

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. 1 2 3 31/60 ♦	RAZORHAND SCRAPPER Scare Nonfear – You may push target unengaged nonfear enemy one cell. (Pushing means moving a creature away.) <i>Their scars tell much.</i> 4 7 10 32/60 ♦	ROACH MOTHER <i>Hiveling</i> Halo (Shadow) – While this creature is unengaged, each adjacent ally has Shadow – This creature can't be the target of abilities. <i>She loves her children so.</i> 3 3 5 33/60 ♦	SERPENTINE SPECTER Expel Nonvalor – You may move target engaged nonvalor enemy one cell. <i>Come and play with my friends...</i> 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. <i>It whispers promises of death.</i> 3 8 11 35/60 ♦
SUN SLAYER <i>Hellbred</i> Sacrificial Strike 8 – When you sacrifice this creature, make an 8-power attack against target local enemy. <i>In death is glory.</i> 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. <i>Be grateful raptors don't hunt in packs... one is bad enough.</i> 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. <i>Keep your hopes close, but your fears closer.</i> 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. 7 7 10 39/60 ★	DRACONITE MONK <i>Draconite monks believe that only through rigorous training and devotion can they achieve their true dragon potential.</i> 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. <i>What it lacks in size, it makes up for in sheer bloodthirstiness.</i> 4 2 3 41/60 ★	FORGEBLIND SMASHER Smash – You may destroy target local location. Supersmash 4 – You may destroy target local or adjacent location. <i>Be careful of bargains made with the forgeblind. They always collect.</i> 5 7 9 42/60 ★	HORNED BEAST Double Warpstrike 4 – Choose two different target nonlocal enemies. Make a 4-power attack against each target. <i>Guided by its horn, it eventually lost the need for a head.</i> 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.) <i>Many ships have mistaken its shining eye for the light of safety.</i> 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. 7 6 9 45/60 ♦
SKEEVER WARCALLER Assault 5 – Make a 5-power attack against target local enemy. <i>When the battle turns against the skeevers, the warcaller turns it back.</i> 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. <i>Death hasn't lessened their hatred. There's a reason they're still chained.</i> Location 47/60 ★	VAMPIRIC DRYAD Battle Energize 2 – Gain +2 spawn points at the beginning of your next spawn phase. <i>Your veins nourish her trees.</i> 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. <i>When steel is gone, bone endures.</i> 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. <i>Not all zungars agree that humanity is worth saving.</i> 0 5 5 50/60 ★
CARNIVAL CHARGER Inertia – Damage can't be assigned to local creatures during a shift phase. <i>Only the foolish accept its invitation to ride.</i> 3 8 11 51/60 ♦	ONEIRONAUT SECUNDUS <i>Janus</i> 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. 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. 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. 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). 6 5 10 55/60 ★
CUTTERELLA Edged Crit 2 – Whenever a local creature you control activates a blade ability, deal +2 damage this combat. <i>Snip snip.</i> 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. <i>Art is pain.</i> 2 3 7 57/60 ♦	QUEEN RAVEN <i>Hellbred</i> 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.) 7 11 13 58/60 ★	SKINBONES <i>Skinbones are fused together from the skin and bones of sleepers murdered in the dreamscape.</i> 3 4 5 59/60 ♦	PUTRID PRINCESS <i>Hellbred</i> Reinforce – You may spawn this creature in any cell that contains an ally. Nullify – Local creatures can't activate blade abilities. <i>It only takes one kiss.</i> 3 6 8 60/60 ♦