitched S

Darkheart — This creature's power is equal to the number of its unengaged allies.

What rough beast slouches toward Darkheart Cottage to be born.

4 **4|9**

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MISS INNOCENCE
Lost L

Halo (Fortunate 1) — While this creature is unengaged, each adjacent ally has Fortunate 1 - Whenever this creature attacks, reroll up to one die.

With experience comes sorrow. She'd rather stay innocent forever.

4 **1** **2|7**

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NIGHT GAUNT

☞: Lure 2 — You may pull up to two target unengaged enemies one cell. (Pulling means moving a creature closer.)

The night gaunts were first discovered by H.P. Lovecraft during a trip to the dreamscape.

4 **2** **3|7**

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THE VITRUVIAN

In the dreamscape, a keen mind trumps a strong body. The vitruvians have both.

5 **3** **4|9**

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SKATETRIX

☞: Wish — Assign ☞ to one blade ability of each other creature you control that attacked this combat, as long as you would be allowed to assign ☞ to it.

Her wish is your command.

6 **2** **5|10**

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QUICKSILVER GOLEM

☞: Unravel 4 — Target local enemy has -4 defense this combat. (A creature's defense can't be less than 1.)

Its fluid beauty masks its deadliness.

7 **3** **5|12**

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SEAHORSE BUTTERFLY

Location Synergy 3 — If you control at least three locations, this creature costs 2 less to spawn.

Geomancy 1 — For each location you control in its column, this creature has +1 power, +1 defense and +1 life.

Most faeries fear machines... some build them.

8 **4** **4|10**

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GRINDER

☞: Toss 4 — If target local enemy becomes disrupted this combat, you may put it into another occupied cell. Make a 4-power attack against each other enemy in that cell. (You can't break the stacking limit with this ability.)

Most faeries fear machines... some build them.

9 **3** **6|13**

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IRON BRUISER

☞: Fumble 2 — Deal -2 damage this combat.

☞: Fumble 6 — Deal -6 damage this combat.

Think of the ways we abuse iron in the dayside. Is it any surprise that the iron seeks retribution.

10 **7** **7|16**

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WEBWING DRAGON

Web Breath — Spawn abilities can't be activated.

☞: Unravel 7 — Target local enemy has -7 defense this combat. (A creature's defense can't be less than 1.)

As if fighting a normal dragon weren't hard enough.

11 **5** **7|13**

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DEMON TOAD
Hellbred (H)

☠:Ripe 2 — When you sacrifice this creature, if it's your spawn phase, gain +2 spawn points. Otherwise, gain +2 spawn points at the beginning of your next spawn phase.

The Hellbred find them delicious.

3☠ 1 5|6

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FOUNTAIN OF SHADES

Whenever you sacrifice a local or adjacent creature, make an X-power attack against target local or adjacent enemy, where X is the sacrificed creature's power.

The Hellbred make a wish each time they sacrifice a soul to the fountain.

3☠ Location

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MUCK SNAKE

Swarm Synergy 7 — If you control at least seven creatures in the dreamscape, this creature costs 2 less to spawn.

☠:Flanking 2 — If you control more creatures in this cell than your opponent, deal +2 damage this combat.

She loves her children so.

3☠ 1 2|3

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ROACH MOTHER
Hiveling (Hy)

Halo (Shadow) — While this creature is unengaged, each adjacent ally has Shadow - This creature can't be the target of abilities.

She loves her children so.

4☠ 3 3|5

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CHAINWHIP MISTRESS

☠:Expel — You may move target engaged enemy one cell.

Her lovers never last long.

5☠ 3 4|7

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MASQUERADE MAN

Conquest Synergy 3 — If you control creatures in at least three scoring cells, this creature costs 2 less to spawn.

Dominate — This creature claims scoring cells even when they're contested.

6☠ 2 5|6

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MOONDARK KNIGHT

X, ☠:Advance 2 — You may move up to two target unengaged allies one cell.

Not all lunar handmaidens stay faithful.

6☠ 3 7|9

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SERPENTINE SPECTER

☠:Expel Nonvalor — You may move target engaged nonvalor enemy one cell.

Come play with my friendsss...

6☠ 3 5|9

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RAZORHAND SCRAPPER

☠:Scare Nonfear — You may push target unengaged nonfear enemy one cell. (Pushing means moving a creature away.)

Their scars tell much.

7☠ 4 7|10

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DOCTOR WITCH

Medical science was my calling... until I dreamed of deeper truths.

8☠ 5 7|11

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SUN SLAYER
Hellbred (H)

Sacrificial Strike 8 — When you sacrifice this creature, make an 8-power attack against target local enemy.

In death is glory.

8☠ 5 6|9

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SLITHERING SILHOUETTE

Shadow Field — Your local creatures can't be the target of abilities.

☠:Flanking 3 — If you control more creatures in this cell than your opponent, deal +3 damage this combat.

It whispers promises of death.

9☠ 3 8|11

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VAMPIRIC DRYAD

☠:Battle Energize 2 — Gain +2 spawn points at the beginning of your next spawn phase.

Your veins nourish her trees.

3☠ 2 2|4

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FAERIE DRAGON

Steadfast — This creature takes no damage from deathblows.

☠:Lethal Glory 2 — Score +2 conquest points this turn for each enemy you destroy this combat.

What it lacks in size, it makes up for in sheer bloodthirstiness.

4☠ 4 2|3

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HORNED BEAST

2, ☠:Double Warpstrike 4 — Choose two different target non-local enemies. Make a 4-power attack against each target.

Guided by its horn, it eventually lost the need for a head.

5☠ 3 3|5

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TWIN-SKULL ARCHWAY

If a local or adjacent ally would add or deal damage with a blade ability during combat, add or deal double that damage instead.

Death hasn't lessened their hatred. There's a reason they're still chained.

5☠ Location

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BROOD MOTHER

Halo (☠:Battle Energize 2) — While this creature is unengaged, each adjacent ally has ☠: Battle Energize 2 — Gain +2 spawn points at the beginning of your next spawn phase.

Keep your hopes close, but your fears closer.

7☠ 3 3|4

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SKEEVER WARCALLER

☠:Assault 5 — Make a 5 power attack against target local enemy.

When the battle turns against the skeevers, the warcaller turns it back.

7☠ 5 4|6

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BLOOD RAPTOR

☠:Bloodlust — If this creature is unengaged, you may move it into an adjacent enemy-occupied cell.

☠:Daze — Target local enemy doesn't get a deathblow this phase.

Be grateful raptors don't hunt in packs... one is bad enough.

8☠ 6 5|7

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FORGEBLIND SMASHER

☠:Smash — You may destroy target local location.

☠:Supersmash — You may destroy target local or adjacent location.

Be careful of bargains made with the forgeblind, They always collect.

8☠ 5 7|9

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DRACONITE MONK

Draconite monks believe that only through rigorous training and devotion can they achieve their true dragon potential.

9☠ 6 8|11

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CANDESCENT WARRIOR

Rampage — Whenever this creature makes a regular attack, if each local enemy is destroyed by the end of combat, you may move this creature one cell.

☠:Ferocity — If target local enemy becomes disrupted this combat, destroy it instead.

10☠ 7 7|10

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SERPOPARD

Monstrous Synergy 12 — If you control at least one creature with spawn cost 12 or more, this creature costs 2 less to spawn.

☠:Crit 5 — This creature deals +5 damage this combat.

10☠ 7 6|9

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ONE-EYE

Loner — This creature can't attack with other creatures.

☠:Lure — You may pull target unengaged enemy one cell. (Pulling means moving a creature closer.)

Many ships have mistaken its shining eye for the light of safety.

11☠ 9 9|11

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SKINBONES

Skinbones are fused together from the skin and bones of sleepers murdered in the dreamscape.

3 4|5

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DESECRATED STEELBORN

Curse 1 — Whenever one or more local enemies attack, your opponent rerolls one die of your choice.

Halo (♣:Glory 2) — While this creature is unengaged, each adjacent ally has ♣:Glory 2 - Score +2 conquest points this turn.

When steel is gone, bone endures.

4 1 4|5

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ZUNGAR MARAUDER

Ambush 3 — Whenever an enemy enters this cell, make a 3-power attack against that enemy.

Charge 3 — Whenever this creature enters an enemy occupied cell, make a 3-power attack against target local enemy.

Not all Zungars agree that humanity is worth saving.

6 0 5|5

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SKIN SCULPTOR

Halo (♣:Crit 3) — While this creature is unengaged, each adjacent ally has ♣:Crit 3 - This creature deals +3 damage this combat.

♣:Raise — Put target creature from your graveyard into your reserves.

Art is pain.

6 2 2 3|7

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STARSTRIKER

Bodyguard — Opponents can't assign damage to your local allies without Bodyguard until enough damage has been assigned to disrupt or destroy each of your local creatures with Bodyguard.

Parting Shot 5 — Whenever this creature is disrupted and removed from its cell, make a 5-power attack against the enemies that were local to it.

7 5 3|8

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CURSED FAERIE

*:Spur — Choose an ally in the same cell as target enemy. Make an X-power attack against that enemy, where X is the chosen ally's power.

Fade — If this creature attacks, banish it at the end of combat (unless it has been destroyed).

7 2 6 5|10

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PUTRID PRINCESS
Hellbred (H)

Reinforce — You may spawn this creature in any cell that contains an ally.

Nullify — Local creatures can't activate blade abilities.

It only takes one kiss.

7 3 6|8

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CARNIVAL CHARGER

Inertia — Damage can't be assigned to local creatures during a shift phase.

Only the foolish accept its invitation to ride.

8 3 8|11

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ONEIRONAUT SECUNDUS
Janus (J)

Dream Lord

①:Swap Janus — You may exchange this creature's position with target nonlocal Janus ally.

♣:Teleport Ally — You may put target ally into target nonportal cell.

8 3 9|12

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BLADESPINE EYESACK

*:Appease Madness — Sacrifice a madness creature.

♣:Deathrip — Choose a non-Deathrip single-blade ability of target creature in your graveyard. Until end of phase, this creature has that ability. Activate that ability as if ♣ were assigned to it.

8 5 7|14

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CUTTERELLA

Edged Crit 2 — Whenever a local creature you control activates a blade ability, deal +2 damage this combat.

Snip snip.

10 7 6|10

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QUEEN RAVEN
Hellbred (H)

Dream Lord

♣:Appease & Crit 8 — Sacrifice a creature, then deal +8 this combat.

♣:Hell Spawn — If target local enemy is destroyed this combat, put a Hellbred with spawn cost X from your reserves or your graveyard into this cell, where X is the destroyed creature's spawn cost or less. (You can't break the stacking limit with this ability.)

10 7 11|13

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SPAWN COST REGRESSION ANALYSIS

Using the spawn cost (dependent variable) and power, defense, and life (independent variables) from all No-Ability miniatures, we obtain the following spawn cost prediction formula via multiple linear regression:

$$\text{SPAWNCOST} = -1.7875 + (0.9878 \times \text{POWER}) + (0.3388 \times \text{DEF}) + (0.2538 \times \text{LIFE})$$

Applying this formula to all miniatures yields a predicted spawn cost for each miniature. The difference between the actual spawn cost and predicted spawn cost for each miniature is given below. Actual spawn costs of No-Ability miniatures range from roughly 0.5 below their predicted cost (Blood-Ash Archer) to roughly 0.5 above their predicted cost (Runetagged Initiate). Hence miniatures whose actual costs are within 0.5 of their predicted costs have stats comparable to No-Ability miniatures.

Outside of the (-0.5, 0.5) difference interval, miniatures whose actual spawn cost is less than the prediction (how much less is denoted by negative numbers below) are less expensive to spawn than a no-ability miniature with identical stats, but usually come with some drawback. Miniatures whose actual spawn cost is more than the prediction (how much more is denoted by positive numbers below) are more expensive to spawn than a no-ability miniature with identical statistics, but usually come with a beneficial ability.

-4.8557	GibberingGiant	-0.8759	SkeeverHatchling	-0.0733	BlightRat	0.1683	LunarHandmaiden
-3.4399	JackInTheBox	-0.8687	Barbstrider	-0.0661	ZombieEnforcer	0.1733	DreadmorphOgre
-3.1903	Doomball	-0.8515	DreamreefMarauder	-0.0661	AcolyteOfPain	0.1733	CryptWorm
-2.7779	NightfireGiant	-0.8153	MrFriend	-0.0653	SunTitan	0.1805	Kitsune
-2.3633	KendraVale	-0.7879	RunnerWithScissors	-0.0245	LoneWolf	0.1847	RelentlessEviscerator
-2.3221	EaterOfHope	-0.7253	IronThug	-0.0223	SkullPunk	0.1877	ClawcanScout
-2.3149	KnightOfAutumnGate	-0.5927	UnsatedRagedrake	-0.0173	Bladehound	0.1999	SteelbornLion
-2.2147	PaleHorse	-0.5855	CopperBloodcat	0.0025	ScarabWarcharm	0.1999	WhirlingKnifedancer
-1.7151	LordSlobber	-0.5123	WaywardSpiker	0.0071	ForgeblindPunisher	0.1999	Silhouette
-1.5855	DeathwishDragon	-0.4807	BloodAshArcher	0.0147	RavencloakVisionary	0.2171	DeathwindPriest
-1.3511	CagedGrawlth	-0.4441	AbyssalPredator	0.0147	BastHandmaid	0.2243	DoctorAgony
-1.3439	HulkingBrute	-0.3927	HonorGuard	0.0189	PickPick	0.2369	SavannahHarrower
-1.2341	Equitar	-0.3835	BuzzkillClown	0.0239	Painsmash	0.2491	GreenCrusader
-1.1953	BloodthirstyRedcap	-0.3107	NevretScreamtrooper	0.0239	NevretFlamer	0.2727	ChaosPuppeteer
-1.1655	InscribedAxebeast	-0.3077	Zipperface	0.0311	CanisHorribilis	0.2727	EscapeArtist
-1.1511	ZungarBlademaster	-0.2905	BristlebackBasher	0.0639	LoyalScragglemaw	0.2727	Chronosphere
-1.0733	Butcher	-0.2299	ChrysalisSpinner	0.0845	Bubblesludge	0.3353	MalbornCroc
-1.0733	LungthiefBeetle	-0.2227	Skinless	0.0875	ZungarWayfinder	0.3413	Eggspewer
-1.0325	GhostOfTheKey	-0.2197	CannibalPariah	0.0955	HawkEyedInstigator	0.3421	PearlthornDragonKnight
-0.9925	SaintOfRoses	-0.1983	SoulWarden	0.0997	Clawkiller	0.3463	EkkyonWayfarer
-0.9853	MaskDancer	-0.1709	MurderousWidow	0.1009	SkitteringSmeech	0.3463	BeetlebackMass
-0.9731	KnightOfStrifeAndJoy	-0.1705	Mirrorman	0.1047	DemonCapo	0.3535	TwilightScout
-0.9239	ShimmerswordMerc	-0.1511	RunetaggedBrawler	0.1313	MadMonkeyMonk	0.3779	GreenlifeDryad
-0.8911	Ouroboros	-0.1347	SpellboundScissors	0.1435	MaulRat	0.3779	InfernalGothic

0.3851	BoneclanHunter	0.9103	RagingVanguard	1.5071	RopestrungScarecrow	2.2685	Mujina
0.3901	BloodhawkBarag	0.9267	GlaveScorpion	1.5071	LadyOfTheFlies	2.2727	ProbabilityWalker
0.4099	KnightOfTomorrow	0.9461	ThiefOfLastChances	1.5235	MisbegottenMutant	2.3341	DroningDamselfly
0.4099	NagaBroodqueen	0.9583	BackalleySkuntch	1.5265	RainforestShaman	2.3505	FacelessKing
0.4141	TattooedSquashbug	0.9583	Nosferatix	1.5315	TlamixecBattlelord	2.3585	AxemorphDemon
0.4263	AsylumEscapee	0.9777	Hammerhead	1.5387	BonebladeSerpent	2.3657	Bloodsucker
0.4271	EliteGladiator	0.9827	SlaughterBoots	1.5509	MurderousBeserker	2.3657	FuryHunter
0.4293	Runetagedlnitiate	0.9831	InfernalPreacher	1.5509	RedReaver	2.3699	GunPossessedKiller
0.4343	KnightOfTheBronzeHorn	1.0025	Fireman	1.5559	OgrolRagelord	2.3851	HazardinGrenadier
0.4385	FemmeFatale	1.0075	PearlthornGargoyle	1.5951	GenteelHusk	2.4263	Ooktokok
0.5071	NightQueen	1.0075	WarToller	1.6043	Freakazoid	2.4507	GutsoupGolem
0.5193	LadyOfTheFang	1.0075	Mantlet	1.6043	Headhands	2.5029	SteelbornGriffin
0.5265	TreacherousConcubine	1.0189	CryptKoi	1.6115	ChainServant	2.5387	RagingTusker
0.5265	BadKitty	1.0311	DreamstuffEntity	1.6801	PrinceOfBlades	2.5509	BewitchingAssassin
0.5265	LadyOfTheManor	1.0311	Gent	1.6881	TempleLion	2.5951	DreamwatchSphinx
0.5509	AlluringSuccubus	1.0311	OmenLocust	1.6923	HorridPoltergeist	2.5951	AncientValkyrie
0.5799	EgoCannibal	1.0361	BonecarvedIdol	1.7167	FlameHarrower	2.6115	Triskelion
0.5875	Mangler	1.0753	InspiredSamuri	1.7457	Dualist	2.6195	BloodcutChampion
0.5879	SightlessEunuch	1.0761	AngelOfSunrise	1.7529	DoctorApe	2.6497	TragicomicGunslinger
0.5951	VirtuousMaiden	1.0803	ToxicSludger	1.7537	MaleficSteamroller	2.7057	Bladestrider
0.5951	KnightofDuskDawn	1.0845	FacelessStalker	1.7609	Medusa	2.7487	ReluctantBeast
0.6439	WarlustSatyr	1.0883	NobleDragon	1.7681	BlindEnvoy	2.7609	InfernalScreamer
0.6687	TotemLord	1.0967	Bogillian	1.7681	ZungarShieldsworn	2.7823	UnspeakableBrothers
0.6729	Deathhead	1.1191	BloodWolf	1.7803	ShardTroll	2.7929	StagZealot
0.6759	Battleweaver	1.1191	SucculentCreepier	1.7925	SaberfangWarrior	2.8581	BestialSilhouette
0.6801	KnightOfPainAndSorrow	1.1725	CyclopeanSprite	1.8459	DeathChanter	2.9431	Doomsinger
0.6801	WalkingWorms	1.1805	VoodooManipulator	1.8653	StormwatchSiren	3.0147	ZungarEnvoy
0.6851	MobileCommand	1.1805	CarrionHulk	1.9145	MasterPuppet	3.0189	NevretWarmaster
0.6893	HogFairy	1.1877	SoulGrub	1.9237	Drakesnail	3.1683	AviaxFirebrand
0.6923	JackOfBlades	1.2091	FleshwormBroodsire	1.9339	FalconSoldier	3.1683	TheSweeper
0.6923	SoulSlicer	1.2625	MarianBoundToPain	1.9511	DragonshipGolem	3.2247	SirWolven
0.6923	AnimatedStandards	1.2685	EagleFeatherWarrior	1.9583	HeartThief	3.2533	ZungarBodyguard
0.7247	BloodcutBehemoth	1.2747	WindborneBlademaster	1.9583	BloodGolem	3.3291	ZungarWinddancer
0.7289	ProwlingLeopardman	1.2849	ImaginaryFiend	1.9633	LittleCharmer	3.3413	Yazreal
0.7487	AcolyteOfLoss	1.3261	Arsonist	1.9827	HeartRender	3.3535	QueenChrysota
0.7487	InfernalShrieker	1.3261	PlaguebroodLarva	2.0025	AkizaGuardian	3.3699	AllSeeingMage
0.7609	SirGlorious	1.3291	Hellshrieker	2.0147	LionRampant	3.3851	StormriderShaman
0.7701	Brainghast	1.3463	BaxarTheSoulstitcher	2.0753	BladecapeVampire	3.4457	BookOfNothing
0.7731	WickedCarriage	1.3535	SoulSerpent	2.0833	StaniedGlassAngel	3.5041	OneManArmy
0.7731	WrithingSorcerer	1.3729	HivePincer	2.0967	Bliss	3.5509	BloodboundSkeever
0.7803	ArdentZungar	1.3779	DemonicDandy	2.0997	HivelingOverlord	3.6115	AviaxCowboy
0.7803	Seraph	1.3851	WhisperingImp	2.1089	UnspeakableFreak	3.6321	WarEagle
0.7803	ToxicSirroth	1.3901	SavageOgre	2.1119	InfernalBomber	3.6679	FacelessDesperado
0.7853	ThunderSultan	1.3901	HunterKiller	2.1191	BlindSpikemauler	3.9533	BorgPenitent
0.7975	Teethmauler	1.4027	BloodcutMartyr	2.1241	HornedMarauder	3.9553	Octorilla
0.8047	Buzzclaw	1.4191	ScreamantLunatic	2.1485	Painmonger	3.9797	Warmonger
0.8047	HungryGhost	1.4263	FallingMan	2.1561	ArmadilloShieldbearer	4.0955	ArchangelTommy
0.8219	WorldEater	1.4293	ThriceCrownedAndrogyne	2.1683	Blademiller	4.0997	Boogeyman
0.8295	SavannahDreamhunter	1.4343	ValkyrieMoonrider	2.1847	Decapitrix	4.3657	PrincessOfThorns
0.8417	WhirlwindDervish	1.4385	ScareclawSkeleton	2.1847	ChainMaster	4.5391	BrightHammerAvenger
0.8417	ZungarStandardbearer	1.4427	DreamscapeProphet	2.1999	CrazedMaenad	4.6801	Lockjaw
0.8551	Slaughterwheel	1.4599	GunBehemoth	2.1999	FoulBeetle	4.8779	FleshlessReaper
0.8653	BloatedParasite	1.4877	Darkbringer	2.2369	ShimmerswordSergeant	4.9945	Swordstrider