

Sample Card

Thianna, Merchant of the South

Passive: If Stampede is triggered by one of your creatures, you may instead choose to draw a card.

Active: Your next Stampede card can set another Stampede card into play.

Tamer

Illustration by Kajomdech P © Gate to the Games GmbH

NVR-EN-0002/150

Sample Card

7

Centaur Warlord

Stampede (After attacking, you may set another creature without Stampede into play on an adjacent field. It attacks.)

Illustration by Yves Münch © Gate to the Games GmbH

NVR-EN-0004/150

Sample Card

7

Centaur Warlord

Stampede (After attacking, you may set another creature without Stampede into play on an adjacent field. It attacks.)

Illustration by Yves Münch © Gate to the Games GmbH

NVR-EN-0004/150

Sample Card

8

Chimera

Onslaught (Whenever this creature was moved, it attacks again.)

Illustration by Alex Segura © Gate to the Games GmbH

NVR-EN-005/150 ★

Sample Card

4

Cyclops

Stampede (After attacking, you may set another creature without Stampede into play on an adjacent field. It attacks.)

Illustration by Shredderdima © Gate to the Games GmbH

NVR-EN-006/150 ★★★

Sample Card

A

Deathclaw Dragon

Onslaught (Whenever this creature was moved, it attacks again.)

Illustration by Luan Keiko © Gate to the Games GmbH

NVR-EN-007/150 ★★★

Sample Card

2

Garuda

Aura (Cards on adjacent fields are affected): Creatures of the Free Tribes gain +1.

Illustration by Tamzarka © Gate to the Games GmbH

NVR-EN-008/150

Sample Card

5

Harpy

Onslaught (Whenever this creature was moved, it attacks again.)

Illustration by khairul Sukmanudin © Gate to the Games GmbH

NVR-EN-009/150 ★★

Sample Card

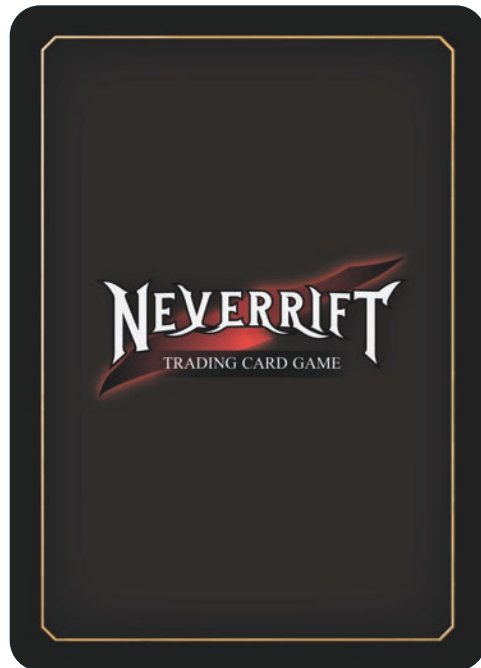
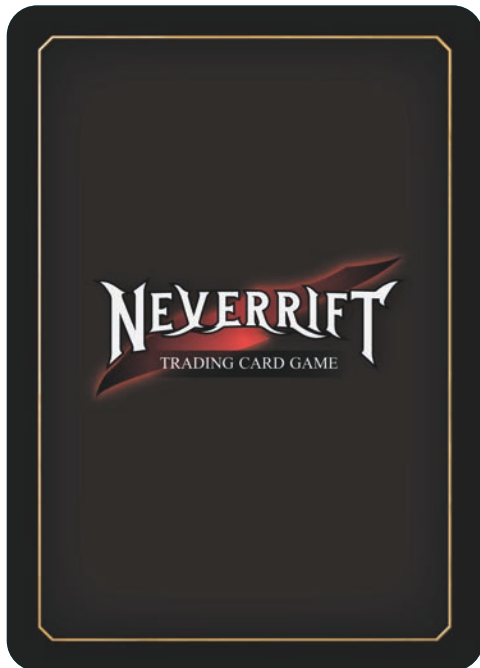
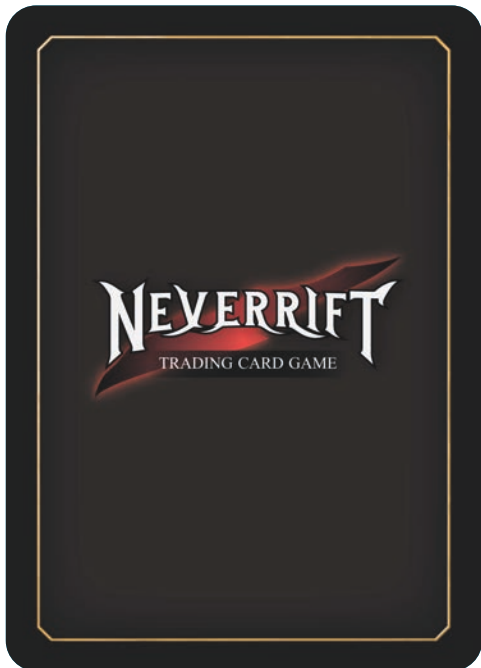
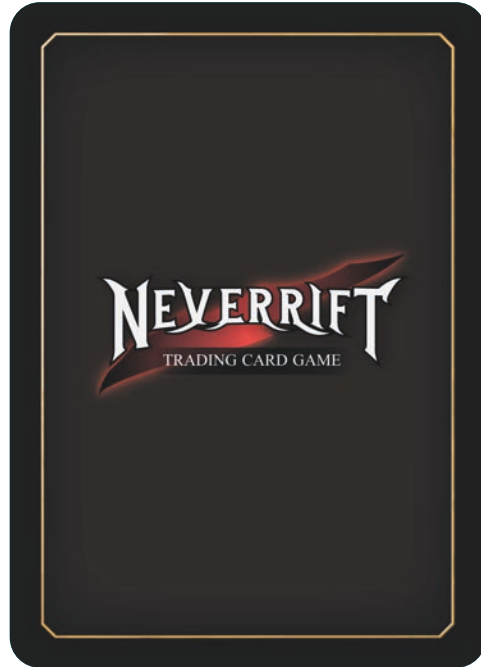
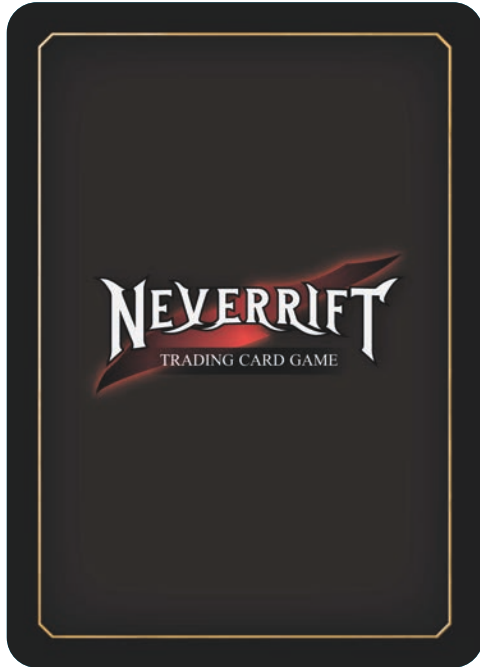
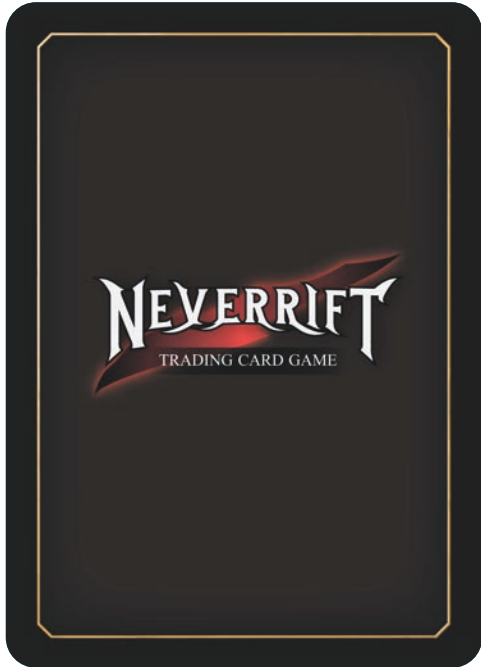
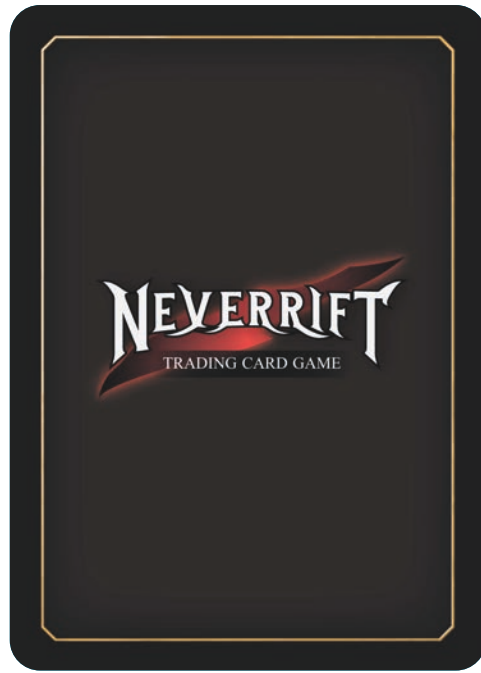
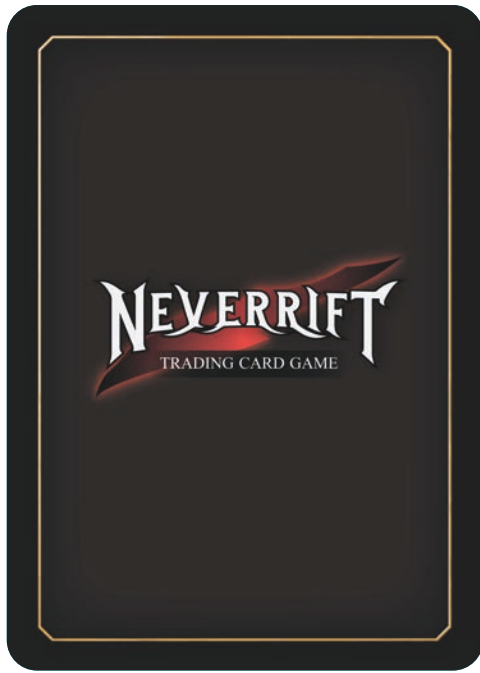
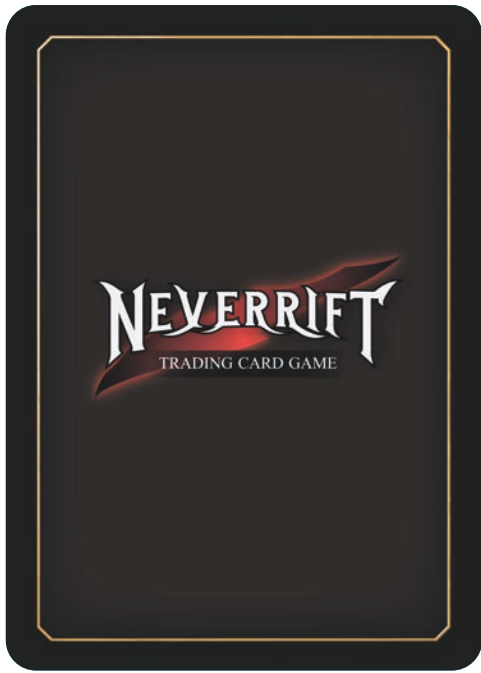
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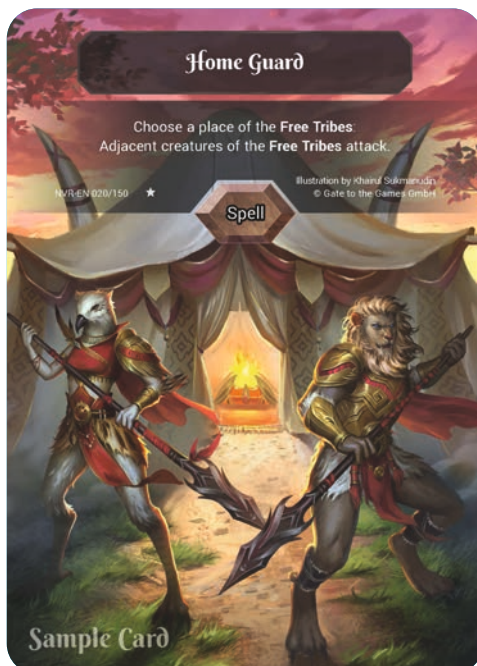
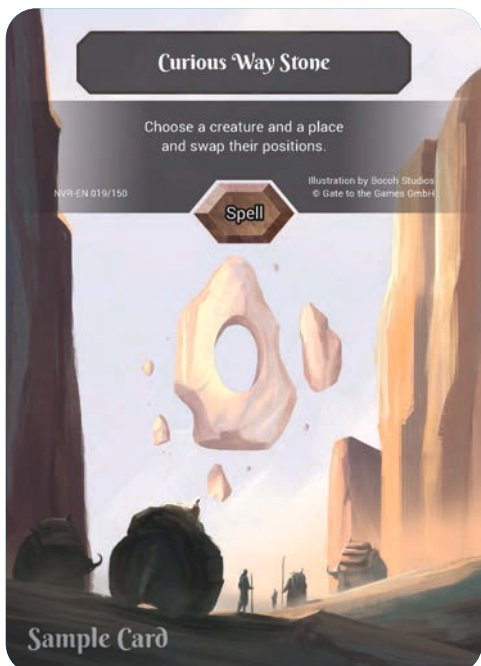
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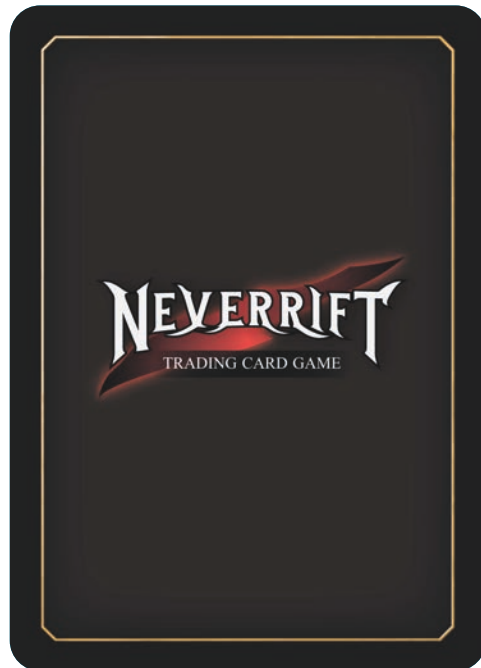
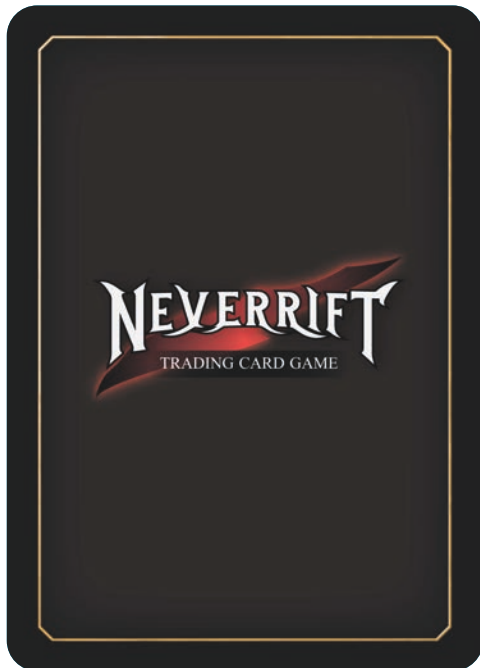
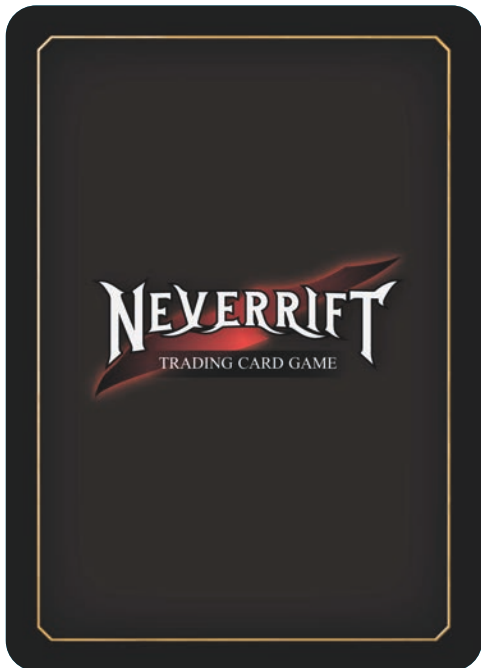
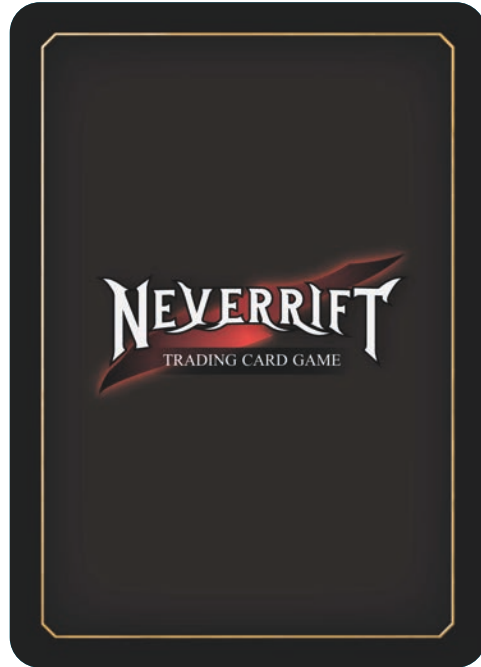
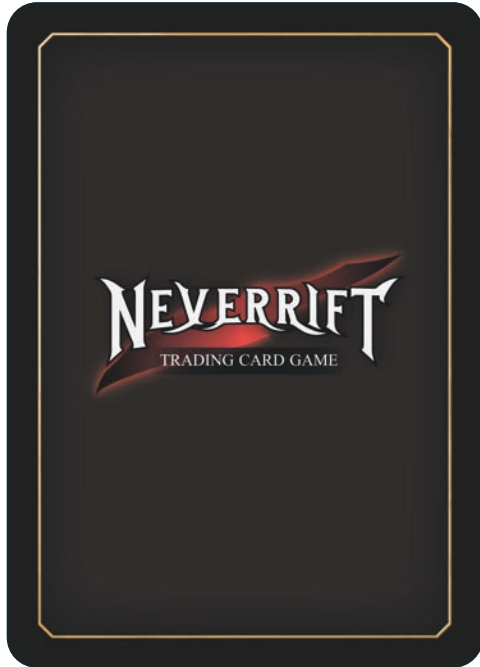
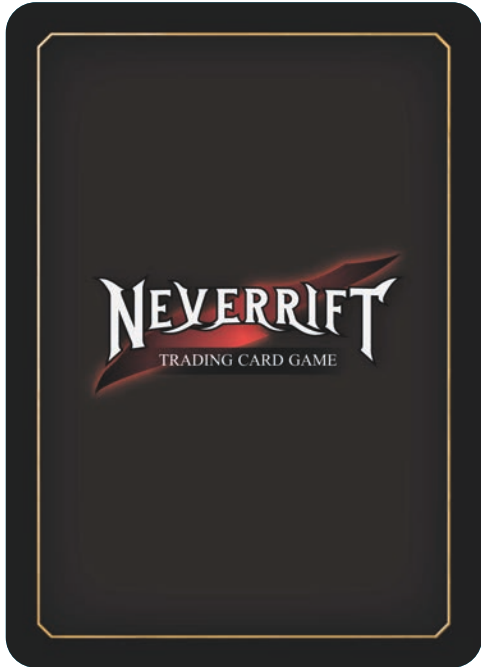
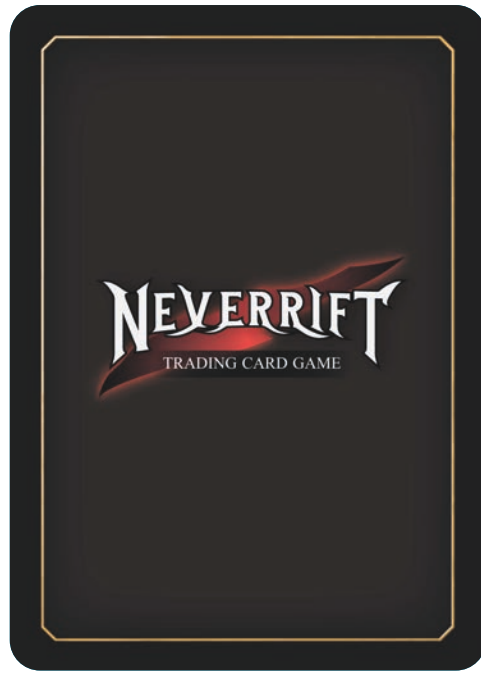
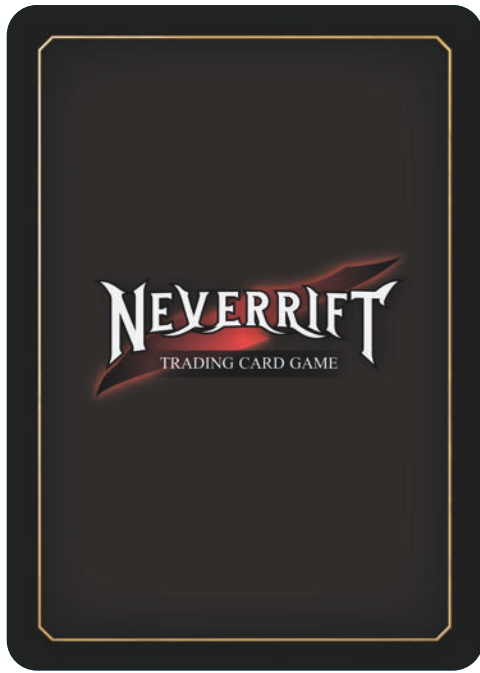
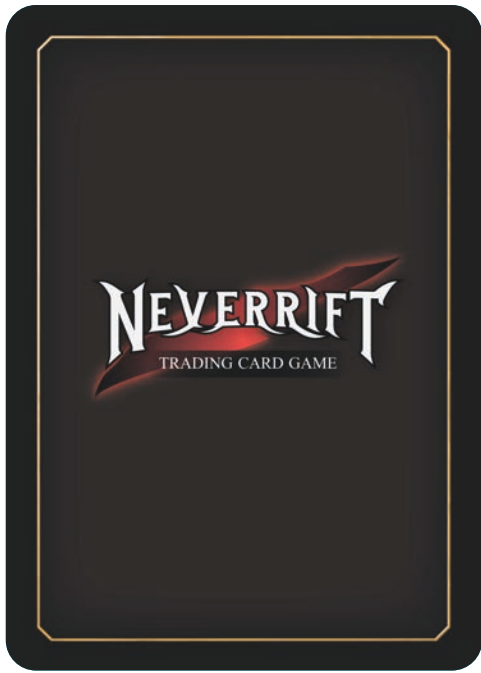
Stampede (After attacking, you may set another creature without Stampede into play on an adjacent field. It attacks.)

Illustration by Mombaedo © Gate to the Games GmbH

NVR-EN-010/150 ★







Pillage

Choose a creature of the Free Tribes and destroy an adjacent place. If you did, draw a card.

NVR-EN 021/150 ★

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Spell



Sample Card

Traveler's Rations

Draw a card. Discard a card at the end of your turn.

NVR-EN 023/150

Illustration by Kajomdech P.
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Spell



Sample Card

Traveler's Rations

Draw a card. Discard a card at the end of your turn.

NVR-EN 023/150

Illustration by Kajomdech P.
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Spell



Sample Card

Sample Card

1

2

4

Earth Spawn

When this card comes into play choose an adjacent place and destroy it.

NVR-EN 025/150

Illustration by Milkodea
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3



Sample Card

5

2

4

Giant Python

When this card comes into play choose a creature to the left or to the right. You may return it to its owner's hand.

NVR-EN 028/150 ★

Illustration by Boco Studios
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6



Sample Card

5

5

4


Ice Spawn

Draw a card.

NVR-EN 030/150 ★

Illustration by Alex Segura
© Gate to the Games GmbH

3



Sample Card

8

7

7

Mammoth

This creature blocks the next incoming attack.

NVR-EN 031/150 ★★

Illustration by Luan Xie
© Gate to the Games GmbH

7



Sample Card

3

2

2

Otter

Draw a card.

NVR-EN 032/150

Illustration by Kitt Lapeña
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3



Sample Card

Lazaret

When this card comes into play choose an adjacent creature and return it to its owner's hand.

NVR-EN 039/150

Illustration by Kitt Lapeña
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Place



