Clarion Knight

: Skirmish – You may move target engaged ally one cell.

The bell rings to remind all that hope remains.

7 | 3 | 9|9 | 1/60 ●

Dragon Ambassador

Longstrider – 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 | 2/60 ★

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 | 3/60 ◆

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 | 4/60 ●

Rat Woman
Bloodcut

: 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 | 5/60 ●

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 | 6/60 ◆

Skydancer

: Skirmish – You may move target engaged ally one cell.

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

4 | 3 | 5|5 | 7/60 ●

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 | 8/60 ◆

Soldier of Light and Shadow
Janus

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 | 9/60 ★

Steelborn Lioness
Bloodcut

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.

9 | 3 | 8|9 | 10/60 ★

Zungar Citadel

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

Who shall protect the protectors?

5 | Location | 11/60 ★

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 | 12/60 ●

Birthing Frog

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 | 13/60 ◆

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 | 14/60 ●

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 | 15/60 ★

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 | 16/60 ●

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 | 17/60 ★

Miss Innocence

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 | 18/60 ◆

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 | 19/60 ●

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 | 20/60 ●

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.

8 | 4 | 4|10 | 21/60 ◆

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 | 22/60 ★

The Vitruvian

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

5 | 3 | 4|9 | 23/60 ●

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 | 24/60 ★

Chainwhip Mistress

: Expel – You may move target engaged enemy one cell.

Her lovers never last long.

5 | 3 | 4|7 | 25/60 ●

Demon Toad
Hellbred

: 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 | 26/60 ●

Doctor Witch

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

8 | 5 | 7|11 | 27/60 ●

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 | 28/60 ★

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 | 29/60 ◆

Moondark Knight

, **: Advance 2 –** You may move up to two target unengaged allies one cell.

Not all lunar handmaidens stay faithful.

6 | 3 | 7|9 | 30/60 ◆