

2	HARPY OF LIGHT	3	3	RAVENOUS GRIFFIN	3	3	HELLHOUND	3	1	FLAME READER	4
 <p>Spend 1MP. Harpy of Light gains 2 Strength.</p> <p>Champion Support</p>		 <p>When Ravenous Griffin is destroyed, add 1 damage counter to any player's Support.</p> <p>Champion Support</p>		 <p>When Hellhound mass attacks, it gains 1 Strength.</p> <p>Champion Support</p>		 <p>When Flame Reader is precise attacked, spend 1MP to reduce the damage by 1.</p> <p>Champion Support</p>					
<p>When your Champion is destroyed, add 1 damage counter to each of any player's Supports.</p>		<p>When your Champion is destroyed, spend 1MP to remove up to 2 damage counters from Ravenous Griffin.</p>		<p>When your Champion mass attacks, it gains 1 Strength.</p>		<p>When your Champion is precise attacked, roll 1d6. On 5-6, negate the damage.</p>					

EXILED LEGENDS

Print-and-play version

2	RECKLESS BIFANG	4	4	UNSTABLE CHIMERA	1	3	FIREBOUND DRAGON	4	1	FIRE DANCER	4
 <p>When your Champion is precise attacked, add 1 damage counter to the attacking Champion.</p> <p>Champion Support</p>		 <p>When Unstable Chimera is destroyed, add 1 damage counter to each of every player's Heroes.</p> <p>Champion Support</p>		 <p>Spend 1MP to add 3 damage counters to any player's Hero, then skip your Attack phase.</p> <p>Champion Support</p>		 <p>Roll 1d6. On 1-3, add 1 damage counter to Reckless Bifang. On 4-6, add 2 damage counters to any player's Support.</p> <p>Champion Support</p>					
<p>Roll 1d6. On 1-3, add 1 damage counter to Reckless Bifang. On 4-6, add 2 damage counters to any player's Support.</p>		<p>When Unstable Chimera is destroyed, add 1 damage counter to each of every player's Heroes.</p>		<p>When your Champion is destroyed, spend 1MP to remove up to 2 damage counters from one of your Supports.</p>		<p>Roll 1d6. On 4-6, Fire Dancer gains 3 Strength.</p>					