

Skyspear Avians

Starting Setup

- 1 x Aerie Sage
- 1 x Aerie Steward

Ava
 Summoner • Skyspear Avians

10

Flight
 When this unit moves, it may move 1 extra space and through cards.

Take to the Skies
 At the start of your Move Phase, friendly Aerie units within 2 spaces of this unit gain Flight until the end of your turn.

3

Events (2x)

Sky Assault
 Standard • Attack Phase

0

ACTIVE
 Friendly units with Flight have this ability:
Aerial Shot
 This unit may attack through units.

Battle Song
 Standard • Attack Phase

0

ACTIVE
 Friendly units within 2 spaces of your summoner have this ability:
Blitz
 The first time this unit attacks on a turn, it has +1 strength during that attack.

Gathering Song
 Epic • Summon Phase

0

ACTIVE
 Your summoner has this ability:
Gather the Flock
 Once per turn during your Summon Phase and once per turn during your Magic Phase, you may place up to 2 friendly commons adjacent to this unit.

Aerie Gate
 Standard • Structure

0 3

After summoning a unit adjacent to 1 or more Aerie Gates, you may force that unit 1 space.

Commons (4x)

Aerie Diver
 Common • Skyspear Avians

1 2

Dive In
 This unit may be summoned on a space within 2 spaces of your summoner.

Sudden Strike
 After summoning this unit, you may add 1 damage to an adjacent enemy unit.

2

Aerie Sage
 Common • Skyspear Avians

1 3

Strong
 This unit has +1 strength.

Aerie Support
 Friendly adjacent Aerie units have Strong.

1

Aerie Sentinel
 Common • Skyspear Avians

2 4

Stalwart
 This unit cannot be forced, moved through, or attacked through by effects on cards your opponent controls.

3

Aerie Steward
 Common • Skyspear Avians

2 5

Worthy
 When this unit attacks, if it is adjacent to your summoner, =

2

Champions

Sairook
Champion • Skyspear Avians

5 ♦ 6 ♥

Aerie Captain
While on the battlefield, this unit has the abilities of every friendly Aerie unit on the battlefield.

3



Gilford
Champion • Skyspear Avians

5 ♦ 7 ♥

Flight
When this unit moves, it may move 1 extra space and through cards.

Bully
After this unit moves, it may target any number of adjacent enemy units. Force each target 1 space.

3



Rath
Champion • Skyspear Avians

6 ♦ 7 ♥

Prepare
Instead of moving this unit, you may boost it.

Prey
Once per turn during your Attack Phase, you may spend a boost to place this unit adjacent to a damaged enemy common or champion.

4



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