

**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.

3 1 2|3

31/60

**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

32/60

**ROACH MOTHER**  
*Hiveling*

**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

33/60

**SERPENTINE SPECTER**

**Expel Nonvalor** – You may move target engaged nonvalor enemy one cell.

*Come and play with my friendssss ...*

6 3 5|9

34/60

**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

35/60

**SUN SLAYER**  
*Hellbred*

**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

36/60

**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

37/60

**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

38/60

**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

39/60

**DRACONITE MONK**

*Draconite monks believe that only through rigorous training and devotion can they achieve their true dragon potential.*

9 6 8|11

40/60

**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

41/60

**FORGEBLIND SMASHER**

**Smash** – You may destroy target local location.

**Supersmash 4** – You may destroy target local or adjacent location.

*Be careful of bargains made with the forgeblind. They always collect.*

8 5 7|9

42/60

**HORNED BEAST**

**Double Warpstrike 4** – Choose two different target nonlocal 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

43/60

**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

44/60

**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

45/60

**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

46/60

**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

47/60

**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

48/60

**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

49/60

**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.*

5 0 5|5

50/60

**CARNIVAL CHARGER**

**Inertia** – Damage can't be assigned to local creatures during a shift phase.

*Only the foolish accept its invitation to ride.*

5 3 8|11

51/60

**ONEIRONAUT SECUNDUS**  
*Janus*

**Dream Lord**

**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

52/60

**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

53/60

**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

54/60

**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 that combat (unless it has been destroyed).

7 6 5|10

55/60

**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

56/60

**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.*

5 2 3|7

57/60

**QUEEN RAVEN**  
*Hellbred*

**Dream Lord**

**Appease & Crit 8** – Sacrifice a creature, then deal +8 damage 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

58/60

**SKINBONES**

*Skinbones are fused together from the skin and bones of sleepers murdered in the dreamscape.*

3 3 4|5

59/60

**PUTRID PRINCESS**  
*Hellbred*

**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

60/60