



**Bigmark Coal-Wickner,
Hoodlum**



Coward's End

ACTION

Play: Destroy each undamaged creature. Gain 3 chains.

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Timur Shevtsov

♣ 004 ●

Bigmark Coal-Wickner, Hoodlum



Gauntlet of Command

ARTIFACT



ITEM

Action: Ready and fight with a friendly creature.

*"I said 'take me to your leader'
and got a fist to the face."*

- Captain Val Jericho

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Eric Kenji Aoyagi

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Bigmark Coal-Wickner, Hoodlum



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Eric Kenji Aoyagi

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8

Groggins

CREATURE

GIANT

When Groggins is used to fight, it can only attack flank creatures.

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Rudy Siswanto

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8

Groggins

CREATURE

GIANT

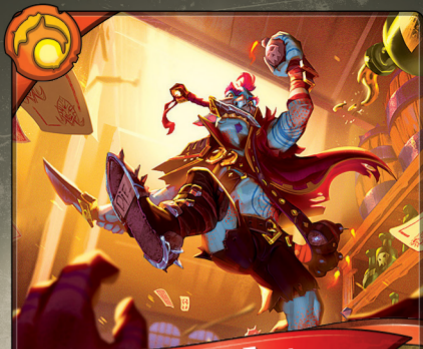
When Groggins is used to fight, it can only attack flank creatures.

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Rudy Siswanto

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Into the Fray

ACTION

Play: For the remainder of the turn, a friendly Brobnar creature gains, "**Fight:** Ready this creature."

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Gabriel Rubio

♣ 013 ●

Bigmark Coal-Wickner, Hoodlum



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ACTION

Play: For the remainder of the turn, a friendly Brobnar creature gains, "**Fight:** Ready this creature."

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Gabriel Rubio

♣ 013 ●

Bigmark Coal-Wickner, Hoodlum



11

Lollop the Titanic

CREATURE

GIANT • LOCATION

Lollop the Titanic deals no damage when attacked.

*"Titans are to giants as giants are to goblins."
- Dr. Schucks*

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Etienne Hebinge

014 ●

Bigmark Coal-Wickner, Hoodlum



11

Lollop the Titanic

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- Dr. Schucks*

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Etienne Hebinge

014

Bigmark Coal-Wickner, Hoodlum



2

Little Rapschal

CREATURE

GOBLIN

Elusive. (The first time this creature is attacked each turn, no damage is dealt.)

Creatures must fight when used, if able.

"And they said I was annoying!"
- Pingle Who Annoys

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Djib

025 ♦


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The Warchest

ARTIFACT



ITEM

Action: Gain 1  for each enemy creature that was destroyed in a fight this turn.

*It doesn't matter what the treasure is,
only how it was won.*

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Pile of Skulls

ARTIFACT



LOCATION


Each time an enemy creature is destroyed during your turn, a friendly creature captures 1

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Axiom of Grisk

ACTION

Play: Ward a creature. Destroy each creature with no  on it. Gain 2 chains.

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Konstantin Turovec

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6

Brutodon Auxiliary

CREATURE

BEAST

Taunt. (This creature's neighbors cannot be attacked unless they have taunt.)

Hazardous 2. (Before this creature is attacked, deal 2  to the attacking enemy.)

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Caio Monteiro

183 ●

Bigmark Coal-Wickner, Hoodlum




6

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CREATURE

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Taunt. (This creature's neighbors cannot be attacked unless they have taunt.)

Hazardous 2. (Before this creature is attacked, deal 2  to the attacking enemy.)

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Caio Monteiro

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6

Thero Centurion

1

CREATURE

DINOSAUR • SOLDIER

Play/Fight: Capture 1 .

"For the good of the Republic!"

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Timur Shevtsov

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6

Thero Centurion

1

CREATURE

DINOSAUR • SOLDIER

Play/Fight: Capture 1 .

"For the good of the Republic!"


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Play: The most powerful friendly creature captures 2 . You may exalt that creature to repeat the preceding effect.

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4

Draco Praeco

CREATURE

DINOSAUR • POLITICIAN

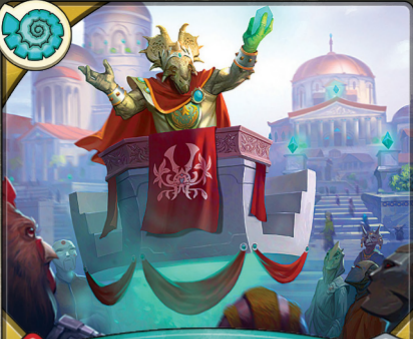
Reap: You may exalt Draco Praeco. If you do, choose a house. Enrage each creature of that house.

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Mircea Nicula

201 ♦

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3

Orator Hissaro

CREATURE

DINOSAUR • POLITICIAN

Deploy.

Play: Ready and exalt each of Orator Hissaro's neighbors. For the remainder of the turn, they belong to house Saurian.

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Mihai Radu

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3

Orator Hissaro

CREATURE

DINOSAUR • POLITICIAN

Deploy.

Play: Ready and exalt each of Orator Hissaro's neighbors. For the remainder of the turn, they belong to house Saurian.

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Mihai Radu

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Bigmark Coal-Wickner, Hoodlum




4

Tribune Pompitus

CREATURE

2

DINOSAUR • POLITICIAN

Each friendly creature gets +2 power for each  on it.

Before Fight: You may exalt Tribune Pompitus.

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5

Primus Unguis

CREATURE

1

DINOSAUR • SOLDIER

Each friendly creature gets +2 power for each  on Primus Unguis.

Reap: Exalt Primus Unguis.

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Grigory Serov

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Triumph

ACTION

Play: If there are no enemy creatures, exalt each friendly creature. If you do and there are 6 or more friendly creatures, forge a key at no cost.

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4

Bull-wark

CREATURE

1

MUTANT • KNIGHT

Assault 2. (Before this creature attacks, deal 2  to the attacked enemy.)

Each of Bull-wark's neighbors gains assault 2.

"Let me be thy horns."

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 Dong Cheng

 127 ●

Bigmark Coal-Wickner, Hoodlum




4

Bull-wark

CREATURE

1

MUTANT • KNIGHT

Assault 2. (Before this creature attacks, deal 2  to the attacked enemy.)

Each of Bull-wark's neighbors gains assault 2.

"Let me be thy horns."

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 Dong Cheng


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Cleansing Wave

ACTION

Play: Heal 1 damage from each creature. Gain 1  for each creature healed this way.

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Gong Studios

 130 ●

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4

General Xalvador

CREATURE

2

HUMAN • KNIGHT

Enhance . (These icons have already been added to cards in your deck.)

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Brokren

 135 ●

Bigmark Coal-Wickner, Hoodlum





4

General Xalvador

CREATURE

2

HUMAN • KNIGHT

Enhance  . (These icons have already been added to cards in your deck.)

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Brokren

 135 ●

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4

Lieutenant Gorvenal

CREATURE

1

SPIRIT • KNIGHT

After you fight with a creature,
Lieutenant Gorvenal captures 1 .

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Caio Monteiro

137 ●

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Æmberheart

ARTIFACT



ITEM

Action: Exalt, ward, and fully heal a friendly creature.

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Natalie Russo

142 ◆

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5

Barrister Joya

CREATURE

1

HUMAN • KNIGHT

Enemy creatures cannot reap.

"A righteous law will enforce itself."

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Gabriela Marchioro


145 ♦


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Bring Low

ACTION

Enhance . (These icons have already been added to cards in your deck.)

Play: Capture all but 5 of your opponent's , distributed among any number of friendly creatures.

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Dong Cheng

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Gizelhart's Standard

ARTIFACT



ITEM

Each friendly creature with  on it gets +1 armor.

Play: Exalt a friendly creature.

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Konstantin Porubov

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One Stood Against Many

ACTION

Play: Ready and fight with a friendly creature 3 times, each time against a different enemy creature. Resolve these fights one at a time.

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Agri Karuniawan

171 ★

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6

Dino-Knight

CREATURE

2

MUTANT • KNIGHT

Play: You may exalt Dino-Knight. If you do, deal 3  to a creature.

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Andreas Zafiratos

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Brobnar

Saurian

Sanctum

Bigmark Coal-Wickner, Hoodlum

DECK LIST



Brobnar

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- 011 Groggins
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- 013 Into the Fray
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- 014 Lollop the Titanic
- 014 Lollop the Titanic
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- ◇ 032 The Warchest
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