

Obsidian Dwarves

Starting Setup

- 1 x Blood Berserker
- 1 x Ember Guard

Events (2x)

Balzar
Summoner • Obsidian Dwarves

13

Burning Rage
After this unit attacks an enemy card, if 0 or 1 were rolled, add 2 boost to this unit. Otherwise, remove 1 boost from it.

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

2



Volcanic Blast
Epic • Attack Phase

0

Spend up to 4 boost from your summoner to add the same number of damage to each card within 2 spaces of your summoner.



Hellforged Axe
Standard • Build Phase

0

Place this card under a friendly common. It has these abilities:

Too Strong
This unit has +2 strength.

Smolder
At the start of your turn, add 1 damage to this unit.




Hellforged Chains
Standard • Build Phase

0

Place this card under a friendly common. It has these abilities:

Reach
This unit may attack cards that are diagonal to it or up to 2 clear straight spaces away.

Smolder
At the start of your turn, add 1 damage to this unit.



Willpower
Standard • Attack Phase

0

Boost your summoner.

ACTIVE
Friendly units have this ability:

Iron Will
Once per turn, when this unit rolls dice for an attack, you may re-roll all of those dice.



Commons (4x)

Ember Guard
Common • Obsidian Dwarves

1 3

Blaze Step
Once per turn, during your Attack Phase, you may either spend 1 boost from your summoner or add 1 damage to your summoner to place this unit adjacent to your summoner.

2



Blood Berserker
Common • Obsidian Dwarves

2 5

Wild Swing
When this unit attacks, = add 1 damage to each card adjacent to this unit other than the target of the attack.

2



Oath Sworn
Common • Obsidian Dwarves

1 2

Blood Bond
After this unit attacks an enemy unit, add boost to your summoner equal to the number of rolled.

3



Ember Demon
Common • Obsidian Dwarves

1 3

Born of Fire
This unit may be summoned adjacent to a friendly Ember unit.

Dark Pact
After summoning this unit, either spend 1 boost from your summoner or add 1 damage to your summoner.

3



Champions

The Hell Forge

Champion • Structure • Obsidian Dwarf

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 • 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

Dayura

Champion • 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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