

RAGNAR SILVERMOON
Commander

Duelist (When attacking, return top card of your Discard to bottom of Deck, add shield energy to your dmg.)

Regenerate - Once Discard 1 Rage: Heal Cmdr 1. (Attacks generate 1 Rage.)

4 1 2 10

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RAGNAR SILVERMOON
Commander Evol (1)

Duelist (When attacking, return top card of your Discard to bottom of Deck, add shield energy to your dmg.)

Battler - Once Main Discard 1 card.
Regenerate - Once Discard 1 Rage: Heal Cmdr 1. (Attacks generate 1 Rage.)

3 1 2 10

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RAGNAR SILVERMOON
Commander Evol (2)

Duelist (When attacking, return top card of your Discard to bottom of Deck, add shield energy to your dmg.)

Battler - Once Main Discard 1 and Draw 1 card.
Regenerate - Once Discard 1 Rage: Heal Cmdr 1. (Attacks generate 1 Rage.)

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DAWNBREAKER
Wolven

Reserve - Weapon
Comes into play Rested.

Dawnbreaker Blade - Rest: Add +1 dmg (Discard 1 Rage: +2 dmg if it has Duelist) to any Unit or Cmdr.

Dawnbreaker's Wrath - Rest & Remove: Generate 2 Rage.

1 1

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WOLF'S BANE
Wolven

Reserve - Armor
Comes into play Rested.

Wolf's Bane - Rest: Generate 1 energy.

Wolf's Wrath - Rest & Remove: Silvermoon Clan Unit gains Riposte (Deals damage to attacker) Duelist activates on Riposte.

1 1

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SILVERMOON TEMPLE
Wolven

Reserve - Battlefield
Comes into play Rested.

Silvermoon's Embrace - Rest: Discard the top 2 cards of your Deck to the Discard. "If card Discarded is a Silvermoon Clan Unit, you may Discard 1 instead."

2 1

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FLAMING MOON
Ragnar Silvermoon

Reserve - Feat - Spell
You may summon one Silvermoon Clan Unit from your Discard for half the cost. (Rounded up.)

Sturdy - All ally Silvermoon Clan Units and Cmdr gain +1 armor til next turn.

Flames (Discard 1 Rage: Add +1 dmg to Ragnar.)
Remove this card from the game.

3 1

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FERAL FRENZY
Ragnar Silvermoon

Reserve - Feat - Spell
Ragnar loses Battler & Regenerate til end of turn. Gain Feral - When Ragnar K.O.'s enemy Unit, return top 6 cards of Discard to bottom of Deck: Ready him.

Frenzy - Discard "x" Rage: Add "x" dmg for this attack. Can activate Feral and Frenzy abilities 1 more time at Evol1 and 2 times at Evol2. Remove this card from the game.

2 1

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ENERGY CORE
Artifact

Artifact Core
On Play to Energy - Swap a face down card with this core. Rest this core to get 1 energy.

1 1

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