

# Obsidian Dwarves

## Starting Setup

- 1 x Blood Berserker
- 1 x Ember Guard

## Events (2x)



## Commons (4x)



# Champions

**The Hell Forge**  
 Champion Unit • Structure • Obsidian Dwarves

3♦ 6♥

**Inanimate**  
 This unit cannot move or attack.

**Work the Forge**  
 Once per turn, during your turn, you may add 1 damage to this unit to retrieve a Hellforged event from your discard pile and play it under a viable unit within 3 spaces.

0!



**Vulkør**  
 Champion Unit • Obsidian Dwarves

6♦ 6♥

**Disciple**  
 Each time 1 or more boost is added to your summoner, add the same number of boost to this unit.

**Imbued Spirit**  
 This unit has +1 strength and +1 life for each boost it has, to a maximum of +5.

2!



**Davura**  
 Champion Unit • Obsidian Dwarves

5♦ 8♥

**Disciple**  
 Each time 1 or more boost is added to your summoner, add the same number of boost to this unit.

**Coordinated Strike**  
 After this unit attacks an enemy card, you may spend 3 boost to resolve an extra attack with your summoner.

3!



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