

Crimson Order

Starting Setup

- 1 x Royal Warrior
- 1 x Devout Cultist

Baron Daemar
 Summoner • Crimson Order

10

Blood Drain
 After this unit attacks and damages a unit, remove 1 damage from this unit.

Faithful Servants
 At the start of your Magic Phase, you may summon a Cultist unit adjacent to this unit.

3



Events (2x)

Call Forth
 Standard • Summon Phase

0

Add 1 damage to your summoner to retrieve up to 2 commons from your discard pile, reveal them, and add them to your hand.



Transfuse
 Standard • Magic Phase

0

Target a damaged friendly common or champion. Add 2 damage to a common or champion adjacent to the target to remove 2 damage from the target.



Death Rite
 Standard • Attack Phase

0

Destroy a friendly unit.
ACTIVE
 All friendly units have +1 strength.



Convert
 Epic • Attack Phase

0

Add 2 boost to this card.
ACTIVE
 Do not discard this card at the start of your turn if it is boosted. After a friendly unit attacks and destroys an enemy unit, you may spend 1 boost from this card to replace the destroyed unit with a Cultist unit from your discard pile.



Commons (4x)

Royal Warrior
 Common • Crimson Order

2 5

Blood Begotten
 Before this unit attacks, you may add 1 damage to your summoner. If you do, this unit has +2 strength during that attack.

2



Sacral Priest
 Common • Crimson Order

1 3

Protector
 This unit may be summoned adjacent to your summoner.

Blood Fervor
 Friendly adjacent damaged units have +1 strength.

2



Devout Cultist
 Common • Crimson Order

0 2

Undying Devotion
 After this unit is destroyed, roll a die. If a 1 is rolled and this unit is in a discard pile, add it to its owner's hand.

2



Doom Cultist
 Common • Crimson Order

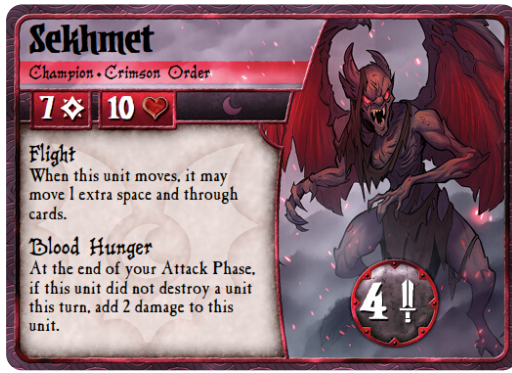
0 2

Curse
 After this unit is destroyed, if it was within 2 spaces of the enemy summoner, add 1 damage to that summoner.

2



Champions



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