

Hero of Tython



●	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	17
18	19	●			

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Theron Shan



●	1	2	3	4	5
6	7	8	●		







SPECIAL



Hero of Tython
CHALLENGING CALL

Play anytime on your turn.
All opponents within 5 spaces are not allowed to target any of Hero of Tython's allies until after Hero of Tython's next turn.

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Attack 4



Hero of Tython
FORCE LEAP

Play when Hero is attacking.
You can target anyone at range. After the attack is resolved, Hero of Tython must move adjacent to that character.

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SPECIAL



Hero of Tython
FORCE SWEEP

Play anytime on your turn.
All adjacent opponents take 3 damage. Each affected character cannot move on their next turn.

Defend 7



Hero of Tython
SABER WARD

Play when Hero is defending.
Draw a card.

Defend 7



Hero of Tython
SABER WARD

Play when Hero is defending.
Draw a card.

Defend 7



Hero of Tython
SABER WARD

Play when Hero is defending.
Draw a card.

 Defend



Hero of Tython
SABER REFLECT

Play when Hero is defending.
Hero of Tython takes no damage. The attacker takes half the damage, rounded up.

SPECIAL



Theron Shan
SPYMASTER

Play anytime on your turn.
Choose an opponent to reveal their hand. They must discard the highest defense card.

Attack 7



Theron Shan
CYBERNETIC IMPLANT

Play when Theron attacks.
The target must discard a card of their choice.

Attack 4



Theron Shan
ORDER OF ZILDROG

Play when Theron attacks.
The target must be adjacent. The target takes 2 damage at the end of their every turn until Theron takes any damage.

