

Fallen Kingdom

Starting Setup

- 1 x Undead Carrier
- 1 x Undead Archer

Ret-Talus
 Summoner Unit • Fallen Kingdom

14

Raise the Dead
 Once per turn, during your Summon Phase, you may add 2 damage to this unit to retrieve an Undead common from your discard pile and place it adjacent to this unit.

2



Events (2x)

Sacrificial Pyre
 Epic Event • Summon Phase

1

ACTIVE
 Each time a unit is destroyed, boost this card. When this card is discarded, target a unit. Remove 1 damage from the target for each boost on this card.



Purge
 Standard Event • Move Phase

0

Target any number of friendly units. For each target, you may add 2 damage to an adjacent unit. Destroy each target.



Blood Summon
 Standard Event • Summon Phase

0

Resolve the following effect up to 3 times:
 Target a friendly unit. Choose an Undead or Cultist common in your hand and place it adjacent to the target. If you do, add 2 damage to the target.



Hellforged Weapon
 Standard Event • Build Phase

0

Place this card under a friendly common. It has +2 strength and this ability:
Cursed
 After this unit attacks, add damage to it equal to the number of rolled.



Commons (4x)

Undead Archer
 Common Unit • Fallen Kingdom

2 2

Soul Shift
 After a unit within 3 spaces of this unit is destroyed during your turn, you may replace the destroyed unit with this unit.

3



Undead Carrier
 Common Unit • Fallen Kingdom

1 3

Soulless
 Do not gain magic when this unit destroys an enemy unit.

Infect
 After this unit destroys a unit, you may replace the destroyed unit with a Carrier unit from your discard pile.

2



Undead Warrior
 Common Unit • Fallen Kingdom

2 4

Blood Fury
 Each time a unit is destroyed on your turn, boost this unit. At the end of your turn, remove 2 boost from this unit.

Imbued Strength
 This unit has +1 strength for each boost it has, to a maximum of +5.

2



Hellfire Cultist
 Common Unit • Fallen Kingdom

0 2

Immolate
 After this unit is destroyed, add 1 damage to each enemy unit that was adjacent to it.

2



Champions

Dragos
Champion Unit • Fallen Kingdom

6♦ 8♥

Life Drain
Before this unit attacks, it may destroy a friendly unit within 2 spaces. If it does, during that attack, ↗ = ♣.

4!



Gul-Dass
Champion Unit • Fallen Kingdom

6♦ 9♥

Spawn
You may summon commons adjacent to this unit. After summoning a common adjacent to this unit, add 1 damage to this unit.

Wrath
This unit has +1 strength for each damage it has.

2!



Elut-Bal
Champion Unit • Fallen Kingdom

6♦ 6♥

Summoned by Fire
When paying costs to summon this unit, you must also destroy a friendly unit. Replace the destroyed unit with this unit.

6!



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